

SUPER **SUPER BOY 4**

MARIO WORLD

Thank you for downloading **Super Mario World: Super Boy 4** to play on your favorite emulator, Master System, or other compatible system of your choice. We hope you will have more fun with this than we did making it.

Update log: v0.9: Mostly finished, but still haven't figured out where the values for Mario's palettes are stored in the ROM yet. This means the palette problems for Fire Mario that were in the original Super Boy 4 game persist here. If anyone wishes to help me out, please do.

Please read this Readme thoroughly for maximum enjoyment of this ROMhack.

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STORY

After saving the Mushroom Kingdom from Bowser's Fire Bros. and Sledge Bros. in Super Boy 3, Mario and Peach decided they could really go for some R&R. They decided to travel to the beautiful Dinosaur Land, a tropical paradise in where the friendly, magical dinosaurs known as Yoshis reside. Once they got there, had a good time playing with the Yoshis, and had some fun on the beach. Soon, Mario got tired, and decided to take himself a nap. Peach, frustrated, decided to make her own fun in the sun.

Hours later, a lone green Yoshi woke up Mario. He told a sad story about how a group of monstrous turtles came in and took over Dinosaur Land, put a magic spell on the rest of the Yoshis that transformed them into evil, monstrous versions of themselves called Kooshis, but also kidnapped

the Princess! "MONSTROUS TURTLES?!?," screamed Mario in horror. "Bowser and his bunch are back!" And without further ado, Mario rushed off on an all-new adventure, to not only save his beloved, but also beat Bowser once more, and save the Yoshis and Dinosaur Land forever!

TAKE CONTROL!

Super Mario World: Super Boy 4 is a 1-player game, so you only need one Control Pad, though you could take turns via switching players every time a life is lost and/or a level is finished if you prefer.

If playing on a console, plug in a Master System or Genesis controller into Controller Port 1.

0 **CONTROLS AND CONTROL PAD TYPES**



SEGA MASTER SYSTEM Control Pad.

- 1 **D-pad:** Hold left or right on the D-pad to make Mario move left or right. When changing direction while walking, Mario will slide a bit. Be careful!
- 2 **Button 1:** Makes Mario throw a fireball when he's Fire Mario in a diagonal downward direction.
- 3 **Button 2:** Makes Mario jump. Jump while holding left or right on the D-pad and Mario will jump in that direction. When jumping in one direction, you can hold the opposite direction for a moment to make Mario fall straight down where you want him to. This takes practice.



SEGA GENESIS Control Pad.

If playing on a Genesis Control Pad, Button B will function as Button 1, and Button C will function as Button 2. On the Analogue Mega SG, Button A will also function as Button 2. Otherwise, Button A and the START button are unused. If playing on a 6-Button Arcade Pad, Buttons X, Y, and Z are also unused.

PLAYING THE GAME

Insert the Mega Cartridge into your SEGA Master System, Genesis with Power Base Converter, or other compatible system, and turn the system ON. On the title screen shown below, wait a few seconds for the Yoshi egg to hatch, then press Button 2 (or Button C on a Genesis Control Pad) twice to begin the game.

·4 **Note:** This game does not support pausing.



·5 **THE AIM OF THE GAME**

If you're new to Mario games, then this will come in handy for you. The object is to finish each level before the timer gets to zero, while collecting as many items as you can, and defeating enemies along the way. If Mario is hit by an enemy as Small Mario (without a power-up) or falls into a pit, he will lose a life. If you lose them all, it's GAME OVER. However, if he is hit by an enemy with a power-up, he will lose it and revert to Small Mario. This game doesn't have continues, so play with care.

·6 ACTION SCREEN



On the top of the screen is the HUD. This will tell you how things are going for Mario, with the displays being as follows, from left to right:

1. **S-BOY:** This tells how many lives you have.
2. **DRAGON COINS:** This tells you how many Dragon Coins you have collected. Collect 9 for an extra life!
3. **ITEM IN HAND:** This displays the item you have, which indicates what form Mario is in.
4. **COINS:** Shows how many coins Mario has collected. Collect 100 for an extra life!

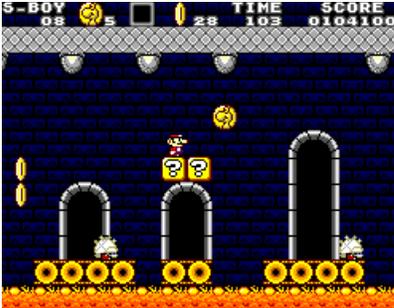
5. **TIME:** Shows the time remaining for the stage. If it gets to zero, you lose a life.
6. **SCORE:** Shows your current score.

DINOSAUR LAND LOCALES

There are four regions in Dinosaur Land, each with their own scenery, obstacles, and inhabitants. Get through them all to save Peach, change the Yoshis back to their old selves, and free Dinosaur Land from Bowser's tyranny!



WORLD 1: YO'STER ISLAND: Also known as Yoshi's Island, Mario's adventure begins here. Greenery with blue hills in the distance abound in these grasslands. Banzai Bills tend to fire off with little to no notice.



WORLD 2: GHOST FORTRESS: A fortress built by Bowser, full of lava pits, ghosts, and the undead! If Bowser isn't here, then where is he?



WORLD 3: SODA LAKE: Mario's adventures take him across the lake and into the sky as he continues his search. Be careful not to step on the Porcupuffers. That'll hurt more than stepping on an N&B Block!



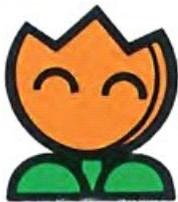
WORLD 4: FOREST OF ILLUSION: A deep forest crawling with bugs, Goombas, and Kooshis who like to roll around in their eggs to mow you over. Could Bowser be hiding here?

SPECIAL ITEMS

These are some of the many items and super power-ups that'll make Super Mario super-charged!



SUPER MUSHROOM: Makes Small Mario become Super Mario! With this, Mario can take an extra hit. Bad point is, he becomes a bigger target.



FIRE FLOWER: Makes Mario become Fire Mario. Press Button 1 (or Button B on a Genesis Control Pad) to sling a fireball at a downward-diagonal direction.



Super Star: They make Mario invincible for a few moments. After the effect wears off, he reverts to Super Mario.



Dragon Coin: Find these in stages. Collect 9 for an extra life!



1-Up Mushroom: Mario gets an extra life. One of these are hidden in most levels, with some levels even having more!

CHARACTERS OF DINOSAUR LAND

Koopa Troopa: You know 'em, and can't stand 'em! Hop on top of them and they retreat in their shells. Move into them or hop on them again and you'll kick them. Hop on them a 3rd time to defeat them. Careful! They bounce off walls!

Koopa Paratroopa: These flying Troopas fly around. A swift bop to the noggin will send them down for a crash landing.

Rex: As you'd expect, you'd only find them in Dinosaur Land, and they run around Yo'ster Island... **VERY** slowly. They may have wings, but they probably can't fly.

Jumpin' Piranha Plant: They jump out of pipes, madly whirling in hopes of catching a bite. They don't care if you're near or on top of the pipes, they aren't afraid of you.

Banzai Bill: A gigantic Bullet Bill, that pops up suddenly, making quick reflexes important if you wanna dodge 'em.

Propeller Bills: A variant of Bullet Bill with a propeller. It's as environmentally friendly as it is deadly!

Cannonballs: They roll out of pipes. Don't let them roll over your foot. They're heavy!

Kooshi: The friendly and loveable Yoshis have been transformed into horned monsters with fangs and claws! Some even like to roll around in their eggs!

Bowser: AKA King Koopa. His ultimate goal today is to take over Dinosaur Land, and tomorrow? **THE WORLD!** Also, to make Peach his bride, as usual.

TIPS FOR TOURISTS

Straight from Mario's Plumbers' Log, are some tips to help you on your way in your quest.

- 7 Try to get used to the inertia. Mario slides when turning while walking, and learn how to make Mario jump where you want him to by pressing in the opposite direction he is jumping.
- 8 The glitch blocks and invisible blocks in Yo'ster Island 2 may make you think it's impossible to pass the green upside down pipe, but most levels don't have ceilings, allowing you to jump over them. Use this tactic in other levels if you see a wall going all the way up the screen.
- 9 Some enemies, like the Hoppin' Goombas and Paragoombas have a 50/50 chance of harming you when attempting to jump on them. Try using fireballs to attack them, or avoid them when possible.
- 10 Bluestreak's highest score is **0523200** with **33** lives at the end. Can you beat that?

Original games:

1990, 1991 Nin10doh

1992 Zemina

Hack made by:

2022 [Bluestreak](#)

Original graphics:

[Nin10doh](#)

[Zemina](#)

Custom sprites:

[Bluestreak](#)