

# Super Mario Advance 4 Getting Started Guide

by Jax06

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Subject: Getting Started

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## Getting Started

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[A1:] Introduction/Story - - -

## Super Mario Brothers 3

The Mushroom Kingdom has remained a peaceful place, thanks to the brave deeds of Mario and Luigi. However, the Mushroom Kingdom forms an entrance to the Mushroom World, a place where all is not well. Bowser sent his seven children to make mischief in this normally peaceful land. As their list of orders to do, they stole the Magic Wands from each country in the Mushroom World and used them to change the Kings into animals. Mario and Luigi must recover the royal magic wands to return the Kings to their original form. As Mario and Luigi set off set off their journey deep into Mushroom World,

[a.]

Goals: At the end of each world, you come across the castle, once you get to the end of the castle, you have to beat one of the Koopa Kids. Beat them

to aicheve the Wand to turn the King back to normal, and once you get done with World 7, go on to World 8, and save Princess by Beating Bowser.

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/-----\
/ [A2:] Controls - - - \
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A Button: Jump

Swip (only with seperate Power-Ups)

Fly (only with seperate Power-Ups)

Select options

B Button: Use Fireballs (only with sepearte Power-Ups)

Run Faster

Swing Tail (only with seperate Power-Ups)

Cancel options

R Button: Open menu for Demo/E-Reader Card Options

L Button: Open Power-Up Menu

Star Button: Pause Game

Select Options

Select Button: Opens the Relay Menu

Control Pad: Move up, down, left, right

(up for opening doors)

(down for going into pipes)

(down for bending)

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/-----\
/ [A3:] Getting Around - - - \
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Getting around is always important in good gameplay. Here you can read about what the object of the game is and what you need to do.

[a.] Which Game to Choose: There are two types of games here. There is the main course one, which is the Super Mario Advance 3 (top part of screen) and there is the classic original Mario Brothers (bottom part of screen), where you can have fun in this little sub-game.

[b.] Saving/Files: You can save your file so you can continue it after taking a break. You can save the game while in levels by beating a speccil Fortress, or by going to 'Save and Quit' on the Start Menu. To continue the file, once the file screen appears, you can select any one and continue your play. To delete a file, go down to the bottom and press erase, then select a file and it will be deleted. You can only save up to 3 files at a time, so use them wisely!

[c.] Who to play with?: Before you continue to play Super Mario Brothers 3, you can pick who you want to be. You can either pick Mario, or get a combo with both Mario and Luigi. Mario is the main character, and Luigi has the ability to jump very high.

[d.] Contents: There are 8 separate Worlds that you must go through to get to Bowser and to save Princess. There are a few places where you can skip a level or two, but you mostly have to complete them all. You can get through any random level by using a separate Power-Up, which is the Cloud, that let's you skip right over levels.

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 / _____ \  
 / [B1:] How to Play - - - \  
 \ _____ /
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Here is the area where you can read on what to do and how to do it. This would be good for cases of having difficulties or problems with any "In General" stuff.

[a.] Reading the Map: Once you appear on the Map, to get around, move the Control Pad to get around roads and paths to get to the next level. The Control Pad is the big button shaped like a +. It should be on the left side of the Gameboy.

[b.] Reading the Action Screen: The Action Screen is the screen that you see when your in a level. On the top half of the screen are a lot of little numbers and figures. I'll start from left to right.

On the very left of the upper-left screen is a single digit number. That would be the World number you are on, it can be any numbers 1-8 depending on what World your on. For example, it'll say 4 if you are on World 4, 7 if you are on World 7, and etc.

Next should be a little box, it should be red if you are playing as Mario, and it be green if your playing as Luigi.

Then there is a little x, and a number beside it. That number is the number of total lives that you have. You can gain a life by getting 100 points. For more details on the points, see the section below about points ( intitled: Points: ).

After the lives section should be a little mini clock with a timer. This timer times you on each level you are on. Once this number reaches 0, you are out.

Points: Now there should be a mini coin-looking object with a number beside it. This number tells how many points you have. A point is a little golden coin. Once you one, you can get it and it will serve as a point. This number can only be numbers 0-100. Once it gets to 100, you get an extra life, and it goes back to 0.

[c.] Lives: You start out with 5 lives. You can get more lives by either getting 100 points,  
or getting a green-mushroom, or by winning a mini-game. (see Mini-Games for more details)

[d.] Mini-Games: What I mean by mini-games is that when your playing in the Super Mario  
Bothers 3 format, there are little aside games in between levels that you can do, there are:

Card Matching: Here you can try to match up all the cards to get an extra life.

You only get two trys though.

award  
Face Match: Here, you try to match up a face of some sort, sometimes the  
will be either 1 life, 2 lives, 3 lives, or 5 lives.

Here you  
Mushroom House: This really isn't a game, but it's still worth going to.  
come across 3 little treasure boxes, every one of them has a different  
Power-Up in  
them. You can only choose one though.

[e.] Pause Menu: When you press Start, the Pause Menu comes up. Here, you can choose  
Continue,  
which will go back and get rid of the menu. There is also a Save & Quit option, you can  
press  
there to save your current location, and go back to the main screen. And lastly, there  
is the  
Sleep button. You can press this button to partially shut off your game, but it really  
isn't  
shutting the game off. You can use this to go on a short brake if your in the middle of  
a level.  
To exit Sleep Mode, hold down Left, Right, and Select to exit Sleep Mode.

[f.] Replay: To get the Replay Menu to show, press Select on your Gameboy. This menu  
allows you  
to save in only two replays. You can view your replays, and also play back.

[g.] Using Items: To use the items, or also known as the POver-Ups, press the Left  
button on  
your Gameboy. Then, a blue screen will appear. You can move the control pad (+) to go  
to  
different Power-Ups, and press A to use it. Then, if you decide not to use one, just  
press B,  
and it will take you back to the screen you were on.

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 /-----\  
 / [B2:] Copyright - - - \  
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Here is my Copyright. Please obey the copyright, due to the time and effort putt'in  
into this  
guide.

Specail Thanks: Well, I work alone on my guides, I do my research by myself and put  
all the  
words together, but there is still someone I would like to thank.

You. Thank you for participating in the reading of this guide. It means a lot to  
me, and I  
sure hope that it has helped you so now you can have better gameplay.

If you have any questions regarding this guide, or any problems understanding any of  
it, please  
PM me here on Neoseeker, I am a very active member, and am on at least everyday. you  
can also  
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In advance to all, Thanks for reading,  
JAX06

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