COMMUNIST MARIO 3

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Thanks for downloading this hack. I'm Kyle Packey, otherwise known as KP9000 or just KP when online. I spent quite a bit of time in the IRC community and have been a part of Acmlm's community (and remnants thereof) since it started. Communist Mario 3 is the first full ROM hack I have released. Since getting into the ROM hacking scene, over the course of many years I slowly learned the ins and outs of the SMB3 ROM. The idea for this hack came as a result of asking **setz** for his recommendation on a game to play, to which he responded with a link to his hack, "**Communist Mario**", which is a SMB1 hack. I then immediately started work on this hack. And now, here we are!

Creator's Note

The object of this hack is to play through the original SMB3 but instead avoid all the coins, either free-floating or in blocks. A number of other gameplay changes have been made to execute this main change, as well as a fully customized theme to compliment it! Please note that I do not claim any of the content in this hack to be accurate in any way possible. Some of it might be, but I didn't put any effort into accuracy. If you have a problem with the content, grow some thicker skin or go play another hack.
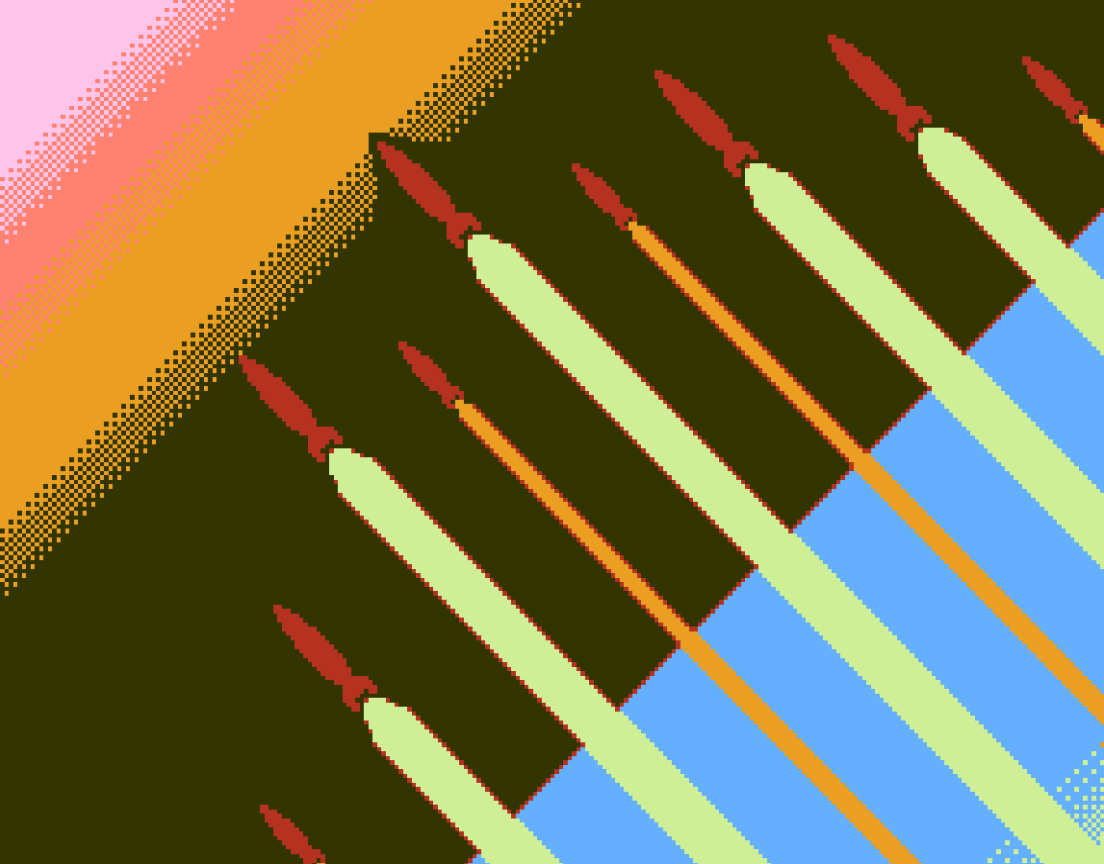
World Themes:

1. **The Motherland** – You exit your (extremely) humble domicile passing legions of workers in their factories determined to protect the communist party.
2. **Soviet Mind Games** – From Russia, with love!... Except you're already in Russia. In Soviet Russia, Tetris plays YOU! I said Russia a lot in this description. For Mother Russia.
3. **Red Army Invasion of Georgia** – Reclaim the former Russian Empire land! The Expansionist policy demands it!
4. **Chernobyl** – Be careful where your feet trod, comrade. A radioactive wasteland spawns abnormalities as you cross the Chernobyl Exclusion Zone.
5. **Space Race** – Let the dirty capitalists go to the moon. The strength of the USSR belongs in orbit around Earth.
6. **Siberian Tundra** – Remember to don your формóвка, comrade. The cold is not kind in this region.
7. **Sewers of St. Petersburg** – The stench of refuse of the people will accompany you to victory as you tread these vile sewers.
8. **Capitalist America** – Remember your mission, comrade. What you do alone, you do for the good of all the people. **Workers of the world, unite!**

Gameplay Changes:

- **Don't get coins!** Any kind of coin will hurt or kill you! You can still gather coins while invincible, and any coin gathering you do will still cause your coin counter to increase.
- **Mostly unchanged levels!** Aside from functional and aesthetic changes, levels have been left as unchanged as possible. Yep, this is a feature.
- **One-ups have been removed!** Any one-up that was in the game has been changed to a mushroom power-up. You will not gain a one-up for collecting coins.
- **Lives counter has been changed to a death counter!** If you max the counter cap at 999, you are not a very good communist.
- **Level-end goal cards and slot-machine matching games have been removed.** Since there's no longer any point to having lives, they don't serve a purpose.
- **Warp whistles, music boxes, and all but one anchor have been removed.** Warp whistles are lazy, music boxes suck, and anchors are next to useless.
- **Use your items!** Hammers, Tanooki Suits, Hammer Suits, and other items are more plentiful.

Theme Changes:

- All worlds have their own unique graphics set. They will look different, but will have the same fundamental layout as the original.
- Storyline has been changed, so the text also needed to match. All old princess letters were changed to quotes from Vladimir Lenin and all the chairmen (formerly kings) messages have been changed.
- Bowser is no longer the antagonist. That has been changed to Uncle Sam and the United States.
- Levels have slight changes that make them look a bit less plain, mostly fortresses.

Please note that some palettes look a bit funky. I've spent a lot of time fiddling with them; if they look bad it's likely because of programming limitations.

<u>Technical Details</u>

- Increased the amount of frames the game uses to animate most game elements in-level. This hack cycles 16 frames in the same amount of time as the original game cycled 4.
- World 4 airship autoscroll speed was increased. It uses a different autoscroll pathway, so certain changes were made to accommodate it.
- Coins have the "hurt Mario" routine attached to it.
- Includes code for all worlds to be able to handle their own unique graphics page. In order for this to work, all graphic pages needed to be organized and arranged to fit the single TSA page referenced by the game.
- Certain world map conditions were changed to allow for my execution of features and styles in this hack. No dark screen in the third part of World 8! Animation restored to World 5, but animation stopped in World 6.
- Coin and Death counters modified to use 3 digits when more than 99. Thanks to Snarfblam for this feature!

Credits

- Most graphics are my own. Some have been sourced from other NES ROMs like **Megaman 3-5**, **Castlevania**, **Faxanadu**, and others.
- Graphics from **JaSp's hack**, **"Mario in: Some Usual Day"**, mostly global animated graphics.
- Many people on IRC. The channel **#rom-hacking** on **Espernet** is full of people that were instrumental in helping me learn how to manipulate and edit my data. These people include **Lenophis**, **DahrkDaiz**, **Disch**, **Vystrix Nexoth/Rainne**, and more.
- **Snarfblam** for making the coin and death counters 3 digits!
- **MetroidMst/ShyGuy** for *all the hype*!!!
- **Lenophis** for playtesting, suggestions, and streaming.
- **DahrkDaiz** for his notes from way back in the day, and for encouragement from his hacks and his words.
- **Emuz** and **DJBouche** for support, ideas, and resources.
- Finally, **setz/Skiffain** for creating and releasing Communist Mario (SMB1), the idea for this hack.