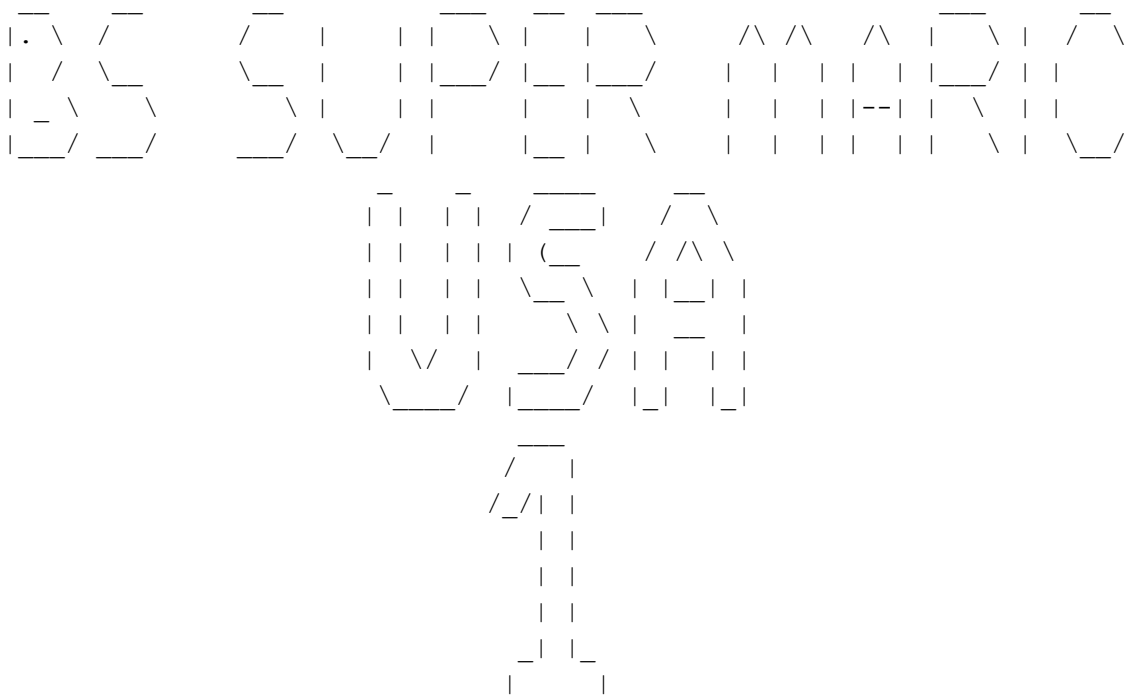


BS Super Mario USA 1 (Import) FAQ/Walkthrough

by VinnyVideo

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THE OFFICIAL VinnyVideo FAQ/WALKTHROUGH

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Introduction

[INTRO]

It's-a me, Mario! A Super Mario game without a walkthrough is like a presidential campaign without promises to eradicate poverty, war, terrorism, crime, disease, and inequality. BS Super Mario USA 1 is one of the very few Mario games that don't have walkthroughs on GameFAQs. The reason for this is the game's obscurity. BS Super Mario USA 1 was made for a special attachment for the Super NES - the Bandai Satellaview. The Bandai Satellaview (often BS for short) was released in 1995 - but only in Japan. For a monthly fee, you could use this peripheral to connect to a special TV station via satellite, where you could download special games and watch special Nintendo-related programming. Because of this, emulation is almost certainly the only way you can play this game today (and not all emulators will run this game properly).

The four BS Super Mario USA titles are all based on the Super Mario All-Stars version of Super Mario Bros. 2 (Super Mario USA is the Japanese name for SMB 2). However, there are some differences. Most noticeably, each BS Super Mario USA game includes just one world - in this game, World 1 (the others are SM USA 2/World 2, SM USA 3/World 4, and SM USA 4/World 5). Another is that you can only play using Mario. The inability to use Luigi and the Princess makes certain spots harder. Also, the game keeps track of points and adds 10 collectible Mario Statues, which makes the game a little more like Super Mario Advance 1. A Level Select screen allows you to play any level you've completed, there's no save function, and the Slot Machine is gone. Lastly, there doesn't seem to be any music (only sound effects). Otherwise, the levels are identical to the All-Stars version.

Note: All of my guides for the BS Super Mario USA games are fully self-contained, increasing redundancy but greatly increasing clarity and ease of use. This guide only contains information pertaining to BS Super Mario USA 1.

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Walkthrough [WALKT]
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***** 1-1 *****

The level begins with Mario in free fall. Don't touch the Control Pad until you land on the Mario Statue. Pick it up! These statues, which can only be collected once, fully refill your energy and give you a 1-Up. From here, just keep falling until you reach a door. Press Up to enter it.

This is the main part of the level. Pull up the sprouts and use the vegetables to defeat the petty enemies ahead, or just jump over the baddies. Climb the vine and pull the rightmost sprout to find a Magic Potion. Drop it and a door will appear. Enter it to reach Subspace. Quickly grab the energy-boosting Mushroom (which lasts only for this level) and pull the sprouts before you return to the real world. Jump down from the hill and head right. Grab the POW Block and drop it to eliminate all the enemies on the ground. Bounce up the hill and use the sprouts if you want to beat the Shy-Guys and other meager meanies. The next part is relatively tricky: Logs are continually falling down the waterfall. Jump across the logs to cross the gap. From here, jump to the platform with the sprout near the POW Block. Pull the sprout for a 1-Up. Keep going right, jumping the Shy-Guys and Tweeters, until you come to a door. Enter it.

Jump the Ninji and climb the vine to the next room. Go right and enter the door. You're back outside, but you're on a higher level. Pull the nearest sprout for a Magic Potion. If you want a Mushroom, drop it to the right where all the sprouts are. If you'd prefer a Mario Statue, head left, jump across the waterfall, and drop the potion near the palm tree. Enter Subspace for a Mario Statue and coins. Of course, you can use the door to reset the potion, allowing you to get both. Now return to the door you recently exited. You have a choice here. Go right and climb the vine to enter a fun part of the level that really doesn't have any goodies. If you do that, you'll miss the final Mario Statue. I won't cover this section in my guide. Instead, return to the cave by entering the door.

Head left and jump across the waterfall. Jump up the steps and throw the blue Shy-Guy into the gap below the ladder. Pick up one of the sprouts for a bomb. Wait a few seconds. When the bomb flashes a couple of times, drop it and it should destroy the wall blocking your progress. If you succeed, enter the nearest door.

Squat jump onto the nearby ledge and nab the final Mario Statue. Then jump up the stairs, over the top of the screen, and left to Birdo, the boss. When she spits an egg at you, jump on the egg, pick it up, and throw it back at Birdo. Repeat thrice to win a special crystal. Pick it up to open the Masked Gate. Head right and enter it, concluding the level.

Mario Statue Summary:

1. When you start the level, fall straight down until you land on a Mario Statue.
2. After you exit the cave, pull the sprout on the far left and carry the potion to the left. Jump across the waterfall and drop the potion near the palm tree. Enter the door to Subspace and collect your second Mario Statue.
3. In the second room of the cave section, jump left over the gap. Use a bomb to destroy the flimsy wall. Open the door and squat jump to the Mario Statue.

***** 1-2 *****

The level begins with a rare enemy - Pidgit. Stand on the highest hill and wait for this magic carpet-riding bird to swoop down at you. When it does, jump on it and throw Pidgit away. Now you can ride the carpet by using the Control Pad, but hurry - it'll disappear soon. Fly right across the gap, avoiding the yellow Beezos that will try to slam into you. When you reach solid ground, pick up the left sprout to find a potion. Take it near the palm trees and enter Subspace, where you'll find a Mushroom. Back in the real world, press Down while standing on the left-hand jar to go inside, wherein is a 1-Up and a Mario Statue. Then exit and enter the jar next to it, which has a key inside. This key opens a nearby locked door. However, if you hold it for too long, you'll be attacked by a masked enemy called Phanto. Because of that, you should put the key down if Phanto comes too close. Take the key out of the jar and open the locked door while holding it. After unlocking the door, return to the jar where you found the key. You'll find a Mario Statue in the spot the key used to be. At this point, you CAN enter the door, where you'll face a tricky stretch full of Snifits and bombs. It's much easier, though, to do this: Pick up a Ninji and throw it near the door. Stand on it and begin a squat jump. When the Ninji reaches its apex, make your jump. If done properly, you'll land on the high ledge. Watch out for the gray Snifit, though. Pull the sprout for a Magic Potion and drop it near the Snifit. You'll find the third Mario Statue in Subspace. From here, keep going right until you reach the door leading to Birdo. Use the same strategies as in 1-1 - pick up Birdo's eggs and throw them back at her. After three hits, pick up the crystal and enter the Masked Gate.

Mario Statue Summary:

1. Inside the first jar.
2. After you unlock the door, return to the jar where the key used to be. A Mario Statue will be in the location where the key had been.
3. On the high ledge with the gray Snifit, use the nearby Magic Potion to enter Subspace, where you'll find the last Mario Statue of 1-2.

***** 1-3 *****

At the start, jump on the Masked Gate and bounce across the ledges, collecting the cherries while avoiding the Snifits. When you reach a pair of sprouts, pull the one on the right to obtain a potion. Drop it there and enter Subspace for a Mushroom. Alternatively, carry the potion to the first hill in the level. If this is your Subspace entry point, you'll earn a Mario Statue. Anyway, from where you found the potion, just keep jumping across the platforms and logs until you find a couple of sprouts on the ground near a blue Shy-Guy. Pick the

left sprout for a Magic Potion. Take it left and past the logs. Use another log to reach the high hill. That's where you should drop the potion. There's a Mushroom in Subspace. Make your way back right and grab a vegetable from the sprouts. Use it to attack the army of Ninjis and Tweeters rushing your way. Then enter the door to the next part of the level.

Climb the chain up to the blue Shy-Guy. Pick up a Mushroom Block and drop it on the ledge near you. Squat on the Mushroom Block and jump onto the high platform, avoiding the Spark. Make your way up the platforms or chains (either is OK) and you'll come to a trio of platforms guarded by Sparks. Squat jump onto the lower platform when the coast is clear, then enter the door at the top. Inside, pick up the key and exit the room. Use the same strategies as in 1-2 (although there's no Mario Statue in the Phanto room). Drop down the right side of the tower until you're near the Mushroom Blocks. Put your key down and resume falling. Use your key to dispose of the Shy-Guy. When you see the Mario Statue, put your key down and carefully pick up the statue, avoiding the Snifit's projectiles. Pick up the key and keep falling down and right, opening the locked door when you reach the base. Once you unlock the door, return to the previous room and carefully claim the Mario Statue found between the spikes. Now climb the chain back up and enter the door.

Keep heading right as you bounce from platform to platform. Use the POW if you want to beat the Snifits and possibly earn a heart refill; otherwise, keep heading right, using caution to avoid the Sparks and speed to bypass the Ninjis. If you get some of the cherries, a Starman will usually appear, making this section much easier. At the end, grab the crystal and enter the Masked Gate.

Our opponent here is Mouser. Unfortunately, a rock wall is keeping us from fighting him. Wait for his bombs to destroy the wall, or use one of the nearby sprouts, all of which have bombs (a lot like the Gorons' Bomb Flowers in Zelda games). After the wall is gone, head right and battle Mouser. He's not tough at all if you know what you're doing. Jump up and grab one of his bombs while it's in mid-air. Then drop it near him and hope it explodes on him, earning a hit. It's easiest if you drop the bomb in the same place where he threw it from; you'll always score a hit if you follow this plan. Three hits will defeat him, earning you the final Mario Statue of World 1 and opening the level exit.

Mario Statue Summary:

1. Carry the first Magic Potion leftwards and drop it on the high platform. Enter Subspace for the first Mario Statue.
2. It's in plain sight in the bottom half of the tower section, although it's guarded by a Snifit. You may find it easier to get this Mario Statue before you get the key.
3. Also in plain sight, this one is found at the very bottom of the tower. After you use your key, carefully drop down to get it, avoiding the spikes.
4. Defeat Mouser.

***** Wart *****
To fight Wart, find any place with a jar and drop a Magic Potion near it (there's a jar right next to the first potion in 1-2). In Subspace, press Down on the Control Pad while standing on the jar to enter Wart's room. You can do this at any time; it's not necessary to have completed all three levels or to have found all 10 Mario Statues. In the regular Super Mario Bros. 2, Wart was the final boss. He's really not all that tough. When the vegetable-making machine shoots out a vegetable, throw it into Wart's mouth just before he starts spitting the bubbles. These bubbles aren't too difficult to avoid. Six vegetables in Wart's mouth will end the fight. Enter the door that appears to return to the Level Select screen.

Note: I don't include Super Mario Bros. 2 enemies that don't appear in this world. I refer to Shy-Guys by their Super NES colors (they had different colors in the old NES version).

Beezo (Yellow)

Found: 1-2

Beezo swoops down from the sky, trying to poke a plumber with his sharp trident. However, jumping on them can occasionally help you to reach higher ground.

Birdo

Found: 1-1, 1-2

Birdo is the boss of most worlds in Super Mario Bros. 2. She isn't too tough to beat - pick up one of the eggs she spits at you and throw it back at her. Tougher red and green Birdos appear later in the game. Remember: Birdo is not Ostro, as the credits mistakenly say. She is also not a guy who thinks he's a girl, as some of the first strategy guides stated.

Hoopster

Found: 1-1

Some vines are patrolled by Hoopsters, who keep climbing and going back down. These beetle-like enemies aren't usually too dangerous, especially in World 1.

Mouser

Found: 1-3

This shades-wearing rodent is the boss of World 1. He thinks a bevy of explosives will deter Mario, but our plumber is smart enough to know that Mouser can't handle explosions himself.

Ninji (1)

Found: 1-2, 1-3

This more aggressive form of Ninji is one of the fastest enemies in the game. He'll try to jump at you, but it's not too tough to go over (or sometimes under) this guy.

Ninji (2)

Found: 1-1, 1-2

This kind of Ninji (Ninji-2) just jumps up and down. He's not too difficult to deal with, but Ninji can be annoying in digging areas.

Phanto

Found: 1-2, 1-3

Phanto guards the keys found in special chambers. When you pick up the key, Phanto will soon appear and try to attack you.

Pidgit

Found: 1-2

One of the rarer enemies in the game, Pidgit rides a magic carpet and occasionally swoops down at you. That's your cue to jump on, hijack Pidgit, and use the carpet yourself. But be quick - the carpet disappears after a short while.

Shy-Guy (Blue)

Found: 1-1, 1-3

This weak enemy walks back and forth along ledges like a sentry. It's slow and not particularly dangerous. You might want to pick it up and toss it at some other bad guy.

Shy-Guy (Red)

Found: 1-1, 1-2, 1-3

The braver red Shy-Guys charge straight forward, but they too are easy to deal with.

Snifit (Blue)

Found: 1-2, 1-3

This form of Snifit walks back and forth along ledges, occasionally spitting a bullet at Mario.

Snifit (Gray)

Found: 1-2, 1-3

Shy-Guy's more violent relative spits bullets at you, jumping periodically. You can still pick up Snifits and throw them at enemies.

Spark

Found: 1-3

This enemy circles around platforms and will give you a shock if you touch it!

Trouter

Found: 1-3

This fish flies out of certain bodies of water, but Trouter is one of the least dangerous enemies in the game.

Tweeter

Found: 1-1, 1-2, 1-3

These bird-like enemies are essentially bouncing Shy-Guys.

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Frequently Asked Questions

[QUEST]

Q: What are the controls for the game?

A: As with most Mario games, the controls are easy, fun, and intuitive:

Move: Control Pad Left/Right

Jump: B or A

Accelerate: Y or X

Enter doors/climb vines and ladders: Control Pad Up

Enter jars/descend vines and ladders: Control Pad Down

Pause game: START

Hold Down on the Control Pad to charge up your Squat Jump. When Mario starts to flash, you'll be able to jump higher than usual.

At the start of the game, you can press SELECT to change from control Type A to Type B. The only difference with Type B is that the A button is the only jump Button (B is used for running in Type B).

Note that on the pause menu, selecting the first option resumes the game, while the second option returns you to the Level Select screen.

Q: How do I know which Mario Statues I've collected?

A: Press the SELECT button on the Level Select screen to view your statues and statistics. You can also press START to view your score and statues (the O's are statues you've found; the X's haven't been collected yet). The statues are displayed in the order they appear in the level; for example, if 1 and 3 are filled in, you know that you missed the second statue of the specified level.

Q: Do I lose my points and collected Mario Statues if I run out of lives?

A: No.

Q: What do those icons that appear on the upper-right corner of the screen mean?

A: I'm really not sure. They may have meant something if you had played on a real Bandai Satellaview in Japan.

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Version History

[VERSN]
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| Date | Version | Size | |
|---------|---------|------|---------------------------|
| 5-20-08 | 1.0 | 23KB | Began AND finished guide. |

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If you don't comply with these guidelines, your hard drive will be reformatted inexplicably and you will suffer from constipation for the rest of your life. Heed this warning.

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Contact Information

[CONTC]
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If you have any questions or comments about this guide, please send an e-mail to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not all e-mail messages will be read. Please follow these guidelines:

Do include "Super Mario" in the subject line.

Do send polite suggestions for ways to make this walkthrough better.

Do tell me about any errors or omissions you find.

Do send information about any glitches, tricks, or codes you find.

Do ask any questions you have about BS Super Mario USA 1 gameplay. I will respond eventually if you follow all of these rules.

Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so that I can understand what you're trying to say.

Do use patience. I check my messages quite sporadically.

Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violating this rule will result in deletion of the message and permanent constipation.

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BS Super Mario USA 2 FAQ/Walkthrough
BS Super Mario USA 1 FAQ/Walkthrough

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... Eat plenty of nutritious and delicious fruits and vegetables (unless you're Wart, of course). No one's going to read this section, anyway.

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