

SNES Hacking for Absolute Beginners

Introduction

This is a SNES hacking guide for absolute beginners. If you have never made a ROMhack in your life, this will make things digestible even to those who have little programming experience.

What this guide will teach:

- Swapping sprites for NPCs, enemies, and most prominently, player characters.
- Related to the above, tile swapping and some background swapping is viable.
- Palette swapping.
- Switching transparency.
- Changing a game's main script.
- Changing tertiary fonts.
- Changing values such as health points, jump height, and lives count.
- Releasing patches.
- Swapping music.
- A few bonuses.

What this guide will not teach:

- Reprogramming controllers.
- Completely changing a game's physics.
- Easily creating new levels.
- Replacing music in a ROM.
- Expanding a ROM to add vastly more text into a game.
- Black magic.