

# Mario & Luigi: Superstar Saga Glitchless Speedrun Route

(Updated July 2023)

\*There are a few techniques used that are not considered glitches/ are allowed because they are either insignificant time saves or easily done through normal gameplay and impossible to regulate well.

\*Keep leveling the same stat until written otherwise (Mario Level 2 Pow = Mario Level 2, 4, 5... 12 Pow)

\*Timing begins on "Start Game" during the file select

## Beginning

- Go into Mario's bathroom to trigger cutscenes

## Bowser Fight

- Fight normally, but alternate mashing A and B to skip extra tutorials
- In the courtyard, grab the **Mushroom** on the right side and pick "Of Course" during the Toad's text to receive a **Super Mushroom**
- Continue to the Koopa Cruiser

## Koopa Cruiser

- Continue to taking pictures
- After the pictures cutscene, pick up the **Mushroom** on the way to the stairs, then continue to battle tutorials
- Say "yes" to the tutorial but go down past the Koopa and break the barrel (He still gives you the tutorial)
- Continue and beat the 2nd Goomba fight
- **Mario Level 2: Upgrade Pow**
- Continue to the next room and hit the block to start cutscenes

## Fawful Fight

- Make sure to hit every action command otherwise the fight takes extra Turns
- Alternate A and B to avoid Bowser's tutorial

## Stardust Fields

- Continue into the Border Building and play the border minigame, make sure to choose the "Yes" option
- Lose 2 lives with each bro in order to shorten the finishing cutscene

- Get **Pipe #1** and continue to Tolstar picking up **2 Mushrooms** on the way
- Exit right and up begin coin collection (Learn the timing for multicoins blocks)
- 1st room **1 Coin, 16 Coins** from M+L block
- 2nd room **10 Coins, 1 Mushroom**
- 3rd room pick up **Syrup** then activate Jump Tutorial (alternate A and B in order to not get extra tutorials)
- Pick up **Syrup** at the top of the Jump Course
- 4th room get into 2 encounters

\*You want to do exactly 20 Splash Bros. for a strategy later in the game, Adjust if you mess up a fight.

**Encounter 1 (4 enemies) (1 Splash Total)**

- M: Jump on Fly 1, L: Jump on Fly 2
- M: Splash Bros. on Cannon 1, 1 L: Jump on Cannon 2
- M: Jump on Cannon 2

**Luigi Level 2: Upgrade Pow**

**Encounter 2 (3 enemies) (3 Splash Total)**

- M: Splash Bros. on Cannons, L: Jump on Fly

- Pick up **10 coins, Syrup, Big Coin, 12 Coins** from M+L block
- Bros. Tutorial (4 Splash Total)
- 5th room get into 2 encounters (4 enemies, and 3 enemies)

**Encounter 3 (4 enemies) (6 Splash Total)**

- M: Splash Bros. on Cannons, L: Jump on Flies

- **10 Coins, 8 Coins** from M+L block
- 1st **Room Mushroom, 10 Coins, 1 Coin** if needed
- Heal Mario with a **Syrup** then continue to Tolstar

**Tolstar (52 HP) (12 Splash Total)**

- M: Splash Bros. every turn
- L: 2 Jumps, Syrup on Mario, Jump, Bounce Bros.

\*If you get a lucky hit on Luigi jump, substitute 1 Bounce Bros. for extra jump

**Luigi Level 3: Upgrade Stache**

- Jump over and continue to Mountain Town
- **2 Mushrooms** in the cave

## Mountain Village

- Continue to the very left down to the Fawful cutscene
- After go to the bridge and talk to the NPC in the bottom position
- Then go to the Hammer Head House to unlock the Mountain

## Hoo Hoo Mountain

- Room 1 **Mushroom**, Be careful of the Beanie on the top
- Room 2-3 Continue forward, Go left at the crossroad
- Room 4 get the **Syrup** and **Mushroom**
- Room 5 leave for now continue to Room 6
- Room 5 first strike Beanie

## Encounter 4 (12 Splash Total)

- M: Jump on Beanies, L: Bounce Bros. on Dry Bones
- Complete Rooms 4 and 5 picking up **Mushroom**
- Room 6 Talk to Hoohooros, Spin Jump Minigame

## Hoohooros (45 HP) (16 Splash Total)

\*If Pow is lower than 24, Luigi will need to do an extra attack at the end

- Turn 1: Break Both Pillars
- M: Splash Bros. on Hoohooros
- L: Break Pillars, Syrup when Mario has no BP

\*Good Pow is 27 after the Level up, Less Pow means extra turn on the next bosses

- Room 8, put out fire, in order to get past Dry Bones, wait in top left corner until he moves away, grab **Syrup** at the top
- Room 9 continue
- Room 10 Syrup grab **Mushroom** and **Syrup** after last tornado

## Dragohoho (80 HP)

\*Defeat the boss on Mario's 4th attack, so that Adv. Splash Bros. activates during the death animation to save time.

- M: Splash Bros. every turn
- L: Bounce Bros./Jump

## Bean Bean Overworld

- Get hammers, then go break the Fawful Statue

- Pick up **Nut** in that room, then head to Mine
- Minecart Minigame
- After Minigame, pickup **Mushroom** and **Nut**
- Hammer Tutorial, alternate A and B after Luigi's counter to avoid extra
- Head to Castle Town
- Head to the castle entrance cutscenes
- Head to fallen Beanbean to enter Sewers

### Beanbean Castle Sewers

\*Superflies are hard to dodge, wait for them to be 2 movements away from the doors or halls so you can get past them safely

- Room 1 continue normally
- Room 2 continue normally
- Room 3 go to the right first
- Room 4 When hammering the final cork, hammer on the right side of it to shorten the screen scrolling during the cutscene, then go up
- Room 5 get **2 Mushrooms** then spin the wheel
- Room 3 bait out Spiny to the bottom left to pick up **2 Mushrooms** and **Syrup** then Hammer Corks and go up
- Room 6 Cutscenes, then pick up **3 Mushrooms**, **1 Coin**, and **Syrup** then head up the stairs

### Queen Bean (120 HP)

\*If Mario does less than 30 damage, on the 4th turn have Luigi use Syrup on Mario then do 1 more Splash Bros. Adv.

- M: Splash Bros. Advanced
- L: Hammer

### Beanbean Overworld 2

- After the cutscenes buy a **Pea Badge** and equip to Mario
- Equip Bean Badge to Luigi
- Head towards the Chateau and pick up **Pipe #4** on the way
- Enter the Chateau

### Château de Chucklehuck

- Head through the Barrel Maze

## Popple & Rookie (Rookie 120 HP)

\*This fight can vary based on your Pow, The goal is to defeat Rookie in 3 turns, while avoiding the mid battle cutscene by doing 80 damage or less on the first 2 turns

\*Avoid getting Bounce Bros. Advanced because it is never used in the run and wastes time

- M: Splash Bros Always L: Jump/Bounce

Table Based Mario's Current Pow and Luigi's Pow Bonus from Level 2

Mario 30 Pow (31 DMG)	Turn 1	Turn 2	Turn 3
Luigi +1 Pow	Bounce B+A	Bounce B+A+B	Bounce B+A+B
Luigi +2 Pow	Bounce B+A	Bounce B+A	Bounce B+A
Luigi +3 Pow	Jump	Bounce B+A	Bounce B+A+B
Mario 31 Pow (32 DMG)	Turn 1	Turn 2	Turn 3
Luigi +1 Pow	Bounce B+A	Bounce B+A	Bounce B+A
Luigi +2 Pow	Jump	Bounce B+A+B	Bounce B+A+B
Luigi +3 Pow	Jump	Bounce B+A	Bounce B+A
Mario 32 Pow (34 DMG)	Turn 1	Turn 2	Turn 3
Luigi +1 Pow	Jump	Bounce B+A	Bounce B+A+B
Luigi +2 Pow	Jump	Bounce B+A	Bounce B+A
Luigi +3 Pow	Jump	Jump	Bounce B+A

\* Luigi will always have somewhere between 1-3 Pow. Mario Pow can vary +/- points but these are the most common outcomes. Adjust based on your Pow. Lower Mario Pow requires Stronger Luigi Attacks, Stronger Mario Pow requires weaker Luigi Attacks.

- Bros. Hammer Tutorial then enter the Woods

## Chucklehuck Woods

- Room 1 Pick up Mushroom, do do "Pestnut Jump" to enter Pipe Room

- Pick up **Mushroom**, and **Syrup**, then activate **Pipe #5** (Leave Coinblock for backup strat later in the run)
- Go to Hedge Room
- Hedge Room unlock gate, then pick up Mushroom and 2 Syrup on right side, then enter Barrel Room
- From Barrel Room, continue to Chuckle Root Room and activate Fruit Quest
- Get Right Fruit first pickup **Chuckle Bean** in the Maze
- Return to the Chuckle Root Room
- Head towards Granddaughters Room pick up **5 Chuckle Beans** then go and fight Wiggler

### **Wiggler (34 HP)**

\*On his 1st attack, if you can hit 2 of his Body Segments, then you save an extra turn

- Jump on Body Segments until Wiggler is sad
- Knockback on Wiggler Head
- Collect Fruit then go to the room right of Granddaughters room
- Get through the Hall of Spears (Keep Mario in back because if first struck, he has higher speed so you can run faster)
- Obstacle Course for Fruit pick up **Mushroom** and **Syrup** (**20 coins** if you had to run away and lost a lot of them)
- Go back to Chuckle Root Room to unlock the Back Wood
- Head towards Chuckolator picking up **Coins**, **Mushroom**, **Refreshing Herb**, and **1 Up Mushroom**
- Before entering, Heal with 1 Nut [Syrup on Mario(Luigi too) if you need it to beat Chuckolator without running out of BP]

### **Chuckolator (300 HP)**

- M: Chopper Bros.
- L: Knockback Bros.

### **Hooniversity Prep**

- Get through Luigi Solo segment run if any encounters
- Cutscenes
- East Castle Town **Super Mushroom** and **Syrup** in top house West Castle Town
- Go North East for **High End Badge** from Dungeon for Mario
- Go South towards Hooniversity pickup **Chuckle Bean** and **Bean Fruit #1** right before guards
- Continue then enter Hooniversity

### **Woohoo Hooniversity**

- Head all the way up to Sundoor Room and open the gate on the west end

\*Learn enemy movement patterns in this area, (Laser Snifits move parallel to you until they shoot but can weird switching x and y axis, Viruses lunge at you insanely fast so be stay far from them, get around a corner, or refreshing the room if they spot you)

- Head through Gate picking up **Mushroom**, **Syrup**, and **Super Mushroom**
- After Gate go left 1 room, Up 1 room, then Right one Room to pick up **Nut** and **Mushroom**
- Go Left 1, Up 1, Right 1, and Up Unlock the Sun Laser



- Go Down 1, Left 1, Up 1
- Go Left 1 and Down 1 complete the minigame pick up **Mushroom** and do the barrel puzzle to unlock a new room in the beginning
- Head back to the room right after the gate, this time go through the newly opened entrance
- Pickup **Mushroom**, **Super Mushroom**, **Syrup** then continue Left
- Branch left first, Spin Jump across and go through the mini maze to unlock Barrel 1
- Branch up next then go down a room and hit button to unlock Barrel 2
- Go back and use Barrel 1 to step on switch Luigi is taken
- Solo Mario Branch Up and go past the Barrel 2 button
- Take the high route and pick up **Refreshing Herb**, **Syrup**, **Mushroom**
- Donkey Kong, then go back to Gate Room (Beginning Room)
- Go to the right and squirt a mouse to unlock the Sun Door
- Enter Sun Door, pick up **Super Mushroom** then Enter Cackletta

### **Cackletta (300 HP)**

\* When Cackletta does her cloning attack, you can tell because the Shadow that is real will shake differently than the fake ones.

\* Mario needs to die and be revived before 5 turns pass otherwise his Pow Up from the High End Badge will run out.

- M: Chopper Bros. L: Knockback Bros.

## Luigi Level 10: Upgrade Pow

### Hooniversity Basement

- Go through to the end of the Basement picking up **Nut, Super Nut, Super Syrup, and 2 Super Mushrooms**
- Mouse Minigame (Learn this, don't want to lose a min to mice)
- Enter Thunder Room

### Popple and Rookie 2 (Rookie 300 HP)

\*If Mario Has 53 Pow, you can use Splash Bros. instead of Chopper Bros.

- M: Chopper Bros. on Rookie L: Knockback Bros. on Rookie

### Oho Oasis

- Go to the left 1st and get Fire Brand
- On the way to the Thunder Palace pick up **Chuckle Bean**
- Get Thunder Hand, then enter the Ocean

### Ocean

- Continue through the Ocean normally to get back to the Mainland

\*The fire puzzle pattern is 1 4 3 5 2

\*In the final room before the pipe, Bloopers cannot encounter you if you walk on the floor, so stop swimming if you can't get past them

### Beanbean Airport

- Go to and Take **Pipe #6** to **Pipe #4**
- Pick up **3 Chuckle Beans** on the way to the Airport
- Thunder Hand to unlock entrance
- Destroy the Piranhas but filling them with water and Thunder Hand them
- Screen 1 **4 Chuckle Beans**, Fill Water Destroy 2 Piranhas
- Screen 2 **2 Chuckle Beans**
- Screen 3 **3 Chuckle Beans**, Fill Water, Destroy 2 Piranhas, **1 Chuckle Bean**
- Screen 2 **2 Chuckle Beans** Fill Water Destroy 1 Piranha

### Mom Piranha (220 HP)

- M: Chopper Bros. L: Knockback Bros.

### Mario Level 13: Upgrade Stache

- Screen 2 Chuckle Bean
- Screen 1 Chuckle Bean, talk to Lima for Cutscenes

### Teehee Valley Prep

- Go to throne Room first to activate next mission
- Go to Coffee Shop and get Chuckle Blend and Greed Wallet
- Equip Greed Wallet
- Buy and equip #1 Trousers to Luigi
- Walk to Super Hammers
- Enter Teehee Valley, Begin Cutscenes
- \*Peach must get captured during the Toadsworth cutscene
- Go through Teehee Valley can avoid kidnappings by using consistent movement strats "[Teehee Valley Movement](#)"

### Trunkle (Tree 60 HP)

\*Trunkle is 2 enemies, attack his weak spot on the Tree

- M: Chopper Bros L: Knockback Bros.

### Little Fungitown

- Buy 2 Mush Badges and equip to both Mario & Luigi
- Do the Arcade game and begin Luigi Solo Side Quest(Avoid Stars in the arcade game, they freeze the timer for a few frames)
- Get healed by the Kamek in the Bottom house
- Shopping Trip. Sell all items besides Mushrooms, Super Mushrooms,and Work Jeans (L), then buy 96 Mushrooms
- Enter Guffawha Ruins pick up 1 UP Mushroom, Syrup, 2 Mushrooms
- Complete Guffawha Ruins and get the Crabbie Grass, then Revive Mario

### Beanstar Side Quest

- Pipe #3 to Pipe #6 and go to the Stranded Ship
- Pick up Bean Fruit #2 on the way
- Triggers to start next part, Talk to skeleton guarding door, Do Barrel Minigame to get Membership (Make sure not to get Tutorial in beginning), Talk to Skeleton next to Fat Skeleton, Drop the TNT, Light the TNT
- Go through the Ocean and enter Gwarhar Lagoon

## Gwarhar Lagoon

- Unlock Bros. Hand Powers
- Exit Massage Parlor, then continue right to enter Ocean
- Go through Ocean to Enter Hermie's Lagoon

## Hermie's Lagoon

\*If you are very low on coins, take an extra Sand Cheep Encounter. They will give 70+ coins

- Sand Cheep First Strike (Required)
  - Jump on enemies (OHKO)
- Continue Southwest until you get to the Branching paths
- Go to the Right Path first and Thunder Walk the Boo Switch
- Go back to the Branch then go west 1 and south 1
- Finish this Branched Path and Thunder Walk the Boo Switch at the end
- After that you will end up back where this path started and go left this time
- Finish this path and Thunder Walk Boo Switch at the end
- Go back to the Branching Paths and firedash into Hermie's Room

## Hermie III (400 HP)

\*Attacking Hermie's Head will always give a counter attack. Luckily you should be able to OHKO Hermie

\*Whenever I use "Thunder Bros." only hit the first action command, this is enough to active and change the Enemy's DEF to 0

- L: Thunder Bros. Hermie Head M: Chopper Bros.

## Harhall

- Make sure you have over 500 coins
- Exit Hermie's Lagoon, take Pipe #7 to Pipe #4
- Head East towards Harhall, in the room before the Boo Statue Pick up Bean Fruit #3
- Harhall's Minigame 1. Red Star 2. Yellow Checked 3. Purple Dot 4. Brown Star

## Winkles

- After this go back to Room right after Pipe #4
- In this Room pickup up Bean Fruit #4
- Go North 1 and pick up Bean Fruit #5
- Go North 1 and pick up Bean Fruit #6
- Go East 1 and unlock Yoshi Theater (Cutscenes)
- Go to and take Pipe #2 to Pipe #5
- Go to the Hedge Room pick up Refreshing Herb, Coins, 1 Up Mushroom and go past fat Koopa
- Pick up Mushroom in cave then to Winkle Colosseum
- Winkle Minigame cost 500 coins make sure not to take tutorial in beginning

- Get Winkle Card then Go to Winkle Guard and enter Worship Room

### **Popple (500 HP)**

- M: Chopper Bros. L: Thunder Bros., Knockback

### **Yoshi Theater**

- Pick up **Nut** on the way out, then take **Pipe #5** to **Pipe #6**
- Go Northeast to Piranha Bean

### **Piranha Bean (180 HP)**

\*If you have been getting good POW rolls with Luigi, then you will do atleast 30 Damage

- L: Hand

- **Bean Fruit #7**, take **Pipe #6** to **Pipe #2**
- Go to Yoshi Theater and feed all the Yoshis
- Talk to Boddle to get the Last Beanstar Piece
- Go back to the Castle Throne Room

### **Surfing**

- After Cutscenes, take **Pipe #3** to **Pipe #6**
- Walk to Ultra Hammers
- Walk to Surfing Spot then go to Joke's End

### **Joke's End**

\*Enemies in this area suck. Try and learn their movement patterns and how to dodge them from other runs, although not always consistent)

- After Unlocking door With Fire, go Left and Enter Room 1 through the left side
- Room 1 Break door with Hammer, go up stairs to Room 2, then Right to Room 1 Top
- Spin Jump across gap enter room to unlock basement
- Enter Basement, unlock steam, then Spin Jump above Steam to make a Tornado
- Go back to Room 1 Top and Spin across to Joke's end Part 2

### **Joke's End 2**

- Continue through the Joke's End Solo parts making sure to unlock the way for each other until you get to the Minigame and come back together
- Go back through Mario's route and go to the new sections
- Go through the 2nd basement, to Unlock Steam, then Spin over the Steam to create the tornado
- Go back to Fountain Room, Hammer a water Drop into the tornado to unlock the door

- Head towards Jojora's Room

### **Jojora & Friend (Friend 500 HP)**

\*Make sure to counter attack Jojora so she leaves on her 1st attack

\*Jojora will do her snow attack if you attack her friend while she's on the field

- Turn 1 M: Chopper Bros. on Friend L: Jump on Jojora
- Jojora Attack: Counter
- M: Chopper Bros. Friend, L: Jump on Friend

### **Teehee Part 2**

- Unlock the door with Firebrand, then go through the Fake Beanstar Scenes
- Go through the Koopa Cruiser pick up Super Nut
- When Mario Solo pick up Super Mushroom and 1 UP Mushroom, then head West to Yellow Pipe
- Go through the Ruins to Pople and Birdo

### **Pople & Birdo (Birdo 450 HP)**

- M: Chopper Bros. L: Thunder Bros. / Knockback Bros.

Mario Level 20: Upgrade Pow

Luigi Level 19: Upgrade Stache

### **Final Area Prep**

- Walk from Teehee Valley to East Side of Bean Bean Town
- Shopping Trip Sell everything besides Mushrooms, Supers, and Ultras, then buy as many Super Mushrooms as possible
- Head to the Castle (Cutscenes)
- Take Pipe #3 to Pipe #1 then go to Blablanadon to enter Bowser's Castle

\*The optimal Mushroom count is:

99 Mushroom, 86 Super Mushroom, 1 Ultra Mushroom going into Bowser's Castle

\*If you can do 14 hits on Chopper Bros. (Mashing 15hz) you will OHKO every boss in the game. If you have trouble with the bosses, you can buy a 2nd #1 Trousers for Luigi and use Thunder/Knockback on the bosses.

## Bowser's Castle

\* Magikoopas in this area are a 50/50 whether they shoot a fireball at you. You can avoid them if you have a long enough running room. As long as you keep moving though, they shouldn't hit you. Sometimes they are unavoidable or you just land on the Koopa

- Pick up Ultra Mushroom on the right, then go to Iggy's room

## Iggy Koopa (550 HP)

\*Iggy is the most difficult OHKO. If you can OHKO Iggy, you can OHKO every other koopaling.

- Go to Morton's room

## Morton Koopa Jr. (500 HP)

- Go to Lemmy's room

\*You can avoid the snifit on the Steps if you correctly time highjumps during his shooting animation

\*Lemmy's position is random every time, Just hammer the left clone because its fastest. Cannot get worse than 6th try

## Lemmy Koopa (380 HP)

- Go to Ludwig's Room

\*During the Mecha Koopa Water BSif you finish with water in Mario, keep it for the next room, fast as refilling

## Ludwig von Koopa (550 HP)

- Head to Roy's Room pick up Ultra Mushroom behind the fence as Mini Mario, and 1 UP Mushroom and Ultra Mushroom on the Walls as Mini Mario

## Roy Koopa (550 HP)

- Go to the Room with Barrel and Boos

\*Dodging the Boos are difficult. Make sure to look at them to stun them when you get the barrel then run away.

- Unlock and go to Wendy's room

### **Wendy O. Koopa (350 HP)**

- Head to Larry's Room

### **Larry Koopa (550 HP)**

- Head to Fawful's Room

### **Fawful (400 HP)**

- Turn 1 do 4 hits to his shell (Chopper counts as multiple)
  - Fawful Attack Destroy all the orbs otherwise it takes up time
  - Turn 2 M: Chopper Bros. L: Jump
- Head to Bowletta's Room **Ultra Mushroom**

### **Final Bosses**

### **Bowletta (500 HP)**

#### **Cackletta Soul (Heart 1200 HP, Head 200 HP, Arms 80 HP)**

\*If you have it for some reason, use Knockback Bros. Adv. It is faster than doing a full heart cycle.

- Turn 1 M: Splash Left Arm L: Ultra Nut
- Turn 2 M: Chopper Bros. on Head L: Knockback Bros. on Remaining Arm
- Turn 3 M: Chopper Bros. on Heart L: Knockback Bros. on Heart

\*If you do not kill Cackletta on this turn, Chopper and Knockback again.

- Go down to Prince Peasley
- Escape the castle talk to Blablanadon
- Final Cutscene

\*Timing ends on Prince Peasley's last textbox