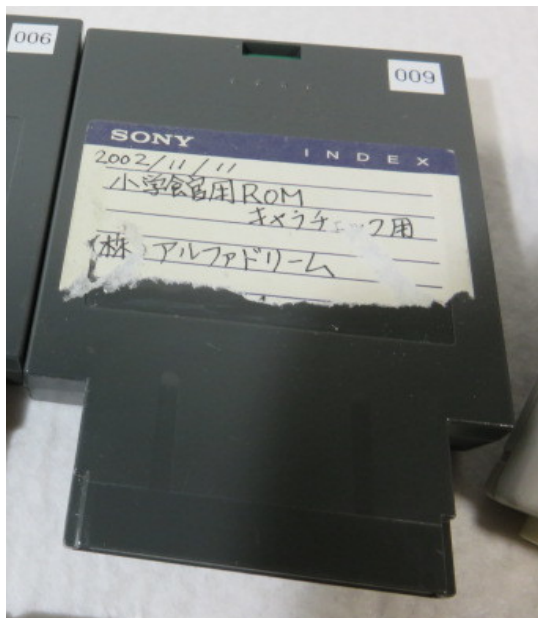


Mario & Luigi - ROM Document

This cartridge appears to contain an E3 2003 demo build of Mario & Luigi Superstar Saga. Keep in mind that there will likely be a ton of extra data that's just been blocked off. The goal is to play the prototype normally, find all differences to the retail, and then unblock any restricted content in order to compare that too.

Please include images of any differences you can find when applicable.

Physical cartridge details:



- Small "009" label on top right, commonly used sticker by AlphaDream for protos.
- The writing says "ROM for Shogakukan". This cartridge likely held a build of something else before being reused during Superstar Saga's development.
- Cartridge contains a "[save](#)".
- It's a large type E201736 AGB 128Mbit dev cart. Dip settings were set to 64Mbit but for dumping it was set to the maximum 128. Cart was dumped with [GBA Backup Tool](#) 0.21.

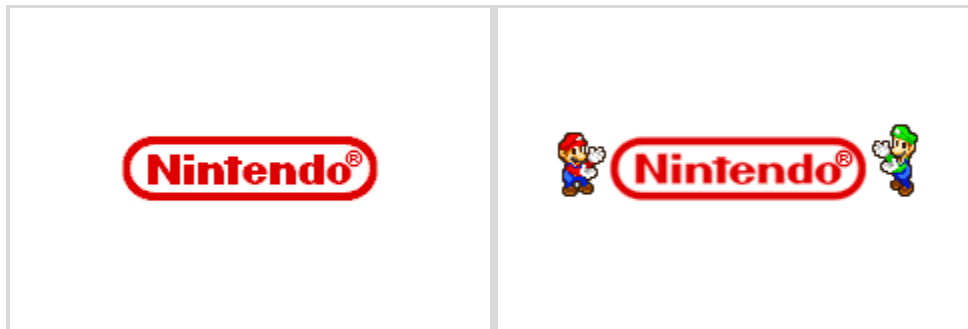
This document is written by Marionova, RETIRE, sage_of_mirrors and Ashe.

Differences within the stock, unmodified demo.

Title Screen differences:



- Early "Mario & Luigi" logo is used, the game wasn't subtitled Superstar Saga yet.
- Different background
- Copyright text is different
- "Press Start" text is the same as the final JP version
- Title screen uses an early version of the Border Jump/Super Mario Bros. theme
- The "Game Boy Player" screen doesn't show up at the beginning.



- The Nintendo logo screen plays the coin sound effect instead of Mario and Luigi saying "Nintendo!". The logo graphic itself is also less softened.



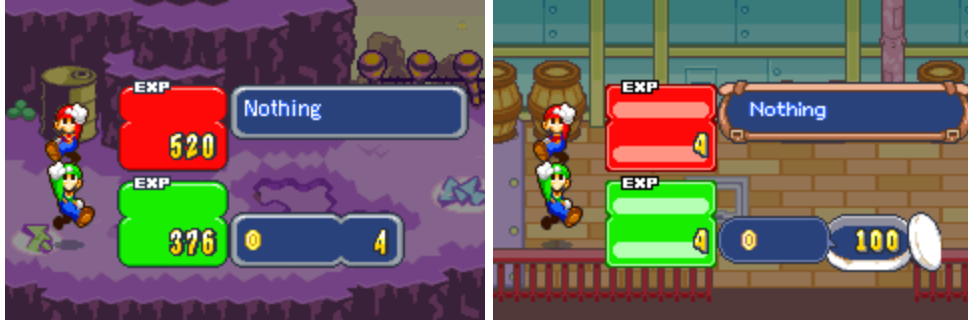
- The file selection screen is completely different. Literally every graphic and background has been changed.
- With the exception of the File #3 passport photos, the photos used for Files #1 & #2 are not poses usable for the passport.

Misc Game Differences:

- Cannot use hammers in the overworld
- Getting a backshot in the overworld doesn't disable you in battle.
- Using the High Jump produces a Luigi voice clip "Hyaa!", High Jump SFX is absent.
- Using the Spin Jump produces a Mario voice clip "Yipee!", spin SFX is absent
- Sound Effects for picking menu options are different.
- The horn sample is different! Noticeable in battle & the victory screen.
- Boss theme appears to be missing (There appears to be 12 music tracks in the game)



- Battle transition is different, flashes black & white & then gets smushed by a pattern of M & Luigi instead of the final star transition.



- The "Battle Win" screen uses different windows for everything.



- "Stache" uses its Japanese name, Hige. The fonts for the text and numbers are also completely different.



- Pause menu graphics are totally different. Only the items menu is able to be opened, and the rest just say "out of use" when hovered over. Counters for time & coins are also simpler.
- Running during a battle does not feature the button mashing minigame, and does not make you forfeit coins.



- Bottom-right "Help" section in battles is more rounded. Same with the health/BP graphics.



- When hitting the "Solo" block, more blocks appear instead of a menu.



- Luigi has a delay when Jumping when defending. This makes defending as luigi much more difficult.



- Mario and Luigi's battle sprites are slightly different, the more apparent changes being the damage sprites



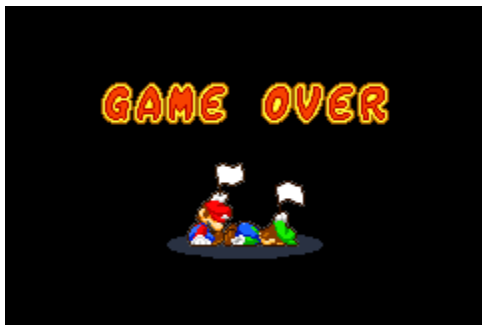
- Items in battles are used instantly with a different graphic & sound



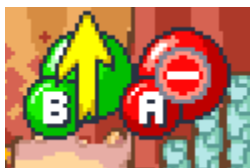
- Dying in battle works differently from the final game. If Mario or Luigi are downed, the death jingle from Super Mario Bros. will play, and the player will fall to the bottom of the screen.
- If you beat the battle with just one bro, the other bro will come back on the overworld with full health..



- Reviving someone makes their death graphic in the HUD change to their idle forward sprite (smushed & then normal). The sprite moves down off the screen, then appears on top with the Mario Bros spawn platform.



- Game Over screen is separate from the battle, unlike the final game
- Glitched "Game Over" jingle seemingly plays, while the final game plays nothing
- When Jumping on an enemy, there are extra frames before the Jump begins. However, Jumping in battle is much heavier, with Mario reaching the enemy faster.
- Moving options in the menu are inverted.
- First strikes do not exist.
- Moving the cursor in the level-up screen doesn't make a sound. Lakitu also doesn't make any sound.



- The icon shown when a button is disabled is a "no entry" sign instead of a white X.



- Fast-travel warp pipes are red instead of green, and have not been completed yet - entering one does nothing.

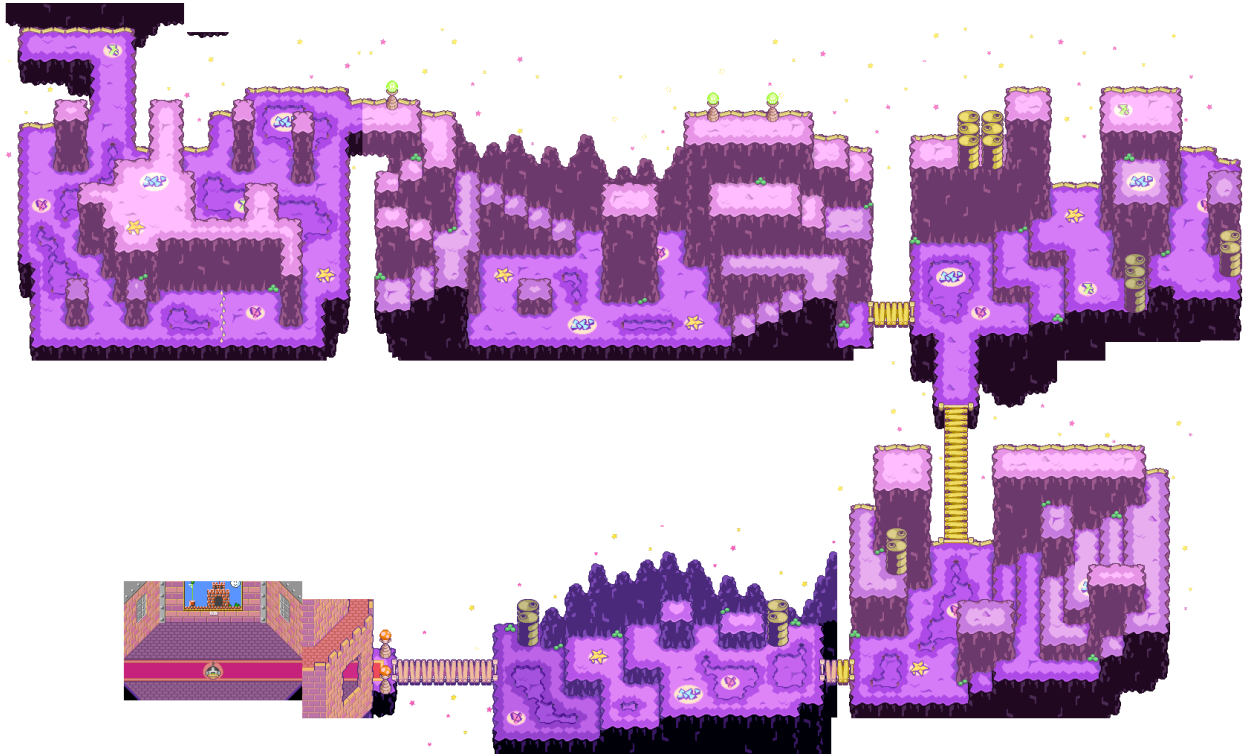


- The minecart minigame has the bros. Collecting red and green coins instead of gems; because of this, the demo's minecart map does not have gems embedded in the ground.
- The Hammerhead Bros.'s tutorial for using hammers in battle appears to use an old control scheme where the hammers would be controlled by the L and R buttons, instead of A and B like jump attacks.

Save details:

- All 3 files are preloaded, and cannot be deleted without manipulating RAM.
- Each file is set at a different point in the game, and has its own task to complete. Once the task is completed, the game will go to a "Thank you for playing" screen, similar to the [Kiosk Demo](#).

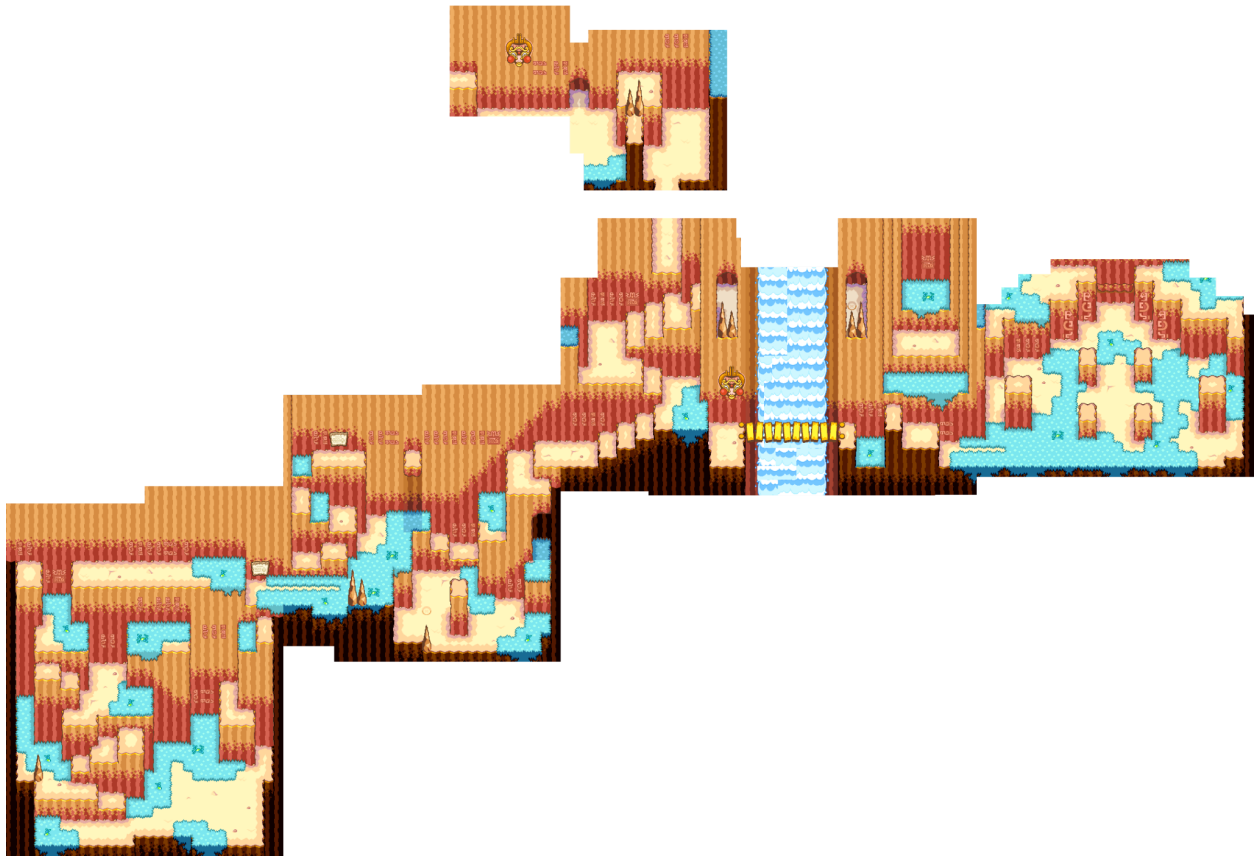
Stardust Fields Differences:



(Map of Prototype Stardust Fields)

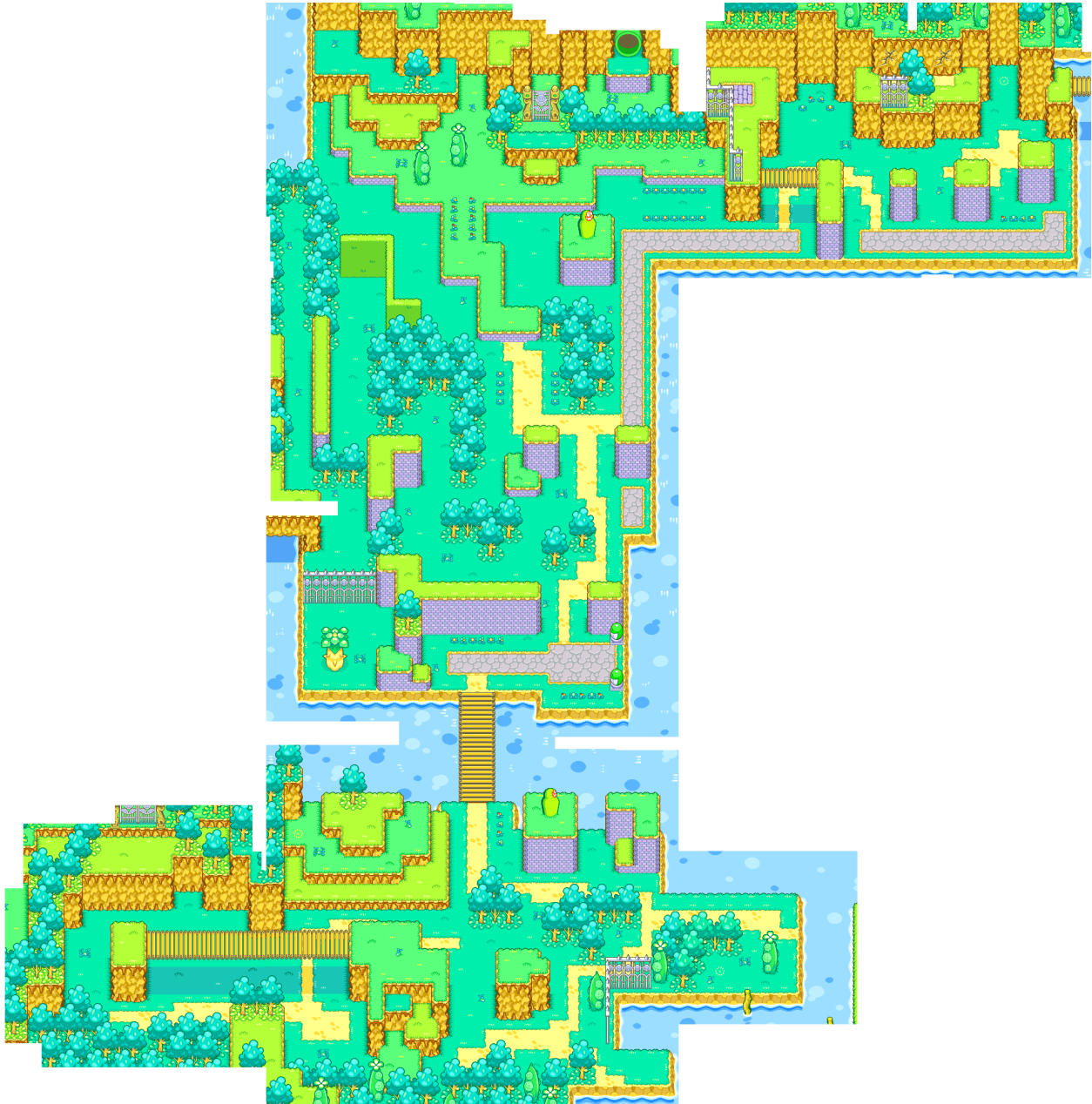
- Stardust Fields in the demo begins on the 3rd area after the Border Jumping Minigame.
 - The Bridge at the bottom left is missing, and instead you can walk to the right at the bottom.
- The next screen is mostly unchanged, except for the Yellow Platforms originally being a longer cliff that the bros could Spin-Jump over to.
- The Sandbags that are used as stairs in the final game are missing.
 - The location of the Starshade Bros. is missing in this demo.
- There is much more map in the E3 proto before heading to the Border Jumping minigame. However, the area before the Border Jump does not use the same tiles as the previous maps, likely due to it simply being moved for the demo.
- The Border Jumping room looks entirely different. The room was almost completely redone in the final.
- Instruments & arrangement are different.
 - There's an extra note in the song before it loops.
- Enemies are the same as the final game.

Ufu Mountain (Hoo Hoo Mountain in the final US Version) Differences:



(Map of Prototype Hoo Hoo Mountain)

Mamelian Plain (Beanbean Fields in the final US version) Differences:



(Map of Prototype Beanbean Fields)

- The song used in this map is different from the final. This song does exist in the final game, though unused.



- This path towards the top-right is missing, alongside with the sign.



- The cave all the way to the left is missing.
- Enemies you can encounter: Goombas, Dry Bones, Wiggler, Parabeanies, and Spiky Snifits.
 - With the exception of the Parabeanies, none of these enemies appear in the final map.
 - Wigglers are placed multiple times here. Despite being placed around like normal enemies, they use the Boss death animation.

Ripped Graphics stuff:



- Luigi's Hit Graphics are completely different, featuring him tumbling over.



- Graphics for Mario & Luigi dead on the Game Over screen, which aren't used in the final game.



- "Jump" & "Hammer" blocks.



- Platform that appears when Mario & Luigi respawn from death in battle.



- Mario clapping, which has a slight bright spot on his shirt that's missing in the final game.



- Mario scared, which has a slight bright spot on his shirt that's missing in the final game.



- Luigi happy, which has a slight bright spot on his shirt that's missing in the final game.



- Luigi scared, which has a slight bright spot on his shirt that's missing in the final game.



- Early versions of the alternating Mario & Luigi blocks. Using arrows instead of their letters. General note, all Overworld blocks in this build are stored as 2 16x16 sprites, while the final game does 1 16x32 sprite.



- Unused frames for the Jump attack in battle.




- Coins use a different graphic [Up-rezed here]. (Left is Proto, Right is Final)



- Unused Wiggler sprites of them sleeping. Wiggler doesn't sleep in the final game & is a boss.



- Mario's Battle Idle originally had his mouth open & an extra shine to his nose.
- Rex is different

- Dry Bones has different teeth

- Goombas have gray shoes.
- Mario's idle sprites lost shading in the final game.

Room ID documentation:

All of the documentation for the room ids in this build can be found in the Mario & Luigi Prototype Room Documentation.pdf document.

(Full) Game Differences:

We managed to unlock the full demo and now no longer have the demo restrictions. This section is for finding differences within the full game. *When you write, please be very specific about which areas the differences are in.*

General (Full) Game Differences:

- The layouts for the maps (at least Stardust Fields) is closer to the final game's.
- The spinning yellow blocks that Mario & Luigi jump on do not feature the A & B buttons on their side.
- Peach's sprites feature her with Blue eyes.
- Enemies from the demo seem to be different from the one in the game. The (Full) game enemies use their Japanese name, while the demo enemies use English names.

Unused Yoshi Cutscene Text [DeepL Translation]

The item the Yoshi wants is マッスルーム (Massurūmu), not a キノコ (Kinoko, Mushroom). Marrusumu is localized as "Muscle" in the English localization, but seeing how he wants a Mushroom, it seems like maybe It'd be closer to "Muscleroom" or something? DeepL gives me either Musrooms or Muslooms. The graphic that appears when given is a black & white Mushroom, so it's definitely mushroom related.

When you meet him

- I'm... I'm so hungry...
- Ah... Do you... have something... to eat?
- **Musclerooms**... or...
- some... wait a minute... Food... Two years old... (doubt)
- Looks good... Bean... Bon appétit...
- That Bean... Disappointing... It looked so good...

- "Oh, God, I'm so hungry... Musclerooms... Won't you go find me one?
- Then... For you I'll... save that bean.
- Good... Well then...
- [I got a Mushroom]
- We can use the pond map to get the mushrooms... I'll get it out...
- And... This...
- This... is the Mushroom Book...
- These Musclerooms... are mushrooms that... grow underground.
- If you don't understand... how to find the Musclerooms... I'll tell you.
- ...Okay then, best regards.

When you get him his Musclerooms

- Oh! Musclerooms!!
- Yummmmm~!!!!
- I've been waiting for this for a long time!! The food was great! It was delicious!!
- Well just as I promised, I'll get that bean...
- ...Let's pretend that never happened...
- Well, now that I'm done, I'm going back to my house. Bye.
- [A piece of the Beanstar! I got it!]

Sprite Differences In Battle:

The following enemies can be fought by running command 0x88 (fight).



Not sure, fly guys?



Yo Bro



Blue Virus
Chuck Guys



Wiggler Angry (gray Noses opposed to red)

Laser Sniffit



Sniper Bills
color shoes)

Gritty Goomba (lighter



Dry Bones & Rex (no jaw, light shimmer)



Goombas (Different color shoes)

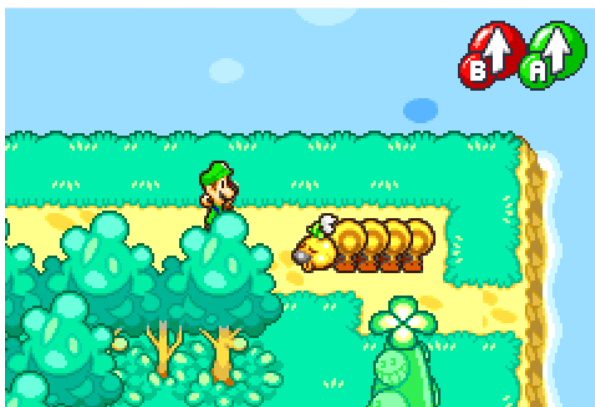


Queen Bean (Smaller Crown)



Wiggler Exhausted (gray nose)

Overworld Sprite Differences:



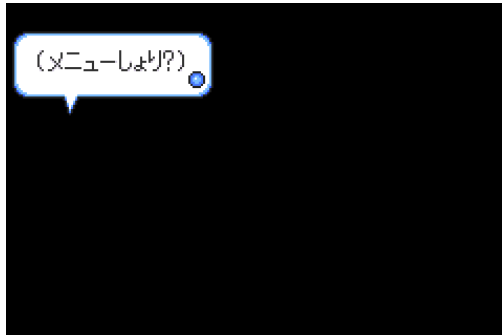
Wiggler (gray nose)



Goomba

Unfinished/Placeholders:

No shop script is present, dialogue with shop owners brings up a textbox saying 'temporary?'



Tutorials related to the "suitcase" menu screen are blank screens, with messages effectively stating "there will be a menu tutorial here."

Progression Differences:



- Badges are introduced by a Hoohooligan at the foot of Hoohoo mountain, much earlier than in the final game; there, a Pea gives Mario a badge when exiting Beanbean Castle on the bros.' way to Chucklehuck Woods.
- There is no zig-zagging screen introducing sharpeas between the foot of Hoohoo Mountain and Beanbean Fields; the two areas are directly connected.



- The battle with Queen Bean is not implemented yet, and instead sends the Bros. to the Bowser tutorial battle; however, the game resumes as normal once Bowser is defeated.



- The guards that let the Bros. into Chateau de Chucklehuck with the Beanbean Brooch are not present.

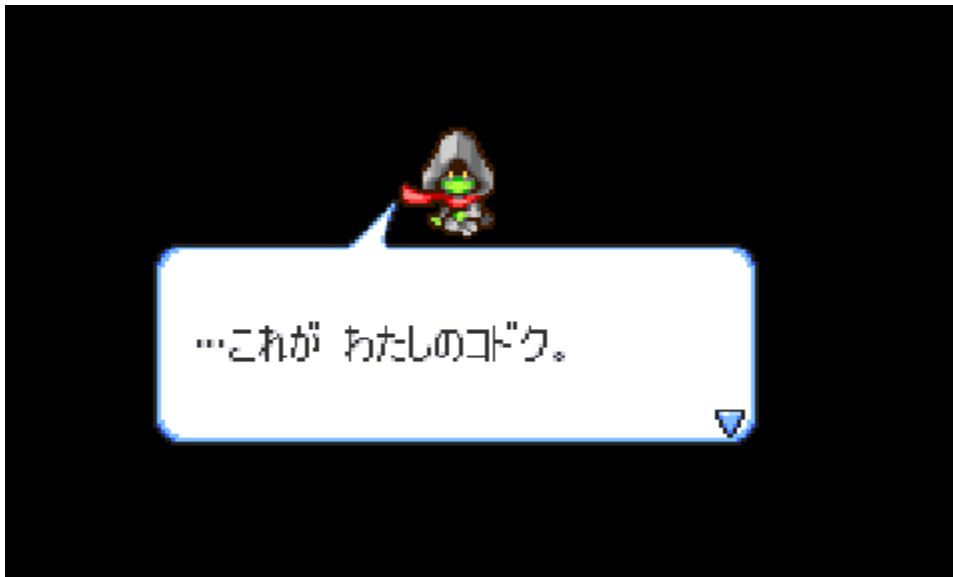


- The area that houses the Hammerhead Bros' second home in the final game is instead a lake with a small island housing a shard of the Beanstar. When the bros enter the area, a Yoshi stumbles and falls; the bros are worried, but do a comedic faceplant when the Yoshi reveals it's just hungry. This is the "muscleshroom" exchange mentioned earlier. In the area directly to the right, there is a ! block that gives the bros a "muscleshroom," obviously a debugging tool. The Yoshi takes the "muscleshroom" and regains its strength, tonguing the Beanstar Piece from a distance.





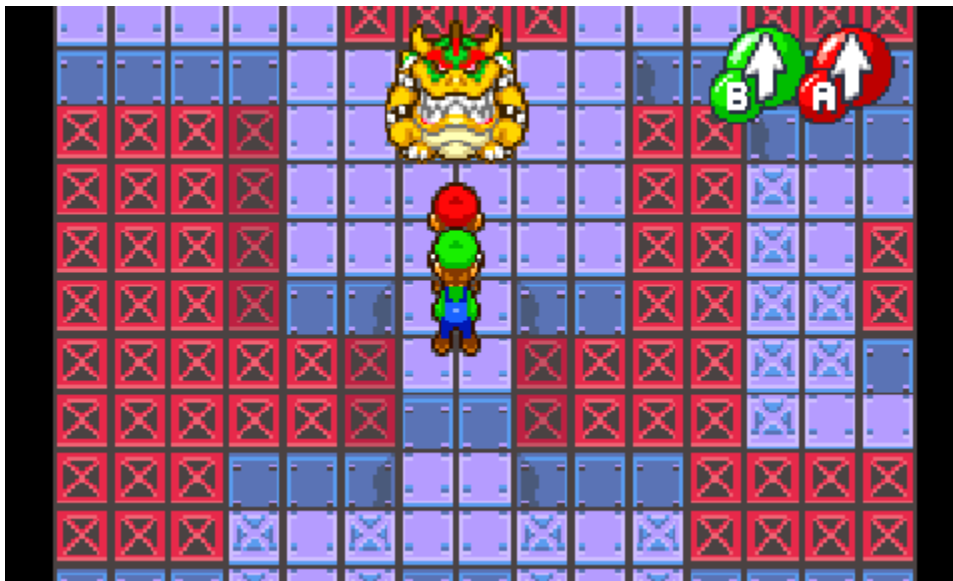
- This character on the eastern side of Beanbean Castle Town is still present in the final game as unused sprites. They speak of "isolation," and when you accept their request their scarf blows in the wind and the screen goes black:



- A rough reading of their dialog suggests you're meant to find 8 NPCs to speak to while the screen is dark, though my knowledge of Japanese is very sparse. This seems to be an earlier version of the beanlet collection quest, in the sense that there are objects scattered across the area that the bros must find.



- The pipehouse hub has 5 red pipes, none of which work. The Pipe Master is not present.



- A rough mockup of Bowser's throne room exists, along with a VERY rough Bowsetta sprite. The final battle doesn't exist yet, but defeating the placeholder enemies shows a rough sketch-out of the ending.



- The early Bowletta sprite appears to be used as a placeholder for the Koopalings, as well.



- The room where the bros' final encounter with Fawful takes place is VERY roughly blocked out, and Fawful appears on a... barrel? Beating the placeholder battle shows an early version of the cutscene in which Prince Peasley disposes of Fawful.



- Early Bowletta is ugly as fuck.



- Repaired Koopa Cruiser is the only place so far that has a save block! And not a save album. It doesn't do anything.



- The lift in Little Fungi Town is "under construction!!"



- The background for Joke's End's outdoor areas is much more simplistic.



- Boo Statues seem to have originally been gravestones.



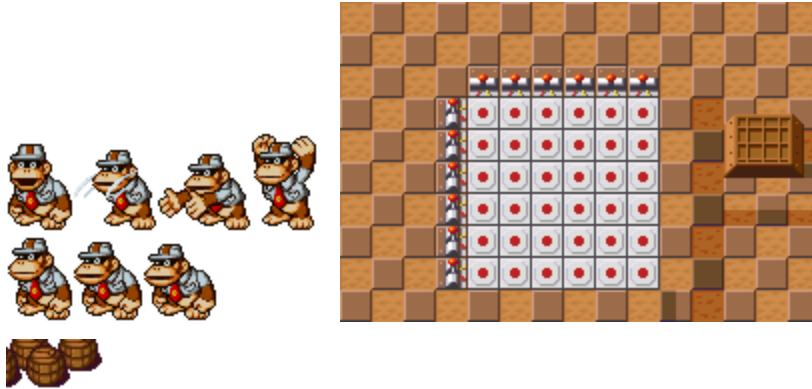
- They're very roughly implemented, with no fading animation.



- The Jellyfish Sisters' Relaxation Room doesn't exist yet, and instead the bros meet them... on an empty beach?



- The bros hand power move tutorial goes on as it does in the final game, just on a beach instead of in a cave.



- This game takes place in the time where Donkey Kong doesn't die. The area also uses a different tileset.



- There's an early version of the Mushroom Kingdom where you need to diffuse bombs.

Map Differences

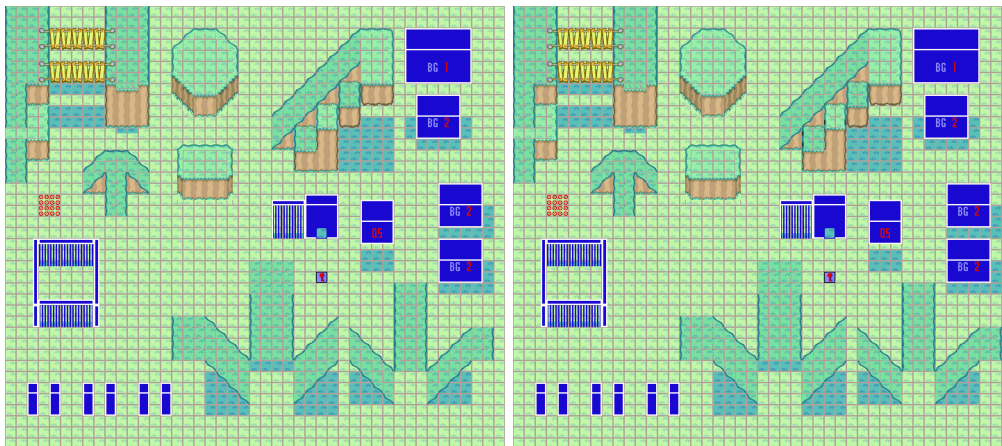
Compare using the python script created by MrCheeze. Show differences side by side to the ripped retail maps, and please note what area of the game they're from (eg. stardust fields, etc). Put proto maps on left, retail on right. Also note any maps which havent been added in the prototype yet.

000 - Test Map



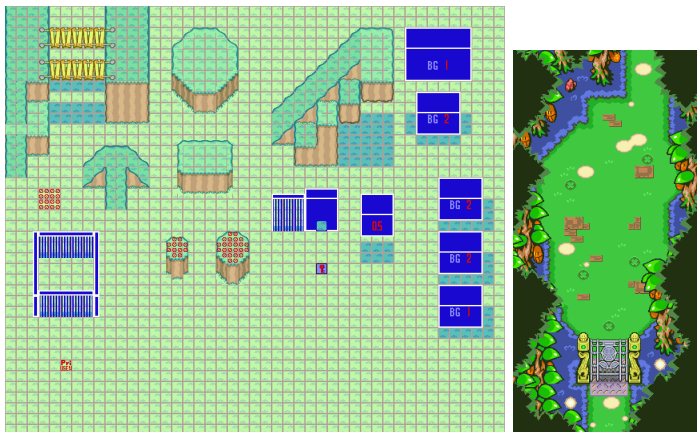
Final game has an extra misplaced tile(?)

001 - Test Map



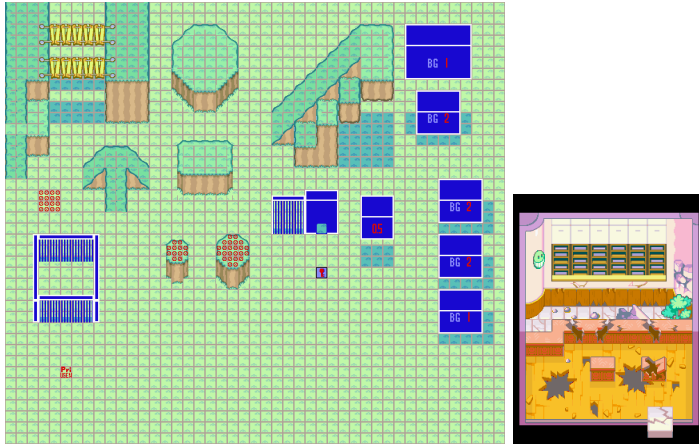
Four lines on the stairs are colored differently.

002 - Test Map / Chucklehuck Woods(?)



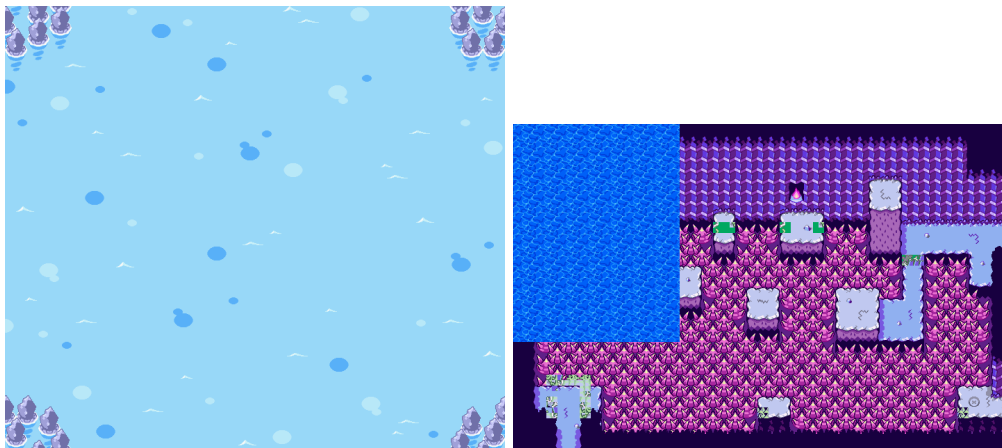
Test Map was replaced with an actual map in the final game.

003 - Test Map / Inside Building

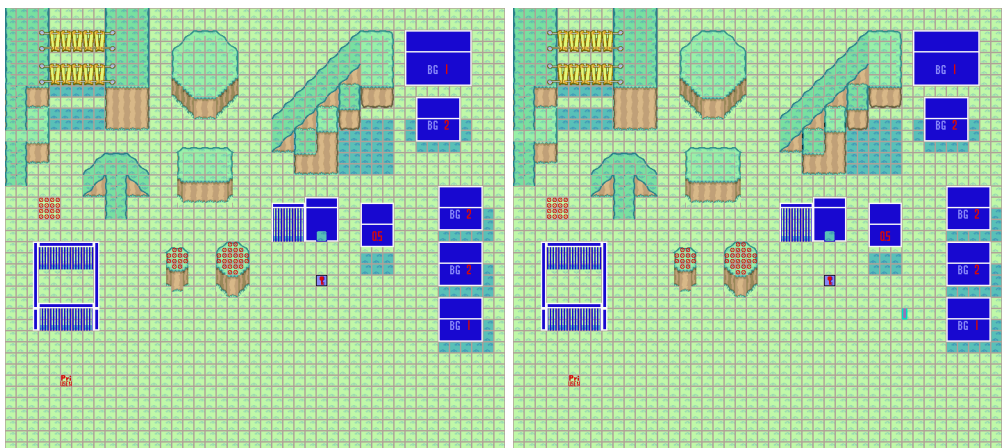


Test Map was replaced with an actual map in the final game

004 - Ocean Top / ???

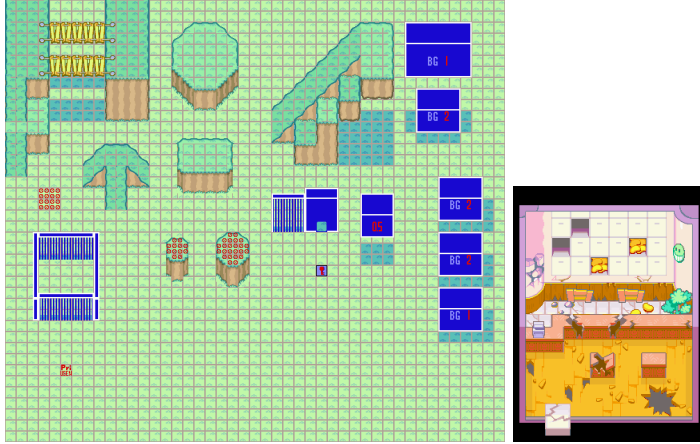


005 - Test Map



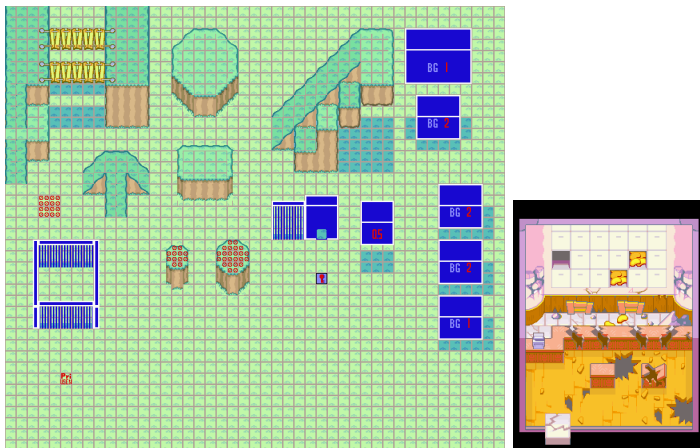
Final game has an extra misplaced tile.

006 - Test Map / Interior



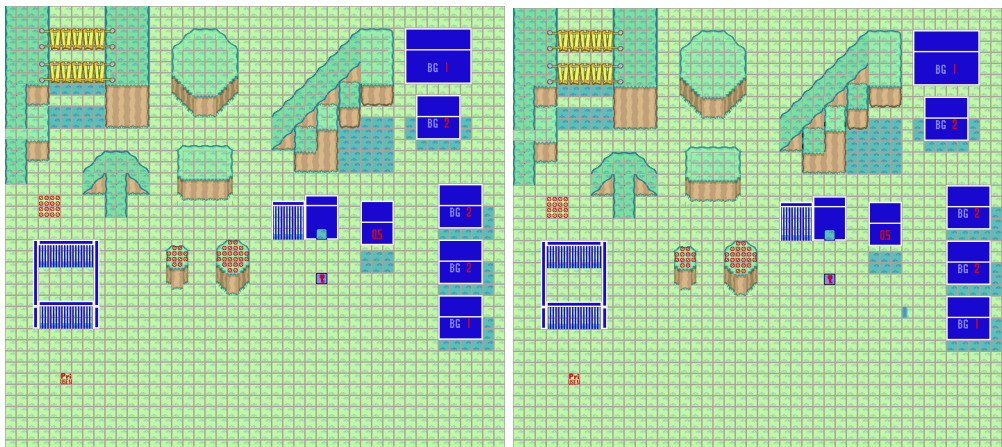
Replaced with an actual map in the final game.

007 - Test Map / Interior



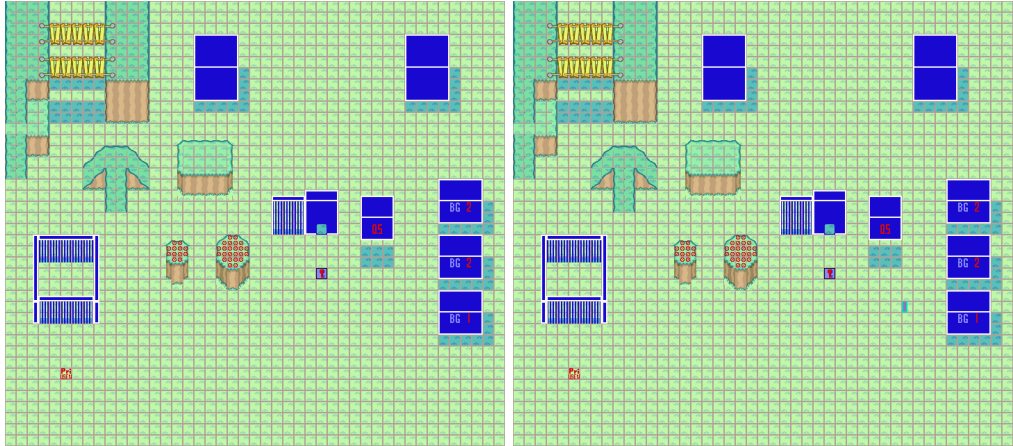
Replaced with an actual map in the final game.

008 - Test Map



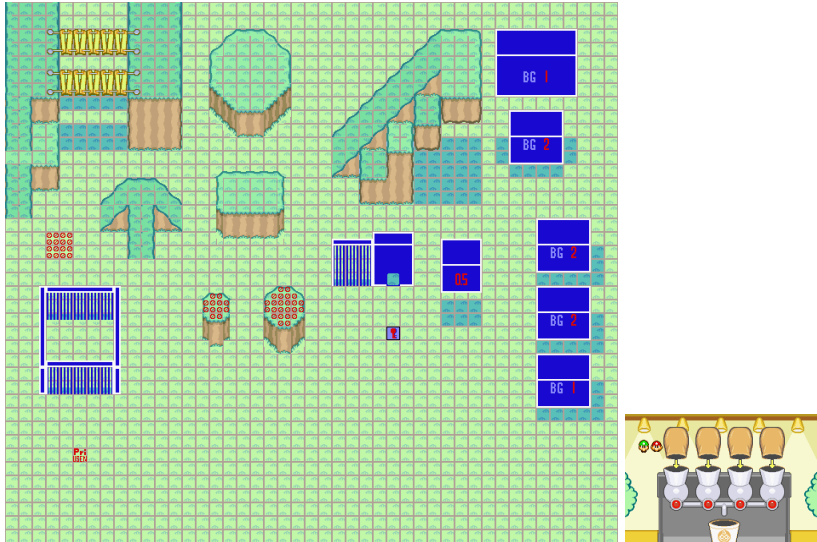
Final game has a misplaced tile.

009 - Test Map



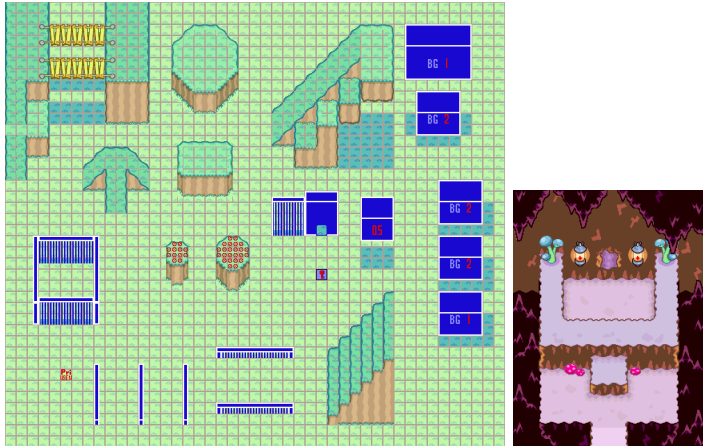
Final game has a misplaced tile.

010 - Test Map / Coffee Machine



Replaced with an actual map in the final game.

011 - Test Map / Cave



Replaced with an actual map in the final game.

015 - Ufu Mountain Test Map / Stage



Replaced in the final game.

016 - Outside Bros.' House



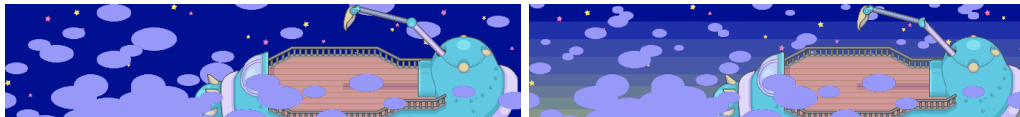
The Background was shifted to hide a second castle.

017 - Inside Bros.' House



Stairs were made shorter. Peach's eye color was removed. Gap between the railing & wall on the top floor was made bigger. Tools & Hammer were adjusted in positioning & shading. The shower mat's inside pattern was made thicker.

018 - Top of Koopa Cruiser



Clouds were repositioned. The Middle joint of the claw was redesigned to not be a full sphere. A gradient was added to the background.

019 - Mushroom Kingdom / Cave



Replaced with a different map in the final game.

020 - Peach's Castle Interior
No Differences.

021 - Stardust Fields
Background palette was redone & some tiles were modified slightly.

022 - Stardust Fields
Background palette was redone.

023 - Stardust Fields
Background palette was redone.

024 - Stardust Fields
Background palette was redone & some tiles were modified slightly.

025 - Stardust Fields
Background palette was redone & two steel plates were added in the final.

026 - Stardust Fields
Background palette was redone & some tiles were modified slightly.

027 - Stardust Fields
Background palette was redone & two steel plates were added in the final.

028 - Stardust Fields
Background palette was redone.

029 - Mushroom Kingdom / Cave
Replaced with a different map in the final game.

030 - Black Void / Cutscene?
Replaced with a different map in the final game.

031 - Black Void / Queen Bean's Throne.

Replaced with a different map in the final game.

032 - Black Void / Yellow Pipe

Replaced with a different map in the final game.

033 - Black Void / Cave

Replaced with a different map in the final game.

034 - Black Void / Yellow Pipe

Replaced with a different map in the final game.

035 - Stardust Fields

Background palette was redone & some tiles were modified slightly.