**BS Zelda Ancient Stone Tablets 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 patches work only on the official versions:

* Week 1: <http://bszelda.zeldalegends.net/sekibanzips/ast1.zip>
* Week 2: <http://bszelda.zeldalegends.net/sekibanzips/ast2.zip>
* Week 3: <http://bszelda.zeldalegends.net/sekibanzips/ast3.zip>
* Week 4: <http://bszelda.zeldalegends.net/sekibanzips/ast4.zip>

**Conn, Trovsky and Scratcher made some nice pcm files of the original broadcasts (based upon the work from DJ Emergency and FirebrandX. There are two sets to download:**

- original spc: this resembles the original broadcast. It is a mix of Koji Kondo's orchestrated CD 1, and the SPC themes from CD 2

- full orchestrated: all SPC themes from CD 2 have been replaced by remastered orchestrated themes

**Coose your desired set yourself, you can find the pcm and video files here:**

<https://drive.google.com/open?id=0B68bmgtrAXQAeTZGUXRObmNsdUU>

**Mirror:**

<https://my.pcloud.com/publink/show?code=kZmWPDZ5zttbwlX6VYMhMUNlkvScViIFy7k>

**Optional patches (subfolder)**

- *w#\_disable\_video.ips* disables the default on video (the slide show is played instead).

*- w#\_enable\_sublines* will re-enable the sublines of the spoken texts in original broadcast (switched off by default as this will replaced by voice acting) . The ending is shown as slides with text.

- *w4\_restore\_original\_credits.ips* restores the original japanese VA actors.

**snes9x 1.55 (ff) and Bsnes tutorial:**

1. copy bsnes v.70 to your hard disc from <http://bszelda.zeldalegends.net/stuff/Con/bsnes_v070.zip>

2. apply ast\_w#\_msu1.ips to your bszelda\_ast#.smc (where # is the specific week)

3. make a new folder (msu or whatever)

4. copy the  patched bszelda\_ast#.smc into this folder

5. copy bszelda\_ast#.xml into this folder (find it in subfolder "comatibility\_files -> w#")

6. copy the files by Conn (link given above) into this folder (bszelda\_ast#-x.pcm (music tracks) and bszelda\_ast#.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 at 100%

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

**Higan tutorial:**

**Important note:**

Higan saves the srm into the game's folder to be able to transfer your progress into further weeks, you cannot rename the srm as in other emulation systems, but navigate into. e.g. week 1:

%USERPROFILE%\Emulation\Super Famicom\bszelda\_ast**1**.sfc

copy the file "*save.ram*" and overwrite with it the existing one in

%USERPROFILE%\Emulation\Super Famicom\bszelda\_ast**2**.sfc

(just as you do with the bml file). Further weeks work accordingly. Also note that you first need to

import the game so that the folder \bszelda\_ast**#**.sfc is created!

**Higan:**

1. apply ast\_w**#**\_msu1.ips to your bszelda\_ast**#**.smc (where **#** is the specific week)

2. import this game in higan

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

4. until higan v.95: replace the existing manifest.bml with the manifest.bml from the subfolder "comatibility\_files/w#/"

higan v96 and later: just copy the manifest.bml from the subfolder "comatibility\_files/w#/" into this folder

5. copy the files by Conn (link given above) into this folder (bszelda\_ast#-x.pcm (music tracks) and bszelda\_ast#.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 at 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 ast\_w#\_msu1.ips to your bszelda\_ast#.smc (where # is the specific week)

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 ast#')

4. copy Conn's pcm/video files from the link given above in this folder(bszelda\_ast#-x.pcm (music tracks) and bszelda\_ast.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 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 (AST saves your progress automatically after finishing a week, but to save it permanently to your sram use one of these techiques).

**Theme list**

bszelda\_ast#.msu (video file)

bszelda\_ast**#**-1.pcm (plays in the intro/video, non-loop)

bszelda\_ast**#**-2.pcm (plays in the title screen, non-loop)

bszelda\_ast**#**-3.pcm (plays in the name select, loop)

bszelda\_ast**#**-4.pcm (plays the complete 57+ending minutes, non-loop)

Week4 only

bszelda\_ast**4**-5.pcm (this will play in the bad end, non loop - track 5 is good end)

Note: you have two bad ending possibilities

bszelda\_ast4-5.pcm (default, cathedral theme with fan made Ganon's triumph)

bszelda\_ast4-5a.pcm (original, cathedral theme only)

To enable track a, just:

- delete default bszelda\_ast4-5.pcm

- rename bszelda\_ast4-5a.pcm to bszelda\_ast4-5.pcm

**Special Thanks to all voice actors: Kira, Daniel, Onay, Erock, Smash, Collin and Wolff (FirebrandX) for the SFX!**