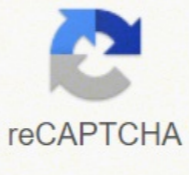




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# Super mario land 2 dx rom espanol

Share Tweet Super Mario Land 2 DX is a color hack for Super Mario Land 2 in the same vein as Link's Awakening DX. It adds color, lets you play with Luigi (with different physics) and removes the lag. v1.8.1 (19/07/2018): SML2 randomizer compatibility improved. v1.8 (16/07/2018): Luigi's sliding physics fixed, full SML2 randomizer v2.03 compatibility added. v1.7 (06/05/2018): Alternative patch for the Japanese ROM added, character switching fixed. v1.6 (03/05/2018): Emulator compatibility improved, other fixes. v1.5.1 (24/04/2018): Bonus stages fixed, Easy mode fixed, other fixes. v1.5 (22/04/2018): Complete rewrite, several bugs have been fixed, added support for SML2 randomizer, other fixes. v1.11 & 1.12 (04/01/2018): A small graphical glitch has been fixed. v1.1 (03/01/2018): Several bugs have been fixed. Super Mario Land 2 - 6 Golden Coins (UE) (V1.0) [1]CRC32: d5ec24e4MD5: A8413347D5DF8C9D14F97F0330D67BCESHA1: bba408539e6cb3d322324956d659bc96e2a9977b News Articles for this Hack Readme File Download CreditsContributorType of contributionListed creditoruzHacking Super Mario Land 2 DX: 6 Golden Coins Array ( [0] => 232075 ) id! 222662id! 205484id! 223331id! 24691 4 Second in the Game Boy's line of Mario games, this one takes the evolutionary steps that Super Mario 3 for the NES took with it's predecessors. New graphics, power-ups, challenges, and a completely original storyline. A bad version of Mario, Wario, takes over Mario's castle and locks him out using 6 golden coins. Mario must search for said coins all over Mario Land to take back his castle and go one-on-one with Wario himself. Hack version 1.8.1 Super Mario Land 2 DX is a color hack for Super Mario Land 2 in the same vein as Link's Awakening DX. It adds color, lets you play with Luigi (with different physics) and removes the lag. The sound was also improved thanks to RunTheCoins. Galerie » Connectez-vous pour activer le suivi Connectez-vous pour activer le suivi \*\*\*\*\* SUPER MARIO LAND 2 DX \*\*\*\* v1.8.1 19/07/2018 - toruzz \*\*\*\* \*\*\*\*\* CHANGELOG ----- V1.8.1 - 19/07/2018: - Improved: SML2 randomizer compatibility V1.8 - 16/07/2018: - Added: SML2 randomizer v2.03 compatibility - Fixed: Luigi's sliding physics V1.7 - 06/05/2018: - Added: Compatibility with the v1.0 (J) ROM - Fixed: Switching characters in front of the Castle v1.6 - 03/05/2018: - Fixed: Compatibility with most emulators - Fixed: Bug that caused a crash on very specific conditions - Fixed: Easy Mode text - Improved: General stability - Improved: SML2 randomizer compatibility v1.5.1 - 24/04/2018: - Fixed: Bonus stages crashes - Fixed: Switching characters on the Overworld - Fixed: Easy mode is accessible again - Fixed: Sound when switching characters on the save selection screen v1.5 - 22/04/2018: - Complete hack rewrite. It should be more stable now. - Fixed: Macro Zone 2: Palettes for the hidden coins at the end of the level - Fixed: Mario Zone 3: Palettes starting from the checkpoint - Fixed: Tatanga Fight: Mario & Luigi palettes - Fixed: Wario Fight: Carrot is always shown properly - Fixed: Hippo Beach: Upper blocks - Fixed: Space Zone secret level: Mario & Luigi palettes - Fixed: Demo levels after dying with Luigi - Fixed: Wario actually removes his shoe when defeated - Fixed: Screen tearing on palette changes - Fixed: Switching character on Secret Levels - Fixed: Mario & Luigi's eyes on the overworld - Improved: Most palettes - Improved: Wario's sprites - Improved: Tenboudai Course palette transitions - Changed: Tree Zone 1 tile arrangement (to hide Spike's sprite limitations) - Added: Fade-in/fade-out to white and black effects - Added: Support for SML2 randomizer: - (A lot of) other minor stuff v1.12 - 04/01/2018: - Fixed: Space Luigi's dying graphic v1.11 - 04/01/2018: - Fixed: Luigi's dying graphic v1.1 - 03/01/2018: - Fixed: Random crashes turning into Fire Mario/Luigi - Fixed: Random crashes getting a Super Star - Fixed: Weird graphics in running Fire Wario sequence - Fixed: Space levels Super Star effect - Fixed: 1-UP's color at Claw Bonus Stage - Fixed: 1-UP's graphics at Mice Bonus Stage - Fixed: Space Luigi's fireballs are red now - Fixed: Slot Machines wrong tileset if last level was in space - Fixed: Garbage showing up in Turtle Zone 2 - Fixed: Game Over screen sprite colors - Fixed: Turtle Zone 2's Bullet Bills sprite over BG priority - Fixed: Turtle Zone 1's goal tiles not conforming to sea level - Fixed: Tree Zone 2's bonus exit graphic - Fixed: Mario/Luigi's dying graphic - Added: Coin's shimmering animation after defeating a boss WHAT IS THIS? ----- Super Mario Land 2 DX is a romhack of the original Super Mario Land 2 for the GameBoy that turns the game into a GameBoy Color game. It adds color, lets you play with Luigi (with different physics) and removes the lag. You can switch characters on the overworld with Select. HOW DO I APPLY THIS PATCH? ----- You have to use an IPS patching program (e.g. Lunar IPS) on a Super Mario Land 2 v1.0 (UE) ROM. You can also use the patch ended in " jap" on a Super Mario Land 2 v1.0 (J) ROM. WHAT IF MY ROM IS A V1.2? ----- It won't work. DOES THIS WORK ON REAL HARDWARE? ----- Yes! I FOUND A BUG! ----- This hack has had a lot of emulator-specific issues, so please make sure this isn't one. Try to recreate it on an accurate emulator like BGB or in real hardware to consider it a bug. If you actually found one, I would really appreciate it if you'd let me know. RANDOMIZED ROM HAS WEIRDLY COLORED ENEMIES ----- In some levels the palettes are changed on the fly to make up for the all the palettes the enemies need, so that's normal behaviour. But this is even more random, isn't it? KNOWN BUGS ----- Wario may take off the wrong shoe. SPECIAL THANKS ----- JuananBow for a really quick betatesting! th3squirr3l, Oh\_Deer and the rest of the SML2 speedrun community for their valuable feedback. DISCLAIMER ----- I'm NOT responsible for the use of the program and/or the information distributed. Use it at your own risk. I'm NOT affiliated nor endorsed by Nintendo. Registered trademarks are of their respective owners. Um fã encarou a missão de dar cores a uma das melhores (e mais antigas) aventuras portáteis do Super Mario. O ROM hacker toruzz criou uma versão turbinada de Super Mario Land 2. Ele acrescentou cores ao games, adicionou Luigi como personagem jogável e também fez ajustes na jogabilidade. O hack leva o nome Super Mario Land 2 DX, em alusão a Link's Awakening DX, produção da Nintendo que também colocou cores no clássico RPG do Game Boy. O Mario Land 2 original, por sua vez, saiu em 1992 para o pequeno console monocromático e também foi a estreia do vilão Wario.





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