



Readme

The Hello Mario Engine is an open source engine for Game Maker Studio containing features from a variety of different 2D Mario games. This engine features tons of different powerups, over a hundred different enemies, and much, much more!

Controls

SHIFT/X	Jump/Enter Level/Menu Selection
SHIFT+UP/X+UP	Spin Jump
CONTROL/Z	Run/Pick Things Up
ARROW KEYS	Move/Duck/Slide Down Slopes
SPACE BAR	Reserve Item/Map Inventory
ENTER	Pause/Unpause
ALT+R	Restart Game
ALT+ENTER	Full Screen
ALT+F4	Quit Game
ALT+1	Turn Off Filtering
ALT+2	Turn On HQ2X Filtering
ALT+3	Turn On HQ4X Filtering
ALT+V	VSync

Credits

Hello Mario Engine	Hello Fangaming
SMW Enemy Sprites	Icegoom
Bomb & Ninja Mario Sprites	Guinea
Bee Mario Sprites	SLB12
Shell Mario Sprites	Del
Penguin & Propeller Mario Sprites	Shikaternia
Boomerang Mario Sprites	Dynamo128
Mario Series	Nintendo