

# Enemy Palettes

The enemy palette is used by various in-level sprites. Like the jyotyu palette, the palette used will change depending on the bottom BG to better fit the level theme. All palettes, as well as the bitmaps of the sprites that use them, can be found in the /OBJ folder.

## 1. Enemy palettes

File	Description
I_enemy_ncl.bin	Normal enemy palette
I_enemy_B_ncl.bin	Blue (underground) enemy palette
I_enemy_R_ncl.bin	Red (volcanic) enemy palette
I_enemy_W_ncl.bin	Grey (winter) enemy palette

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

Bitmap	Description	Palette Number
I_awa_ncg.bin	Underwater pipe current bubble	0
I_bubble256_ncg.bin	Podoboo (lava bubble)	0
I_dokan_hahen_ncg.bin	Broken pipe fragments	0 (yellow), 1 (green), 3 (red)
I_dokan_yajirushi_ncg.bin	Yellow sewer arrow (2-3)	1
I_fireball_ncg.bin	Fireball; used by Fire Mario/Luigi, firebar, fire bros., and venus fire trap(?)	0
I_item_ncg.bin	Power-up and vine top graphics	0 (for star flash; jyotyu palette is used otherwise)
I_kazandan_hahen_ncg.bin	Broken volcanic meteor fragments	0
I_kuribo256_ncg.bin	Goomba, paragoomba, paragoomba wings	0
I_nokonoko256_ncl.bin	Koopa Troopa, Koopa Paratroopa, Paratroopa wings	0 (green), 1 (red), 2 (blue)
I_obj_yougan_ncg.bin	Background volcanic meteor	1

I_ochirhashi_ncg.bin	Falling beach platform	1
I_switch_ncg.bin	P-switch, ?-switch, !-switch, and boss (skull) switch	2
I_teresa256_ncg.bin	Boo	1
W_kinoko_ncg.bin	Graphics for the blue/yellow/red Toad house blocks and cards	3 (for red/yellow Toad house graphics; enemy256 palette is used otherwise)

### 3. Enemy256 palette

The enemy256 palette is used by only a few sprites and differs from the enemy palette in that it does not have underground/wintery/volcanic variants. The file for it is **I\_enemy256\_ncl.bin**.

### 4. List of bitmaps which use the enemy256 palette

Bitmap	Description	Palette Number
I_star_red_ncg.bin	MvsL big star	1
W_kinoko_ncg.bin	Graphics for the blue/yellow/red Toad house blocks and cards	0 (for blue Toad house graphics; enemy palettes are used otherwise)