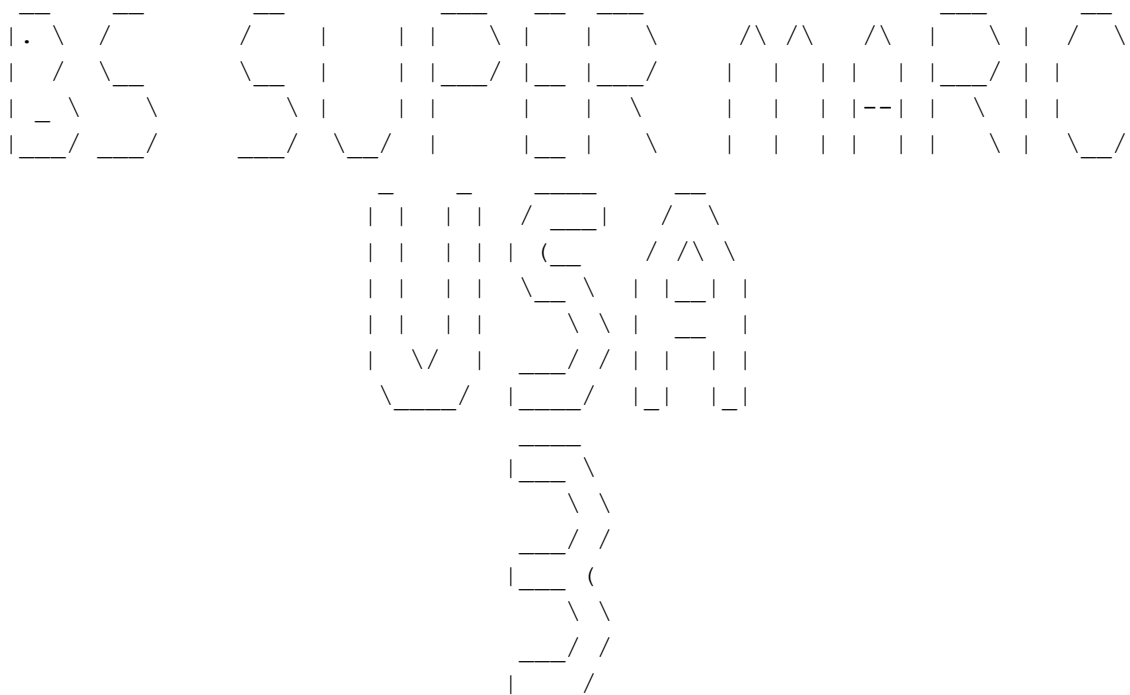


BS Super Mario USA 3 (Import) FAQ/Walkthrough

by VinnyVideo

Updated to v1.1 on May 21, 2008



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 3 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 3 was made for a special attachment for the Super NES - the Broadcom Satellaview. The Broadcom 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 4 (the others are SM USA 1/World 1, SM USA 2/World 2, 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 3.

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Walkthrough

[WALKT]
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***** 4-1 *****

You begin the level on a very slippery icy surface, so expect to slide much farther than normal. First head right, jumping the Flurry. There's a Mario Statue nearby, but you may want to throw the Trout away before you attempt to grab it. These statues, which can only be collected once, fully refill your energy and give you an extra life. Keep going right until you see a sprout under an ice platform. Pick it up just before the Flurry hits you and you should pick it up safely. Drop the potion on the above platform. Enter the door that appears and you'll find a Mushroom in Subspace. Alternatively, carry the potion to the very start of the level and enter Subspace for a Mario Statue. Regardless, keep heading right past a few Flurries and Trouters, being careful not to fall off into the icy water. At the end of this stretch, pull up the middle sprout for a Magic Potion. Enter Subspace to find a Mushroom. Back in the regular world, jump off the far right of the platform and hold Left in mid-air. Pull the sprout and a Rocket Ship will blast you off to the second phase of the level.

This section introduces a new enemy: Auto-Bomb. This cart is ridden by a Shy-Guy and occasionally shoots fireballs at you. It's not tough to jump over, though. Keep heading right past the Auto-Bombs and Flurries. Wait for the Auto-Bombs to roll down the steps, or eliminate them with a thrown Flurry. Don't forget to grab the easy-to-see Mario Statue, but beware of Auto-Bomb. Before you know it, you'll reach the level-ending crystal (no Birdo!). Grab it and proceed through the Masked Gate.

Mario Statue Summary:

1. Very early on in the level. Just keep running and you'll land on it, but you may have to pick up the Trout and throw it away.
2. This is actually considered the first statue on the level select screen. Take the potion to the very start of the level and enter Subspace. Herein is the Mario Statue.
3. In plain sight near the end. Wait for the Auto-Bomb to descend the steps before you pick it up.

***** 4-2 *****

First climb the vine that leads into the "real" level. This stretch is tough,

especially since you can't use the Princess. Keep jumping over and ducking under the plethora of Beezos (and a handful of Flurries). Just give the jump button a little tap to jump low enough to reach the Mario Statue, which is in plain view. Dodge one more group of Beezos, then enter the door leading to the next part of the level.

This section is full of whales. Their spouts often produce a jet of water which you can stand on to reach higher ground. However, you'll get hurt if you touch the side of the waterspout. From the door, jump left to the whale. Pick up the leftmost sprout for a potion leading to Subspace, where you'll find a Mushroom. From here, use the whale's spout to reach the higher level, then jump from platform to platform using the whales' spouts. Eventually you'll reach a few hills with a total of seven sprouts. Pick up the lone sprout on the highest hill to get a Magic Potion. Carry it to the right, avoiding the whales' spouts, Shy-Guys, and Snifits. When you reach the jar, drop your potion on it. Enter Subspace for the second Mario Statue (not an easy one to find). From there, head right until you can't go any farther. Pull the sprout for a special Rocket Ship, which blasts you off to the next part of the level.

Go right and you'll reach an Auto-Bomb. Stand on it and it'll help you cross the gulf of spikes (you might want to remove the Shy-Guy so you don't have to crouch and also so you can collect the cherries). You can pull the sprout and carry the potion across the spikes, where you'll find a Mushroom in Subspace, but I wouldn't bother. Instead, just take the Auto-Bomb across the spikes. There's a Mario Statue on the spikes, but if you collect it normally, you'll take a hit or two. However, if you collect a few of the cherries, a Starman should appear, allowing you to get it safely. If you get a Starman, just dash over the spikes, plow through the otherwise stomp-proof Porcupos, and enter the door. Squat jump or run jump over the wall, and if you're fast enough, you'll still be invincible, allowing you to run into Birdo and beat her in one hit. Otherwise, carefully jump the Porcupos, enter the door, squat jump onto the ledge, and beat Birdo as usual. She's a little bit different from some (and not just because of the slippery surface). She's red, which means she spits both eggs and fireballs. Needless to say, the fireballs should not be touched. After three hits, take the crystal and enter the Masked Gate.

Mario Statue Summary:

1. Just give the jump button a little tap to jump low enough to reach the Mario Statue, which is easy to see in the Beezo section.
2. In the part of the level with the whales, take a Magic Potion (preferably the second one, found on the bluff) all the way to the jar near the Rocket Ship. Enter Subspace and grab your Mario Statue.
3. In the area with the Auto-Bomb, it's in plain view on the spikes. If possible, wait for a Starman to appear so you can collect it without getting hit.

***** 4-3 *****

At the start, climb the ladder and enter the door into the overworld. Pull the left sprout for a Magic Potion. Carry it to the frozen pillars on the left and enter Subspace for a Mushroom. Return right. Here's a good question or two: Why is Birdo here? And how do I cross the gap? First of all, don't defeat Birdo (nothing good happens if you do). Instead, stand to her right side and wait for her to shoot an egg. Jump on it and let the egg take you across the lengthy gap. Head right and enter the door (you can't cross the gap as Mario).

Inside, make your way up the slippery platforms, avoiding the numerous Flurries. Be careful not to fall, as spikes are present to punish those who do. The first Mario Statue is easy to spot, although it's guarded by many Flurries.

Enter the door at the top.

Outside, grab the left sprout, which has a Potion. Carry it left, squat jump up the clouds, and carefully jump across the towers until you can't go right any farther. Drop your potion there and enter Subspace for a Mushroom. Now drop down and enter the right-hand door.

Jump on the red Shy-Guy and allow it to take you past the spikes. Right before it falls into the gap, jump left to the Mario Statue. Then jump down the gap, trying to earn as many of the cherries as possible. Open the door to find a Phanto room. Pick up the key, beat the Flurries, and exit the room. Remember that Phanto will chase you if you hold the key too long. Now make your way down, throwing your key to dispose of the ultra-annoying Flurries. Open the locked door while holding the key to unlock the door.

You're back outside. Head right, jump the gap (which doesn't appear in Super Mario All-Stars), avoid the Beezo, and enter another door. Pick up the crystal, enter the Masked Gate, and fight the boss. Fry Guy looks tough, but he isn't too bad. First of all, stay on a high platform to avoid his onslaught of fireballs. Pick up any of the Mushroom Blocks (it's possible to grab the higher two blocks without falling to the lower level) and drop it on Fry Guy. The best way to do this is to drop it on him when he comes near you when you're standing on the high platform. This way, you don't have to drop down to retrieve a new Mushroom Block. After three hits, Fry Guy splits into four smaller fireballs. These bouncy flames are also extinguished using Mushroom Blocks. However, the fewer there are, the higher they'll jump. Two strategies can be used. First, you can build a wall of three Mushroom Blocks, lure the flames near the wall, and drop a block on them to beat them all at once. Alternatively, you can keep throwing Mushroom Blocks at them. Either works. Remember that the screen wraps around - use that feature to your advantage. After they're all gone, you'll win the final Mario Statue and open the door out of this level.

Mario Statue Summary:

1. In plain sight near the top of the first tower, but it's heavily guarded by Flurries.
2. Near the start of the second tower, ride the red Shy-Guy down. As it starts to fall down the gap, jump left to the Mario Statue.
3. I don't know where this one is - or if it even exists.
4. Beat Fry Guy.

***** Wart *****
To fight Wart, take the Magic Potion to the jar in 4-2 (see the instructions for the second Mario Statue for more details). 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.

Enemy List

[ENEMY]

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). World 4 has a relatively small selection of enemies, as you'll see from this list.

Auto-Bomb

Found: 4-1, 4-2

One of the rarest enemies in the game. This cart, operated by a Shy-Guy, occasionally shoots fireballs at you. However, if you can get on top, you can ride it for your own purposes.

Beezo (Red)

Found: 4-2, 4-3

This kind of Beezo flies straight toward you. It can catch you off guard if you're not careful, and they're quite hazardous in large quantities (like in 4-2).

Birdo

Found: 4-2, 4-3

Birdo is the boss of most levels 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. The red Birdo, who randomly spits fireballs in addition to eggs, is marginally tougher than the eggs-only pink Birdo. In 4-3, you're forced to use one of Birdo's eggs to cross a long gap. 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.

Flurry

Found: 4-1, 4-2, 4-3

These cute little white blobs are commonplace in icy areas. They're pretty speedy, but just like Mario, they tend to slide around on ice.

Fry Guy

Found: 4-3

The boss of World 4 isn't too tough if you know what you're doing. Hurl a few Mushroom Blocks at him to cut him in four. A Mushroom Block or two will take care of these smaller - but quicker - fireballs.

Phanto

Found: 4-3

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

Porcupo

Found: 4-2

This slow-moving porcupine should not be touched! Just jump over it.

Shy-Guy (Blue)

Found: 4-2

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: 4-3

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

Snifit (Blue)

Found: 4-2, 4-3

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

Trouter

Found: 4-1

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

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Frequently Asked Questions

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[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 is the significance of those icons that appear on the upper-right corner of the screen?

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

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Version History

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[VERSN]

Date	Version	Size	
5-20-08	0.3	17KB	Completed 4-1.
5-21-08	1.0	22KB	Completed 4-2 and 4-3. Finished guide.
6-26-09	1.1	23KB	Made a small adjustment.

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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 3 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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Mario Open Golf (Japan) FAQ/Walkthrough

- BS Super Mario USA 1 FAQ/Walkthrough
- BS Super Mario USA 2 FAQ/Walkthrough
- BS Super Mario USA 3 FAQ/Walkthrough
- Donkey Kong Country 2: Diddy's Kong Quest (SNES) FAQ/Walkthrough
- ESPN SpeedWorld (SNES) Strategy Guide/FAQ
- F1 ROC: Race of Champions FAQ/Walkthrough
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- F-1 World Championship Edition (SNES) FAQ/Walkthrough
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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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