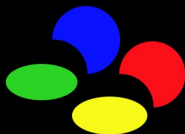


# EVERYONE'S GONE



**INSTRUCTION BOOKLET**



***SUPER NINTENDO***

ENTERTAINMENT SYSTEM



This unofficial seal is your assurance that Nintendo has not reviewed nor assessed this product in any shape or form. Nintendo has not seen, nor heard of this product, apart from the Super Mario World game, on which this romhack is based.

Thank you for selecting the "Everyone's Gone" SMW romhack for your entertainment.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

## TABLE OF CONTENTS

STORY .....	2
CONTROLLER OPERATION .....	3
PLAYING THE GAME .....	4
SAVING YOUR PROGRESS .....	7
GENERAL TIPS .....	8
ADDITIONAL PUZZLE HINTS .....	10



# STORY

“Dear Mario, please come to the castle. I’ve baked a cake for you.”

It seemed like any other invitation. Drawn by the promise of treats, Mario packed his bags and set out for Peach’s castle, nestled at the heart of the Mushroom Kingdom. But when he arrived, something was wrong. The guards were gone. The servants too. A chill clung to the corridors—a slow, creeping cold that seemed to breathe down his neck.

He called out her name, but only his echo answered. Determined to find his princess, Mario pushed deeper into the silent halls. Then—darkness. A blow from behind, and the world fell away.

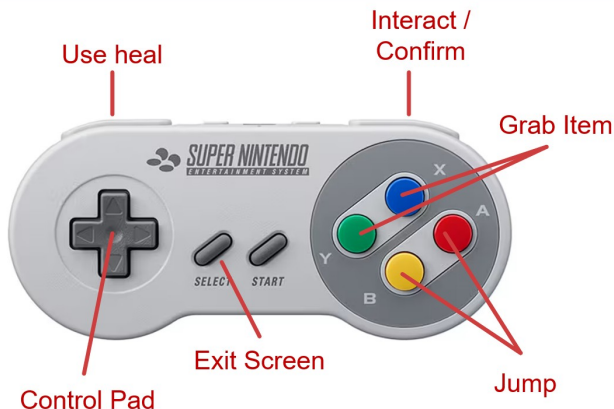
When he awoke, he was no longer in the grand hall but in a small, windowed bedchamber with no door. The only thing that broke the smooth stone wall was a gaping mouth—wet, shuddering, whispering for blood.

Two days bled together. Hunger gnawed. Thirst burned. Through the window, the storm outside blurred strange shapes that drifted through the castle halls: familiar, yet wrong. Desperation clawed at him.

There was no choice left. He had to escape his gilded prison... and face whatever horrors waited beyond.



# CONTROLLER OPERATION



## Control Pad

- Moves Mario on the screen.
- Moves cursor on interaction screens.
- Increase / Decreases counters.

## Grab Item

- Grabs carryable items used in puzzle solving (note: leaving item will result in despawn; you can recover item from its original spawn point).
- Makes Fire Mario throw fireballs.

## Jump

- Makes Mario jump a modest height to gain access and evade enemies.

## Interact / Confirm

- Triggers interactions on applicable items.
- Opens interaction screens on applicable items.
- Confirms selections on interaction and save screens.

## Use Heal

- uses a healshroom to restore health.  
(only if a heal is available)

## Exit Screen

- Leave an Interaction or save screen without triggering a choice.

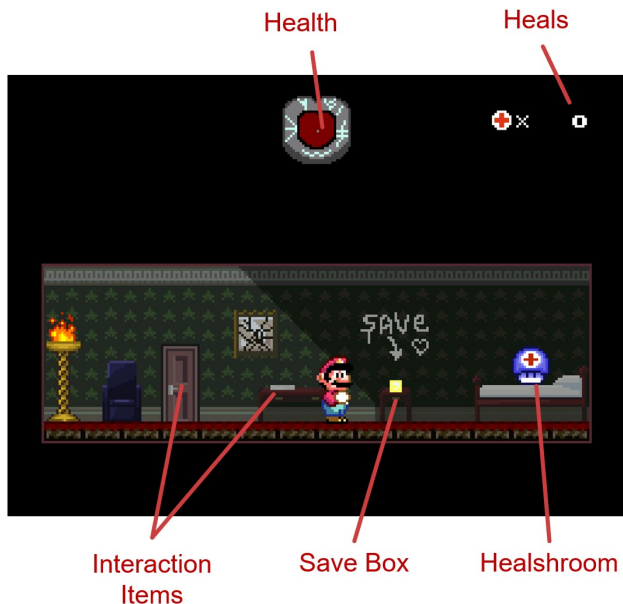
# PLAYING THE GAME

Open the romhack in your preferred emulator or Super Nintendo Entertainment System Hardware. The title screen will appear. Press the START button and Save Slots A, B & C will appear (See page 7 for details).

Use the control pad or SELECT to choose one of the save slots.

The game will begin immediately after.

## Action Screen



Exploration of the castle is key to success. Check for interaction items, such as doors, notes, statues and other conspicuous items, in order to access and solve puzzles.

At times, Mario will encounter doors locked with certain keys. The key required will be denoted by a lantern. Once the key is acquired, this lantern will light up, signifying that it can now be opened.

## Health Bar

Once acquired, a pendant will show Mario's life bar. When this is depleted, your game is over.

You will lose health and/or Die if:

- You are attacked by an enemy. How much health lost depends on the enemy.
- You fall victim to one of the castle's traps

To recover health, Mario can use a Healshroom. This will restore 4 segments per use (half the health bar). Each healshroom is worth x3 heals. You can carry as many heals as you acquire, and use them at any time. You cannot use a heal if already at full health.

When attacked, Mario will flash and enter Flee Mode. This gives a short period of time where Mario is invincible from other attacks. Use this time wisely, and escape!

## Interaction Screens

Some items upon interacting will open an interaction screen. In most cases, you can exit this screen without changing anything by pressing SELECT.

Interaction screens come in two forms:

- Notes, in which information regarding the trials and thoughts of the castle's denizens are revealed to Mario (as well as puzzle clues).

- Player input, in which the player may input choices or values with a hand cursor, and use the R button to confirm.

## SAVING YOUR PROGRESS

Dotted about the castle are saveboxes. These can often be found in safe rooms, in which Mario can rest from the castle's terrors, if only for a moment.

When you interact with a savebox, you will be given the option to save into either slot A, B or C. These slots can be loaded from the title screen upon booting the game.

Saving the game will save all current progress, including progress on puzzles, current health and remaining heals. Upon loading the save, you will return to the same place where the savebox was used.

When all three save slots have been used, you can delete the data in one of the slots by selecting "Delete Save" at the title screen. Be certain when doing so, for once a save is deleted, it cannot be recovered!





# GENERAL TIPS

The castle is vast and dangerous. If Mario is to survive this nightmare, you best have your wits about you. Here are some general tips that may serve you in your endeavor.

## Exploration Is Key

Check everything that looks odd. The castle full of puzzles, locks and mystery, and some places may need a second visit. If you get lost, use a central point to re-orientate yourself, such as an elevator shaft...

## Discretion Is The Better Part Of Valour

The shadows teem with nightmares. These monsters cannot be harmed and seem intent to wreck havoc upon the world. Approach the darkness with caution, and consider your surroundings. Sometimes just running away is not an option. Luckily, Mario is known for a little jumping...

## Save, Save And Save

No-one knows what could be around that next corner. Save often, and use more than one slot. Unsure on where to go? Save to another slot and explore. If things go south, you can return to an older slot with more resources and better knowledge.

# **ADDITIONAL PUZZLE HINTS (BIG SPOILERS)**

## Wall Mouth

The maw requests something numeral, a four-digit code. Can a word be translated to numbers?

## 3F Keycode

Mathematical problems are the worst. At least two of the four digits are written down somewhere...

## Four bowls

It seems to be indicating to some drinkable bowls. Four colors -- which ones are safe?

## The Golden Shell

This is a famous tale about a knight's journey. It's not long, only in three parts... Maybe it has some relevance to a room here?

## Five Reflect On Their Crimes

Two rooms, two ropes. How are they linked... and to whom is innocence?

## Sparrow's Run

Many birds... and a direction needed. Could their pictures on the wall be relevant?

