

Manual: Crazy Daydream

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Figure 1: Welcome!

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1 Before you start

Crazy Daydream 1.05 is a mod for the 1988 version of Super Mario Bros.2 on the Nintendo Entertainment System (NES). It must be patched to a specific version of the original game: “Super Mario Bros. 2 (U) (PRG0) [!]”. The game may not work properly (or entirely) if you use a different version to this.

2 How to play Crazy Daydream

Most of the original Super Mario Bros. 2 manual will still apply to this game. If you’ve played any version of Super Mario Bros. 2 before, you should be fine. The following section covers the main differences between this game and the original.

3 What’s new?

3.1 Levels

All the level designs in this mod are very different from the original game. Nearly all levels are accessible in the mod. The only exception is level 6-3.

3.2 Characters

In summary, Mario and Luigi are practically unchanged. Toad and Princess however, are significantly different characters. Details below.

3.2.1 Mario

His jump height is now very slightly higher when he carries objects.

3.2.2 Luigi

No changes from the original.

3.2.3 Toad

He is now able to float in the air, just like Princess. If he’s not carrying an item, he can barely leave the ground. However, if he does carry an item, his jump height and speed drastically increase. With this in mind, be extra careful with the run button when he’s carrying something!

3.2.4 Princess

She can still float in the air, and jump very high. Additionally, she now falls more slowly, and loses far more jump height when she carries objects.

3.3 Sprites and objects

This mod is mostly one big experiment with the game's original sprites and objects. Colour palette changes aside, they all behave as they did in the original... with one exception! Cobrats can now take 3 hits instead of just 1. On top of the original sprites, there are a few custom sprites, made in SMB2Edit's custom sprite editor.

3.4 Lives

You will now start the game with 5 lives instead of 3. As before, if you lose all of your lives, it's Game Over! However, you can collect more than 5 lives at a time...

3.4.1 1-up mushrooms

There's 24 1-up mushrooms hidden throughout the game, with at least one to find in every level. As in the original, you can only collect one 1-up per level (that's up to 20 extra 1-ups on a single path to the credits).

3.4.2 Coins

Coins are now hidden throughout the world in great number, both inside Subspace and outside. Finding one allows you to play the "Bonus Chance" slot game at the end of the level. Grab as many coins as you can to increase the chance of winning even more lives!

3.5 Other notable changes

The flashing background effect in the original game (triggered by exploding bombs and rockets) has been removed. The enemy name typos in the credits have been updated to match Super Mario Advance's corrections.

4 Game Modes

This game has two modes of play: "Classic" mode, and a top-secret "Out of Bounds" mode.

4.1 Classic

The original challenge. Collect as many lives as you may need to complete the final level in the game: 7-2. If you're defeated, you can choose to continue from the start of the world you're currently in. If you run out of continues, you must start the game all over again.

4.2 Out of Bounds

Hidden somewhere in classic mode is a ladder that descends into a strange alternate world. Your lives and health are far more precious here. What kind of new places and pathways will you discover?



Figure 2: There is at least one 1 - up mushroom hidden in each of the game's 19 levels, with extra ones accessible in levels with multiple exits or pathways. Can you find them all?

5 Tips and tricks you may not know

Some of the less obvious Super Mario Bros. 2 mechanics and behaviours in this game are listed and explained here. How many of these did you already know?

5.1 Bounce jump when above 2 health

You start every level with 2 health. As in the original, you can collect special mushrooms, hidden behind special doors to Sub-space, that increase your health. If you ever have more than 2 health remaining, damage will cause the character to bounce off whatever damaged them, instead of shrink. This bounce, depending on the character who took damage, can be used to reach places that would be otherwise inaccessible.

5.2 Advanced floating advice

Characters who can float in the air (Princess and Toad) can use their float anytime after they start a jump. You can even use it after you've landed, to safely pick up objects above pits or spikes (see Figure 3).

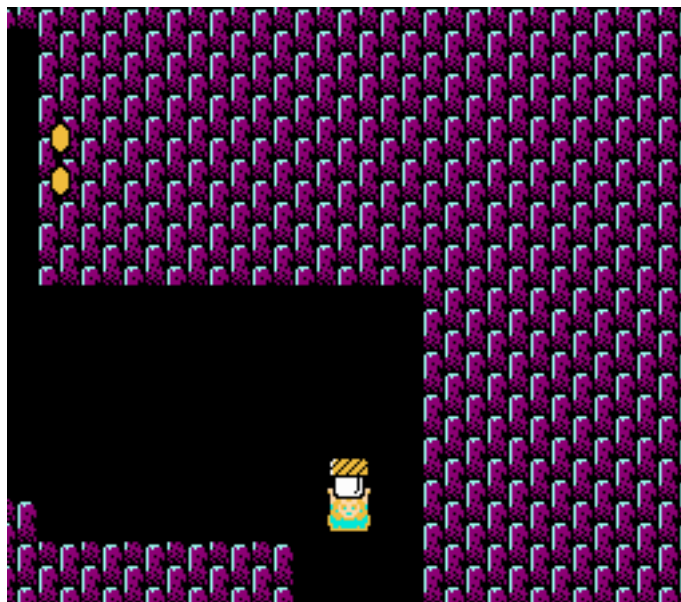


Figure 3: You can save the float from a jump and use it to safely retrieve items above dangerous places, such as this mushroom block.

5.3 Ducking damage at one health

At one health, you will shrink to half your normal size. However, you will still need to duck to avoid attacks that would hit you normally.

5.4 Super jumping without throwing your held item

Super jumping can cause you to throw an item at the start of your jump. This only happens if you are also pressing the run button. Releasing the run button as you super jump stops you throwing what you're holding.

5.4.1 If you need your super jump to cover a lot of distance too

Pausing the game will allow you to safely press the run button again, without throwing the item mid-jump.



Figure 4: Grab as many coins as you can find. At the end of the level, you could win more lives.

5.5 Avoiding damage while lifting items

With precise timing, you can avoid taking damage from incoming enemies or projectiles, but only while you're picking something up. This can be useful in specific situations.

5.6 ???

Something strange happens when you pick up a part of Pokey after activating a stopwatch...

6 Special Thanks

I am incredibly grateful for the work and support of 3 people in particular: Dtothefourth, GlitchCat7 and Producks. Without them, this game would either never have been started or finished. Dtothefourth's brilliant level editor "SMB2Edit" is the only reason I could even start without any coding knowledge. GlitchCat7's comprehensive 2-hour video tutorial on how to use the editor was very insightful, and really helped me find my footing. Producks made some important patches for this game, and helped me troubleshoot many of game's weird behaviours. I would like to thank all three of you for your help throughout the project, from the beginning to the end ♡

7 Final Words

To everyone else who has supported me - be it directly or indirectly - throughout this project: thank you :) I couldn't have done it without you. Yes, you!

When playing this mod, I hope you find a way to play that suits you best. Which roads will you choose to travel on your way to 7-2? Which characters will you choose, if you have the option to? How many of the 24 1-up mushrooms will you find and collect? Ultimately, I just hope you have as much fun playing this as I did making it.

~ Redfeatherz

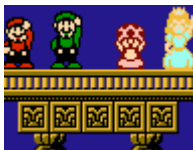


Figure 5: Until next time!