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When I first played Super Metroid in April 1994, it was the most incredible gaming experience I've ever had up to this point. Period. The atmosphere created by its first-class graphics, music and gameplay was palpable, enveloping me deeply in the incredible world of sci-fi fantasy and exploration. there's only one problem with this. Great game: Once you've finished it - explore every nook, find every secret, and collect every food along the way - you've squeezed almost every ounce of play value out of the game. For years I've been so wanted for the new Super Metroid, even if it was exactly the same engine with a whole new world to explore. Well, my friends... in 2006, that wish was granted. Fans of this groundbreaking work can explore the planet of zebes over and over again in a new hack of Drewsef and a crew called, to put it simply, Super Metroid. Like the Deja-Vu Time and Again Super Metroid Redesign exactly as its name says: a complete redesign of The Super Metroid. It has a brand new world map, some new elements, changes in physics, and a few other new features. These features are probably best explained in the readme file that comes with the hack, so I'll quote that below: Physics Changes: What always bothered me was the horribly slow drop in speed in this game. Every time I jumped I felt like I was wasting time waiting to land on the ground. My reason for changing it is backed up by pirate data in Metroid Prime that states the zebes total mass is almost equivalent to Tallon VI. I also favored changing physics, because in every SM hack I played me bored pretty quickly because I already know everything there is. I know where I can jump the wall, that I can bomb jump places, that I can easily get around this place by doing another thing. I also changed the bomb jumping to get back to the fast drop speed of the M1 and Metroid Prime. Many of the tricks that you knew in the original will need to be a relay that brings back that unfamiliar sense of gameplay. THATS, why I changed physics. New elements: There are 2 major new updates that Samus will need to complete his adventure. One is required, the other is a simple weapon addition to enhance your firepower. Hi-jump boots now come packed with Spring-Ball. Ability: Wall jumping has become a big part of this hack. If the wall is rocky and has an exciting surface, Samus will be able to jump off the wall. However, if the wall is a smooth pipe, or the algae is covered with a sea wall, then Samus will not be able to get any grip to go off. A new technique that was alien SM has finally been added to the game as well, and you will need to use it carefully if you want to get all 100% of the items. Stirrings from the retrogamous community say that this hack possesses a quality that is quite common among the game hacks: extreme difficulty. In fact, I've read a lot of criticism on several forums that SM: Redesign relies too much on a difficult wall-jumping technique to pass certain areas of the game, while others say it's not a big problem. I will let the reader make their own decisions on this. I myself haven't played through the game very far because it's, very hard. However, this is the first significant Super Metroid hack out there (that I know), so it's worth going through together. Let me play already! I Am I include a fully playable version of the hacked game in my HT column, but in this case, the hack is so recent that I would rather not annoy its creator by doing so. Also, Drewseph seems to regularly do updates on the patch, so you should probably take a look at the official page for the latest version. However, I mirrored the 2.1 (final) patch on VC-G for posterity: you can download the Super Metroid Metroid v2.1 header or Headerless patch. You will have to find and patch the game file yourself using the Lunar IPS (file mirror) tool. If you need help fixing, post a comment or message on the VC'G forum. Update: 09/18/2007 - Here is the full map of the world Super Metroid Redesign. Special thanks to Brian Clark for sending it to me, and Capow for doing it. Update: 02/03/2012 - I've updated patches from v1.7 to v2.1, which, according to Drewsef, will be the final version of the Super Metroid Redesign patch. I've also updated the mirrored Lunar IPS tool from v1.00 to v1.02 have you found or done any cool, funny, or weird retro game hacks that you would like to share? Send them together! OverviewSuper Metroid is the third game in the Metroid series and the only Metroid game to be released on Super Nintendo. It has become widely revered for its gameplay, atmosphere, and environmental storytelling, and continues to inspire many adventure games. The mannequin stakes of this game: 45NOTE: There is a much newer version of this creator called Super Metroid Redesign: Axell Edition that I highly recommend to play as well, a kind of redesign that makes things way more accessible to everyone, being generally better, it's still worth playing this one though, albeit only to compare differences. Link to Axell Edition: Super Metroid Redesign is an expansive hack with a huge card that can easily take 10 hours to complete, even if you know where you're going. This hack also has gameplay changes as well. New heavy physicists that make jumping the way less buoyant. Currently, jumping from walls is limited to certain types of walls and require the collection of Wall-Jump Boots to get the opportunity to wall jump. For most of the game you can only have one beam equipped while in Metroid Prime until you find the Beam Combo item. The bombs have a 3-limit counter in the top right corner, recreating the way the bombs worked in Metroid Prime. The one-way gate is persistent and will remain open even after leaving the room. There is a Chozo Statue hunt to open Turian, which is similar to having to find all the artifacts in Metroid Prime. The difficulty is also quite high and does not very forgive new players, including things like required heat run without a Varia suit. (Not necessarily in the aforementioned Axell Edition.) Gravity without a suit Segment. (Don't bother me, but maybe turn off for some people.) Almost trial and error Lost Woods style room that has pretty vague notions of which way you are you Go. (Also made the way better in the Axell Edition.) And incredibly disappointing Is Turian with super fast metroids that are almost impossible to get rid of. (Turian also made way super better in the Axell Edition.) Edition.) super metroid redesign axell edition download. super metroid redesign rom snes download

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