



## Readme

The Hello Mario Engine is an open source Mario engine for GameMaker: Studio that is feature packed, and designed to be easy to expand upon with user friendliness as a priority. The engine is fully documented with thousands of code comments, and includes tons of different powerups, over a hundred different enemies, and much, much more!

### Controls

<b>SHIFT/X</b>	Jump/Enter Level/Menu Selection
<b>SHIFT+UP/X+UP</b>	Spin Jump
<b>CONTROL/Z</b>	Run/Pick Things Up
<b>ARROW KEYS</b>	Move/Duck/Slide Down Slopes
<b>SPACE BAR</b>	Reserve Item/Map Inventory
<b>ENTER</b>	Pause Menu
<b>ALT+R</b>	Restart Game
<b>ALT+ENTER</b>	Full Screen
<b>ALT+F4</b>	Quit Game
<b>ALT+1</b>	Turn Off Filtering
<b>ALT+2</b>	Turn On HQ2X Filtering
<b>ALT+3</b>	Turn On HQ4X Filtering
<b>ALT+V</b>	VSync (Turn this OFF when recording)
<b>ALT+F</b>	FPS Display
<b>ALT+G</b>	Gamepad Toggle

### Credits

<b>Hello Mario Engine</b>	Hello Fangaming
<b>SMW Enemy Sprites</b>	Icegoom
<b>Bomb &amp; Ninja Mario Sprites</b>	Guinea
<b>Bee Mario Sprites</b>	SLB12
<b>Shell Mario Sprites</b>	Del
<b>Penguin &amp; Propeller Mario Sprites</b>	Shikaternia
<b>Boomerang Mario Sprites</b>	Dynamo128
<b>Mario Series</b>	Nintendo