

Mario Paint Bug Game FAQ

by Koritheman

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Mario Paint Bug Game FAQ (SNES)
Time I Started This Guide: 12/9/06
Version: 1.0
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| 1. Introduction |
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Mario Paint was released in August of 1992 for the SNES console. It may not have been very popular, but I actually like this game, even though I'm getting pretty old now. This FAQ will cover the bug game that you can play in Mario Paint. It will give you tips on how to beat it, as well as a FAQ and an enemy list.

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| 2. Version History |
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Version 1.0 / Completed the guide.

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| 3. FAQ |
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First off, if you are wondering how to get to the game, here's how: When you reach the main screen where you can paint pictures, click the arrow located at the bottom right part of the screen. Then, click the coffee cup symbol all the

way to the right after clicking the arrow. This will start the bug game. Once you start it, you will have to go through three different stages. If you beat all three stages without losing all your lives, then you'll get to play all 3 stages again, but this time at a harder difficulty.

The game goes on and on until you decide to quit.

Stage 1

Enemies: Fly (x20), Fly (x10), Mosquito (x10), Bomb (x20), Housefly (x10),
Mosquito (x10), Boss

The first level consists of very slow enemies. The enemies move so slow it's a very low probability that you will even get one game over before reaching the boss (if this is your first time playing, you MAY get about one life lost during your journey to the boss, but that's it). When you defeat all 100 enemies with your flyswatter, you will confront a huge fly, which is the boss of the stage.

The boss attacks by either spraying out some colorful spore-type things all across the screen at you, by summoning some very tiny flies, which you can't swat at to attack you (if they touch you, you lose a life, so be careful), and finally by flying with a flame coming out of the bottom part of him. If you touch the flame, you lose a life, so don't do that. To defeat the boss, simply attack it with the flyswatter over and over like any other enemy.

It takes a ton of hits to kill the boss, but he'll turn redder and redder, indicating that he is dying slowly but surely. When he dies, he'll explode, and you'll move onto Stage 2.

Stage 2

Enemies: Fly (x20), Mosquito (x20), Bomb (x20), Housefly (x20), Mosquito
(x10), Housefly (x10), Boss

The enemies here are the same as in the first one, but they move faster. You may actually lose a couple of lives here. Still, if you are like me, and are used to playing this game, then you shouldn't have too much trouble swatting those pesky bugs. The real trouble comes when you have to fend off a swarm of Mosquitoes and Houseflies, but other than that, this is an easy stage. When you reach the boss, beat it the same way you did the other one.

His attacks haven't changed, but he's faster this time, as are his attacks, so watch out.

Stage 3

Enemies: Fly (x20), Housefly (x20), Bomb (x10), Mosquito (x10), a mixutre of
Flies, Mosquitoes, and Houseflies, mixture of Houseflies and
Mosquitoes, Boss

This is it, the final stage in the game (did you honestly expect this game to be long?)! You've come this far and you can't lose now that you've consumed five minutes of your precious time! The enemies here are HARD, simply put. The

enemies fly around a LOT faster (they basically fly around as fast as the stage two boss, maybe faster by a bit). The swarm of Mosquitoes and Houseflies are hard to fend off.

When you reach the boss, defeat him the same way you did the other bosses. His attacks are extremely fast, and he attacks very rapidly, so be very careful.

Lives: You start out with three lives, and you can collect more as you play. Sometimes, you'll glowing gloves falling down. Swat them to get another life. Your lives appear at the top right corner of the screen. You can have up to a maximum of six lives, and a minimum of 0.

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| 4. Tips                               |
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There are a few tips in this game I can give you to help you win, but not much, so sorry if they aren't all that great.

Swat In Rapid Succession

To be effective at this game, you have to hit the bugs in rapid succession. In other words, you have to be extremely fast to be able to survive in this game. This will especially become apparent when you enter stage two and three, and the enemies get a heck of a lot faster. So work your hands as fast as you can, and you can prevail.

Avoid Attacks

When you see an enemy attacking you, don't stand there swatting; move out of the way of the attack, then swat again when the coast is clear. This may not be too effective against a swarm of Mosquitoes or Houseflies, but it works especially well against each boss, so try to avoid attacks and not just attack the enemies wrecklessly.

Collect Lives

Each time you see a life, collect one, even if you're in the middle of a huge crisis. You'll need them, and they'll add up as you keep collecting them. They could save you from death ultimately, so they are a must.

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| 5. Enemies                               |
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Here is a list of the enemies in the game.

Bomb

Description: Bombs are simply Bob-ombs from every Mario game. You can tell when you encounter these very easily.

Attacks: If left untouched for an extended period of time, they explode, and

the explosion can hit you if you aren't careful.

Fly

Description: Flies are simply very small flies that fly around and buzz.

Attacks: They don't attack.

Housefly

Description: Houseflies are blue flies, and are a medium size.

Attacks: If left untouched for an extended period of time, they will glow red in their eyes and spit out fireball-like projectiles at you.

Mosquito

Description: A yellow bug, which I call a mosquito. Fairly large, too.

Attacks: If left untouched for an extended period of time, they will glow red in their eyes and send flies at you.

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| 6. Copyright |  
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| 7. Contact Info |  
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To contact me, e-mail me at [verykoolguy2002\[at\]gmail\[dot\]com](mailto:verykoolguy2002[at]gmail[dot]com). Keep in mind that I will not bother to respond to hate mails, threats, or anything of that sort, just so you know (though common sense tells you that anyway, but I will remind you, just so that you are 100% sure what not to send me). I will not respond to spam, either. Only e-mails pertaining to this FAQ or any other FAQ I may have that is not marked version Final will be accepted and responded to. But please, read the FAQ before sending in a question.

It gets very annoying after a while to have to sit here and respond to e-mails about things that are already blatantly answered in this FAQ. So the bottom line is to read my FAQ first and if it doesn't contain the information you are

looking for, then go ahead and e-mail me and I'll gladly respond (though I'll usually respond to question already answered in this FAQ anyway, just the way I am, but that doesn't mean I like those e-mails).

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| 8. Credits |  
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Jesus Christ: The Son of God who loves me and died for me. He died for me, so that I may have eternal life and not be condemned. Thanks. :)

Nintendo: For making this game. I like it, despite how old it is, and always will.

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