

# Enemy Palettes

## 1. Enemy Palettes

- root/obj/enemy\_ncl.bin
- root/obj/enemy\_B\_ncl.bin
- root/obj/enemy\_R\_ncl.bin
- root/obj/enemy\_W\_ncl.bin

## 2. List of bitmaps which use the enemy palette

Folder	Bitmap	Description
/obj	I_bubble256	Podoboo
/obj	I_dokan_yajirushi	Arrow signs
/obj	I_fireball	Fire Mario/Fire Brother fireballs
/obj	I_kuribo256	Goomba
/obj	I_nokonoko256	Koopa Troopa
/obj	I_star_red	Mario VS Luigi battle stars
/obj	I_switch	? Switch, ! Switch, P Switch and Skull Switch
/obj	I_ochiruhashi	Beach platform
/obj	I_teresa256	Boo
/obj	W_kinoko	Graphics for the Blue/Yellow/Red Toad house blocks and cards