

# CHINESE BK LAND

**INSTRUCTION BOOKLET**

- CONTAINS SPOILERS -

rezephos 2018 - 2019

*This official seal is your assurance that [redacted] has not reviewed this product and that it has not met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your [redacted] Entertainment System*



# Thanks for selecting the Chinese Beekaay Land™ Game Pak for your [redacted] Entertainment System.®

Please read this instruction booklet, but probably not until after you beat the game, as it is more related to the origins of each level, and contains many spoilers.

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## PRECAUTIONS

- 1) This is a high precision Game Pak. It should not be stored in places that your cat, seal, or ferret can reach. Never hit or throw it across the room. Do not shatter it into pieces.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may free your sou-, er, may damage the Game Pak and/or the Control Deck
- 3) Do not clean - ever.
- 4) Store the Game Pak in your off-shore vault for protection when not in use.
- 5) Always be sure to clean connectors daily. Submerge them completely in a vat of ice water. It must be submerged completely, not partially. All the way.

**Note:** In the interest of product improvement, [redacted] Entertainment System specification and design are subject to change without notice.

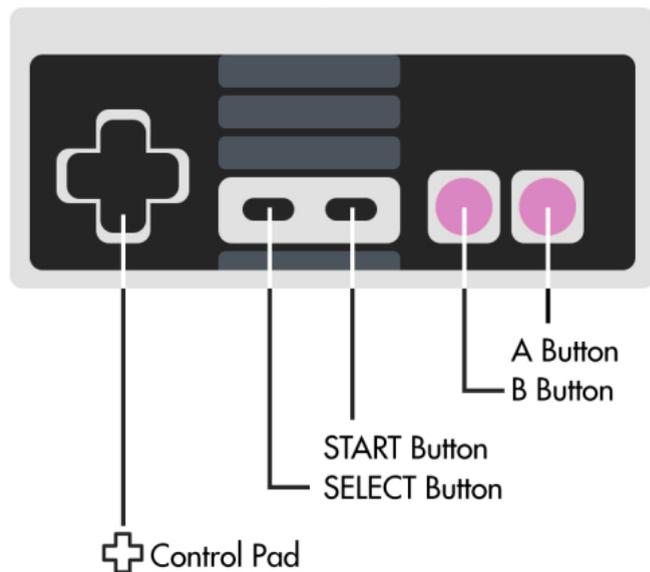
# Story

Many many years after the events of Mario and Luigi's adventures in Dinosaur Land, a completely unrelated adventure took place in a world that looked sort of like Dinosaur Land but not really. Our hero, BK with some amount of A's, arrived home to his poorly drawn and pixelated house one evening after his daily run to find that his cat, Nibble, had been taken. Since there was only one other person who lived nearby - Lemmy - BK knew that he had to be the culprit. BK grabbed his Super Mario fursuit, dashed out the door, and began his adventure to rescue his cat.

# Controller Operation

For the 1 player game use controller 1  
For the 2 player game use controllers 1 and 2

## Controller 1 / Controller 2



### START Button

- Pauses the game.
- Enters selections.

### SELECT Button

- Exits current level when paused.
- Activates reserve item.

## +Control Pad

### Up

- BK can enter a door.
- If you press the A Button at the same time, BK can perform a spin jump or dismount Yoshi.

### Down

- BK can squat.
- BK can enter some pipes.
- If you press the A Button at the same time, BK can perform a low jump.

### Left and Right

- BK can walk to the left and right.
- Keep flight when pressed repeatedly.

### A Button

- Makes BK jump or fly.

### B Button

- Makes BK accelerate.
- Makes Caped BK spin.
- Makes Fire BK throw fireballs.

## **CAUTION! THE FOLLOWING**

**Each page will list the original game**

Consider entering and/or completing

## **PAGES CONTAIN SPOILERS**

**and creator of every level in the hack**

a level before moving to the next page

# Level 1

## Nibble's Garden

Original Hack

Return to Dinosaur Land

Original Level

Yoshi's Island 1

Original Author

RAGB

I wanted something super simple to start out the hack, so I went through a couple 'classic' SMW hacks, and decided to do an early level from one of the most well known easy vanilla hacks.



# Level 2

## GeePM's Driveway

Original Hack

J.U.M.P.

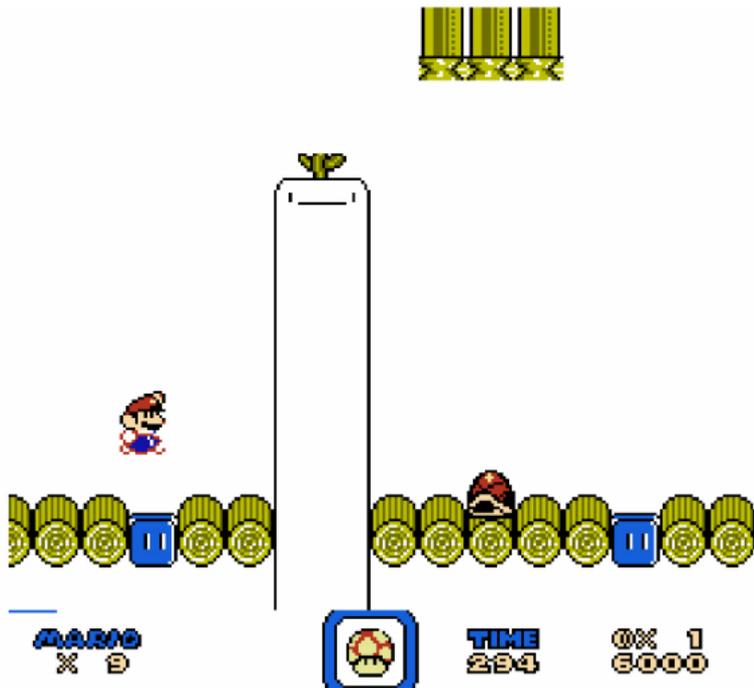
Original Level

Manky Bridge

Original Author

morsel

This was one of my favorite levels to put together, mainly due to how well I was able to make the custom aesthetics. I didn't know until after making the hack that YY-CHR was simple to use for NES games.



# Level 3

## Untitled Bad Level

Original Hack

Kaizo 1

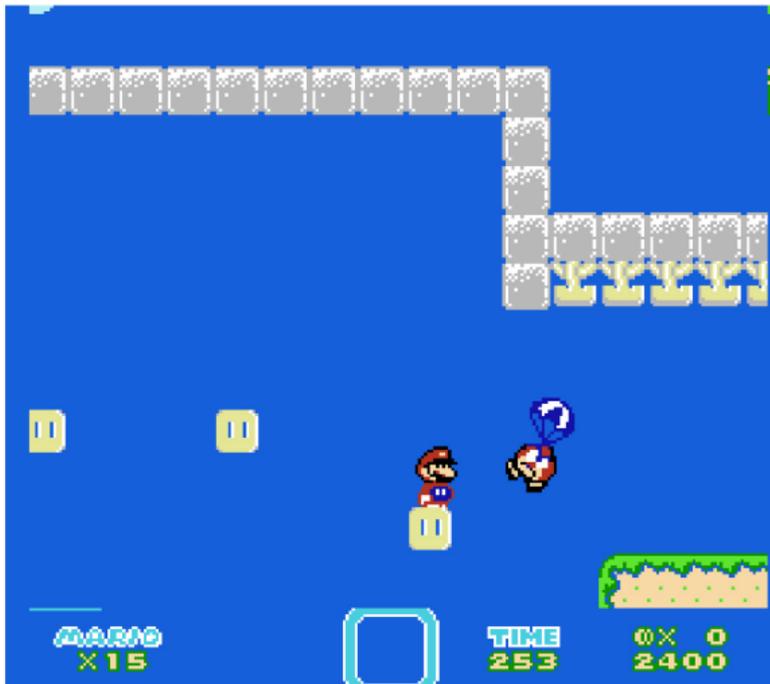
Original Level

Akihabara

Original Author

T. Takemoto

This was the first level I made. I thought about removing it several times, but others convinced me to keep it in. Sorry, it's totally on them now. Just know that i spent a billion years adding the background.



# Level 4

## a regular fortress

Original Hack

J.U.M.P.

Original Level

Fortress of the Giant Monsters

Original Author

Daizo

These custom-made sideways spikes are perfect and there is nothing you can do to convince me to make 'better' ones using YY-CHR. Also, just imagine the yellow bricks are grass for me, ok?



# Level 5

## why

### Original Hack

Storks & Apes & Crocodiles

### Original Level

Storks Level 4

### Original Author

morsel

Apparently a screenshot of this level spread throughout the community, with no clear explanation of its origin. I found this amusing. No, there will not be a, 'Chinese Storks.' I respect dothefourth.



# Level 6

## how long do snails sleep

Original Hack

Y.U.M.P.

Original Level

how long do snails sleep

Original Author

lazy

The development of this level originated when I tried to make the urchin autoscroller from Hyper 6 and discovered they are broken as hell. The floor tile also slows you down, and kills you if you jump.



# Level 7

## Nondescript Apartment

Original Hack

Volpey's Friend

Original Level

Volpey's House

Original Author

Pogyo

I think someone asked me if there was going to be a cape level, so I played around with it and thought about what could work. It wasn't going to work 1:1, so I improvised using epic Chinese tech I found.



# Level 8

## Staying in the Past

Original Hack

J.U.M.P.

Original Level

Back to the Future!

Original Author

Daizo

As soon as I found a tile that quickly pushed Mario to the right, I started making this level. It was a perfect fit, and turned out just how I wanted it to. The amount of glitches present is hilarious to play with.



# Level 9

## "super" Slope Muncher (chinese)

Original Hack

Super Slope Muncher

Original Level

Slopey Work

Original Author

Linkdeadx2

There's like one, maybe two levels in the game with slopes as a tile option. I improvised for the rightwards slope. It had to be done. A perfect fit, if you ask me.



# Level 10

## The Unethical Pool

Original Hack

J.U.M.P.

Original Level

The Lava Gap

Original Author

Jolpengammler

This level was a pain to get working, as the timer platform just crashes the game when placed in certain initial coordinates. They were my answer to SMW's skull platform, and they work pretty well.



# Level 11

## The Silver Diner

Original Hack

J.U.M.P.

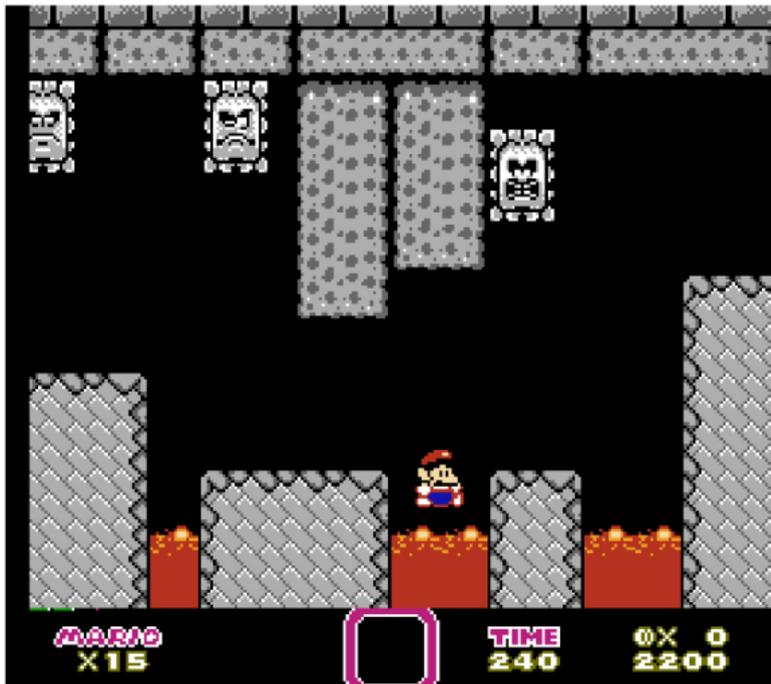
Original Level

The Depraved Stronghold

Original Author

Jolpengammler

The final level, I think. Bowser was even supposed to be here - a fact that forced me to create a secret shortcut to the end of the level, because *apparently* you can't use a midway here. Try and find it!



# Level 12

## Fine Dining

Original Hack

J.U.M.P.

Original Level

Palatable Perturbation

Original Author

Jolpengammler

I had the idea for this from the very beginning. I asked over 10 NES assembly coders if they would be able to assist me with what had to be done. Dtothefourth was essential to making this hack possible.



# Special Thanks - Dtothefourth

This dude helped me a ton. "Hey, I have this shitty NES bootleg and I have 1 edit request, do you think you could look into it?" "Hey, there's actually a couples issues it caused, could those be fixed?" "All of a sudden, the game crashes if you take damage, I think I broke something." "Hey, I've got one more request for you actually, this would be sick." "Sorry, but I've got something else that needs fixing now..." "Ok actually last edit for real totally this time, thank you so much." This hack would not be possible without him. Please follow him on Twitter and support him on Patreon. (@dtothefourth,/dtothefourth)

# Myself086, Dotsarecool,

**Myself086** - I believe BeeKaay himself commissioned the Chinese SMW editor from Myself086. Throughout the creation of the hack, he would help me with any issues I encountered with the editor, and even implemented a couple of new features for me - a title screen importer, an overworld editor, a music selector, etc. Thank you!

**Dotsarecool** - I really really didn't want to go through the hassle of designing an overworld, and dots just said he would do it for me. Hell yeah. Thanks, gamer.

**Sten, Umari0** - They helped proofread this manual!





