Sm64 ds WANTED round patterns

# General Notes

* Levels 1-3, 6 and 10 are special cases.
* Levels 1-21 are otherwise always the same format, just the positions are randomized.
* A drumroll occurs at the start of every 5k + 1 round for keN { 0, 1, 2, .. }
* The MoveAI moveType value is common among targets of the same sprite.
* (on direction\_sin rounds) sinAmplitude might have VERY small discrepancy between like targets, but the sinPeriod should remain the same
* From level 4, the number of targets slowly increases until level 20. The target count at level 20 is ~100. For the purposes of this remake, I will use the function below to describe the targets per level.

4(12 + n) ne[3,20]

rand(128 – 32, 128) n > 20

# Less precise observations

After level 3, there are never fewer than 8x6 = 48 targets on screen. I’d wager that the number of targets increases either by 6 or 8 each level (I’ve never actually counted. This value will be resolved to a #define.

# First 21 Levels

The first 20 levels are always the same.

1. 2x2, centered (no overlap)
2. 4x4, centered (no overlap)
3. 8x6, fills the screen (no overlap)
4. Stationary, overlap w/ solution on top layer
5. Level 4 + 10 targets
6. 8 columns, each moving straight up or down
7. stationary
8. stationary
9. stationary
10. 8 across the top stationary, only the chins
11. direction\_angle
12. direction\_sin [down or up]
13. stationary
14. direction\_angle\_w\_bounce
15. stationary
16. direction\_angle
17. stationary
18. stationary
19. direction\_sin
20. stationary

# Example run (from round 21)

* (direction\_sin)
* (stationary)
* (direction\_angle)
* (direction\_sin)
* (direction\_angle)
* (stationary)
* (direction\_angle)
* (stationary)
* (direction\_angle)
* (direction\_angle\_w\_bounce)
* (direction\_angle)
* (stationary)
* (direction\_sin)
* (stationary)
* (direction\_sin)
* (stationary)
* (direction\_sin)
* (direction\_sin)
* (direction\_angle)
* (direction\_angle)
* (stationary)
* (direction\_angle)
* (stationary)
* (stationary)
* (stationary)
* (direction\_sin)
* (direction\_sin)
* (direction\_sin)
* (stationary)
* (direction\_sin)
* (stationary) [level 51]

## Round 21 and on

OG game

all stationary,

all direction\_angle,

all direction\_sin,

all direction\_angle\_w\_bounce,

My additions

each template can have any one of the above

i.e. luigi's are stationary, marios are angle\_w\_bounce,

warios are direction\_sin and yoshi is angle

the 8x6 stationary can happen at any time (rare)

8x6 with like columns (rare)

## Timing observations

target selected, "correct" sound plays and the character's voice line plays

1 second passes [targetHighlightFlag]

score is increased by 5

2 seconds pass

drumroll begins (takes one second) [preround flag]

round starts

## Sound Ideas

**voice lines**

NICK DOTA NICK

- oh, you found me!

- my favourite customer!

NICK nduronChamp

- no way!

- poggers

NICK pedoNick

- hmm.. mankey..

- gross snort/sniff

NICK Nick 'wit da stick' Nick

- howdy

- yee-haw

NICK LOSE (not the powerup)

- Thank you so much-a for to-playing my game

**Music**

TITLE SCREEN

- price is right theme

- rocky theme

- rick roll

GAME BGM

- nic song

- maria magadalena

- mango bay