**NEW Super Mario Bros. 3 (1988)**

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readme

Some important notices about this hack. This is a four world game. This game originally had a full eight worlds but due to countless errors, I had to cut it in half to a four world game. Now ya see why I did individual custom levels instead of hacks.

This game repeats the original Super Mario Bros. 3. if you seen my custom levels in Sets 5 and 6 you saw that I occasionally repeated levels old and new with changed palettes, enemies, or music. The word “NEW” was added to the beginning of the level name, however if the repeat level was an opposite type of the original, a new level title was given. So I thought, why apply those factors to an SMB3 ROM? Here are the changes:

World 1

* W1-1 – palette and enemy changes with bonus room from custom level Floating Fields
* W1-2 – custom level Black Light Bounty
* W1-3 – palette and enemy changes
* W1-4 – palette change
* W1-Fortress – palette, enemy, and music changes
* W1-5 – palette and enemy changes
* W1-6 – palette change

NOTICE! Take the Warp Whistle exits in either W1-3 or the fortress because due to a map error, the sprites in World 1, wandering hammer bro, and the “HELP!” bubble were wiped out. And when you enter the castle, you’re being told to get the wand back from little Koopa. So, you’d be trapped in World 1 if you do not take the warp whistle exits. What I can do is since I saved a copy of the ROM halfway, I can work my magic and probably try to bring back the sprites and maybe there can be a World 1 ship instead of mandatory warping.

World 2

* W2-1 – Unused level borrowed from Mario Chronicles
* W2-2 – enemy change
* W2-Fortress – level borrowed from SMB3 2nd Run with palette, enemy, and music changes
* W2-3 – palette, enemy, and music changes
* W2-Quicksand – custom level Quicksand Quaint
* W2-4 – palette, enemy, and music changes
* W2-5 – palette and music changes in main area
* W2-Pyramid – Palette and music changes in the outside area
* W2-Ship – Palette and music changes in the anchor’s away and main areas

NOTICE! The boss room palettes in Ship and Tank stages are from varying custom levels.

World 3

* W3-1 – custom level Lakitu’s Basin by sspp0310 with palette change
* W3-2 - blocked error level (supposed to be NEW Bounty Beach)
* W3-3 – palette and enemy changes
* W3-4 – palette and enemy changes
* W3-5 – Palette change
* W3-6 – blocked error level
* W3-7 – palette change
* W3-Fortress – palette and music changes
* W3-8 – palette and enemy changes
* W3-9 – palette and graphic set changes (error level but can still be played)
* W3-Ship – palette and music change

NOTICE! Boom-Boom practice in the wandering hammer bros in this world.

World 4

* W4-1 – custom level Giant Gorge
* W4-2 – palette and music changes
* W4-3 – palette change (error level that ends in the start of this level when you enter the pipe)
* W4-Fortress – blocked error level
* W4-4 – palette and object changes
* W4-5 – no change except in level exit
* W4-6 – palette changes in both big and small areas
* W4-Final Castle – custom level Bowser’s Castle Of Conundrum.

If you have any questions or to report and bugs, glitches, or crashes, contact me at my YouTube channel or on my Facebook page ([www.facebook.com/English1studE1S](http://www.facebook.com/English1studE1S)).