

New Super Mario Bros DS Any% Secret World Route

Goal: Complete the game as quickly as possible and defeat both Big Gooma and Lakithunder.

1-1: Same as any%.

1-2: Hope for a red flower from the potential red box. Take the secret exit.

1-Tower: Same as any%. Grab the powerup at the beginning as you will not be penalized time for grabbing it. Kill Bowser Jr with either fireballs or a ground pound followed by a small hop.

1-4: Take the any% route.

1-5: Take the any% route. At the beginning Hold Y and Right to avoid damage.

1-Castle: A 1 cycle can be made at the beginning by losing no time and ducking under the ceiling spikes. Feel free to get a backup fireflower or stop early if you need to though. Kill Bowser with fireballs- it's faster because the level does not stop until Bowser's long death animation stops.

2-1: Same as any%

2-2: Same as any%. You can duck under the lakitu's spiny.

2-3: Take the secret exit.

2-A: Take the normal exit. Use the fast spin platform glitch by holding neutral on the d-pad after jumping off.

2-Castle: Grab the mini mushroom that is to the right of the second huge ball. Kill the boss with mini mario.

4-1: Go as quickly as possible. Dorrie can be skipped with proper jumping.

4-2: Go as quickly as possible.

4-3: Autoscroller. Don't die. Upgrade to fireflower.

4-Tower: Go as quickly as possible. Jumping on the fence will speed things up.

4-4: Go as quickly as possible. Do not grab the shell. Perform the Koffing Slide to skip the Koopas at the end.

4-Ghosthouse: Take the normal exit. Hit the coin blocks to get through the maze section quickly.

4-5: Go as quickly as possible.

4-6: Ground pound Dorrie to go faster. There is a hidden star that can make things easier.

(Get a mini mushroom from the toadhouse)

4-Castle: Go as quickly as possible. Mini mario can save many cycles on the swinging ships. Kill the goomba by repeatedly ground pounding him.

(Go back to 4-Ghosthouse)

4-Ghost House (secret): Go in the first room and hit the p-switch. Jump on a block then wall jump and hit the loading zone. Take the secret exit.

4-Cannon

(Note: This is pretty much the same as Cannonless)

7-1: Go as quickly as possible. Mini Mario will save many cycles. At the end of the first room take the bottom pipe.

7-Ghosthouse: Take the secret exit. Mini mario can skip hitting the p-switch by doing a wall jump after the spring.

7-Tower: Go as quickly as possible. Please do not die.

7-4: Take the secret exit.

7-Castle: Autoscroller. Power up to fireballs. Try to quick kill Lakithunder with a jump then a ground pound.

World 8 is identical to Cannonless.

