

[SM x ALttP Discord](#)

[SM x ALttP Randomizer \(v11\)](#)

[Getting Started Guide](#)

Game Warps

These entrances will take you between Planet Zebes and Hyrule.

All of these warp locations in SM that would ordinarily be locked by missiles or power bombs are blue doors to enable freer transport.

ALttP Location ⇔ *Super Metroid Location*

Lake Hylia Fortune Teller ⇔ Crateria Map Room

Back of Old Man Cave ⇔ Norfair Map Room

Dark World Ice Rod Right ⇔ Maridia Missile Refill

Misery Mire Right Shed ⇔ Golden Torizo Energy Refill

Video: [Crossover Portal Locations](#)

Logic Gotchas of SM x ALttP

As a result of the altered nature of the games, certain logical changes have been made.

- The Misery Mire region can be accessed without the Flute or Mitts. This allows access to Misery Mire and Desert Palace without typically-required items.
- Conversely, Lower Norfair can be accessed without the Gravity Suit or Hi-Jump. Though it was already accessible via HJB-less lava dive, this is easier for players who don't know the trick, and this method is considered within logic.
- The inner portion of Maridia can be accessed from the back side, allowing access to the Botwoon item and Draygon without Ice Beam or Speed Booster.
- Death Mountain can be accessed without Gloves, Lamp or Flute from Upper Norfair. If you do this, saving the old man will grant you easy access to Norfair.
- For you RBO runners: Don't rely on the Golden Torizo energy refill, as it doesn't exist anymore! However, this can also make Lower Norfair hellruns easier by entering there rather than having to go through the lava dive. Keep in mind that in Hard logic, the Screw Attack item is in logic through the Misery Mire portal.
- The Wrecked Ship can be accessed without Power Bombs by using the Maridia warp, then travelling around Forgotten Highway and entering from the back.
- Many locations can be acquired in Super Metroid without the Morph Ball or if you lack Morph Ball Bombs. Be aware that softlocks are possible without it, so be careful and save often.

Item and Map Trackers

[Emotracker Homepage](#)

Emotracker has a full map tracker for SM x ALtTP by Ninban, and an items-only tracker by Fouton. There are also individual trackers for both games.

[SM x ALtTP Tracker](#) by Mike Trethewey

Open 2 separate tabs for ALtTP and SM maps. A design which does not require tabs is in progress.

SM x ALtTP Tutorials

[Crossover Starter Guide](#) -- aimed at new players

[Crossover Basics Tutorial](#)

[Extensive Crossover Tutorial](#)

Frequently Asked Logic and Setup Questions

Where do I get the ROMs?

We will not provide a direct link to ROM files, because piracy is illegal. However, a correct ROM file will have a CRC32 of **D63ED5F8** for Super Metroid, and **3322EFFC** for A Link to the Past. In addition, the proper name of ALtTP is "**Zelda no Densetsu -- Kamigami no Triforce.**" What you do with this information is up to you; this is all we can legally provide.

Why is the ROM loading as a blank screen?

The randomizer ROM will not run on ZSNES; it is inaccurate, crashes frequently, and does not emulate lag correctly, making it unsuitable for speedrunning. I recommend [Snes9x 1.60](#) instead, though higan, bsnes, Retroarch, or Bizhawk are also good alternatives. Mac users can try OpenEmu.

Why aren't my ROM files recognized by the website?

The ALtTP ROM needs to be uploaded first or the ROMs will not be properly recognized. If they still do not function, you can upload your ROM files to [this tool](#) to check their data. The important line is the CRC32, which is a checksum to verify the integrity of the data. The correct ROM files will output the following:

Name: Super Metroid.sfc

Headered: no

CRC32: **D63ED5F8**

Format: LoROM + FastROM

Size: 3145728 bytes

Name: A Link to the Past.sfc

Headered: no

CRC32: **3322EFFC**

Format: LoROM

Filesize: 1048576 bytes

Why is the website loading as a blank screen?

You most likely have an extension enabled that blocks Javascript. If you can find and disable it, the randomizer should work properly; if you can't, then the mode of the browser that doesn't use extensions (incognito mode in Chrome, private browsing in Firefox and Safari) should allow it to function.

My shovel/flute/mushroom/powder/silver arrows disappeared when I picked it up!

Pressing Y on the relevant item will switch it to the other item. This is because the items share the same spot in the inventory, so you must be able to toggle them.

Do I need to know dark rooms?

You will never be forced to navigate a dark room, and the Lamp will always be available before any dark rooms are required. However, it is a useful skill to have.

***sequence of items* but I can't do digging game without the shovel.**

The crow guy rents you a shovel when you pay to play the game. You don't need one of your own.

Is suitless Norfair / suitless Maridia required?

In Normal logic, you will never need to enter a heated room without the Varia Suit or travel through Maridia without the Gravity Suit. In Hard logic, both can be required, though Draygon is not required without Gravity Suit. Travel through Lower Norfair will never be required without the Varia Suit, however.

I can't find a key in a dungeon! Am I stuck?

The randomizer algorithm can place small or big keys in locations where it is possible to lock yourself out of accessing them, and only those keys. You can lock small keys in this way in Tower of Hera, Palace of Darkness, Thieves Town, Turtle Rock, and Ganon's Tower; big keys can be inside the big chest in Swamp Palace and Skull Woods, since there is no big key door in these dungeons.

Why won't the Chozo Statue in Lower Norfair activate?

This Chozo Statue requires the Space Jump to activate, even in vanilla. It doesn't make too much sense, but we keep all the vanilla requirements, so the items behind this statue require the Space Jump. Keep in mind that you can get to Golden Torizo using the Misery Mire portal, so only a single item is strictly locked behind this statue.

Help! I got myself trapped and can't escape! Am I stuck?

Due to the nature of Super Metroid where you get the Morph Ball and Morph Ball Bombs very early, it's possible to encounter several softlocks because the geography of the game doesn't expect you to not have them. Video of most softlocks can be found [with this video](#).

Help! I saved the game in Pink Brinstar/Kraid's Lair/Tourian and now I can't escape!

If you save without a way to break the blocks outside the save room in Pink Brinstar or Kraid's Lair (such as by running out of Power Bombs), then you will be unable to escape the room, and the save file cannot be continued. If you save at Tourian before Mother Brain and don't have enough ammunition to kill her, the save file also cannot be continued. To prevent the former, keep track of your Power Bomb usage carefully before entering a save room; to prevent the latter, check [the wiki page on Mother Brain](#) to make sure you have enough total ammunition before Tourian.

I can't infinite bomb jump/walljump/shinespark! Can we make an easier logic?

No. These are fundamental skills taught by the vanilla game in some fashion, and as such we have deemed it permissible for even simple logics to require these tricks.

Where can I get the multiworld? It looks cool!

The multiworld is currently in closed beta, and not available for public use.

Super Metroid -- Logic

The SM Hard Logic setting expects many tricks or glitches to be known:

- [Walljump](#)
- [Shinespark](#)
- [Infinite bomb jumping](#) (vertical required, horizontal/diagonal optional)
- [Mockball](#)
- 2-tap stutter [short charge](#)
- [Continuous Walljump \(CWJ\)](#) ([video](#))
- [Gravity Jump](#)
- [Lava Dive](#) (Gravity Jump, Hi-Jump + Varia)
- [Gate Glitch](#)
- [Mochtroid Clip](#)
- [Aqueduct Snail Clip](#)
- [Springball Midair Jump](#)
- [Alcatraz Escape](#) ([video](#))
- [Pink Brinstar Gate](#) without Wave Beam
- [Gauntlet Access](#) with wall jumps
- [Sponge Bath Strats](#) in Wrecked Ship (all types)
- [Brinstar Reserve Tank Back Missiles](#) with only Morph and Screw
- Damage boost to the Norfair Reserve Tank ledge
- Running through heated rooms (with 5 energy/reserve tanks; 3 for Ice Beam)
- X-Ray Scope without Space Jump or Grapple Beam (5 tanks or 3 tanks w/ Varia)
- [Navigating Maridia](#) without the Gravity Suit using Hi-Jump, Grapple, Ice Beam, or Spring Ball

The Normal Logic setting is designed for newer players, and therefore only requires:

- [Walljump](#) (no Gauntlet access, no Alcatraz)
- [Shinespark](#) ([very important, less obvious application](#))
- [Infinite bomb jumping](#) (vertical only)
- Mid-air morphing
- [Sponge Bath Strats](#) in Wrecked Ship (only Hi-Jump, Space Jump, and Speed Booster; for the last one, just run and jump from as far left as possible, don't short charge like the video shows)

Super Metroid -- Resources

[Super Metroid Speedrunning Wiki](#)

[Useful info for the bosses](#)

[Location of all items](#) (detailed)

[Full map of the game](#)

[Super Metroid SRL Discord](#)

[Super Metroid Practice Hack](#)

A Link to the Past

The ALttP randomizer algorithm can be interesting in its item placements as there are many ways to reach different areas.

[This document](#) covers many of the nuances regarding the logic in ALttP. Almost everything in this document is applicable to the combo randomizer.

[ALttPR General Resources](#) -- includes boss and enemy information, item locations and requirements, glitch resources, etc.

[ALttPR Community Resources](#) -- trackers, maps, etc.

[A Link to the Past Randomizer Discord](#)

[ALttP Practice Hack](#)

[ALttP Speedrunning Wiki](#)