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Mario's New Comet

Made by: Ozsef, aglab2 and The_Hokkanen (previously known as The_PixelSM64)

Directed by: The_Hokkanen

Huge thanks for aglab2 for practically making this happen!

LEGAL

This game is contained within a patch. Therefore it's considered legal.

You agree that you won't claim this game as yours. This game is a fangame & has no connection with the official product of Nintendo Co.

This game is free and is under The Fair Use and therefore it cannot be sold.

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Please purchase Nintendo products.

Tools used:

HackerSM64

Fast64

Seq64

Beta testers

Serium

AndrewSM64

New music

Course 1 = Fire Emblem Awakening - We should turn for the night

Course 3 = Shenmue - Nightfall

Course 6 = Digimon World - File City (Night)

Course 8 = Suikoden - Sadness in the Night

Course 11 = Steamboat Chronicles - The City at Night

Course 14 = Final Fantasy VII: Crisis Core - Night of Seclusion

Wing Cap = Yakuza 0 - Friday Night

Ending = Tetris Attack - Forest Lullaby

Changes in v1.1:

- Added a Star Radar sign at the start of the game
- Added Cap Timer (displays above camera icons)
- Added ability to enable the "Levitate" option in Hacktice after 100 Stars
- Added sign to the end of The Void
- Nerfed C11 Star 4
- Updated milestone textboxes
- Fixed Hacktice ending 0 star exploit in ow2
- Fixed random buttons controlling pause menu

Thank you for playing!