**BS Zelda Map 2 MSU-1 patch (bsnes, higan and sd2snes support)**

Patch created by Conn, special thanks to mwreichelt for the template (enabled sd2snes compatibility), Ikari\_01 for coding support, byuu, TheRetromancer, EmuandCo, qwertmode, SePH, etc. for tipps, playtesting and debugging!

**Imprtant note:** this patch works only on

* The official version <http://bszelda.zeldalegends.net/bs1m2zips/pbszeldam2.zip>

**Scratcher, SmashManiac and Colines made some nice pcm files of the original broadcasts (based upon the work from DJ Emergency and FirebrandX, find the pcm and video files here:**

<https://drive.google.com/file/d/1V9aQzHpoL0MeKkA7RdYruu5mBhbZuUI5/view?usp=sharing>

The bszelda\_map2.msu contains the video data. If you are not going to use a video (by applying the optional patch) you nevertheless need to have a file bszelda\_map2.msu with 0 kb size in all systems (higan, bsnes and sd2snes).

**Optional patches (subfolder)**

*- restore\_waitsigntext.ips*: You can also restore the waitsign texts with “restore waitsigntext.ips” (but better is to listen to the msu).

*- m2\_small\_jap\_ws.ips*: This will restore the translated "WAIT" in the waitsign textboxes to original but smaller japanese letters (big letters are only possible in japanese version (without translation patch)

*- m2\_org\_titlescreen.ips*: (video version only). This refers to the title screen with the torch and Zelda saying "I am princess Zelda, I am trapped...". We use this title screen in the non-msu restoration patch, as it is original. However when you play the msu version with video you have this screen already shown in the video. So instead having it twice, I chose to show MottZilla's titlescreen with the scrolling item list and such instead.   
This patch only reverses MottZilla's title screen with that slide again.

*- disable\_video\_m2.ips* restores the slides and original title screen

*- map1\_title.ips*: (video version only). This will write map1 into the title screen if you play with the restoration\_m2\_m1data.zip (play technical map2 rom with map1 overworld/dungeon data)

- *remove\_va\_credits.ips:* removes the voice acting credits slide

**Bsnes/Snes9x tutorial:**

1. download bsnes v70 or later (114, plus whatever) or snes9x 1.55 or later

2. apply m2\_msu\_video.ips to your official map2 (bszelda\_map2.smc)

3. make a new folder (msu or whatever)

4. copy the  patched bszelda\_map2.smc into this folder

5. copy bszelda\_map2.xml xml from " compatibility\_files " subfolder into this folder

6. copy Scratcher's pcm/video files from the link given above in this folder(bszelda\_map2-x.pcm (music tracks) and bszelda\_map2.msu (vidoe file) into this folder.

7. Ensure (1) Settings->Emulation Speed -> Hook at sync Audio, NO! hook at sync Video.

(2) Settings -> Configuration->Audio->Volume is 100%

8. Optional: Choose an ending track (read below the notes at theme list)

**Higan tutorial:**

1. apply m2\_msu\_video.ips to your official map2 (bszelda\_map2.smc)

2. import this game in higan

3. go into the folder %USERPROFILE%\Emulation\Super Famicom\bszelda\_map2.sfc in Windows Explorer

4. until higan v.95: replace the existing manifest.bml with the manifest.bml from the subfolder "compatibility\_files "

higan v96 and later: just copy the manifest.bml from the subfolder "compatibility\_files " into this folder

5. copy Scratcher's pcm/video files from the link given above in this folder(bszelda\_map2-x.pcm (music tracks) and bszelda\_map2.msu (vidoe file) into this folder.

6. Ensure (1) Settings-> Hook at sync Audio, NO! hook at sync Video (video sync is only selectable until v0.99, it is safer to disable it. Only fast computers can handle video sync.)

(2) Settings -> Configuration->Audio->Volume is 100%

(3) Settings -> Configuration -> Advanced -> Audio: XAudio2 (other

settings may cause desyncs of 3 seconds, at least in one testplay in higan v101)

7. Optional: Choose an ending track (read below the notes at theme list)

**Sd2snes tutorial:**

1. apply m2\_msu\_video.ips to your official map2 (bszelda\_map2.smc)

2. **Firmware v0.1.7 ff (prior versions need to be updated!):** choose Configuration-> Chip Options and set the msu1 boost to +12dBFS

3. move your patched ROM on your SD card in a folder someplace (e.g., 'MSU BS Zelda map2')

4. copy Scratcher's pcm/video files from the link given above in this folder(bszelda\_map2-x.pcm (music tracks) and bszelda\_map2.msu (vidoe file) into this folder.

5. Optional: Choose an ending track (read below the notes at theme list)

**Important note:**

Problems with saving is a known issue with MSU-1 enhanced games on the SD2SNES.The game **saves only** with this technique your progress: In order to save permanently, you'll need to save either at the end of a week or at the save screen by pressing select and then start. Then either press **L+R+Select+X** or press and hold the reset button on your console long enough so that it resets to the SD2SNES main menu.

**Theme list**

bszelda\_map2.msu (video file)

bszelda\_map2-1.pcm (plays during video)

bszelda\_map2-2.pcm (plays during week1)

bszelda\_map2-3.pcm (plays during week2)

bszelda\_map2-4.pcm (plays during week3)

bszelda\_map2-5.pcm (plays during week4)

bszelda\_map2-6.pcm (plays during end week1)

bszelda\_map2-7.pcm (plays during end week2)

bszelda\_map2-8.pcm (plays during end week3)

bszelda\_map2-9.pcm (plays during good end week4)

bszelda\_map2-10.pcm (plays during bad end week4)

bszelda\_map2-11.pcm (plays during good end credits week4)

bszelda\_map2-12.pcm (plays during good end credits week4)

bszelda\_map2-13.pcm (plays during intro screens)

Note: you have three bad ending possibilities

bszelda\_map2-10.pcm (default, with fan made Ganon's triumph)

bszelda\_map2-10a.pcm (original, same as good end)

bszelda\_map2-10b.pcm (mute only)

To enable track a or b, just:

- delete default bszelda\_map2-10.pcm

- rename bszelda\_map2-10a.pcm ~or~ bszelda\_map2-10b.pcm to bszelda\_map2-10.pcm