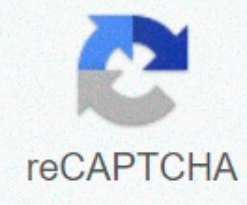I'm not robot

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Super mario 74 speedrun

twitch.tv/videos... twitch.tv/videos... twitch.tv/videos... Forums / Super Mario 64 ROM Hacks series / Super Mario 74 Comments Share Super Mario 74 is a ROM hack made by Lugmillord. It was released in June 2011 and contains 151 stars. The difficulty is amplified, but not so much as to ruin the fun. It starts very easy, and has a difficult difficulty curve. It doesn't get too hard until the end, and even more so at the final two levels of the ball. More than that, the creator made an even more difficult version called Super Mario 74 Extreme Edition reusing the levels of this game (replacing Champion's Challenge with Triarc-Bridge), but for the purpose of making them fiendishly difficult. The graphics are still the same as in the original game, but there are few changes like the music, although most tracks still remain the same. The overworlds mainly contain tubes and instant bending zones hidden within the pseudo-paintings in order to transport between levels. This hack also has a very silly tone and is more likely to be a parody. Npcs are there mostly for a quick laugh or joke, and getting a specific amount of stars usually results in a message insulting the player, saying they're going too slow. Even some of the names of the stars are teasing the player, like any of which are simply called Secret... or Can you find me?. There are also a few times that the game mentions the original Super Mario 64 by name/game and breaks the fourth wall. Currently, this hack is being redone by the Project 74 team. Amit Sujauddin later went on to make Super Mario 74 DS, an SM64DS version of this hack. Plot The main plot of this game is explained by a Frog near where you snore when you enter the Frog Valley. As always, Princess Peach is kidnapped by Bowser. However, there are more than the usual 120 stars, implying that it is a direct sequel to Super Mario 64. The extra 30 stars were hidden in the bathroom. In the game, these 30 stars are placed all over the world and in the secret stages. In addition, once you reach the final two levels, Mario learns about the Kubus(es), which are cubes that control certain aspects of each existing video game. Although there are four in total, two are introduced into the original. Kubus of Light provides power for sunlight in all video games, and Kubus of Darkness produces all the darkness in every video game. Bonus levels Level hub name(s) replaced Number of Available Stars Required Notes Valley of The Castle of Frogs Courtyard 4 0 Two of the Stars come from Frogs. The other two are kept by the MIPS the rabbit. Magma Temple Castle Interior 150+ Once you've collected 125 Stars, you can get access to the last of the five Objects Mysterious people behind that door. Castle Grounds Castle Grounds 0 110+ Yoshi will still appear at no se você tem pelo menos 120 Estrelas. Nome musical da sequência Jogo(s) com esta sequência Usado em Flipside Super Paper Mario File Select tela, Valley of the Toads, Tower of the East, Magma Temple Bob-omb Battlefield Super Mario 64 Dice-Fortress, System of a Town, Flowery Gardens, Sunny Beach, Cliff of Wrath Title Theme Super Mario 64 Press Start screen, Skyward Slopes Dire Dire , Swampy Spring Cave Dungeon Super Mario 64 Toxic-Switch of Danger , Stalagmite Cave Koopa's Road Super Mario 64 Bowser's Badlands-Battlefield, Bowser's Aquatic Castle Frantic Factory Donkey Kong 64 Haunted Factory Snow Mountain Super Mario 64 Icecrystal-Tower Windmill Hut The Legend of Zelda: Ocarina of Time Dust-Switch of Identity Lethal Lava Land Super Mario 64 Lava-Switch of Eruption, Overhaque Oasis, Molten Treasure Chest Slider Super Mario 64 Frozen Slide Stone Tower Temple The Legend of Zelda : Majora's Mask Luminum-Sphere, Ombru-Sphere, Piranha Plant Lullaby Hideout Helm Donkey Kong 64 Bowser's Crystal Palace Eternal Star Mario Party Champion's Challenge Community content está disponível em CC-BY-SA, a menos que seja observado de outra forma. Observou.