

Level Select Improvement Patch

Basic effect can be reproduced by extending US rom to 64 MB with **sm64extend**, then opening in Toads Tool 5.994b and ticking level select option.

Search rom for "teresa" to find the text options, each one is allotted 16 bytes and they are contiguous. There are three stages before Teresa so 48 bytes before it is the first one.

Though some of the original names have V, X, as well as special chars like %, these are not rendered properly. Through testing I'm finding out what characters do and don't render.

- V,X,Z,J,Q + most special characters don't work.

`*' asterisk becomes a gray X

`+' plus becomes coin icon

`-' minus becomes star icon

`,' comma becomes mario face

EX:

0x2A2B2D2C000000000000000000000000 or

*+-,.....

Renders as



Regarding 16 bytes: seems each option might render part of next one.

Example:

*~`!1@2#3\$4%5^6& // bytes of first string

7*8(9)0_-+={[}] //bytes of 2nd string



^^ 7 and onward gets rendered in first string



So, the names are placed 16 bytes apart. HOWEVER, if you fill all 16 bytes (put nonzero character in the last slot) then the game renders the next string along with some graphical glitches.

<COOL COOL MONTAN> goes right up to next string, <SELECT ROOM>

```
.....* E*PUNGED *.....  
* E*PUNGED *.....* REM  
OUED *.....BIG BOOS H  
AUNT..COOL COOL MONTA  
N|SELECT ROOM.....HORR  
OR DUNGEON..SABAKU %  
PYRMD..BATTLE FIELD..
```

Renders as such:



Whereas if you zero the last byte (N in MONTAN):



Level Select Name	Literal Translation	Final Location
1	1:	[Removed]
2	2:	[Removed]
3	3:	[Removed]
4 TERESA OBAKE	4: Boo Apparition	Big Boo's Haunt
5 YYAMA1 % YSLD1	5: Snow Mountain 1 & Snow Slide 1	Cool, Cool Mountain
6 SELECT ROOM	6: Select Room	Inside Peach's Castle
7 HORROR DUNGEON	7: Horror Dungeon	Hazy Maze Cave
8 SABAKU % PYRMD	8: Desert & Pyramid	Shifting Sand Land
9 BATTLE FIELD	9: Battlefield	Bob-omb Battlefield
10 YUKIYAMA2	10: Snow Mountain 2	Snowman's Land
11 POOL KAI	11: Pool Stage	Wet-Dry World
12 WTDG % TINBOUTU	12: Water Dungeon & Submersion	Jolly Roger Bay
13 BIG WORLD	13: Big World	Tiny-Huge Island
14 CLOCK TOWER	14: Clock Tower	Tick Tock Clock
15 RAINBOW CRUISE	15: Rainbow Cruise	Rainbow Ride
16 MAIN MAP	16: Main Map	Outside the Castle
17 EXT1 YOKO SCRL	17: Bonus 1 - Side-Scroller	Bowser in the Dark World
18 EXT7 HORI MINI	18: Bonus 7 - Moat (Mini)	Vanish Cap Under the Moat
19 EXT2 TIKA LAVA	19: Bonus 2 - Basement Lava	Bowser in the Fire Sea
20 EXT9 SUIYOU	20: Bonus 9 - Fish Tank	The Secret Aquarium
21 EXT3 HEAVEN	21: Bonus 3 - Heaven	Bowser in the Sky
22 FIREB1 % INVLC	22: Fire Bubble & In the Volcano	Lethal Lava Land
23 WATER LAND	23: Water Land	Dire, Dire Docks
24 MOUNTAIN	24: Mountain	Whomp's Fortress
25 ENDING	25: Ending	"The End" Image
26 URANIWA	26: Back Garden	Castle Courtyard
27 EXT4 MINI SLID	27: Bonus 4 - Mini Slide	The Princess's Secret Slide
28 IN THE FALL	28: In the Fall	Cavern of the Metal Cap
29 EXT6 MARIO FLY	29: Bonus 6 - Mario Fly	Tower of the Wing Cap
30 KUPPA1	30: Bowser 1	Bowser in the Dark World (Boss)
31 EXT8 BLUE SKY	31: Bonus 8 - Blue Sky	Wing Mario Over the Rainbow
32	32:	[Removed]
33 KUPPA2	33: Bowser 2	Bowser in the Fire Sea (Boss)
34 KUPPA3	34: Bowser 3	Bowser in the Sky (Boss)
35	35:	[Removed]
36 DONKEY % SLID2	36: Monkey & Slide 2	Tall Tall Mountain
37	37:	[Removed]
38	38:	[Removed]