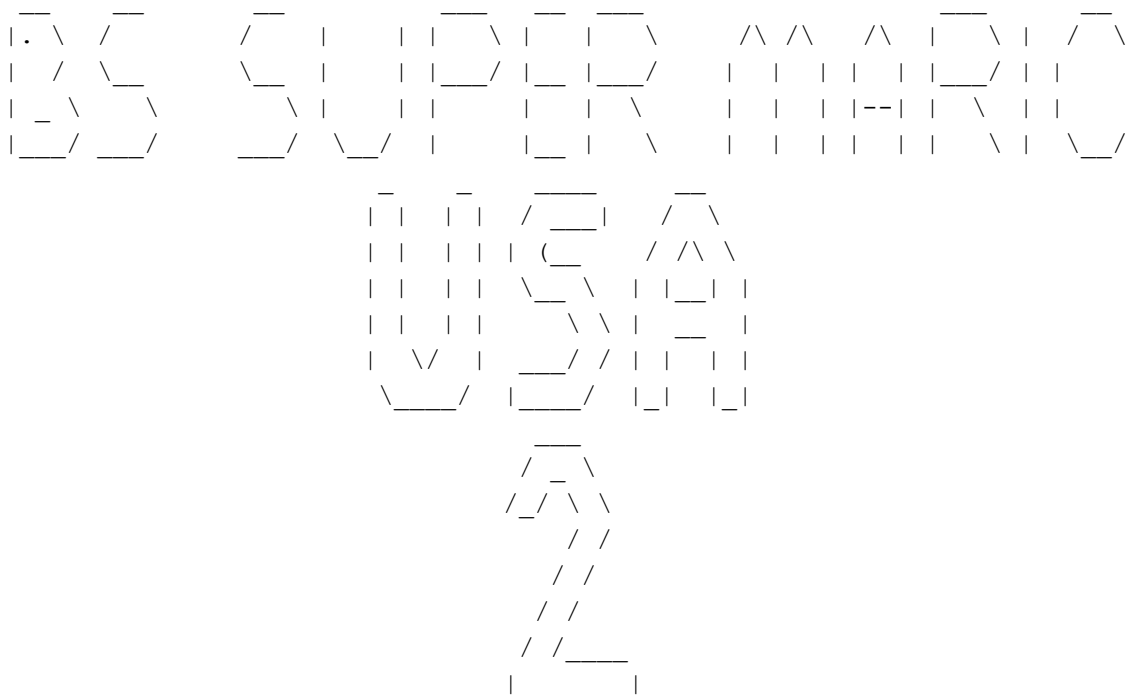


# BS Super Mario USA 2 (Import) FAQ/Walkthrough

by VinnyVideo

Updated to v1.0 on May 21, 2008



THE OFFICIAL VinnyVideo FAQ/WALKTHROUGH

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## Introduction

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[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 2 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 2 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 2 (the others are SM USA 1/World 1, 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 2.

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Walkthrough [WALKT]  
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\*\*\*\*\* 2-1 \*\*\*\*\*

First grab the Mario Statue, but watch out for the Cobrat that guards it. These statues can only be collected once. They fully refill your energy and give you a 1-Up. Ignore the jars ahead. When you come to the sandy hill with four sprouts, pick up the leftmost sprout to reveal a Magic Potion. Drop it where you got it and enter the door to Subspace. Pick up the Mushroom and pull the sprouts for coins. Enter the adjacent jar to reset the potion, then pick it up again and head right. There's a little bit of quicksand ahead - keep jumping to avoid getting swallowed up. At the end of this stretch, drop the potion next to the Panser and enter the door to Subspace. Inside is the second Mario Statue. Back in the real world, head right past the Cobrat. When you reach the pyramid, press Up on the Control Pad while standing next to the door to gain entry into the next part of the level.

All this sand can be dug up just like a vegetable. However, if you keep digging straight down, the Shy-Guys will catch up with you and you'll be in for a world of hurt. Instead, dig about three spaces down, run to the opposite side of the screen, and dig some more. This way, the Shy-Guys won't be much trouble. Don't forget to pick up the Mario Statue, which shouldn't be too tough to spot. There's a Snifit near the bottom, but it shouldn't be too tough if you're careful. When you reach the bottom, climb the ladder down to a door. Enter to face Birdo.

As you probably know, Birdo spits eggs at you. Jump on an egg and pick it up, then toss it back at Birdo. Three hits should do the trick. Pick up the crystal she drops, then bounce right and into the Masked Gate.

Mario Statue Summary:

1. Guarded by the first Cobrat. Very difficult to miss.
2. Take the first magic potion to the hill with the Pansers. Enter Subspace to find it.
3. In the pyramid section. Also hard to miss.

\*\*\*\*\* 2-2 \*\*\*\*\*

Head up the stairs and enter the doorway to begin the main level. There's some

quicksand, a Cobrat, and a Yellow Beezo ahead, but there's also a Mario Statue that drops from the sky. Pick it up before it sinks into the quicksand, although it will appear again if you enter a jar and return. On the hill ahead are three sprouts. Pick up the leftmost one to find a Magic Potion. Drop it between the other two and you'll be able to get a Mushroom in Subspace. You can enter a jar to reset the potion and take it to a later area (where the Pansers are) for a Mario Statue, but it's not easy. Watch out for the Cobrats' bullets in this area. Just past another Cobrat, a pile of bones is endlessly falling down some extremely fast quicksand. Use it as a platform to cross the quicksand. If you fall in, press the jump button very quickly to escape. I recommend that you enter the door in the side of the hill (unless you still have the Magic Potion; if you do, skip the next paragraph).

Inside, first pull the bottom sprout for a 1-Up. Then pick up any of the other three sprouts to find a bomb. This will explode in a few seconds, so hurry! Squat jump to the flimsy-looking wall and drop the bomb by it, destroying the blocks and opening a passage. Head left to a hill with some Shy-Guys. Pull the middle sprout and drop the potion right there. Inside Subspace is a Mushroom. Then enter the door to return outside.

This section can be tough. There are many Cobrats, in addition to the Pokey. Don't bother entering the Cobrats' jars. Instead, I'd pick up a Cobrat and toss it at the mass of enemies ahead. Repeat a couple times and you'll get through safely. An energy-restoring heart should also float up if you defeat enough enemies (Pokeys are good for this). Run by the Pansers after this sequence (although you can drop a potion here to earn a Mario Statue) and climb the vine down into the next area.

This is another digging section. However, it's a bit narrower than 2-1's, so it's tougher. However, you'll still get good results by using the dig three places/run to opposite side/repeat plan. The Ninji shouldn't cause any trouble, but the Snifit is a little more dangerous. When the path splits, take the left fork down to find a Mario Statue. Then head back up and take the right path, which leads to the Birdo door. You may want to dig a little deeper than usual when passing the Snifit.

The Birdo here is different. She's red, which means she spits both eggs and fireballs. Needless to say, the fireballs should not be touched. You can use the Mushroom Blocks found directly below Birdo's platform, but I'd just use the old-fashioned egg-toss plan. When you win, take the crystal and enter the Masked Gate.

#### Mario Statue Summary:

1. At the start of the main level, quickly head past the Cobrat and cacti. Pick up the Mario Statue that drops from the sky before it sinks into the quicksand. If that happens, simply enter the nearest jar to reset it. Then go back and you'll have an easier route to earning the Mario Statue.
2. Take the first potion all the way to the Panzer hill near the end of the desert to find the Mario Statue in Subspace.
3. In the digging section, the path splits near the end. Dig down the left path to find it.

\*\*\*\*\* 2-3 \*\*\*\*\*

First climb the ladder into the main area. Pull up the leftmost of the set of sprouts to find a Magic Potion. Take it left and drop it on the mesa to find a Mushroom. Head right and you'll spot a bluff. Keep jumping around until a high-flying Beezo comes near. Jump on its head and land on the hill. Take the Mario Statue and enter the door. Pull the leftmost sprout of the set on the right

side of the door to find the potion. Enter Subspace for your second Mushroom.

Back outside, get another potion from the same place as the first. Go right a while, avoiding the quicksand and the onslaught of yellow Beezos. When you see three piles of bones near some fast quicksand, drop the potion on the right side of the middle bone pile. In Subspace, quickly grab the Mario Statue before it sinks into the sand. Make your way to the right and enter the pyramid.

Drop down the passage and you'll land in yet another digging area. Use the same strategies as in previous levels, but this one is easier. Enter the door at the bottom to find a key. This key opens the locked door at the top. However, if you hold it for too long, you'll be attacked by a masked enemy called Phanto. Because of that, you should drop the key every few seconds so you won't be bothered. Exit the key room and keep jumping up the shaft. Remember to drop your key from time to time. You may have to dig out a bit of sand to recapture the key. When you reach the locked door, press Up while holding the key to open the door. First, though, you may want to return to Phanto's room, where you'll find a Mario Statue waiting for you where the key used to be.

When you enter the formerly locked door, head right past the Shy-Guys. The cherries are the only things found in the sand. Go right past the Panser and Cobrats and pick up the crystal (no Birdo this time). Enter the Masked Gate and prepare to do battle with Tryclyde.

This three-headed serpent isn't that tough. Simply pelt it with three Mushroom Blocks (you can also throw the Tweeter at it). Some players like to erect a wall to help block Tryclyde's fireballs, but this isn't really necessary if you've got three or four hearts. After three hits, pick up the Mario Statue that falls down. Then open the door to exit the level.

#### Mario Statue Summary:

1. Use a Beezo to jump onto the bluff found early in the level. On top is the Mario Statue.
2. Take the first Magic Potion all the way to the three piles of bones. Drop it on the right side of the middle bones and enter Subspace. Quickly pick up your Mario Statue before the quicksand gobbles it up.
3. After you unlock the locked door, return to the key room to find a Mario Statue where the key used to be.
4. Defeat Tryclyde.

\*\*\*\*\* 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 2-1). 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.

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#### Enemy List

[ENEMY]

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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: 2-2, 2-3

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: 2-1, 2-2

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. 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.

#### Cobrat

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

This snake resides in desert regions, usually living in jars. Cobrat will try to spit bullets at you, making life dangerous if there are a lot of them.

#### Ninji (2)

Found: 2-2, 2-3

This form 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.

#### Panser (Red)

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

This psychotic plant spits fireballs to each of its sides, but you'll be safe if you stand directly under it. Panser is thoroughly stomp-proof. All of the Pansers in World 2 are stationary and colored red.

#### Phanto

Found: 2-3

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

#### Pokey

Found: 2-2, 2-3

The famous cactus of Mario games is made up of four segments. If you want to defeat it, throw something at its base. However, you may want to pick up Pokey's head and throw it at the enemies in the vicinity.

#### Shy-Guy (Blue)

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

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 enemy.

#### Shy-Guy (Red)

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

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

#### Snifit (Gray)

Found: 2-1, 2-2

Shy-Guy's more violent relative spits bullets at you. The gray variety also jumps periodically. You can still pick up Snifits and throw them at enemies.

#### Spark

Found: 2-3

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

Tryclyde

Found: 2-3

Zowie! A three-headed fire-breathing snake! However, the boss of World 2 can easily be defeated by bonking it with a few Mushroom Blocks. Many players like to build a wall so they can pick up Mushroom Blocks with less risk of getting burned by Tryclyde's fireballs.

Tweeter

Found: 2-3

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]

Date | Version | Size |

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5-19-08	0.8	21KB	Began guide and finished walkthrough section.
5-20-08	1.0	22KB	Made finishing touches and proofread 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 2 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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Where in America's Past is Carmen Sandiego (PC) 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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