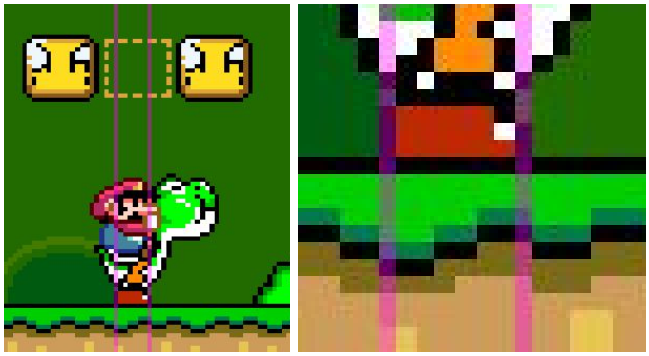
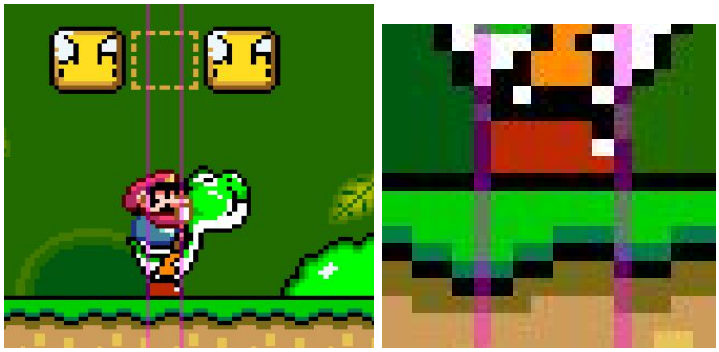
LDA #$7F

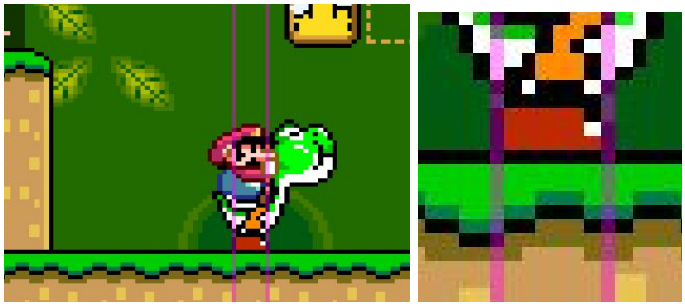


STA $62

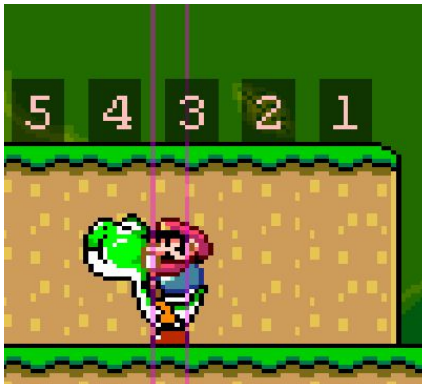
LDA #$80



STA $61

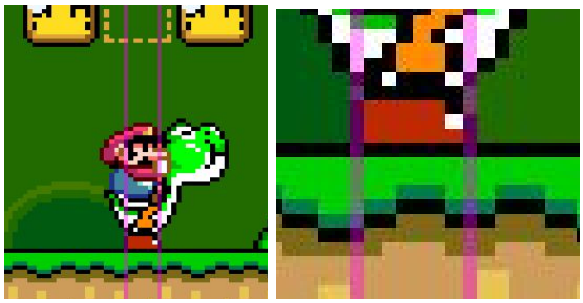


LDA #$E8

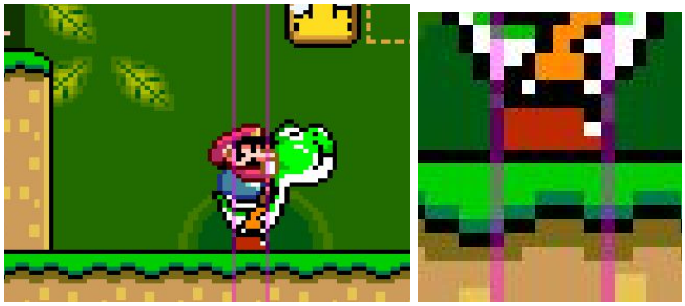


STA $60

LDA #$81



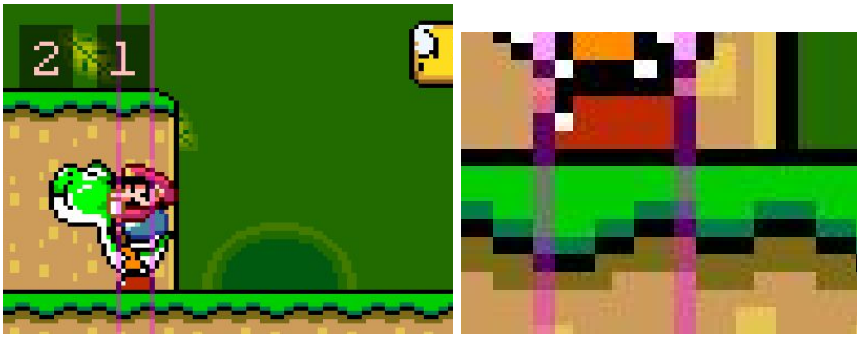
STA $61



LDA #$0F

a. A9 (to the left of all the ledge koopas)

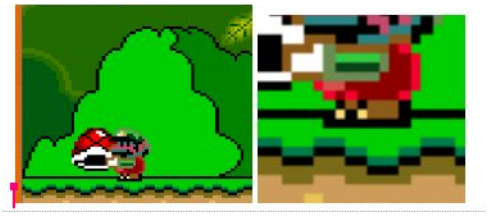
b. 0F



STA [$60]
87
60

How to Powerup $15 ACE

1. Enter YI2 without Yoshi
2. Bring red shell from the beginning of the level with you
3. Jump on the red koopa on your way to the green shell
4. Jump on the green koopa as he jumps in the shell
5. Kick red shell at the green shell from here, stand still while it unloads
6.
7. Screen scroll all the way left
8. Grab red shell and do Yoshi fragment despawn
9. Make sure you glitch 2 berries
10. Do spits (including two pull instructions)
11. Do shell kick at left edge of level

12. 
13. Put Yoshi here facing left
14.
15. Stand here w/camera following Mario left:
16.
17. Hold L+Down+Y+B, then press and hold select

Multi-byte code

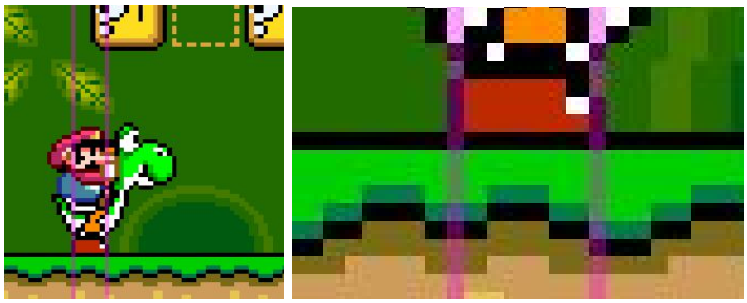
Write `STA $7F8187; DEC $F1; RTS to $F0 (8F 87 81 7F C6 F1 60)`

```
A9 LDA #const
```

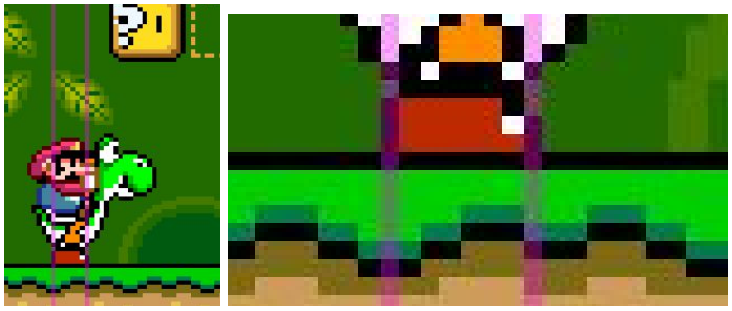
```
8F 87 81 7F C6 F1 60
85 STA dp
```

F0 F1 F2 F3 F4 F5 F6

68 68 (do this twice)

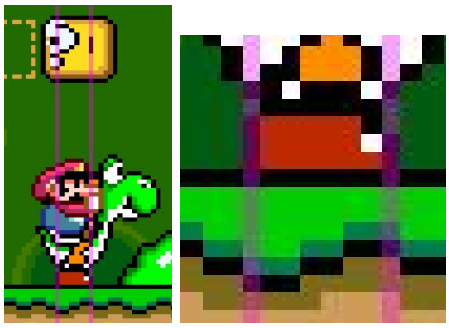


60

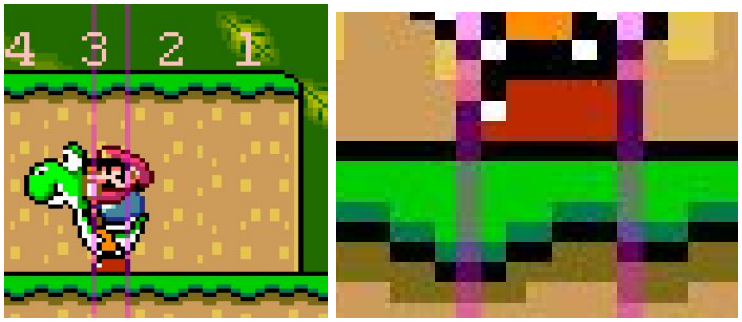


Values/addresses to write:

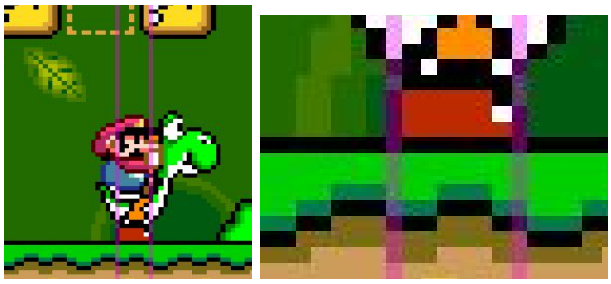
8F



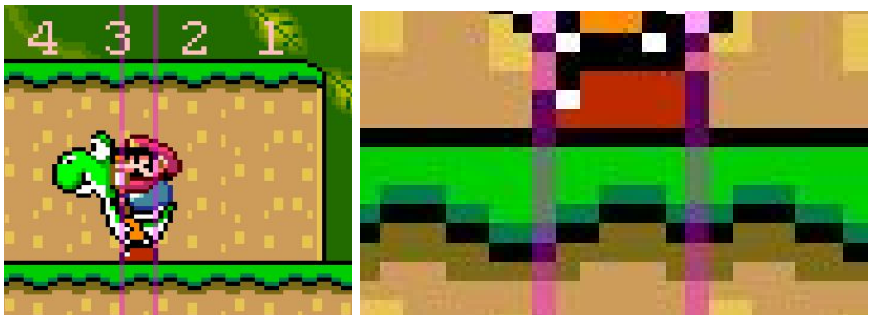
F0



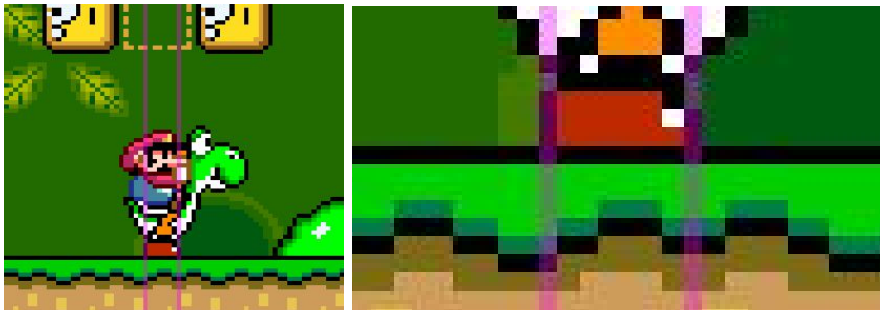
87



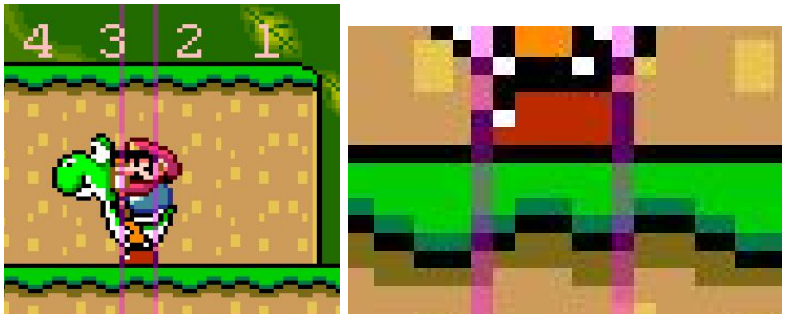
F1



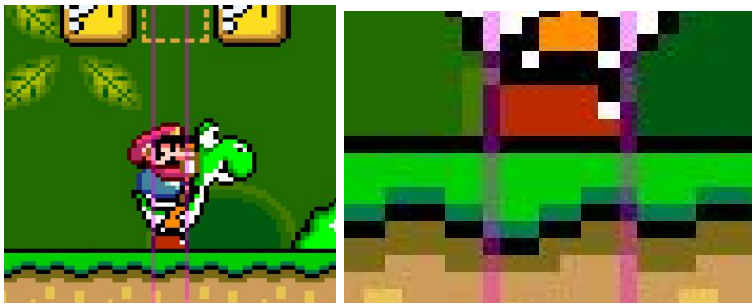
81



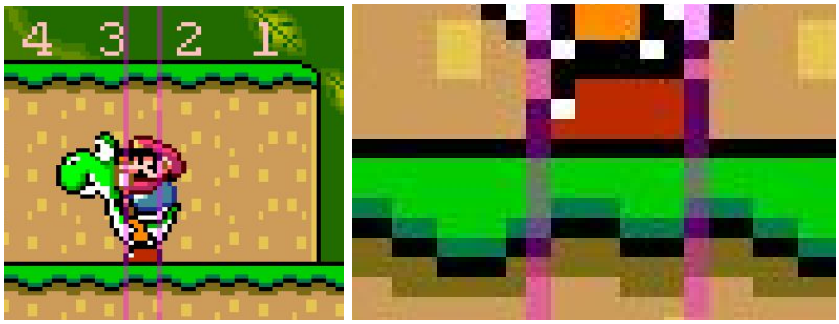
F2



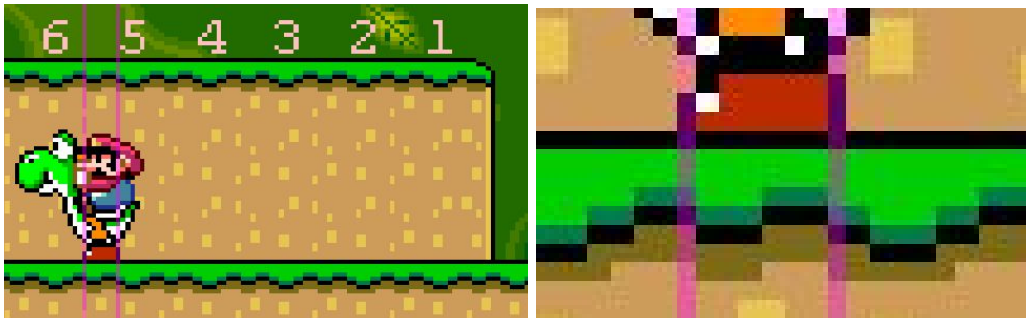
7F



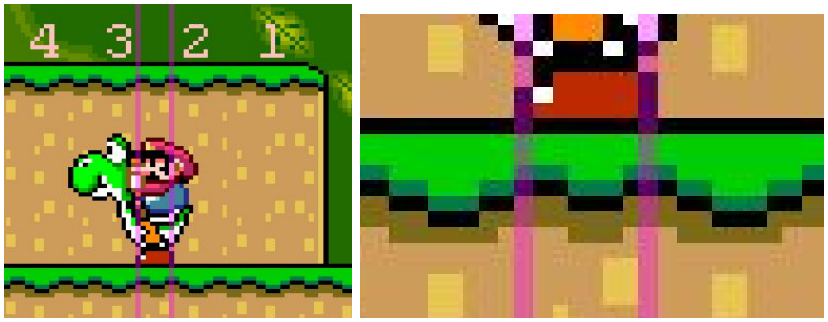
F3



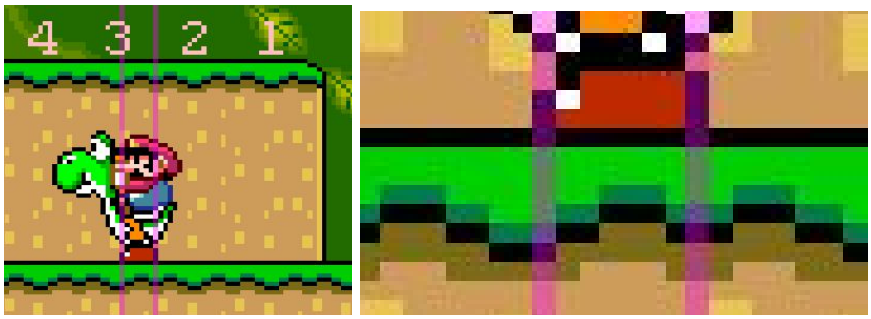
C6



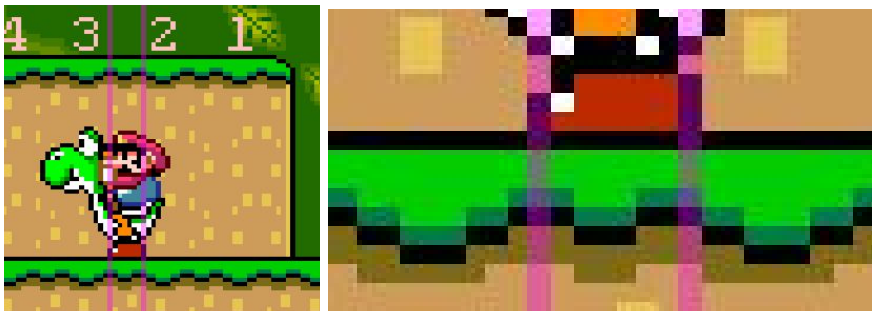
F4



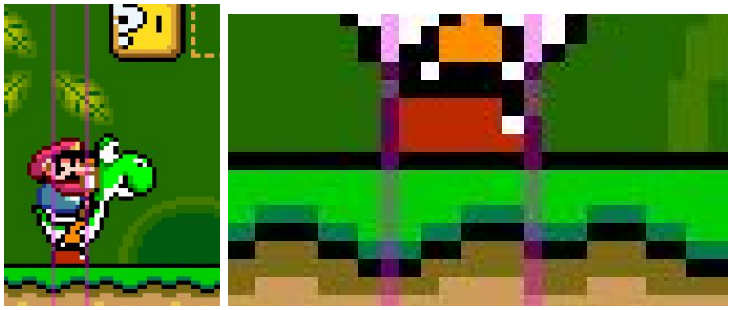
F1



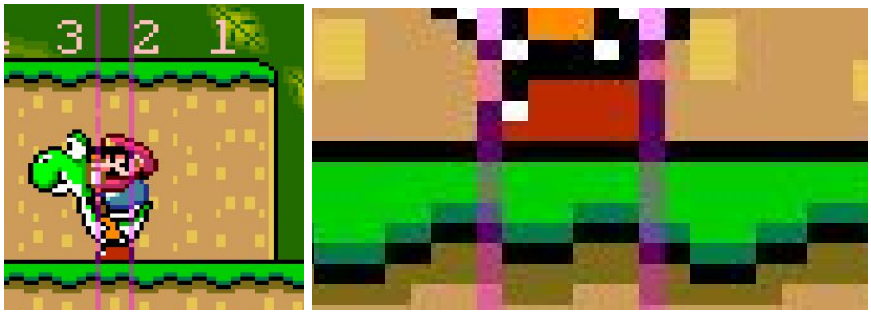
F5



60



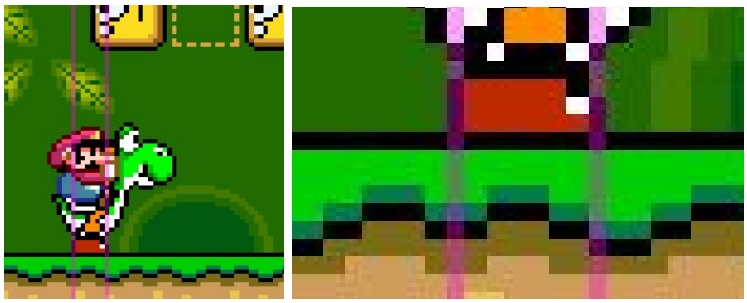
F6



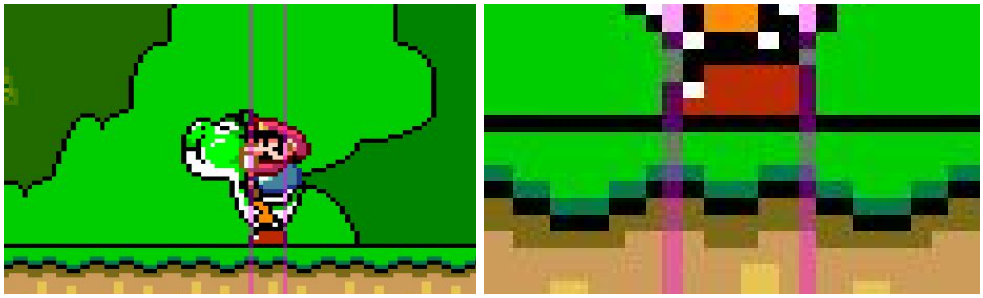
Multi-byte write:

`PLA; PLA; LDA $EC; BRA $F0 (68 68 85 EC 80 06)`

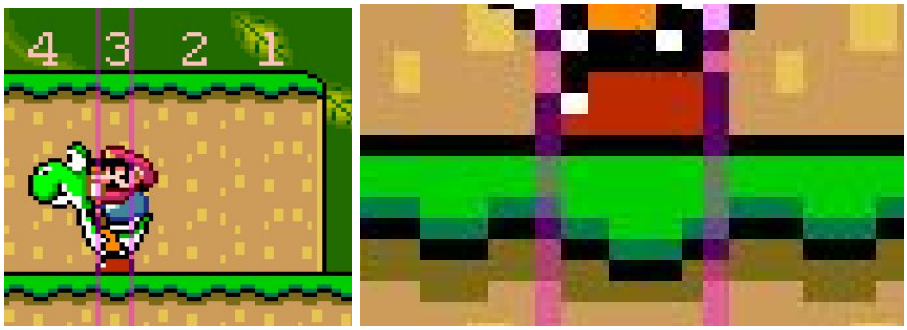
`68 68` (do this twice) (Coin 86)



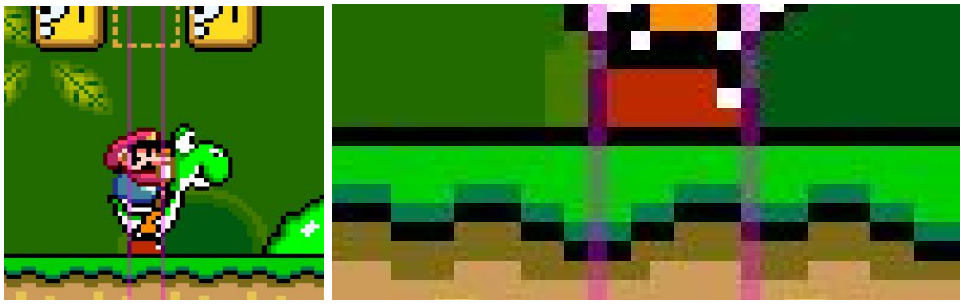
`A5 (Coin I3)`



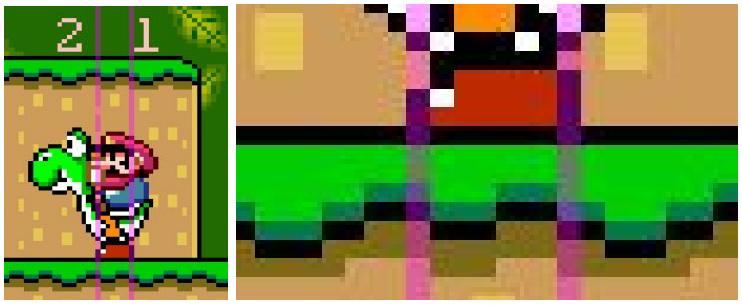
`EC (Coin P4)`



`80 (Coin B0)`

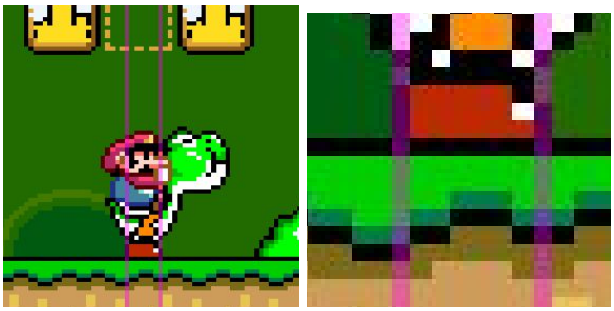


06 (Coin 24)

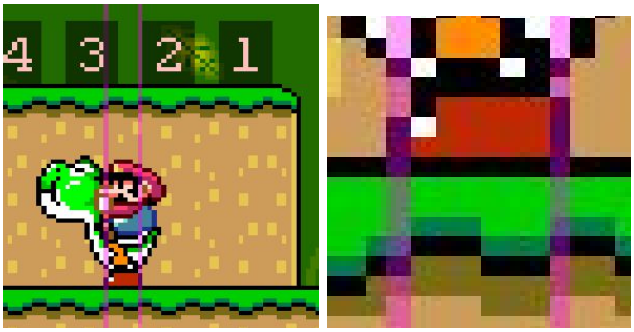


~~Code Injection~~

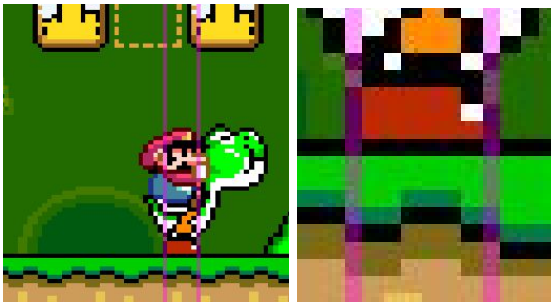
1. ~~Load $F2 with $7F8187~~
    a. ~~81~~



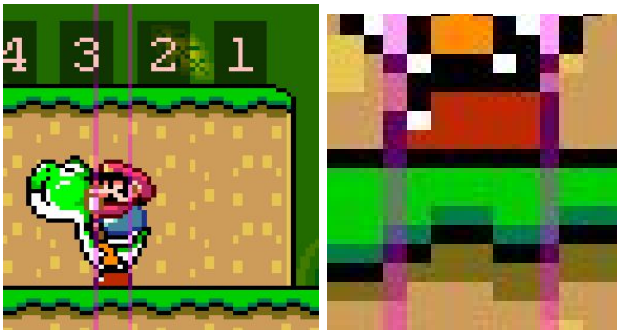
    b. ~~F3~~



    c. ~~87~~



~~d. F2~~



~~2. Multi-Byte Write:~~

~~a. LDA $EC~~

~~b. STA [$F2]~~

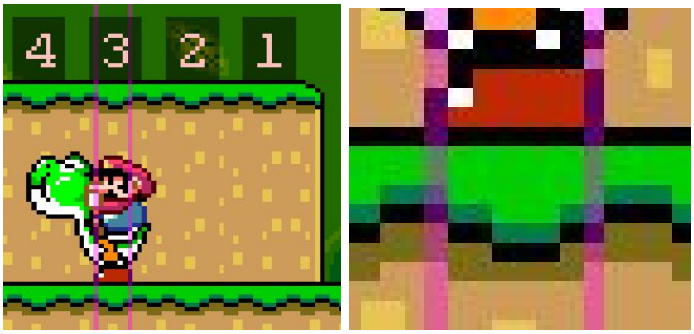
~~c. DEC $F2~~

~~d. RTS~~

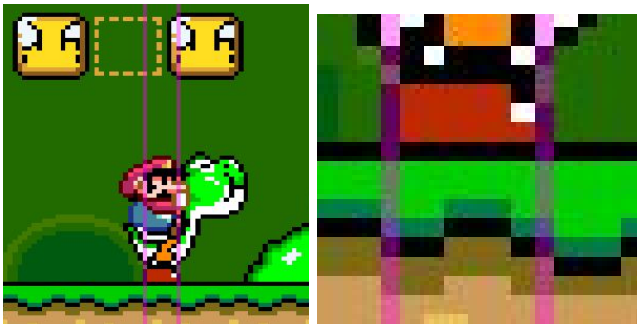
~~e. A5 EC 87 F2 C6 F2 60~~

~~i. A5~~

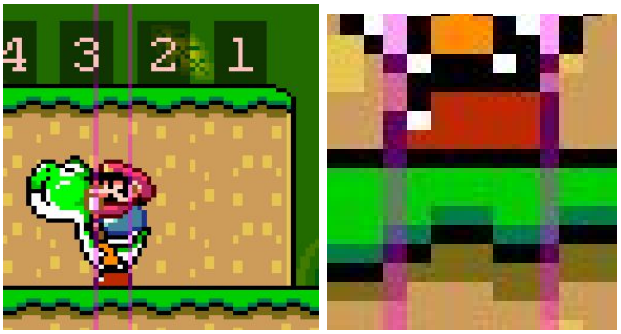
~~ii. EC~~



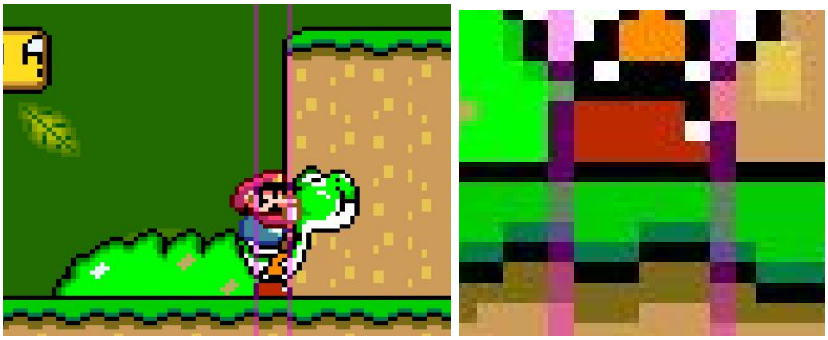
~~iii. 87~~



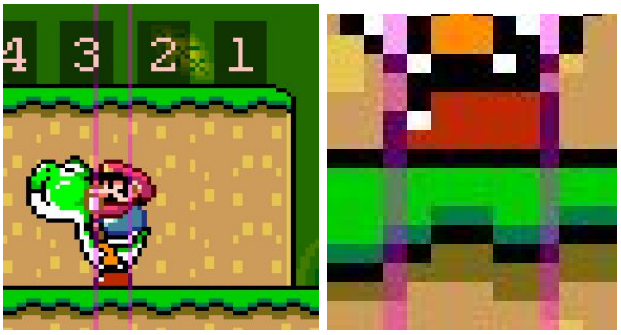
iv. ~~F2~~



v. ~~C6~~



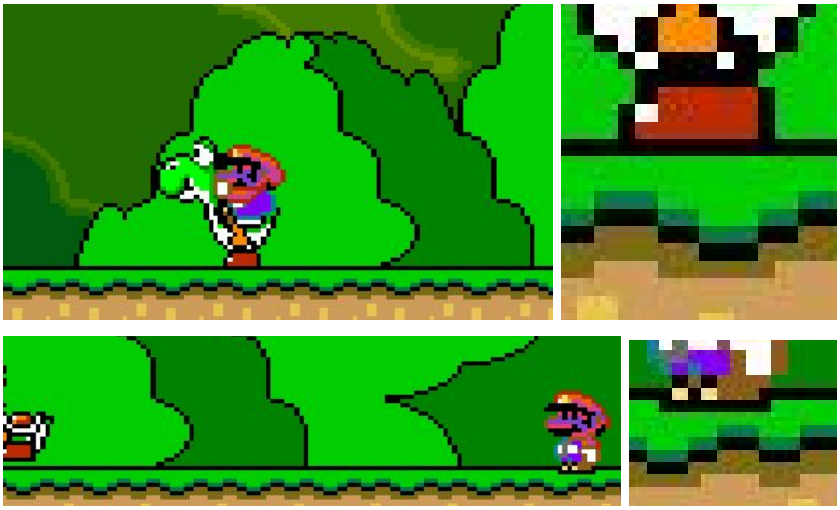
vi. ~~F2~~



vii. ~~60~~

3. Write code at $7F8182:
    a. LDA $94
    b. STA $0DBF
    c. RTL
    d. A5 94 8D BF 0D 6B (facing left)

i. 6B



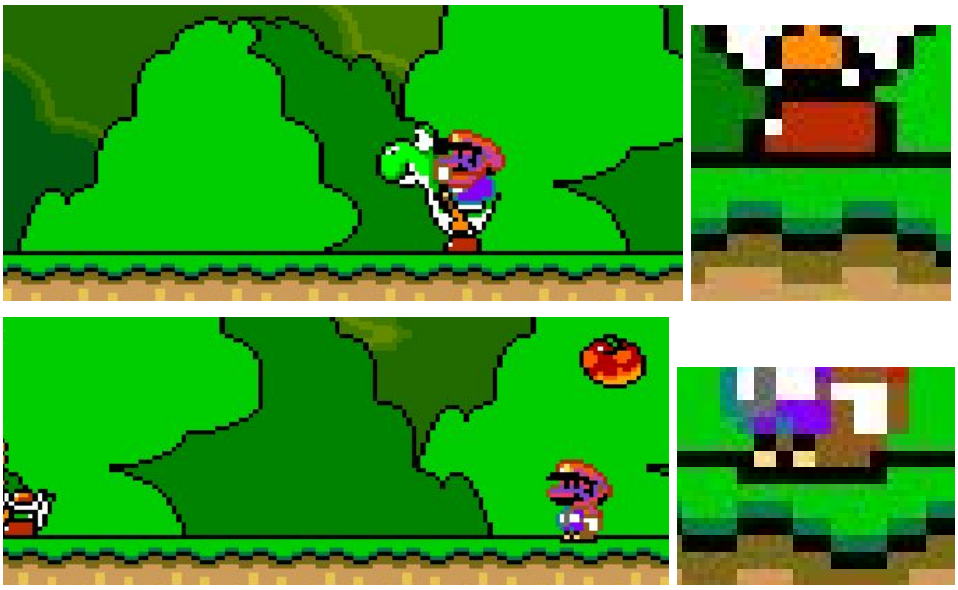
ii. 0D

iii. BF

iv. 8D

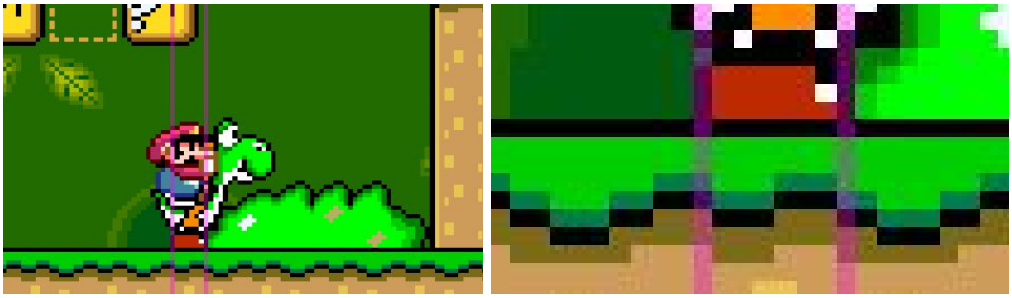
v. 94

vi. A5



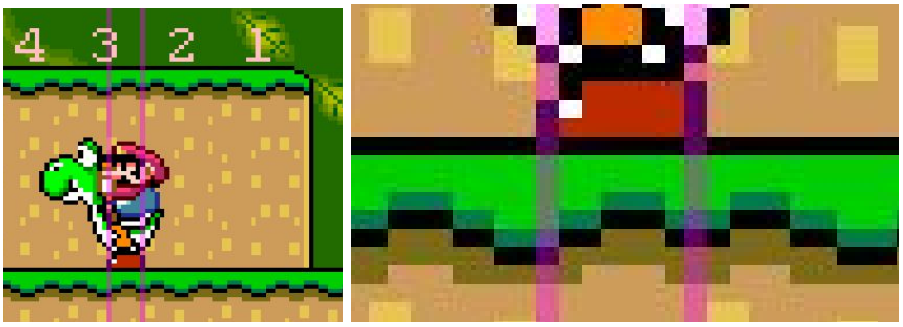
4. Load $F1 with $96 (was previously, erroneously, $97, requiring a fix)
    a. A9 (Coin I7)

    b. 96 (Coin D2)



    c. 85 (Coin B5)

    d. F1 (Coin 03)



    e. 68 68 60 (Coin 86 86 78)
5. Use multi-byte code again to write code at $7F8187
    a. LDX $18
    b. DEC $6C,X
    c. LDX $EC
    d. STX $0F48
    e. BEQ +$7B

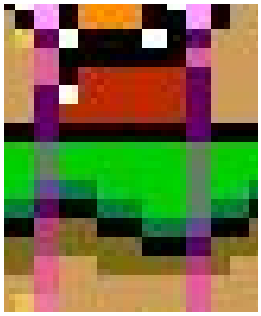
f. STA 7F8201,X
g. RTL
h. A6 18 D6 6C A6 EC 8E 48 0F F0 7B 9F 01 82 7F 6B
Yoshi Pos / Mario Pos (facing left, camera scrolling w/movement)

i.	A9 M4	$6B
ii.	C9 O4	$7F
iii.	D2 O7	$82
iv.	3 B8	$01
v.	G1 20	$9F
vi.	C5 O0	$7B
vii.	O2 A1	$F0
viii.	17 D2	$0F
ix.	74 I9	$48
x.	E4 3	$8E
xi.	N8 97	$EC
xii.	G8 27	$A6
xiii.	B0 M5	$6C
xiv.	L6 75	$D6
xv.	26 E1	$18
xvi.	G8 27	$A6

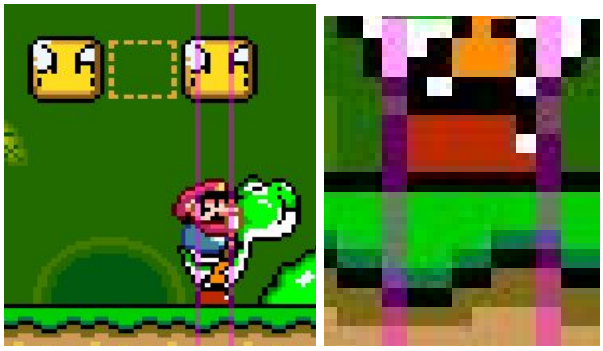
Fixing the Fix (no longer necessary)

~~Write $EA (NOP) to 7F818B~~

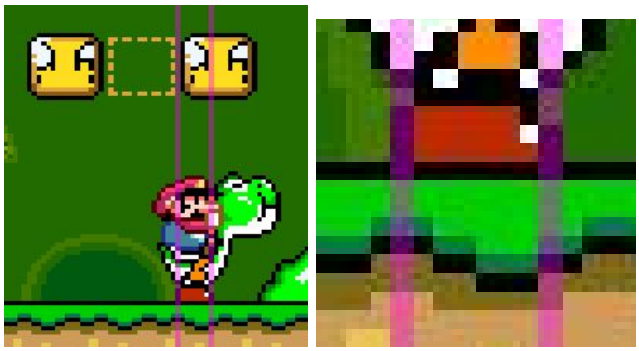
1. ~~89~~
2. ~~EA~~



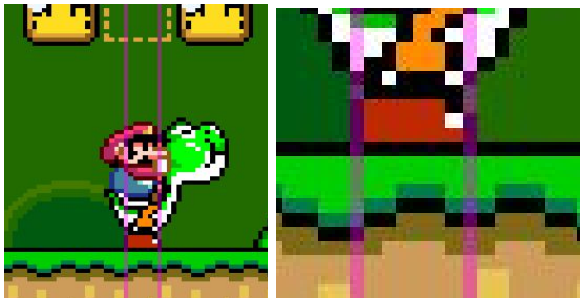
3. ~~8F~~



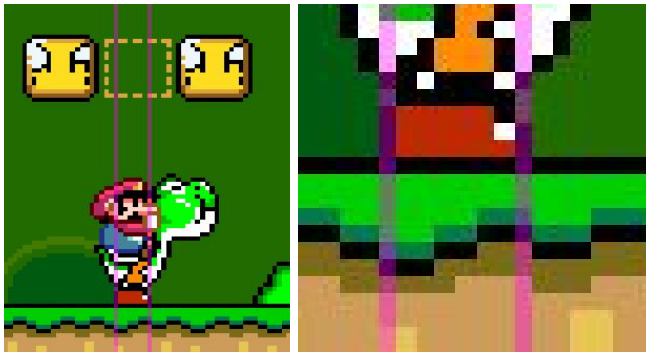
~~4. 8B~~



~~5. 81~~



~~6. 7F~~



~~7. 60~~

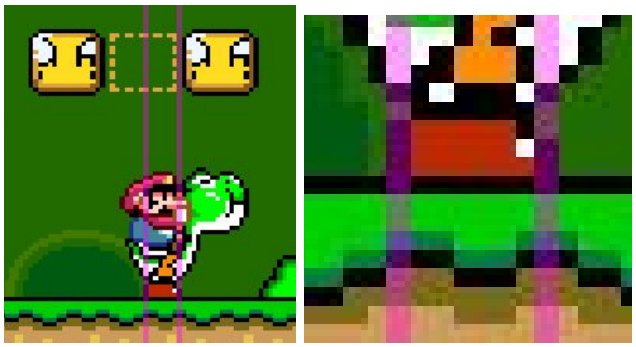
~~Write 8D to 7F8184~~

~~1. 89~~

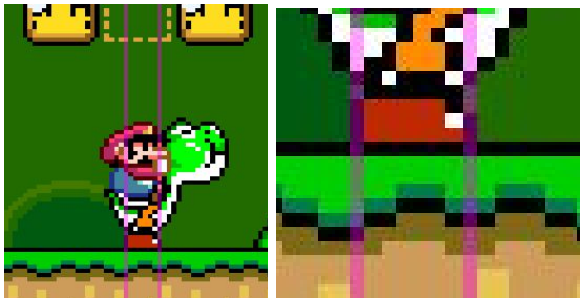
~~2. 8D~~

~~3. 8F~~

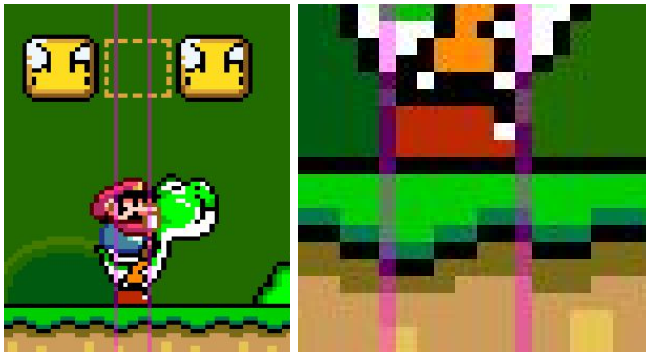
~~4. 84~~



~~5. 81~~



~~6. 7F~~



~~7. 60~~

~~STA $0DBE; RTL~~
~~8D BE 0D 6B~~
~~At index: 15, start writing in reverse order:~~
~~E1 J0 13 A7~~

Hex Editor for Wii U Virtual Console

```
160: 96
159: K2
158: C7
157: D1
156: C9
155: F9
154: K2
153:  4
152:  0
151:  9
150:  3
149: K8
148: P1
147: J6
146: 56
145:  0
144:  9
143:  0
142: 15
141: 41
140: A7
139: C7
138: D5
137: D7
```

136: E3
135: F2
134: 48
133: M6
132: M8
131: 16
130: D6
129: D0
128: E2
127: 32
126: 74
125: 74
124: 74
123: 74
122: A4
121: D0
120: E2
119: 32
118: 72
117: N5
116: 1
115: K8
114: O8
113: J6
112: P4
111: G5
110: 7
109: 48
108: O8
107: J6
106: P3
105: I3
104: 1
103: 1
102: G0
101: H0
100: N5

99: C7
98: D1
97: C7
96: E3
95: 7

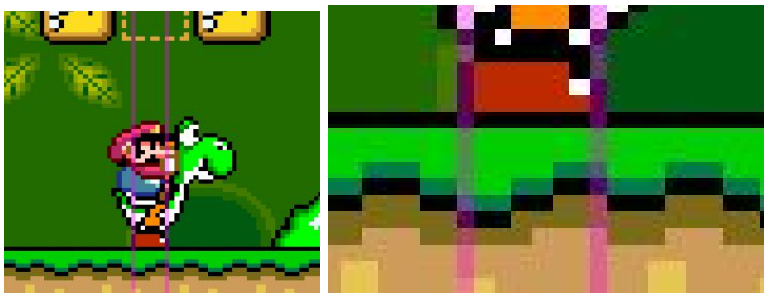
94: 4
93: G9
92: C7
91: D1
90: C5
89: E3
88: 0
87: 80
86: G9
85: 36
84: A0
83: 48
82: J4
81: P3
80: F1
79: 26
78: 26
77: 26
76: 3
75: K8
74: 48
73: M4
72: 23
71: G6
70: 58
69: 1
68: K8
67: 32
66: M4
65: 13
64: O0
63: 16
62: M4
61: 24
60: G6
59: P3
58: I3
57: G8
56: P1
55: E9
54: M3
53: O6
52: N9

```
51: A5
50:  4
49: K8
48:  6
47: J2
46: M3
45: L4
44: 15
43: A5
42:  4
41: K8
40:  2
39: J2
38: M2
37: L4
36: 58
35:  3
34: K8
33: D6
32: M2
31: O6
30: 26
29:  3
28: K8
27: D6
26: 22
25: G4
24: P1
23: G5
22: H0
21: 32
20: 41
19: 21
18: G5
17: O0 (O8)
16: G9 (A0)
15: O9
14: D3
13:  1
12: G9
```

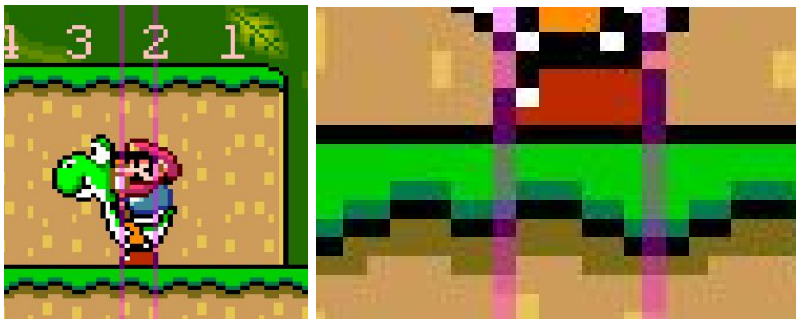
Infinite time:

write $0F to $7F8028
LDA $0F
STA $7F8028
PLA
PLA
RTS

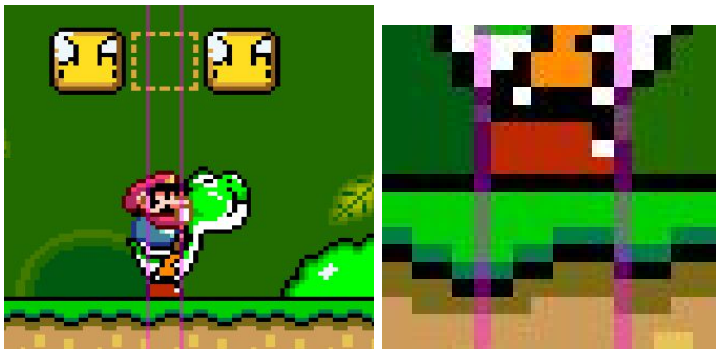
LDA #$7F
STA $F9
A9 7F 85 F9
7F



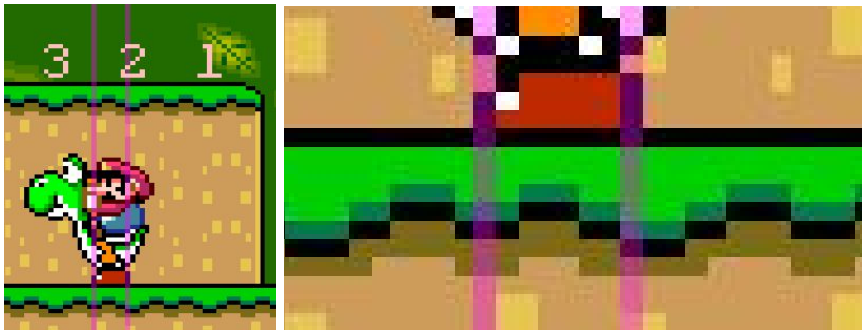
F9



LDA #$80
STA $F8
A9 80 85 F8
80

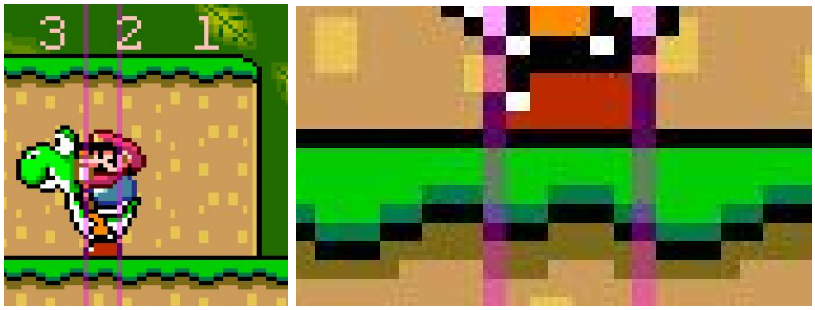


F8

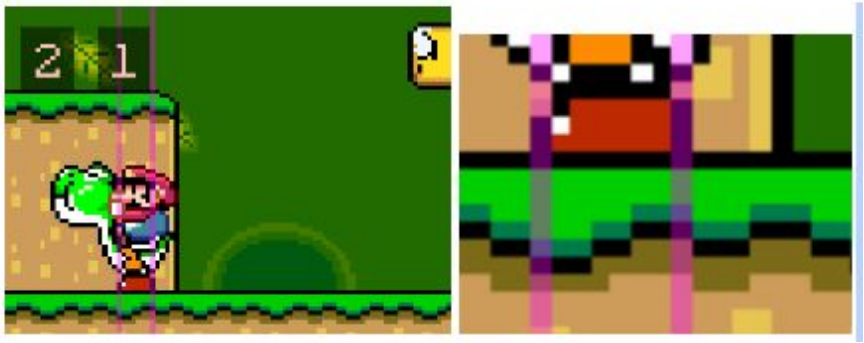


LDA #$28
STA $F7
A9 28 85 F7
28

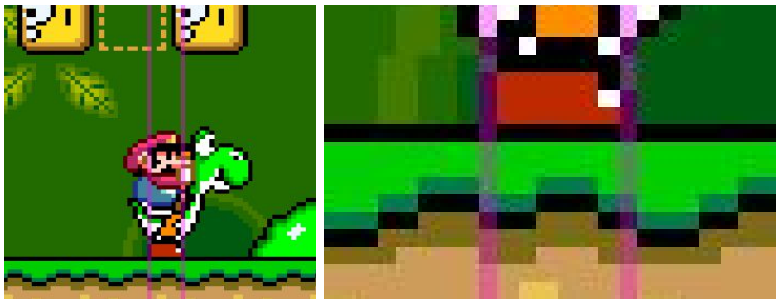
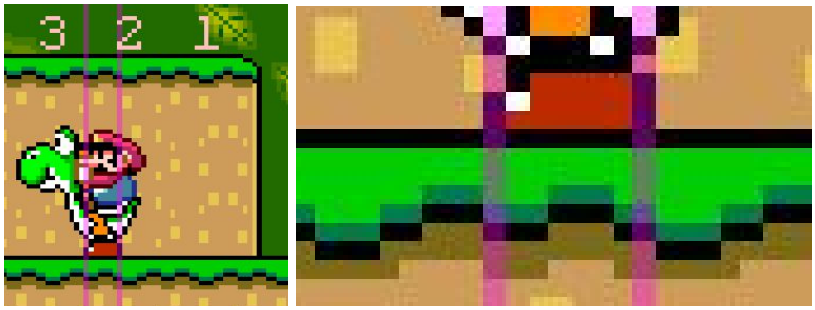
F7



LDA #$0F
STA [$F7]
A9 0F 87 F7
0F



87



F7