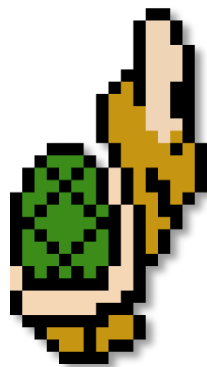


# Organized Enemy Sprites

For use with NES version of Super Mario Bros. 3  
An Organized Document of Enemy Sprites

by BlueFinch  
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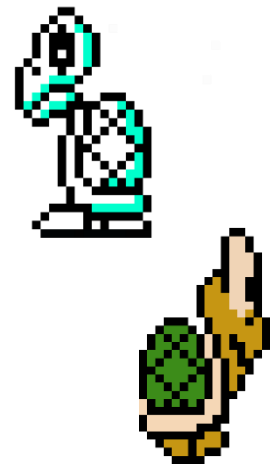
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## 1) Common Enemies:

### — Koopas —

DEC	HEX	NAME
63	\$3F	Dry Bones (Skeletal Koopa, RIP)
108	\$6C	Green Koopa Troopa
109	\$6D	Red Koopa Troopa
110	\$6E	Green Koopa Troopa (Bounces along)
111	\$6F	Red Koopa Troopa (flies up and down)
122	\$7A	Giant Green Koopa Troopa
123	\$7B	Giant Red Koopa Troopa
126	\$7E	Giant Green Koopa Paratroopa
127	\$7F	Giant Red Koopa Paratroopa
128	\$80	Green Koopa Troopa (flies left to right)
209	\$D1	Three Green Koopa Paratroopas



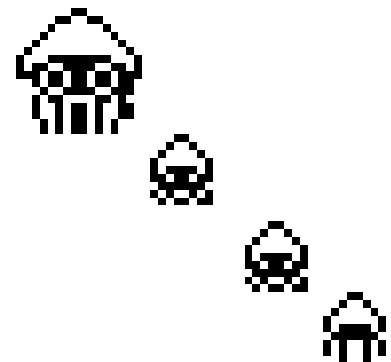
### — Goombas —

43	\$2B	Kuribo Goomba (Goomba Shoe)
107	\$6B	Piledriver Micro-Goomba
114	\$72	Goomba
115	\$73	Paragoomba
116	\$74	Paragoomba with Micro-goombas
124	\$7C	Giant Goomba
192	\$C0	Infinite Goombas (leftward)
193	\$C1	Infinite Goombas (rightward)



### — Bloopers —

98	\$62	Blooper
97	\$61	Blooper with baby bloopers
106	\$6A	Blooper Nanny



### — Lakitu —

131	\$83	Lakitu
132	\$84	Red Spiny Egg
133	\$85	Green Spiny Egg
182	\$B6	Lakitu boundary



— Cheep-Cheeps —

45	\$2D	Boss Bass (surface)
99	\$63	Big Bertha (underwater)
119	\$77	Cheep-cheep
136	\$88	Yellow cheep-cheep
210	\$D2	3 yellow cheep-cheeps
59	\$3B	Surface cheep-cheep (swims along surface)
100	\$64	Surface cheep-cheep (jumps out of water)
118	\$76	Falling cheep-cheep
72	\$48	Baby cheep-cheep
23	\$17	Spiny cheep-cheep
66	\$42	Jumping cheep-cheep (use with hilly object that has 3 ascending puddles; it jumps up and to the right 3x)
67	\$43	Jumping cheep-cheep (use with hilly object that has 2 ascending puddles; it jumps down and to the right 2x)
180	\$B4	Infinite Flying cheep-cheeps
181	\$B5	Infinite Spiny cheep-cheeps
187	\$BB	STOPS infinite flying or spiny cheep-cheeps.



— Beetles, Parabeetles, and Spinies —

159	\$9F	Parabeetle
183	\$B7	Infinite Parabeetles
64	\$40	Buster Beetle
104	\$68	Upside-down Buzzy Beetle
105	\$69	Upside-down Spiny
112	\$70	Buzzy Beetle
113	\$71	Spiny







— Thwomps —








138	\$8A	Normal
139	\$8B	Leftward
140	\$8C	Rightward
141	\$8D	Upward
142	\$8E	Diagonally up & left
143	\$8F	Diagonally down & left





— Piranha & Venus Plants —

42	\$2A	Ptooie	
70	\$46	Pipe Ptooie	
86	\$56	Leftward Piranha Plant	
87	\$57	Rightward Piranha Plant	
125	\$7D	Giant Green Piranha Plant (upward)	
127	\$7F	Giant Red Piranha Plant (upward)	
160	\$A0	Green Piranha Plant (upward)	
161	\$A1	Green Piranha Plant (downward)	
162	\$A2	Red Piranha Plant (upward)	
163	\$A3	Red Piranha Plant (downward)	
164	\$A4	Green Venus Fire Trap (upward)	
165	\$A5	Green Venus Fire Trap (downward)	
166	\$A6	Red Venus Fire Trap (upward)	
167	\$A7	Red Venus Fire Trap (downward)	

— Chomps, Bros, Boos & Nippers —

79	\$4F	Jumping Chomp	
88	\$58	Fire Chomp	
137	\$89	Chain Chomp (careful with its X pos, can get glitchy)	
129	\$81	Hammer Bro	
130	\$82	Boomerang Bro	
135	\$87	Fire Bro	
134	\$86	Sledge Bro (Sumo Bro)	
47	\$2f	Boo Buddy	
49	\$31	Top Stretch (Boo)	
50	\$32	Bottom Stretch (Boo)	
51	\$33	Nipper Plant	
57	\$39	Walking Nipper Plant	
61	\$3D	Walking Nipper Plant (shoots fireballs)	

— Other Enemies —

41	\$29	Spike	
93	\$5D	Tornado (careful with this one; works best on flat-land, no ceiling)	
175	\$AF	Angry Sun (can use multiple suns, but be careful of placement)	
103	\$67	Lava Lotus	
173	\$AD	Brown Rocky Wrench	
190	\$BE	Tan Rocky Wrench	
157	\$9D	Upward Rocket Engine	
172	\$AC	Leftward Rocket Engine	
177	\$B1	Rightward Rocket Engine	
178	\$B2	Downward Rocket Engine	

## 2) Bosses, Fire Enemies, and Castle Stuff:

### — Bosses —

14	\$0E	World (x) Boss (changes based on what world it is loaded within.)
24	\$18	Bowser
117	\$75	Bowser's Fireball
75	\$4B	Boom Boom
76	\$4C	Boom Boom (Flying)
74	\$4A	Magic Ball (? Orb / ? Ball / ? Bomb)



### — Fire Enemies (Some of these are repeated elsewhere in this document) —

83	\$53	Stray Podobo
158	\$9E	Podobo (comes out of lava)
117	\$75	Bowser's Fireball
208	\$D0	Laser for Bowser Statue
48	\$30	Hot Foot
69	\$45	Smart Hot Foot
61	\$3D	Walking Nipper Plant (shoots fireballs)
88	\$58	Fire Chomp
89	\$59	Fire Snake
135	\$87	Fire Bro



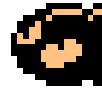
### — Rotodiscs —

81	\$51	Double Rotodisc (rotates counter-clockwise)
90	\$5A	Single Rotodisc (rotates clockwise)
91	\$5B	Single Rotodisc (rotates counter-clockwise)
94	\$5E	Double Rotodisc (rotates both ways, starts at sides)
95	\$5F	Double Rotodisc (rotates both ways, starts at top)
96	\$60	Double Rotodisc (rotates clockwise)



### 3) Bullets, Bills & Bombs:


80	\$50	Bob-Omb (about to blow up)
85	\$55	Bob-Omb (regular)
206	\$CE	Infinite Bob-ombs (leftward; shoot from blaster)
207	\$CF	Infinite Bob-ombs (rightward; shoot from blaster)
120	\$78	Still Bullet Bill (neat!)
176	\$B0	Still Big Bullet (neat!)
121	\$79	Stray Missile Bill
188	\$BC	Bullet Bill (the kind you shoot out of a blaster)
189	\$BD	Missile Bill (likewise, shot out of a blaster)
191	\$BF	Cross-shaped bullet shots (like on Ships)
194	\$C2	Bullet shots (leftward)
204	\$CC	Bullet shots (rightward)
195	\$C3	Big bullet shots (leftward)
205	\$CD	Big bullet shots (rightward)
196	\$C4	Bullet shots (up and left)
200	\$C8	- repeated -
197	\$C5	Bullet shots (up and right)
201	\$C9	- repeated -
198	\$C6	Bullet shots (down and left)
202	\$CA	- repeated -
199	\$C7	Bullet shots (down and right)
203	\$CB	- repeated -







#### 4) ALL the Platforms:


##### — Cloud Platforms —

36	\$24	Leftward (fast)	
44	\$2C	Leftward (slow)	





##### — Wooden —

54	\$36	Leftward moving	
68	\$44	Falling (when stepped on)	
38	\$26	Rightward (step-activated)	
60	\$3C	Wired	
62	\$3E	Floating (for water surface)	
185	\$B9	Infinite leftward-moving falling platform	
39	\$27	Moves back-and-forth (a lot)	
55	\$37	Moves back-and-forth (a little)	
40	\$28	Moves up-and-down (a lot)	
56	\$38	Moves up-and-down (a little)	

##### — Spinning —

144	\$90	Spinning (step-activated)	
145	\$91	Spinning (constant)	
146	\$92	Spinning (periodical clockwise)	
147	\$93	Spinning (periodical counter-clockwise)	

##### — Other Platforms —

168	\$A8	Auto-moving upward Arrow platform	
169	\$A9	Auto-moving multi-directional platform	
46	\$2E	Upward circle-block	
58	\$3A	Falling circle-block	
6	\$06	Colored Noteblock	
27	\$1B	Colored Noteblock	
174	\$AE	Nut (use with corkscrew)	

## 5) Bonus Items & Powerups:

FOR TREASURE CHEST, SEE SECTION 8 BELOW.

11	\$0B	Stray 1-Up	
12	\$0C	Stray Star	
13	\$0D	Stray Mushroom	
25	\$19	Stray Fire Flower	
28	\$1C	Stray Mushroom (again?)	
30	\$1E	Stray Leaf	
33	\$21	Flashing Mushroom	(credits like goal card, does not end level)
34	\$22	Flashing Fire Flower	(credits like goal card, does not end level)
35	\$23	Flashing Star	(credits like goal card, does not end level)
148	\$94	Giant ? Block— 1-ups (3x)	
149	\$95	Giant ? Block — mushroom	
150	\$96	Giant ? Block — fire flower	
151	\$97	Giant ? Block — leaf	
152	\$98	Giant ? Block — tanooki	
153	\$99	Giant ? Block — frog	
154	\$9A	Giant ? Block — hammer bro	

## 6) Other Interesting Sprites:

1	\$01	Weird red thing you can slide around on. ('Banana Peel', troll effect)	
2	\$02	Makes Mario bounce at beginning of level	
8	\$08	P-Switch Activated Door	
31	\$1F	Stray Vine	
101	\$65	Upward Current	
102	\$66	Downward Current	



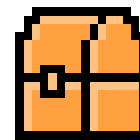
## 7) Objects of Level-Meta:

7	\$07	Mushroom House Entrance for Warp Whistle
211	\$D3	Autoscroll Object
212	\$D4	White Mushroom House (x pos must be uneven, y pos = amountofcoins required)
37	\$25	Changes exit location on map upon level completion. This is fully explored in "Beyond Pipes": <a href="http://www.romhacking.net/documents/788/">http://www.romhacking.net/documents/788/</a>
53	\$35	Automatically Clears Stage (once this is loaded onto screen)
65	\$41	Goal Card (gives mushroom, flower, or star, and ends level)
74	\$4A	Magic Ball (? Orb / ? Ball / ? Bomb)
213	\$D5	'The King Has Been Transformed' message
52	\$34	Toad & Message
73	\$49	Background Cloud
184	\$B8	Moving Background Clouds

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## 8) Treasure Chest:

82	\$52	Treasure Chest
186	\$BA	Exit level upon getting Treasure Chest
214	\$D6	Type of item to be placed in Treasure Chest (Y position determines item; see below for items)



0 = Nothing	7 = Jugem's Cloud
1 = Mushroom	8 = P-Wing
2 = Fire Flower	9 = Starman
3 = Leaf	10 (\$A) = Anchor
4 = Frog Suit	11 (\$B) = Hammer
5 = Tanuki Suit	12 (\$C) = Whistle
6 = Hammer Bros. Suit	13 (\$D) = Music Box

## 9) 'Nothing' and 'Weird':

Included for potential overwrite slots for new, custom enemies.

Advanced users only.

0	\$00	Nothing
15	\$0F	Nothing
16	\$10	Nothing
17	\$11	Nothing
18	\$12	Nothing
19	\$13	Nothing
20	\$14	Nothing
21	\$15	Nothing
22	\$16	Nothing
29	\$1D	Nothing
32	\$20	Nothing
71	\$47	Nothing
77	\$4D	Nothing
78	\$4E	Nothing
155	\$9B	Nothing
156	\$9C	Nothing
177	\$9D	Nothing
4	\$04	Weird
5	\$05	Weird
10	\$0A	Weird
26	\$1A	Weird
179	\$B3	Weird

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## 10) 'Crashes Game':

215-255 | \$D7-\$FF

Crashes Game (probably stay away from using these, unless you're savvy)

