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Super mario star road

Would you like some more? Advanced embed details, examples, and help! Comments shared Super Mario Star Road - Updated Trailer (Download) Trailer Super Mario Star Road is a hack ROM made by Skelux. It was released around Christmas 2011 and contains 130 stars. This ROM hack is considered one of the most famous. It contains levels with a similar design to the original Super Mario 64, which is generally very solid and fun. This hack is trying to be a sequel, or another version, of the original Super Mario 64, in terms of design level, difficulty, and plot. Not only are all levels blackened using custom graphics (some of which come directly from other Nintendo 64 games), but custom music and custom enemies are added as well. Level inputs range from simple pipes or paintings to more unusual inputs, such as a vase or tripod. Moreover, boss battles have changed; Bowser himself only fightd once in the game, at the end of bowser's final level. In bowser's first two levels, Mario needs to beat a mini-boss to get the key to the next area. Play super Mario Star Road Plot plot of the game is said by Yoshi, who informs Mario that Bowser has found the secret to getting to Star Road, the realm of Star Spirits. Using the power of the stars of power, he was able to transport his troops throughout the mushroom kingdom to wed chaos. To get to Star Road, Mario needs to collect enough Power Stars to break the seal. Once Mario reaches Star path, he finds Bowser at his heavenly base. Mario then defeated Bowser, and was transported to the first alien, where he was rewarded with another star and thanked by Peach. At the gathering of 121 stars (including the one available after beating the Bowser final and that at the top of the Hidden Palace in the finale), a star copy will appear in each of the game's secret levels, making a total of 130 stars that can be obtained. Secret Levels Each of the secret stages contains one star copy. Star Lines emerged after the star in the final of Hidden Palace was reunited. Castle areas Name replaces Stars Required Stars Image 2 0 Star Leap Tower Courtyard Courtyard 0 20 Flowpipe Sewage Yard 1 20 Star Leap Tower First Floor Castle Yard 0 40 Star Road Castle Interior 1 65 Star Leap Tower Grounds (Night) Cake Picture 1 80 Levels of Luxeker Levels Each of the Stages of Luxeer on the First Floor of 1 Courtyard 0 40 Star Road Castle Interior 1 65 Star Leap Tower Grounds (night) Cake Picture 1 80 levels of Luxeiver each of the stages of Luxeker on the first floor of 1st floor Courtyard 0 40 Star Road Castle Interior 1 65 Star Leap Tower grounds (night) Cake Picture 1 80 levels of bowser each of the stages of Luxeis . contain one star replica. Star appear after the star in the final of the Hidden Palace has been collected. Other levels Name replaces stars image 0 area metal cap (It's much lower) 0 Music used in song title source file Select space junk Galaxy Super Mario Galaxy Star Choose Where do I go? Super Mario RPG: The legend of seven stars Bob-Omb's Islands green garden bomber 64 battles with boss Super Mario Sunny Sky Resort Let's make Fuoka-Fooka! Super Mario RPG: Legend of seven stars piranha pond keep forest mushrooms city from the very beginning island legend of Zelda: Wind Walker Race with Cup of Fast Luigi Track Mario Kart: Double Dash!! Chuck harbour in snowfall land donkey kong country 2: Kong Quest Quest 2 Diddy's Short Garden Waltz of Boos Super Mario Galaxy Wizardry Cave Bowl Mario &Luigi: Time Partners Puzzle of the Missing Hat Machine Station Space Station Silicon Valley Bowser Slippery Swamp Boogie Donkey Side 2: Didi Kong Quest Slippery Swamp Boss Vs. Parasite Queen Metroid Prime Castle Interior Rosalina in Observatory Super Mario Galaxy Sandy Slide Desert Hills Mario Kart DS Colorful Coral Caves Rainbow Resort Kirby Adventure Co-op Canyon Dry Desert Trek Paper Mario Big Leaf Forest World Super World Super Mario World 2: Yoshi Island Crazy Music Mess Harmony Rayman Melting Snow Tops Ice Mountain Area Act 1 Sonic Advance Retro Remix Castle Castle and Fortress Super Mario Retro Remix Battle : Superstar saga colossal Candy cluttered with toy Chameleon 2 Cloudrail Station Honeybloom Galaxy Super Mario Galaxy 2 Fatal Flame Waterfall Magma Mountain Mario Party Windy Wolf Cap Well Windy Hill... about Windy Valley Sonic Adventure Old Road Gateway Galaxy Super Mario Galaxy Bob-Omb Battlerock Galaxy Starlight Runway Buoy Base Galaxy Bowser Rainbow Rumble X-Naut Fortress Paper Mario: The Door of the Thousand-Year-Old Last Battle Dark Castle Kirby Dream Land 2 Castle Grounds (Night) Star Festival Super Mario Galaxy Hidden Palace Finish Overhang Ladder Super Paper Mario Castle Stars) Spaceship Mario 1 Super Mario Galaxy 2 Wing Cap /Koopa Shell Let's Go Slightly Mario Side Metal Cap Metal Mario Wrestling Super Smash Bros. In some of the later versions of Star Road, if the player holds the L button when selecting a file, it will switch hard mode. In this mode, Mario will die in one stroke of everything. Swimming underwater is not affected by this. Under the cranberry bull arena at Retro Remix Castle there are three entrances to a mysterious pit. Using a hidden shell on a spiral island on the right side of the toss, Mario can ride the shell down one of the entrances. Once down at the entrance, Mario will see a pit that continues to smaller. Using some tricky maneuvers, Mario can ride down the pit, which will lead to death. However, if Mario goes down the pit with 0 life remaining, the counter will go to M1 life (-1), leading to negative lives. This happens because are stored as a signed byte, and this particular cause of death does not result in game verification for Game Over. In Bob-omb Battle Factory there is a locked door with a sign next to it that tells the player that the door he leads to is located in the Dark Garden. This is designed to help the player find the pipe leading to the scene of Disappear Cap, which is in the Dark Garden. However, there is no door to be found either in the Dark Garden or in the Puzzle of the Missing Cap. Dragon Coins, which can be found in almost all levels, were designed to be collected to throw stars: in the game code, they have the behavior of red coins, but it is broken during play and gives only Mario two coins. There is a DS remake currently being developed, Super Mario Star World. The release date of this date is still unknown, but will include large amounts of new content at the top of the original Star Road, such as a second rainbow story, new levels and missions, and a new character. Easter eggs and references at Sky Land Resort, the new Kim King recognizes Mario because he knows he has beaten the old King of Sopp in Super Mario 64. In The Pirate End, Hoot says: I moved into this lake after falling ill from all these smollets and whops did, which is a reference to one of the places you can find in Super Mario 64, whomp's fortress. In flowpipe sewage, climbing on and following the pipe near the entrance to colorful coral caves. Mario can find a hole in the wall leading to a secret room that is completely black, except for a beam of light that illuminates a frog. This frog dialog is I AM ERROR., which is a reference to Zelda II: The Adventure of link. In a colossal Candy mess, Mario's penguin racing is Tuxie, Mario's baby penguin rescued in Super Mario 64. Super Mario Star Road Major Hacks N64 Hacks 2011 Hacks Community Content is available under CC-BY-SA unless otherwise noted. Super Mario Star Road is a fan game Rom hack of Super Mario 64 created by Skelux. It features 130 Power Stars, 30+ original levels and a marked increase in difficulty. The game begins with Yoshi instructing Mario on the situation: Bowser has learned how to enter the realm of Star Spirits, and thus has access to numerous Star Road portals that lead everywhere in the Mushroom Kingdom. He's using the gates to transport his troops and cause chaos. Mario has to stop him by accessing the Star-Spand Road itself, but he can only do it at Star-Leap Tower - and Bowser is sealed. To reach it, Mario must collect the Stars of Power to open sealed doors. Skelux is currently working on a revamped re-edition of the CPD called Super Mario Star World. It is set to include radically converted levels, improved gameplay and up to 10 completely new areas. Furthermore, a sequel entitled Star Road 2 is in This game will have 240 stars, 40 levels and original music. Adityoni, there are a version of this game called Super Luigi Star Road. Made by Quasmok, with permission from Skelux, the hack replaces Mario with Luigi, complete with a new model, voice clips, and his step. This game contains examples of: Added Alliterative Appeal: Some levels, such as the dark garden. The Rise of Bugch: Because of the holes that make it harder to avoid, the bug to pass through the Puppet King in the original is almost necessary to defeat his successor. Big Bad: Bowser, as usual; This time, it is smashed into Star Road and uses portals to launch an invasion of the kingdom mushroom. Larger inside: The castle's main tower; the power of stars can make the inside greater than the outside. Bonus Stage: At the top of the tower. Brutal Bonus Level: Hidden Palace finish, which is the hardest level in the game next to mad musical mess. It requires well-timed three jumps, frame perfect wall strokes, the game's most precise platformer can possibly search, while creating a high above bottomless pit for most of it. (And the tabs that are not above the yard, so the fall still means to start from the beginning.) Camera screw: inverted; Creator hack the camera to be easier to control than the original game. Intentional monochrome: The area you go to when you get a game is completely colorless. Disconnected side area: Quite mini levels, as well as all levels of the cap. False difficulty: As the Exo Paradigm Gamer pointed out, much of the difficulty of the game is due to much of the level design that is often full of Do or Die platforms moments that are not built with sensitive Movement Mario 64 and move in the mind or are made for contraindicated work against this control scheme, with some jumps requiring significant skills and reflexes to achieve that a random player is not possible to expect to have. Mad Music Mess and Colossal Candy mess in particular are full of these kind of cheap design tricks. Fan Sequel: For Super Mario 64. Floating continent: Sky Land Resort, as well as other levels. Game Mod: Apparently, on Mario 64. As mentioned above, there is also an official fan made one of this hack that allows you to play as Luigi. We've got to catch all the stars. Nintendo hard: after the first world, things get tough pretty fast. Palette Swap: Bob-omb's friends are blue in this game. (And some of them are black.) Hell Platform: Many of the game's later courses contain a very precise platformer and are full of pits and/or many ways to chew away at their health through Fall Damage. Bleak garden and the first bowser level is where it starts to get tough and then you have almost every level in the second half of the game that can be summed up as a bunch of small platforms and risky platforms over giant lava/death pits. after the end of the game by collecting 120 stars, you can The hidden palace finale. Graduation, which brings you to 121 stars. Nine star replicas then appear hidden in bonus levels throughout the note, including Hidden Palace Finale, taking the total number of stars to 130. Portal network: Bowser exploits this with a stellar path. Recycled soundtrack: All music is recycled from Mario games or other video games. Rom hack: The Super Mario 64. Sequel escalation: Star Road 2 is even bigger. Schmuck bait: In Bob-omb Battle Factory there is a tube with a sign telling you that it is not safe to enter the pipe. If you enter, you jump straight into the radioactive sludge and die immediately. Splash of Color: The short game above level is entirely monochrome except mario and oo level. Video game settings

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