

Super Mario Advance NES/SNES/GBA Changes FAQ

by CVXFREAK

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Super Mario Advance
-NES/SNES/GBA Changes FAQ-
Nintendo Game Boy Advance
Game Boy Advance SP
Game Boy micro
GameCube Game Boy Player
Written by cvxfreak
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After doing a "Changes FAQ" for Resident Evil CODE: Veronica X, I didn't see on one made for Super Mario Advance's Super Mario Brothers 2 game. I think a FAQ for it would be fairly useful, so I decided to make it a few years ago.

Anyway, this FAQ will cover the changes made between the NES/SNES and the GBA versions of Super Mario Bros. 2 (Super Mario Advance). This will also cover changes between the US and Japanese versions of the GBA game, as well. There are a lot of changes. This isn't a gameplay FAQ, so please do not send me gameplay-related email.

E-Mail: FireEmblemPride[at]gmail[dot]com.

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1. Version History
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April 16, 2007

After three years without an update, I have returned to this FAQ to clean it up. Basically, I improved the writing and fixed any errors I may have missed over the years.

January 11, 2004

Wow, I haven't updated this in awhile, so here's an update to fix errors and such.

August 18, 2002

Changed my e-mail.

July 2, 2002

Updated some minor errors.

November 17, 2001

FAQ begun and finished, as always.

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2. Super Mario

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The Mario series might be the most recognizable video game series even after more than two decades since its introduction. Perhaps only the Pokemon series can share this distinction. Over the years, there have been many iconic Mario games released:

NES/Famicom

Super Mario Brothers

Super Mario Brothers: The Lost Levels (Super Mario Brothers 2 in Japan)

Super Mario Brothers USA (Super Mario Bros. 2 in America)

Super Mario Brothers 3

SNES/Super Famicom

Super Mario World

Mario Is Missing

Super Mario World 2: Yoshi's Island

Super Mario RPG

Nintendo 64

Super Mario 64

Paper Mario

Game Boy

Super Mario Land

Super Mario Land 2: Six Golden Coins

Game Boy Color

Super Mario Brothers Deluxe

GameCube

Luigi's Mansion

Game Boy micro
Game Boy Player

***North America release date.

The latest version of the game released was Super Mario Advance, back when the Game Boy Advance launched in 2001. Its graphics were upgraded beyond the previous editions, voiceovers were added when characters jumped or got hit and it contained the Mario Bros. Classic mini game.

But what was changed from the previous two versions?

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4. Super Mario Brothers 2 (NES)
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PLATFORM	RELEASE DATE	REGION
NES	X/XX/1986***	North America/Europe

NES: Nintendo Entertainment System

NA: North America = United States + Canada

EU: Europe and/or PAL territories (Australia, etc.)

***Estimated release date.

This is the original version of Super Mario Brothers 2. It sports the weakest graphical presentation of all three versions because of the lack of graphical prowess the NES had compared to the SNES and GBA.

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5. Super Mario Brothers 2 (SNES)
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PLATFORM	RELEASE DATE	REGION
SNES	X/XX/1994***	North America/Europe

SNES: Super Nintendo Entertainment System

NA: North America = United States + Canada

EU: Europe and/or PAL territories (Australia, etc.)

**Released in Japan as "Super Mario Collection"

***Estimated release date.

This is the version that led up the GBA version. Same game, but with graphical touches. This game is part of a one-cartridge collection featuring Super Mario Bros., Super Mario Bros. 3 and this game. This package is called "Super Mario All Stars" or "Super Mario Collection" in Japan.

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6. Super Mario USA (NES, SNES, GBA)
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PLATFORM	RELEASE DATE	REGION
NES...	1986-2001	Japan

NES...: NES, SNES, GBA
NES: Nintendo Entertainment System
SNES: Super Nintendo Entertainment System
GBA: Game Boy Advance
Game Boy Advance SP
Game Boy micro
Game Boy Player
JP: Japan

***Estimated release dates.

Super Mario USA is the Japanese versions of all the versions of Super Mario Brothers 2 in North America. The game contains a different name because Super Mario Brothers 2 in Japan is "Super Mario. Brothers: The Lost Levels" in North America, which was only released with Super Mario All-Stars on the SNES.

Here's a little comparison:

JAPAN	NORTH AMERICA
Super Mario Brothers 2	Super Mario Brothers
Super Mario USA	Super Mario Brothers 2

7. Differences Between Versions

The GameBoy Advance version is different from the SNES/NES version. The main game is the same, but some key features have been modified, or changed to make a new experience. Here are the changes.

GAMEBOY ADVANCE VERSION	NINTENDO/ SUPER NINTENDO VERSION
-The character models are better.	-The character models are less detailed.
-Heart powers are frequent.	-Heart powers are RARE.
-New music plays in the vase.	-Vase music is different.
-Bigger enemies appear.	-Only small enemies appear.
-Big veggies appear.	-Small veggies appear.
-Robirdo is a new boss.	-There is no Robirdo.
-Portable.	-Not portable.
-Addition of the Big Coins.	-No red coins.

-Yoshi's Challenge at the end.	-No Yoshi's Challenge.	
-Character selection screen rotates characters.	-Character selection screen shows all characters at once.	
-Peach is the Princess' name.	-Toadstool is the Princess' name.	
-The powers of characters are shown.	-The powers of characters are not shown.	
-Level charts are shown before each level.	-Level charts not shown.	
-There are voices for each character.	-There are no voices at all.	
-The sound is toned down.	-The sound is much better.	

These are all the differences I've observed over the years. If you see anything incorrect or missing, please don't hesitate to send me an e-mail.

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8. Frequently Asked Questions
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QUESTION

I have a gameplay question.

ANSWER

Don't ask me. Although I wrote FAQs for Super Mario Advance 4 and Super Mario Sunshine, I prefer not to write for this one. Sorry about that. There are plenty of FAQs for the various versions of Super Mario Brothers 2, so look on GameFAQs for them.

QUESTION

What if there is something missing from your FAQ?

ANSWER

Tell me! I'll be more than happy to add it for you, and then give you credit.

QUESTION

Why did you write this FAQ?

ANSWER

For love of the game. Super Mario Advance was a really fun GBA launch game, so I wrote this. Plus, the first version of this FAQ was written on the night of November 17, 2001 which was a day before the GameCube's North American launch. I wrote this to pass the time until morning.

QUESTION

Why is this game called Super Mario USA in Japan?

ANSWER

Because Super Mario Brothers: The Lost Levels (the North American name) was released there as Super Mario Brothers 2. The Lost Levels is the true sequel to the first Super Mario Brothers in Japan, but because The Lost Levels was deemed as a difficult, off putting game, Nintendo took the Famicom game "Doki Doki Panic" and turned it into the North American version of Super Mario Brothers 2 we know today.

QUESTION

Why did Nintendo mix up the names and the way the games were released?

ANSWER

Well, Nintendo thought The Lost Levels would be too repetitive because it was, after all, a fairly similar game to the original. Seeing as it may not have sold that well (the first game sold 40 Million copies!), Nintendo released a different version for North American audiences.

QUESTION

Why so many rehashes?

ANSWER

Well, the SNES rehash was part of a multi-game package and the GBA version was for the sake of having a Mario title for the GBA launch. All the pre-N64 Mario games were eventually remade or ported over to the GBA, with the exception of Super Mario RPG. Super Mario 64 was ported to the Nintendo DS.

QUESTION

What's the Mario Brothers Classic game?

ANSWER

Mario Brothers Classic is a remake of the arcade game, Mario Brothers, not to be confused with SUPER MARIO BROTHERS. It was originally an arcade game in Japan and was a launch game for the Famicom (Super Mario Brothers was NOT a Famicom launch game).

QUESTION

What other Mario games are coming out/available for GBA?

ANSWER

Here is a list of all Mario games released for the GBA:

Super Mario Advance*

Super Mario World: Super Mario Advance 2*

Yoshi's Island: Super Mario Advance 3*

Super Mario Brothers 3: Super Mario Advance 4

Classic NES Series: Super Mario Brothers (Famicom Mini in Japan)

Famicom Mini: Super Mario Brothers 2 (Japan-only)

*denotes a re-release under the Player's Choice lineup in North America

QUESTION

Why is the name "Toadstool" changed to "Peach" in the GBA version?

ANSWER

Apparently, she was called Peach in Japan and Toadstool in America up until the release of a few non-main Mario games on the N64, when her Japanese name began being used in English.

QUESTION

So what is her real name or her full name?

ANSWER

Well... I can draw a guess that it is "Princess Peach Toadstool." But it really isn't all that important.

QUESTION

How much is this game?

ANSWER

When the game launched, it was about \$30 US, GBP 33 (UK), Y 4800 (JP). However, prices have changed since 2001. The game was re-released under the Player's Choice lineup in North America in 2006, at the price of \$19.99 MSRP (US Dollars).

QUESTION

I don't like this game.

ANSWER

Well... that's too bad.

QUESTION

Is it better to get this game domestically or to import it from Japan?

ANSWER

Well, there's nothing wrong with the North American version, so go for that one.

QUESTION

Does Super Mario Advance connect to any GameCube games?

ANSWER

Nope, none of the Game Boy Advance Mario games connected to the GameCube using the link cable or wireless adaptor.

QUESTION

Is the gameplay different between versions?

ANSWER

No, they are exactly the same, besides a few monster/boss changes.

QUESTION

Which version do you prefer?

ANSWER

I prefer the SNES version because of the TV capabilities and ease of control, while the GBA version is certainly a must for traveling. For nostalgic purposes, the NES version isn't bad too.

QUESTION

Will you make a Changes FAQ for any of the other Super Mario Advance games?

ANSWER

Probably not. Sorry.

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9. Conclusion
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Well, this old, forgotten FAQ of mine is finally updated. Check out my FAQ/Walkthrough for Super Mario Sunshine (written alongside King Kool) and Super Mario Advance 4 (written alongside Devin Morgan).

Credits

-CJayC for accepting my FAQs- he runs GameFAQS, the best site!
-Nintendo for releasing this game and the GameBoy Advance, and the GameCube
-Myself, for writing this FAQ

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