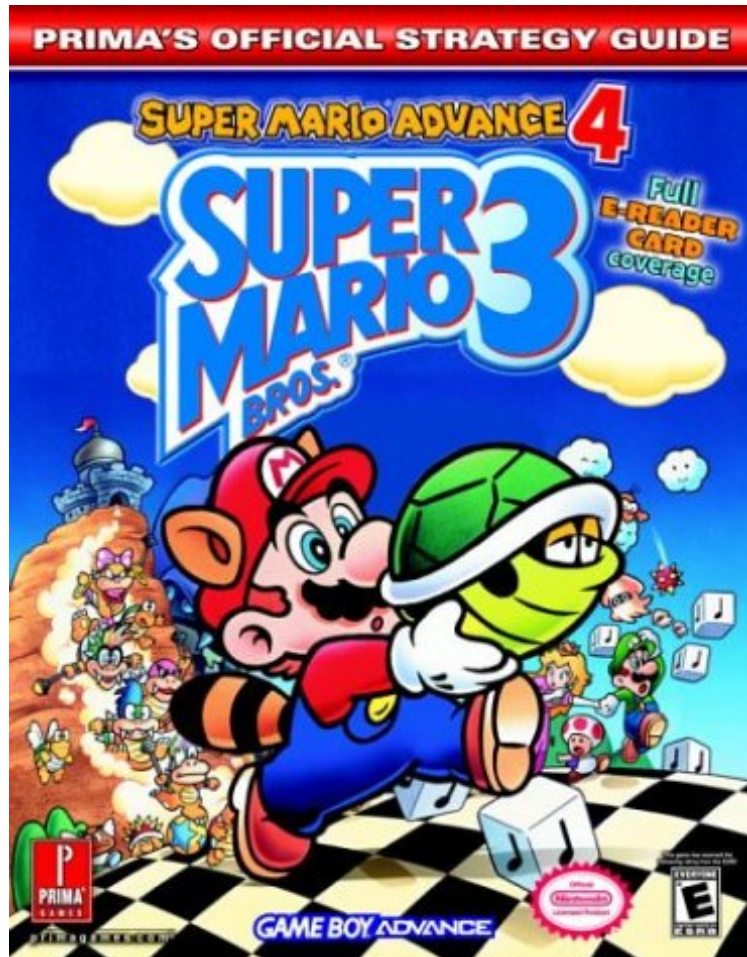


[Free pdf] Super Mario Bros. 3: Super Mario Advance 4 (Prima's Official Strategy Guide)

Super Mario Bros. 3: Super Mario Advance 4 (Prima's Official Strategy Guide)

David Hodgson

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#2246779 in Books Prima Games 2003-10-21 2003-10-21 Original language: English PDF # 1 10.85 x .23 x 8.461, #File Name: 0761544259128 pages | File size: 55.Mb

David Hodgson : Super Mario Bros. 3: Super Mario Advance 4 (Prima's Official Strategy Guide) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Super Mario Bros. 3: Super Mario Advance 4 (Prima's Official Strategy Guide):

3 of 5 people found the following review helpful. Third-Party GuidedownBy Michael Kerner Sometimes, when I look at these strategy guides, they often don't have enough of the feeling into each of the levels, that there not shown in full focus within a map. That comes with Prima, and their strategy guide for Super Mario Advance 4: Super Mario Brothers 3, for the Game Boy Advance. The unfortunate disadvantage with this game guide, is that the maps really aren't detailed enough to showcase pitfalls, puzzles and problems to pass the time by. Another disadvantage is that if you have an earlier guide that Nintendo made, whether it was the very first Super Mario 3 guide from the 80's for the original NES game system, or the guide that reflects with the Super NES collection, Super Mario All-Stars than this

really isn't a suggested purchase for the Mushroom Kingdom. I really suggest you get the one Nintendo made for Super Mario 3 for the Game Boy Advance, instead of this one. The maps are much more detailed there.6 of 7 people found the following review helpful. Could be betterBy TsancheWhile there is no real reason to buy a guide to Super Mario Brothers 3, it certainly could help some gamers and while this wouldn't be my first choice, it is still a great guide!First, I was impressed with all the tricks and tips this guide gave me. It is a pretty easy game to understand so these basic tips aren't really needed, especially for Mario veterans such as myself.The walkthrough is nice but this is actually where the guide falls short. If you want a good walkthrough I actually suggest the far superior Nintendo Power guide. This guide doesn't have any maps of the 80+ levels and so it won't help you find everything in a level. Some info is missing from the walkthrough but it'll still get you through the game.Aside from that there is the Classic Mario Bros. strategy which you actually shouldn't need, since I'm sure that many of us have been playing that since the first Mario Advance game.Overall the guide is pretty good if you need a leg up or some help, but if you're looking to master the game, the Nintendo Power guide would actually be a lot better to get.1 of 3 people found the following review helpful. Useful for new gamersBy scripted fatalityThe book is good.Though the game is pretty easy to understand.The book does not go to the limit as expected.It's good for first time players.You can learn many useful tricks and tricks from it.The guide does not explain every part in great deal.For experienced gamer-Ignore it.

Get Ready for a Smashing Good Time! Expert strategy on all moves and power-ups Effective tips on managing Mario and overview strategies All item locations revealed and guidelines for using them Exhaustive walkthrough for all eight Worlds Dispatch every monster with complete takedown tactics e-Reader Revelations for Series 1 and 2 Cards, including cunning devices to make the most out of your Card collection Over 100 levels revealed (including over ten all-new stages) All Warp Whistles, White Mushroom Houses, Coin Ships, Spade Houses, and Mini-Games revealed All Ace and e-Coins Collected

From the Inside FlapGet Ready for a Smashing Good Time! Expert strategy on all moves and power-ups Effective tips on managing Mario and overview strategies All item locations revealed and guidelines for using them Exhaustive walkthrough for all eight Worlds Dispatch every monster with complete takedown tactics e-Reader Revelations for Series 1 and 2 Cards, including cunning devices to make the most out of your Card collection Over 100 levels revealed (including over ten all-new stages) All Warp Whistles, White Mushroom Houses, Coin Ships, Spade Houses, and Mini-Games revealed All Ace and e-Coins Collected