

Kid Icarus Editor for Windows

Ver 0.2

By David Senabre Albuje. July 2006

I just want to give a quick help for those not familiarized with a level editor, and help all of you to understand how to do things (as some buttons purpose may be unclear).

Quick help

First, you need to get a NES Kid Icarus ROM.

I do not and will not provide it. Remember that you are only allowed to own a ROM file if you own the original cartridge, or, else, you can download it anywhere, but keep it for 24 hours only.

Once you have the ROM, you should place it in the same directory as the editor's exe file, and make sure the ROM's filename is 'KIDICAR.NES'.

Main Interface



Using this interface, you can go through all levels, as well as viewing tiles, macros and structures for each one.

Just select world and level. Remember that world 4 is a single level world, thus, levels 2 and up are not available.

Also, if you select fortress level, you are not allowed to choose world 4, as there's no fortress.

Macros and structures for each level show its real palette colours. But tile viewer does not. It uses a palette that I defined, and it just lets you see how does pattern table llok for that particular level, or in other words, which tiles are in use during that level, for backgrounds.

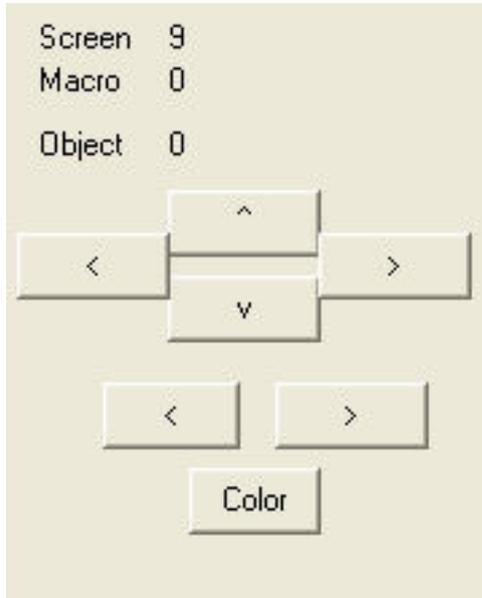
Screens

For each level screen, you can edit several things.

- Objects: Edit screen structures (move, change structure or palette).
- Screen: Edit which screen should go at that level position.
- Enemies: Edit which enemies will be appearing there.



Screen structure editing



When you select “Objects”, this interface will show up.

First level screen, is screen 1. Then, it goes up to the last level screen, whose number depends on the particular level (they have different lengths).

Selecting structures is very easy. Just click on them. Object label will show you the position that selected structures has in the drawing list. That means that object 5 is drawn after object 2, and thus, if drawn on top of it, only the higher object will be visible.

The 4 arrow grouped buttons are used to move the structure

The 2 arrow grouped buttons are used to change the structure.

The “Color” button is used to change structure palette. There’d be 4 different palettes.

Enemies

Except for Reapers, you are not allow you give the exact position where enemies will be created. You just bound enemies to screens. So, when Pit enters that screen area, the enmies will appear. The game uses different strategies to place each kind of enemies.



There’re 3 groups of enemies. All enemies in the game fall inside one of this groups. You cannot place more than one enemy of the same group. The top box is for one of them.

The bottom box is for another.

Then, there’re 2 buttons for reapers placing.

Left arrow, removes enemies of that group.

Right arrow is used to select an enemy of that group, to be present in the screen.

Remember to press apply button after changing anything from this interface.

Reapers

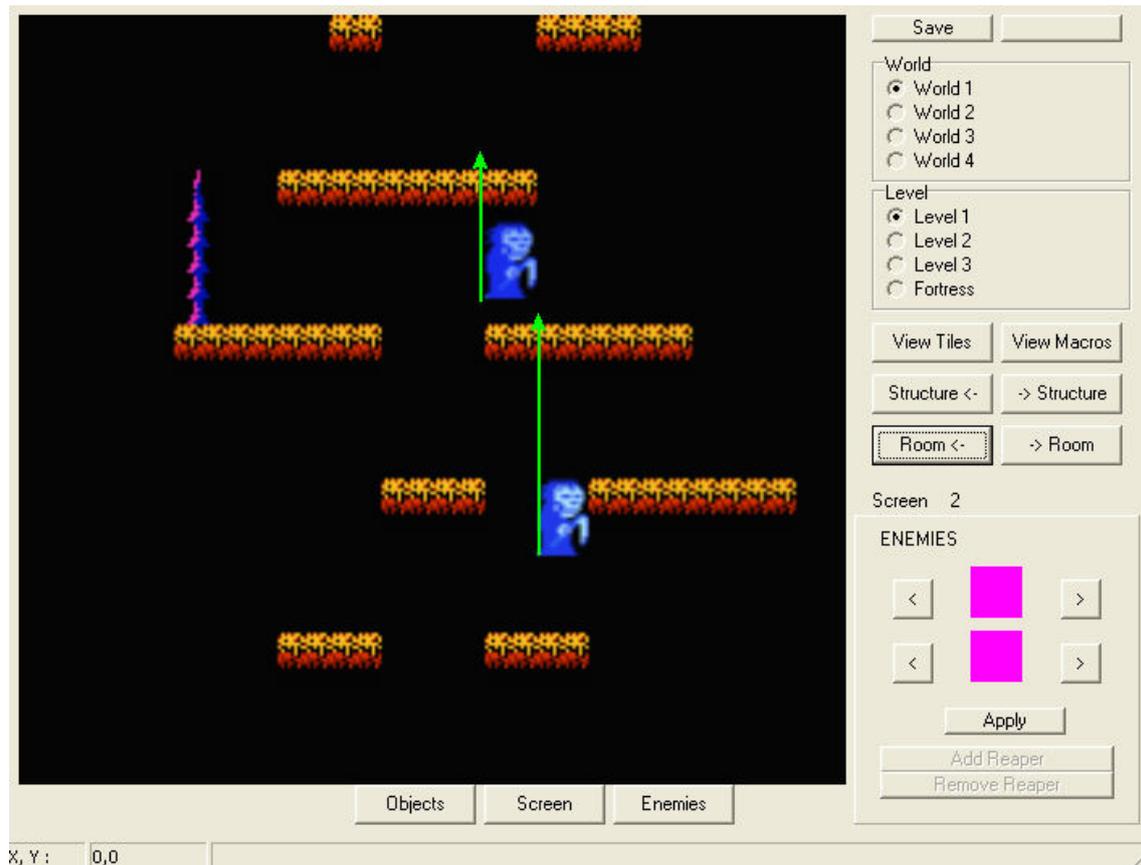
Reapers are so easy to edit.

If there're no reaper in the screen, just click on the position you want it to be, and press "Add Reaper".

There can be only 2 Reapers in the same room.

If you want to remove a Reaper, just click on it, and press "Remove Reaper".

You should place Reapers this way:



The game always places Reapers in the first platform it find on top of the Reaper. In this example, they will be apparar on top of the platforms pointed by the green arrows.

Save!

When you finish editing the game, click on save button on the top of the windows.

Conclusion

I'm still working. I want to add items, mobile platforms and doors, editing functions.

I hope you enjoy the editor!