

SNS-MW-USA-2



Instruction Booklet

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



This hack is not affiliated with Nintendo or Sanrio.  
Thanks for playing this hack.  
This has been in progress for one entire year, and now it's fully finished. I hope you enjoy it as much as I did making it.

Thanks for selecting the Onegai My Melody Adventure romhack for your preferred emulator or console.

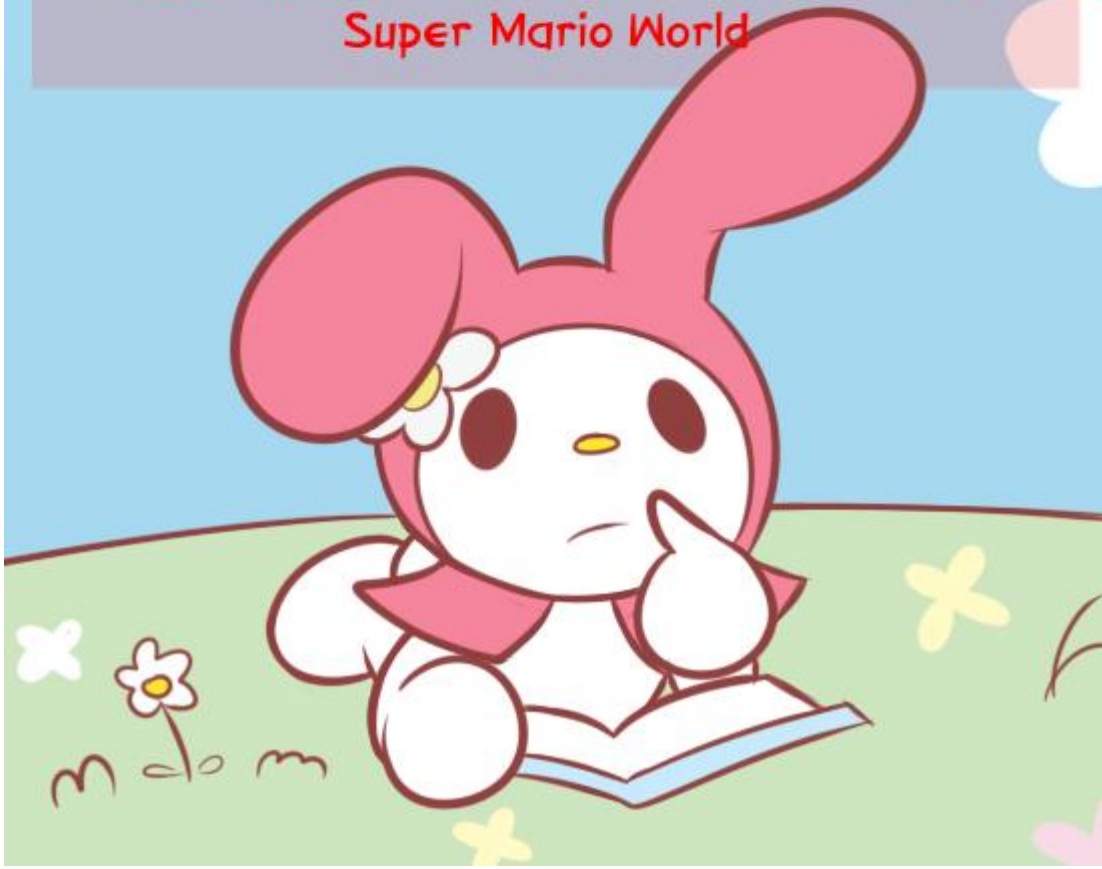
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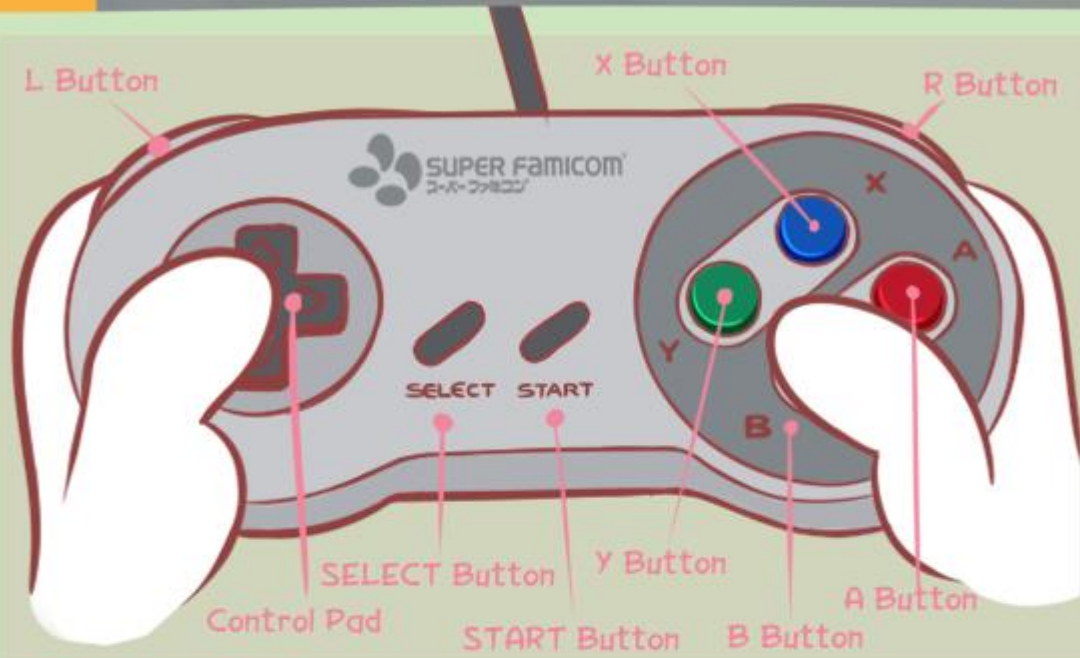


## Story

One peaceful day, My Melody was reading an interesting book about an interesting world, and having nothing better to do that day, she decides to embark in a journey to said world to find emotion, but this is not going to be a walk in the park she needs to prepare for potential dangers. She takes her Parasol and travels through the trumpet in the sky to land in a new Super Mario World



# Controller



## Control Pad

### Map Screen

- Moves Melody on the Map Screen.
- After pressing Start on the Map Screen, you can scroll the map view.
- Moves the cursor.

## Start Button

- Starts the game.
- Pauses the game.
- Enters selections on the selections screen

## Select Button

- Changes selections on selections screen.
- Drops reserve item from the box at the top of the screen.



## L/R Button

- While in action scene, the L and R buttons can be used to scroll the screen forward or backward slightly. This can be used to see farther ahead or behind if needed. This doesn't work in all the areas.



## A Button

- Makes Melody Spin Jump.

## B Button

- Makes Melody Jump.
- Makes Caped Melody Float down slowly.
- Makes Melody Swim.
- Enters selections on the selection screen.



## X/Y Button

- Makes Melody Accelerate.
- Melody can carry objects by holding this button down.
- While clinging on a fence, you can punch on the other side of the fence.
- When caped Melody runs fast enough and jumps, she can fly.
- Makes Fire Melody throw fireballs.
- Let's you cancel on the selection screen.



# Playing the Game

Patch the ips/bps file and load the rom in your preferred emulator or console. The demo screen shown at the right will appear. Press the START Button (or B or Y Button) and save slots for Melody A, Melody B and Melody C will appear. (See page XX for details.)

Use the Control Pad or SELECT to choose one of the slots. Then Press START to start the game.

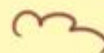


## • MAP SCREEN



The game begins at Item House. Move Melody by using the Control Pad. At first, Melody can only go left from Item House. However, once Melody has cleared some of the areas, she will be able to move farther along.

Now, go for it!



If you wish to see the rest of the map, press the START button and use the Control Pad to scroll the screen. Press the START button again to return to where you were. (Note: This can't be done in World 1, or any submap for this matter, only in the big map)

Some points on the map are red. These areas have a normal goal and a special goal (or secret keyhole). If you find the special goal, a new route will appear on the map. Many of these new routes can be used as a shortcut.

### • Action Screen




Press the B or Y button while on the map to enter an area. If you can get Melody to the end goal safely, the area will be cleared. Once an area is cleared, you can return there as many times as you wish (For Castles and fortresses you need to push the L and R button at the same time.) If you go into an area that has already been cleared, you can return to the map screen by pressing START and SELECT.



# Losing Melodies

When you lose all of your melodies, your game is over.

You lose one melody: 


- When all your health is depleted.
- When Melody Falls into a Hole or a lava pit.
- When the timer runs out before reaching the goal.





If you are fire or caped Melody, and get touched by an enemy, you'll lose a heart in your healthbar

# Coins



 Gather 100 regular coins and you'll earn an extra Melody.



  Gather 5 Note Coins in 1 course and you'll earn an extra Melody. Note Coins also count as regular coins.

# Item Stock

Sometimes when you hit a block while traveling through the course, items that give Melody more power will appear. If you take an item while Melody has Extra Power, the item would be stocked at the top of the screen. Only one item can be stored. You can drop the item at any given time by pressing SELECT.

If Melody has more than 2 hearts in the healthbar, she'll get fire or cape.



Apple



Fire Flower



 Cape Feather



## Midway gate and goal

There is a gate in the middle of the course like the one in the screen to the right. This is called midway gate. If you break the tape at this gate, even if you lose a life before reaching your goal, you can restart from the midway gate. And if Melody cuts the tape with one heart remaining in the healthbar, she'll get another one.



A moving giant gate awaits you at the goal. Time it so that you break the tape while it's high in the air and you'll get coins corresponding to that height. If you get 100 coins you earn an extra melody



## Extra Lives

Another Item among the other 3, is the 1-UP Apple. This special apple gives an extra Melody. It also fully refills your healthbar. Collecting 100 coins also grants you an extra Melody, but it does not refills your healthbar. This also applies if you collect the 5 Note coins.



1-UP Apple



# Extra Health

At the start of the adventure you start with only 2 hit points, but you can increase that number. Scattered through the adventure there are 5 items that permanently increase the number by one. These make the number go from 2 to 7. Good luck finding them all!



# Saving the game

When you clear any course, the following choices will appear on the map screen:

- Continue and Save
- Continue Without Save



If you choose to continue and Save, the route up to that point will be saved in the save slot you selected at the Title Screen. Once your selection has been saved, it doesn't matter if you switch the POWER switch OFF, because it is saved in the srm file. If you want to end the game in the same status as you started, select CONTINUE WITHOUT SAVE and then continue with the game. (Your Extra Melodies will not be saved.)

When the game is over, the following choices will appear on the map screen:

- Continue
- End



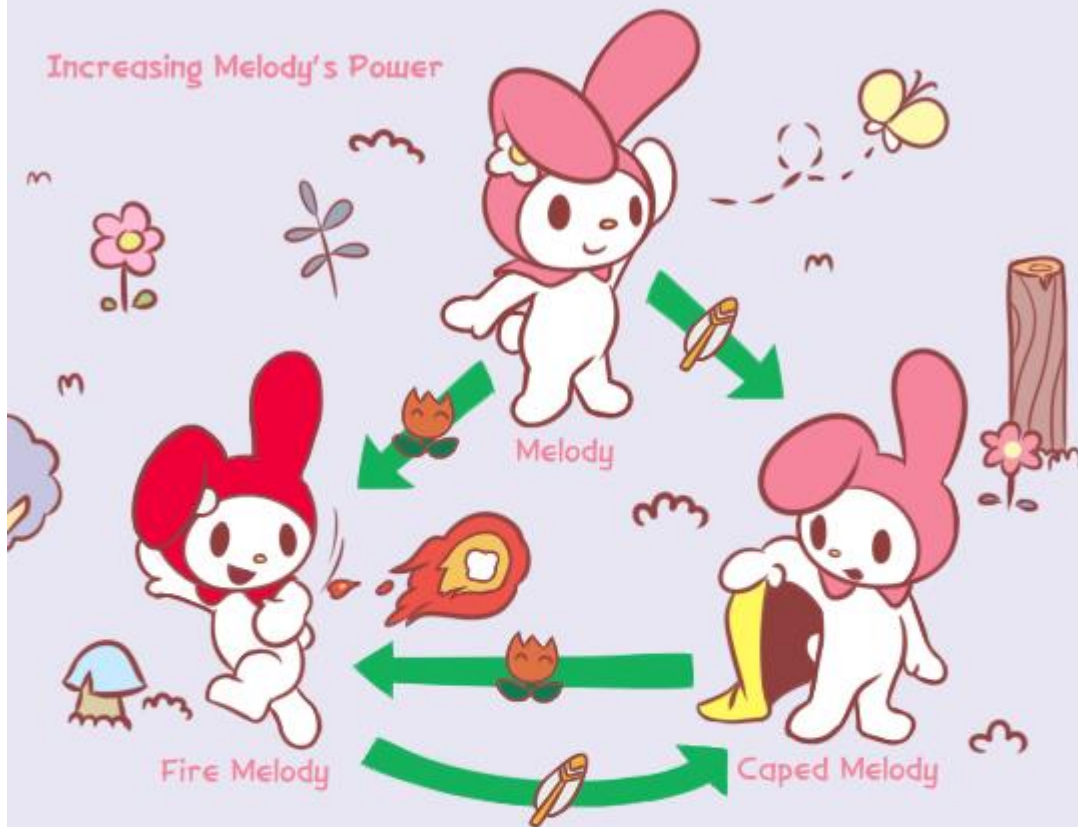
If you select "End", you'll return to the Title Screen. If you select "Continue," you'll begin on the course immediately after the last saved point.

When all three save slots have been used, you can delete the data in one of the slots by selecting "Delete Saved Route" at the Title Screen. The number displayed in the save slot is the number of exits you've found up to the point when you saved.

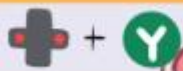


# Melody Controls

## Increasing Melody's Power



### Running (Acceleration)



You can steer Melody over a one-block gap.



### Jump



Melody will jump high if you hold the B button down. Melody will also jump a long way if you hold the B Button down as she stomps on an enemy.





### Spin Jump

**A**

You can't jump as high as a normal jump, however, you can defeat most enemies with one blow and also defeat some really **TOUGH** enemies that can't be beaten any other way. When you have 2 hearts or more, you can destroy blocks.



### Holding an item

To hold onto an item, touch it while pressing the Y button.



### Crouching

**+**



### Jumping out of Water

**+** + **B** or **A**

Press Up on the control pad and B or A.



### Holding an item underwater

**+** + **Y**

### Throwing an item

When you are holding an item, press the control pad in the direction you want to throw and then release the Y button.



### Swimming

**+** + **B** or **A**

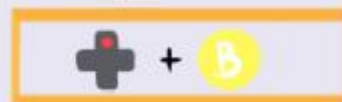
B or A repeatedly.

## How to enter Pipes

Pipes in the Ground



How To Get Into Upside Down Pipes



## At Fences and Ropes

First, jump to the fence using the B Button, then press Up on the control pad to grab onto it.



Punch



If you meet a koopa on the fence, you can knock it down.

## If You Have A Rope

Jump using the B button, and press Up on the control pad to grab onto the rope. While holding the rope, press Up or Down to climb Up or Down.



## Sliding Down A Slope

Press Down on the Control Pad to slide down the slope. (You'll collide with an enemy if it's near the slope.)



## Basic Ways of defeating the enemy

Stomping On An Enemy (Some really TOUGH enemies can't be stomped on.)



Drop a shell and kick it to destroy a line o enemies.



Hitting A Block From Below



You can throw fire balls when Melody becomes Fire Melody. Enemies that have been hit by fire turn into coins. However, there are some enemies that can't be destroyed by fire.

## Caped Melody

This is used to spin Melody's cape to defeat enemies. You can also hit blocks from the side.



### Quick Take-Off



Hold down the Y and B buttons, and use the control pad to change directions.

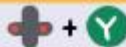


### Jump



Hold down the Y Button

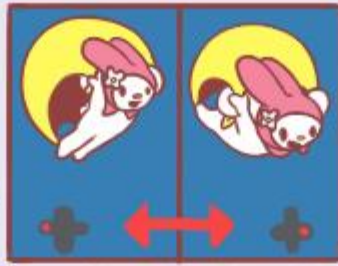
### Acceleration



Run with you arms out to the side.







While flying with an open cape, press the control pad in the same direction you are headed to descend. Press the control pad in the opposite direction of where you are headed to ascend. control your timing just right and you can actually climb much higher than you started!

### Opening the Cape



The cape will open when you either release the B Button or when caped Melody has reached the highest point. If caped Melody hits an enemy while she has her cape open, she will fall to the ground but she won't lose power.



Release the Y Button to float down.



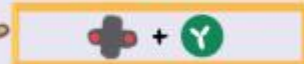
### Body Press



Hold down the Y Button to defeat an enemy by dropping onto it.



### Fast Dive



Hold down the Y Button and control pad (In the direction you are headed) to make a fast dive.

You can defeat several nearby enemies by making the ground shake by slamming the ground in a fast dive

### Slow Landing



When you hold only the B Button, you will land at slow speed.



# Super Mario World

## Haunted House

The inside of this old wooden house is dark, scary, and swarming with ghosts and spirits. What's more, the door is nearly impossible to find. So you're going to need to put on your thinking caps to escape from here.

## The Castles

Within seven castles, the Koopa kids each hold one useless egg. There are lots of traps waiting for you when you try to get through the kids rooms

## Item House

Across this world there are four item houses where you can get some goodies, but not every house has the same items, some may require having the switch places pressed

## Star Road Warp Pipes

Each individual world has one of many warp pipes that leads to the optional Star Road. Said world has some of the toughest levels to complete (More details in page 19.)



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## Fortress

There are Dinosaurs called Reznor waiting in this fortress. They've been put under a spell by Bowser. They'll do anything for him so watch out!

## Keyholes

From Level 4 onwards, many course points are red. At these course points are hidden different goals and keyholes as shown here. Most of the times you may need to find the key and take it over the keyhole. If Melody takes a key and moves over the keyhole, she can exit the course to another area



Key



## Star Road

This is the Star Road, house of the most toughest levels in the game, don't worry, these are all optional. Unlike the original game, these won't make a shortcut to the final world, these are side challenges for those who think this game is easy. Good luck conquering this place!



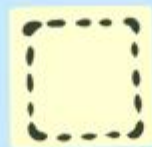
## Switch Palace



Jump on the big switch here and the yellow blocks with dotted lines in the middle of the course will change to exclamation blocks. This makes it easier to clear the course (Sometimes) The switch palaces come in three other colors; you definitely want to find these.



Dotted Line  
Blocks



Exclamation  
Mark Blocks

## Special Items and Blocks

(Warning: There are many more that aren't listed here!)



**Question Block**  
Hit this from beneath to get a coin or item.

**Turn Block**  
Hit this block and it will rotate for a fixed amount of time



**Throw Block**  
You can hold or throw this block.

**Springboard**  
Time it right and you can do a super high jump.



**Umbrella**  
Melody will swell up when touching these, and make her fly temporarily

**Note Block**  
This block bounces along and sometimes throws out items



**Switch Block**  
This block turns certain objects into coins and vice-versa.

**Message Block**  
This gives you hints and advice during the game



**Dotted Blocks**  
Special type of barrier for either Melody or an enemy

**Donut Block**  
This will fall after a fixed amount of time.



# Characters



## Panser

A plant that spouts fire



## Tick

A smiling ball that attacks if you are above them



## Venus Fire Trap

This piranha plant emits fireballs. they come in different sizes and are very dangerous.



## Nipper

These small flowers spit fire



## Ptooie

These flowers blow out spiked balls from their mouths. There are walking ones as well as ones that live in pipes



## Trooper Bro

There are a few types of this enemy, Hammer, Boomerang, Fire and Ice





## Koopa

Everything seems bleak when these characters appear! If you jump on them, they pop out of their shell. If they climb a yellow shell they become invincible.

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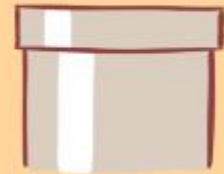
## Jumpin' Piranha Plant

These are a tropical plant version of the Volcano Plant! Be careful; they come madly whirling out of the pipes and can be very tough.



## Galoomba

Jump on it to make it roll. You can also hold it or throw it.



## Monty Mole

This is a Mole that bursts out of the ground. There's even bigger ones underground



## Chargin' Chuck

These All-Stars always seems to bar Melody's way just when she's within sight of the goal. They use a variety of bull-headed attacks, so you'll have a tough time checking chargin' chuck.



## Spirits

These cute creatures can be found on Haunted Houses. Boo's are shy but they can be dangerous.

Eeries are dinosaur spooks that roams the house. It comes after you with his pale face and ohhhh, what a ghastly spook it is!



## Dolphin

Don't worry, these guys aren't enemies; they help Melody cross water. A useful shoal of dolphin look alikes!



## Rip Van Fish

This fellow is always taking a nap, but when Melody comes along, he wakes up, and sets off in hot pursuit. Whatever you do, don't let Rip Touch Melody.

## Urchin

This is a giant urchin drifting in the sea. It doesn't move very fast, so if you swim by carefully, there should be no problem. However, it's probably very painful if you get stung.







### Rex

You have to stomp Rex twice to defeat him. Rex has wings but I don't think he can fly.



### Dino and Mini-Rhino

Jump on Dino-Rhino and it becomes Mini-Rhino. Watch out, they breathe fire.



### Bob-omb

These explode and scatter stars after a set time. Some of the bob-ombs use parachutes to drop from the sky. These little guys are a real blast.



### Thwomp

A nasty stone ghost that guards the castles for the koopas. If Melody comes close, Thwomp will try to crush her. The trouble is, if you don't pass it, you can't go on.



### Wiggler

A caterpillar that lives in the forest. normally Wiggler is very quiet, but once jumped on, Wiggler turns red and gets extremely angry. If possible, treat Wiggler with respect.



# MEMO.....

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# MEMO.....

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BIG BRAWLER