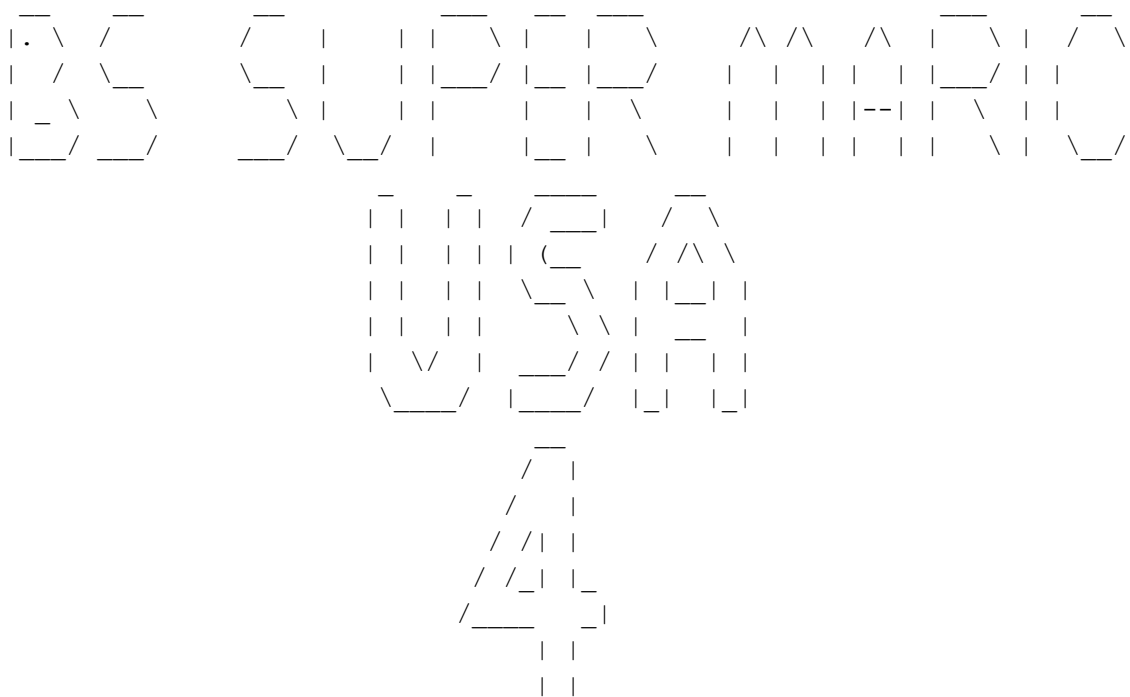


BS Super Mario USA 4 (Import) FAQ/Walkthrough

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! Here begins my guide for the final BS Super Mario USA title. BS Super Mario USA 4 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 4 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 5 (the others are SM USA 1/World 1, SM USA 2/World 2, and SM USA 3/World 4). 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 4.

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Walkthrough

[WALKT]
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***** 5-1 *****

The level begins with a Mario Statue in plain sight. However, an Ostro is riding towards you. Either pick it up just as Ostro is about to hit you, or pick up the Shy-Guy riding Ostro and throw it at Ostro to beat it. These statues, which can only be collected once, fully refill your energy and give you a 1-Up. There's a tricky Panser ahead. You may want to use the Shy-Guy to get rid of it. Then drop down to the lower level and jump across the ledges. Press Up to enter the door.

Some people think this level is hardest in the game - and you'll see why! Being forced to use Mario makes it significantly harder as well. First pick up the second sprout from the left for a Magic Potion. Enter Subspace near the main door to find a Mario Statue. Head right, jumping from log to log as they fall. It's not easy! To cross the next gap, carefully jump from Trout to Trout. Jump from the log to the platform, then cross another gap with three Trouters. Try to land on the top platform. Pick the left sprout for a welcome 1-Up, then grab the other one for a Magic Potion. Drop it on the platform to the right and enter Subspace for a Mushroom. Afterwards, cross one more gap with the falling logs. Try to land on the top of the screen to reach a Mario Statue. Afterwards, jump over and pick up the right-hand Mushroom Block. You'll drop down to the sprouts. Pick up the left sprout for a potion, then enter Subspace for a Mushroom. You'll want the extra energy before battling this tough Birdo. Enter the door to fight her.

This is a green Birdo; she only spits fireballs. To score a hit, you'll have to pelt her with three Mushroom Blocks. It can be dangerous retrieving the Mushroom Block between hits; either wait for a break in the fire, or pick up the block just as a fireball is about to hit you - you'll be safe if you do it just right. After three hits, grab the crystal and enter the Masked Gate.

Mario Statue Summary:

1. Found at the very start of the level. Either pick it up just as Ostro is about to hit you, or grab the Shy-Guy riding Ostro and throw it at Ostro to beat it.
2. At the start of the main part of the level, pick up the second sprout from the left to find a Magic Potion. Drop it near the door to find a Mario Statue in Subspace.

3. On the final waterfall, jump across the logs onto the platform that runs to the top of the screen. From here, just pick up the Mario Statue.

***** 5-2 *****

Ascend the ladder and get ready for a welcome relief, as 5-2 is significantly easier than both 5-1 and 5-3. Head right to a series of Hoopsters. It's best to jump on one and then jump over the rest, although you may want to carry one to vanquish the Ostro ahead or the next group of Hoopsters. Use the Squat Jump to get up there. Press Down while standing on the jar to enter. Pick up the sprout for a bomb (just like the Gorons' Bomb Flowers in Zelda games) and drop it on the cracked floor. After the bomb explodes, pick up the right-hand sprout for a Magic Potion. Carry it out of the jar and drop it outside. Enter Subspace and collect a few coins and a Mushroom. Get ANOTHER Magic Potion from inside the jar, then tote it to the hill at the start of the level. Enter Subspace for a Mario Statue. Make your way back to the jar and head right. Jump the Porcupos and the Ostro, then begin the jumping section. Carefully jump from Hoopster to Hoopster, being careful not to fall into the pit. Also watch out for the Panser. At the end of this stretch, dodge the speedy Ninjis and the Ostro. Grab the easy-to-see Mario Statue below the vine, then start climbing.

Keep ascending the vines. That's what you do here. Avoid the Snifits' bullets. If a Hoopster is about to collide with you, just change to the adjacent vine. At the end, enter the door and prepare to challenge one of the most unusual areas in the game.

First, pick up the POW block and you'll enter free fall. Go one block length right and you'll fall on the Mario Statue. You'll probably lose a bit of energy from the spikes if you take the statue, though. From here, keep falling, steering Mario to avoid the spikes. At the end, stay right to avoid falling into the water at the bottom. Enter the door and face Birdo.

This Birdo is red, meaning she spits both eggs and flames. You can throw the eggs or even the Troutor at her; either works. Be careful not to fall off the bridge. After three hits, take your crystal and enter the now-open Masked Gate.

Mario Statue Summary:

1. Enter the jar early in the level and bomb the floor. Take the Magic Potion and exit the jar. Carry your potion to the hill at the start of the level and enter Subspace for a Mario Statue.
2. Just before you climb the vine at the end of the first part of the level, grab the Mario Statue. It's very hard to miss.
3. In the section where you're falling, take the POW block and drop straight down. Go one block length right and you'll fall on the Mario Statue. You'll probably lose a bit of energy from the spikes, though.

***** 5-3 *****

This is another one of the most difficult levels in the game. However, while 5-1 was hard but short, 5-3 is hard and extremely lengthy. First climb the ladder leading to the main part of the level. This part is tough. Endless Albatosses are flying from both directions at top speed, and they're trying to drop Bob-Ombs on you. If you want a Mario Statue, stand on one of the Bob-Ombs and squat jump to the high ledge. Otherwise, pick up the leftmost sprout on the ground level for a Magic Potion. Hurry right past the carnage, picking up some cherries if possible. Drop the potion in the patch of sprouts, where you'll find an almost-mandatory Mushroom in Subspace (life's tough without it). There's another Potion in the sprouts, too, should you need one. Keep going right until you reach some Bob-Ombs and a flimsy-looking wall. To break it,

pick up a Bob-Omb and throw it at the wall right before the explosion occurs. Then squat jump onto the high ledge, pick the middle sprout for a Magic Potion, and drop it near the wall you just broke. Enter Subspace for a much-needed Mushroom. Head right, drop down to the ground near the Bob-Ombs, and go left to the ladder that takes you to Part Two.

Whatever you do, don't move the Mushroom Block; if you do, an endless stream of Bob-Ombs will start pouring out (they can open the cracked floor, but there's nothing good on the bottom level). Instead, head left, jumping over any Bob-Ombs you meet. There's a Panzer blocking the way; use a Bob-Omb or a vegetable to get rid of it. After beating it, enter the door leading inside the tree (I'm not making this up).

First make your way to the bottom of the tree. Keep grabbing the Mushroom Blocks that block your way. These can be used to defeat the Sparks and block the pots that produce those endless streams of Shy-Guys (you'll be glad you did). When you reach the bottom, pick up the ultra-simple Mario Statue. Now start jumping up the platforms on the left side of the tree (I really hope you stopped up those pots). Wait for the Bob-Ombs to explode, then resume your advance up the platforms. Soon you'll come to a pair of Mushroom Blocks; pick one up. Crouch jump to the next platform. Things are tricky here because of the blue Panzer. This is just like a normal Panzer, but it chases after you. The screen wraps around here, so just keep changing sides, trying to lure the Panzer off the edge. If it gets too close, use your Mushroom Block. Keep heading up the platforms, using the same plan for the second blue Panzer. Afterwards, proceed carefully up the platforms and enter the door.

You're now high up in the lofty treetops. Head right and jump on the Pidgit's magic carpet. Throw Pidgit off, then take the carpet to the right. If your carpet starts to flash, either jump for the ledge or land on the other Pidgit. After the magic carpet ride (sounds like a good name for a rock song, doesn't it?), squat jump onto the cloud with the Mario Statue, but watch out for the Beezos. The Shy-Guys can also be a little tricky. At the end of this stretch, defeat the red Birdo by throwing back three eggs, but watch out for the fireballs she randomly shoots. Also try to exercise some degree of caution so you don't fall off the edge. When you win, grab the crystal, enter the Masked Gate, and fight Clawgrip.

Clawgrip is a giant crab who tosses rocks at you. When he throws a low rock (the higher ones are tougher), jump on the rock, pick it up, and heave it at Clawgrip. Repeat four more times and you'll win. Be careful not to fall into either of the pits. When you win, take the Mario Statue that drops down, then enter the door, returning you to the Level Select screen.

Mario Statue Summary:

1. At the very start of the level, there's a Mario Statue on a high ledge. However, it's too high to reach via squat jump. Instead, let an Albatoss drop a Bob-Omb near you, and squat jump while standing on it.
2. This is located at the bottom of the tree section. It's really hard to miss.
3. This is soon after the magic carpet ride near the end. Simply squat jump onto the cloud that holds the Mario Statue.
4. Defeat Clawgrip.

***** Wart *****

To fight Wart, find any place with a jar and drop a Magic Potion near it (there's a jar with a potion inside in 5-2, or you can use the high jar at the start of 5-3). 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).

Albatoss

Found: 5-3

Albatoss is a big red bird that tries to drop Bob-Ombs on Mario's head. The kind of Albatoss found in 5-3 is particularly fast.

Beezo (Red)

Found: 5-2

The less aggressive red Beezo flies in a straight line. They can be dangerous in large quantities, but the handful of red Beezos found in World 5 are completely harmless.

Beezo (Yellow)

Found: 5-3

Beezo swoops down from the sky, trying to poke a plumber with his sharp trident. These can knock you off a platform, so be careful.

Birdo

Found: 5-1, 5-2, 5-3

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. Tougher still is the green Birdo, who only spits fireballs and must be defeated with the aid of Mushroom Blocks. 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.

Bob-Omb

Found: 5-1, 5-2, 5-3

This classic explosive of the Mario series will blow up in a few seconds, so watch out. However, you can throw it at enemies if you're quick. Some Bob-Ombs hide under sprouts in the ground and explode particularly quickly; these appear in all levels of World 5, while the more normal walking Bob-Ombs are exclusive to 5-3.

Clawgrip

Found: 5-3

The slightly intimidating crab, Clawgrip, is the boss of World 5. He throws rocks at Mario, but it's not too difficult to pick them up and throw them back at him.

Hoopster

Found: 5-2

Some vines are patrolled by Hoopsters, who keep climbing and going back down. These beetle-like enemies aren't usually too dangerous, and sometimes they're downright helpful.

Ninji (1)

Found: 5-2

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.

Ostro

Found: 5-1, 5-2

Giddyup, pardner! Shy-Guys enjoy riding this rare ostrich, who has sometimes been confused with Birdo. Ostro isn't very dangerous, but remember that attacking it usually defeats only the Ostro or the Shy-Guy - seldom both.

Panser (Blue)

Found: 5-3

This rare form of Panser shoots fireballs to its sides, but it also chases after heroes. Bash it with a Mushroom Block if you can't lure it off a cliff.

Panser (Green)

Found: 5-2

This rarer hue of the psychotic plant endlessly shoots fireballs straight up into the air. Thoroughly stomp-proof.

Panser (Red)

Found: 5-1, 5-3

The most common flavor of Panser spits fireballs to each of its sides, but you'll be safe if you stand directly under it. Don't touch the plant or its flames.

Pidgit

Found: 5-3

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.

Porcupo

Found: 5-2

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

Shy-Guy (Blue)

Found: 5-3

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: 5-2, 5-3

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

Snifit (Blue)

Found: 5-3

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

Snifit (Gray)

Found: 5-2

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: 5-3

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

Trouter

Found: 5-1

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

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 the current score and statues list (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 in the corners of the screen?

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

Version History

[VERSN]

Date	Version	Size	
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5-20-08	0.3	17KB	Completed 5-1.
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5-21-08	1.0	25KB	Completed 5-2 and 5-3. Proofread guide.
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3- 3-09	1.1	26KB	Made some small adjustments.
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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 4 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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All-Star Baseball 2004 (GBA) Strategy Guide/FAQ
BS Super Mario USA 2 FAQ/Walkthrough
BS Super Mario USA 1 FAQ/Walkthrough
BS Super Mario USA 3 FAQ/Walkthrough
BS Super Mario USA 4 FAQ/Walkthrough

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The Legend of Zelda: Link's Awakening Low-Spoiler FAQ/Walkthrough
The Legend of Zelda: Ocarina of Time Low-Spoiler FAQ/Walkthrough
The Legend of Zelda: Twilight Princess (GCN) Low-Spoiler FAQ/Walkthrough
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Where in the World 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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