Friday, 26 June 2015

RESCUE OF ROCHIE v. 1.0

Made by Alexis, 2014-2015

(♦ means that it’s important)

***Story***

This is my project, which is called: “Rescue of Rochie”. The main storyline is as follows:

Mario, Yoshi and Rochie where navigating around a near sea, when they reached a new strange island. They get off the ship and, with enthusiasm; they begin to have a walk through the new land. Suddenly, while Mario and Yoshi walked a bit quicker than Rochie, leaving him back, a shadow invades the friends and in less than few seconds the shy friend Rochie gets kidnapped by an odd guy. The guy flew with Rochie to a tall mountain, and, if this was not much, they ended by flying in a star to a castle in the moon! Mario and Yoshi must now figure out the way to their friend before it’s too late!

***Some words***

Well, this is the third hack that I made. Some time ago (sometime in mid-2012) I finished my first hack and submitted to SMW Central. Obviously, since that was my first hack, I was very inexperienced and the game went directly to the Trash Can. The moderators said me to modify some aspects in that hack but I decided to start a new one from scratch, from November, 2013 till May 2014. When I was about to finish this new hack… well, they robbed me my laptop and, together with it, my hack. That was better than the first but still wasn’t a well-made hack.

After that sad happening, I left Super Mario World hacking for some time since I lost interest, and I was in the last year of high school (more homework). But as of end of October 2014 I started to build a completely new hack from scratch, and it lasted till May 2015; and here is the final work. Here, I tried to make very well-made levels, with good level design, as few slowdown, cut-off, etc. as possible, etc.

This was going to be a boss-free hack, meaning no bosses other than the classic Reznors for the castles, and any boss at the end castle, because I didn’t feel like coding a boss (despite the fact that I acquired enough knowledge about ASM). Then I found that Tap-Tap boss from Roy and I used it to give it a bit more volume and purpose to the game.

I really wanted to submit it for C3, but my free time is very, very, very short and I just have too much homework.

I submitted it to SMW Central and, due to that bug regarding the events in the overworld, it hasn’t been accepted. Now such bug has been fixed.

Finally, I wish this hack meant lots of fun for you that downloaded it! It took me lots of time to build and get everything working right…

**♦*Credits***

These people are the author of almost all the material present in this hack. It’s listed in no particular order. I put users whose material was present in my hack’s data, even if some of such content are finally unused. If I missed someone, I apologize, and please send me a PM in SMW Central and I will add you either in an update or in the hack’s thread.

**Sprites:**

|  |  |  |
| --- | --- | --- |
| **edit1754** | **Roy** | **smkdan** |
| **Some unknown guy (apparently Japanese)** | **yoshicookiezeus** | **Kaijyuu** |
| **Me ^^** | **Ladida** | **Romi** |
| **Davros** |  |  |

**Music:**

|  |  |  |
| --- | --- | --- |
| **Jimmy52905** | **LadiesMan217** | **MidiGuy** |
| **Slash Man** | **S.N.N.** | **tcdw** |
| **Sinc-X** | **MercuryPenny** | **lu9** |
| **TheInsanity115** | **xHF01x** | **Sayuri** |
| **Mandew** | **Pinci** | **gibbl** |
| **SMW\_Hacker17** | **Masterlink** | **Lexator** |
| **Lui37** | **Wakana** | **worldpeace** |
| **Izuna** | **AntiDuck** |  |

**Graphics:**

|  |  |  |
| --- | --- | --- |
| **cheat-master30** | **Rykon-V73** | **Keykonium** |
| **Sayuri** | **telinc1** | **Hinalyte** |
| **Scorpion** | **Doomdragon** | **Buu** |
| **ErikAlay** | **shrooby** | **Exor** |
| **DarkSideHacker** | **ffffffff** | **S.R.H.** |
| **Me ^ ^** | **ManuMaster654** | **GrandChaos9000** |
| **Sebax** | **zack 141** | **GN** |
| **Binrazan** | **edit1754** |  |

**Blocks:**

|  |  |  |
| --- | --- | --- |
| **mikeyk** | **S.L** | **ICB** |
| **Me** |  |  |

**Patches:**

|  |  |  |
| --- | --- | --- |
|  | **imamelia** | **Alcaro** |
| **edit1754** | **lolcats439** | **Aiyo** |
| **smkdan** | **S.W.R.** | **p4plus2** |

**Tools:**

|  |  |  |
| --- | --- | --- |
| FuSoYa | Alcaro | mikeyk |
| edit1754 | Brian Bennewitz | byuu |
| Kipernal | Ersanio | YY |

**♦Another very special and warm thank to my dear tester Captain Savage who completely tested my hack from start to end, thanks you very much!** Also, great thanks to my other beta testers EvilGuy0613 and Daizo Dee Von; thanks you very much too!

**♦And thanks to you for playing this hack!**

**♦*Emulators:***

My personal suggestion for this hack is ZMZ. The hack also works fine on ZNES, Snes9x, ZMZ and bsnes. ZMZ, which my previous version didn’t work correctly in, now works fine; and it’s the preferred emulator in SMW Central. ZNES (which is my favourite and personal emulator), seems to be into the black list of SMW Central due to some bugs and problems (that I never had), and therefore I recommend you to use ZMZ, that is a very good emulator too (it’s basically Snes9x).

***Changes in this new version:***

* Version 1.1 - In this version, no changes are included, except that the Spanish version was removed because, it wasn’t well made; I didn’t like how it was done. And I think it’s not needed.
* Version 1.0 - Initial release.

With that said, I’ll continue with my life…