

# SMW for MSX - User manual

**SUPER  
MARIO WORLD**



# Prologue

Welcome to what may be one of the ultimate achievements that may have seen the light on our beloved system, the MSX. As of reading this you are a proud owner of this game which is my present to you and our entire community. If you have friends that love this game and the MSX make sure to send this manual and the game with its tools along so that he/she can enjoy the traits that our MSX system has to offer.

It have been eight very long years. Many things have happened during development of this port. This is unlike any other port as every gfx, sfx, level and code have painstakingly been remade by hand. Nothing could directly be converted requiring many skills and obstacles to be overcome.

From the beginning it was decided that this game would be an open source development and would be distributed freely. If you are a developer make sure to pull the source code and inspire yourself.

My decision to do this entirely for free is not just a random choice. I hope to spread the message into our community that all we need is willpower so that we can spread respect, love and ultimately ban greed. As a developer, please be inspired to do the same. Do not be afraid to hold back. Even if your source is terrible, do not be ashamed. Even if you worked hard for it, you shall receive love. Even if you receive messages of hate, remember those who love you. You can feed the community with free, open source software because you love our MSX system.

I like to thank those powerful minded people from the depths of my heart that you will find in the credits who have helped me pull this through. Some of you are now good friends which I speak to and think about. Guys it was a bizarre 8 years. I hope we will meet again for something bigger.

Now dear reader, pop that \*\*\*\*er in and ENJOY SMW on YOUR MSX!!!

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# Requirements

For this behemoth to be playable you require a few system specs

- MSX2 or higher (TurboR mostly preferred for the best experience).
- FMpak or similar music cartridge for music.
- MegaflashromSCC+SD or Carnivore2 to flash and play the game
- 64K of RAM minimum (128K recommended in order to use the save and flash tools).
- If you are playing on emulation openMSX version 16.0 or higher is an absolute must.
- Patience and willpower.

To enjoy the game even more

- Darky is supported.
- Joymega is supported (please check the controls section on how to use your joymega).
- Panasonic turbo is supported
- z80 turbo is supported

## Getting started

It may be a little bit too much to mention but make sure you only power your MSX computer on after you have thrown all your hardware in.

After starting up flash the smw.rom into your flashrom and reset your MSX. If everything goes well you will be presented with the noramos logo and after the fadeout (press **space** to speed that up) you will be dropped into the intromenu. To exit this menu or demo mode simply press **space** once and your saveslots will be presented.

Select any save slot and confirm by pressing the **X** key. If you select erase you can then select any slot to erase and start a fresh new game into it. Also make sure you are in possession of the “1<sup>th</sup> of May release” version of the game and not some leaked beta rom. You can verify this by holding the **5** key during boot. You will be shown a release text before the game starts.

Within the worldmap and maplevels as well you can press the **esc** key to change the controls, turn off/on music and sound. You can change the CPU frequency as well if you have started the game on a turbo enabled machine.

## Getting started in openMSX

To get full save functions simply load the rom in any free slot and select Repro factory V1 as the mapper type. From there everything goes as described in the previous section.

# Controls

Controls are znes style which may be getting a little use to. You can select **joystick**, **keyboard1**, **keyboard2** and **joymega** as your preferred control scheme. You can select any of these controls from the options menu (press **esc** on the worldmap or during gameplay).

**Keyboard:** arrows control the movement. **X** jumps, **Z** does a spinjump, **C** causes your character to run and also enables grabbing of objects, furthermore **C** allows you to fire bullets and do a capespin. If you wish to release any objects that you are holding simply release the **C**. If you press up during the release you will throw the object upwards. **X** allows you to swim up. To jump up from water hold **X** and **Up**. The climb in fences simply hold up and your character automatically starts climbing. Use **X** to jump out of fences and other positions. **C** furthermore activates yoshi's tongue. To release yourself from yoshi use **Z**. A lot more is possible. Experiment around with the controls. Only on keyboard there is the **P** and **V** button. **P** pauses the game. **V** drops the power in your powerreserve. Use the **down** arrow and **V** to drop your reserve powerup. When in pause and the map was completed once, you can exit the level by pressing **V**.

**Keyboard2:** Same as keyboard but with the **Z**, **X** and **C** keys remapped at **graph**, **alt** and **space**. This is a very old piece of code but suggested by a few MRC members and thus implemented.

**Joymega:** Same as keyboard where the d-pad does the directions and the right 3 buttons are mapped to **Z**, **X** and **C**. Please note that not all joymega controllers are equal. It may happen that yours will refuse to function properly.

**Joystick:** The same as joymega however to spinjump hold **up** and jump.

On the mapscreen, **X** selects the map. The **arrows** move your character to another stage.

## Bootup keys

Several bootup keys have been implemented. Most are for debugging but also for certain turbo cpu's to activate.

- 0 :** When holding this key during start the game does not start but drops you into your dos/basic environment. This is a requirement for the save tool to be used. See section loading and saving to external storage for further details.
- 1 :** Only on turboR. Starts the game on the Z80 CPU. This is strictly for testing purposes.
- 2 :** On a panasonic MSX, if supported by the computer, the 6 mhz mode is being activated.
- 3 :** Engine will assume you are using Z80 turbo @ 7Mhz. Will also force the use of dual PSG when darky is inserted.
- 5 :** Displays the version of SMW you are using for a brief moment of time. Should be "SMW VERSION: May release-1"

## Darky

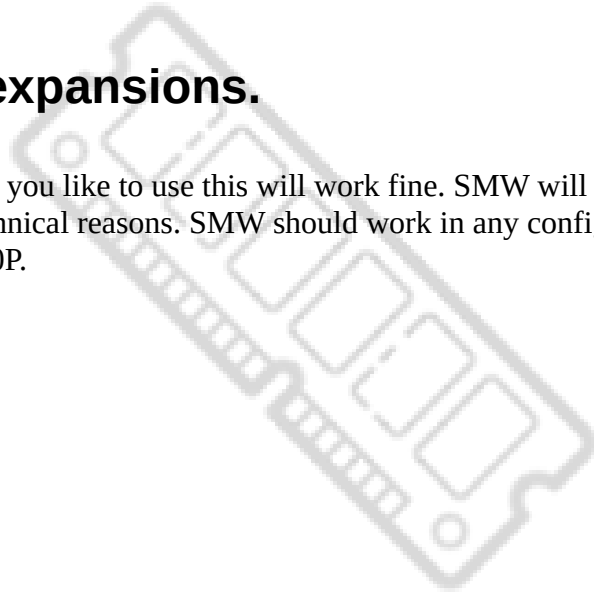
Darky is fully supported. Due to clock cycle restrains dual PSG is only supported on turbo enabled machines (can be forced, please check the boot keys section). When using darky you will have echo effect. Stereo PSG effects and two channels of PSG sound together with the SCC and FMpak audio. The Darky will automatically be detected and initiated. Please note that all your settings on volume and line in will be changed so please save them before starting smw.

## Loading and saving to external storage

Boot into DOS2 which is required to use this utility by bypassing the game with the **0** key. Then you can use the savetool which has the /s (save) and /l (load) parameter followed by a filename you prefer. After loading or saving you must reset your msx to be able to flash new romdata or play the game with your loaded save-file.

## A word on ramexpansions.

If you have a ramexpansion you like to use this will work fine. SMW will only use RAM outside of its primary slot. This is for technical reasons. SMW should work in any configuration and has been tested on the dreaded Sony-HF500P.



## A word of thankfulness

Some persons have truly helped me pull this through and they deserve a special place in the credits list. Although most of them are rightfully in the endgames credits list I would like to thank a few persons for their awesome friendship and support. Norakomi for helping me become a successful coder, my mentor, you are more than just a team-member but a friend. Grauw for his awesome patience, my second mentor and teacher supporting me during dark times and holding the patience to listen for hours to my coding complaints and other rants. Hydragon, your patience and support helped me finishing this beast in less than 30 years, a dedicated and well trusted loyal member, dude your mapmaking skills are beyond compelling. My dear love (poesje), testing by playing over and over and over again even inserting bits of code here and there and supporting me during bitter times. MRC crew, thank you for your support and hiding me when the project became endangered. Guillian and Pencioner, helping me out to get the MFR and Carnivore2 to work the way as not intended and Guillian your contribution of code and support was just too awesome, in fact saving the project from being incomplete. Ped7, you have been my knight and saviour, you freed me from the last of chains, your sjasmpus is the final tooling that this project needed to get the work done, the amount of work you put into the code conversion is just too much for any normal being to understand. Many members of MRC, your fanmail support and cheerfull words helped me fight the coding depressions. Everyone at the MSX fairs, giving me a joyful February making the days less cold. Then lastly supersoniqs. I still enjoy your Darky, now you will enjoy it too. Even if you are not mentioned here or in the credits. I remember you and I thank you for whatever you have done.

Ohw and to the guy on youtube that has complaints about the camera not being perfect. Pull the source and fix it yourself! Show me what you can do!

## Donations

If you think that I deserve more than your love and thankfulness you can find me at MRC and donate at my email address listed there.

*“Now go forth and play that game. Life is too short to wait. You have hours and hours to play.”*

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