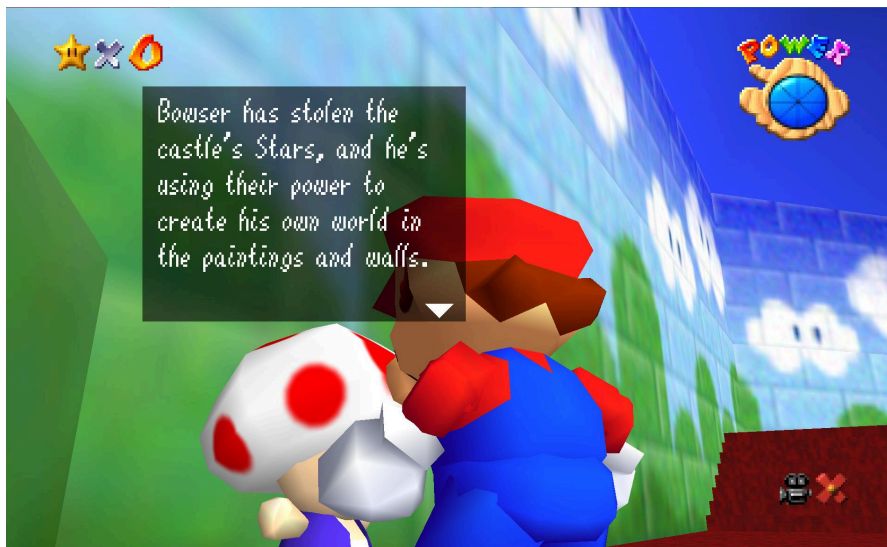


Wheew, boy. Alrightly, ladies & gentlemen, this is gonna be a wild ride. My first CRT last year (wow, it's been that long?!) didn't exactly pan out... but, I'm willing to give this all a second go, but, this time, I'm ready: this is gonna be a complete post that will cover not only the arguments, but also all of those pesky counter-arguments that happen to plague the landscape of Mario-based powerscaling. And this time, I'll cover more than one measly feat. But enough nonsense, let's-a go! (This was also written in part by the absolute GOAT Alice).

## SUPER MARIO 64:

Why yes, this will be my first one, and while I'm fully aware of the various arguments about this game that exist across this Wiki (as I read some of it myself), I find it necessary to summarize and expand upon the arguments.

The plot of Super Mario 64 is quite simple; Bowser directly invades Peach's castle and steals 70 of the 120 stars that serve as the protectors of Peach's castle. He uses these to create his own worlds within the paintings and walls, all served to cause an upheaval to the world of Mario, with some theories suggesting what his plans were for this. But, some say that these worlds aren't their own universes. Let's dismantle that, shall we?

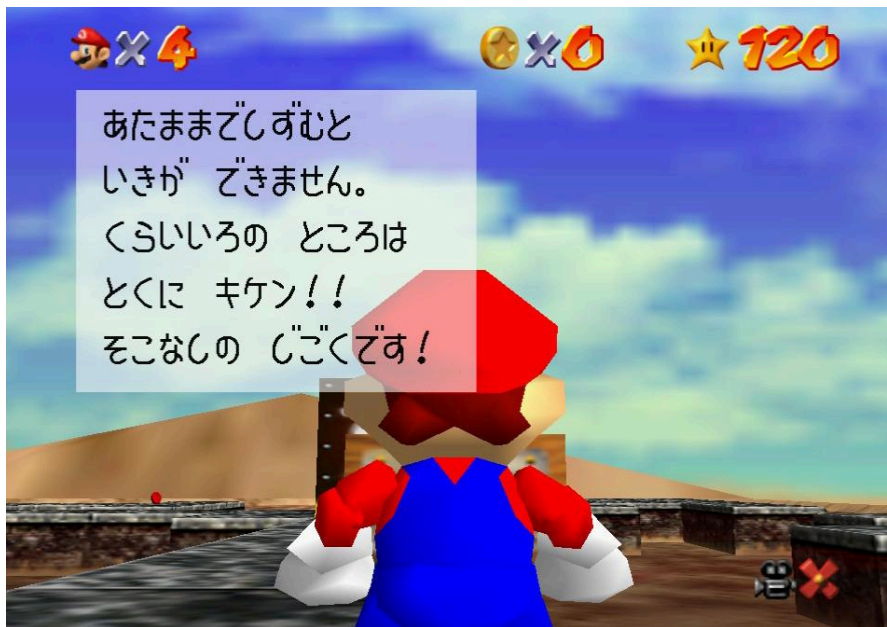




Within each of these many worlds (as they are said to be), they, at the very least, [contain mass bodies of stars within the skies.](#)




But, these can get even larger, as both Shifting Sand Land, [Tick Tock Clock](#), AND [Hazy Maze Cave](#) are both stated to be endless or infinite in size and scope.



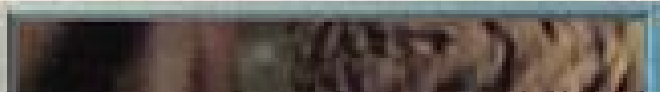
**Translation: "If you sink with your head, you won't be able to breathe. The black places are very dangerous!! They are bottomless underworlds!" ← Note that they are multiple these "underworlds".**

Source: Nintendo Power (which is [canonically mentioned material](#), no less. Adding further, it's been [recently mentioned and talked about in the Nintendo Today](#), [something even Miyamoto himself decided to promote himself!](#)).

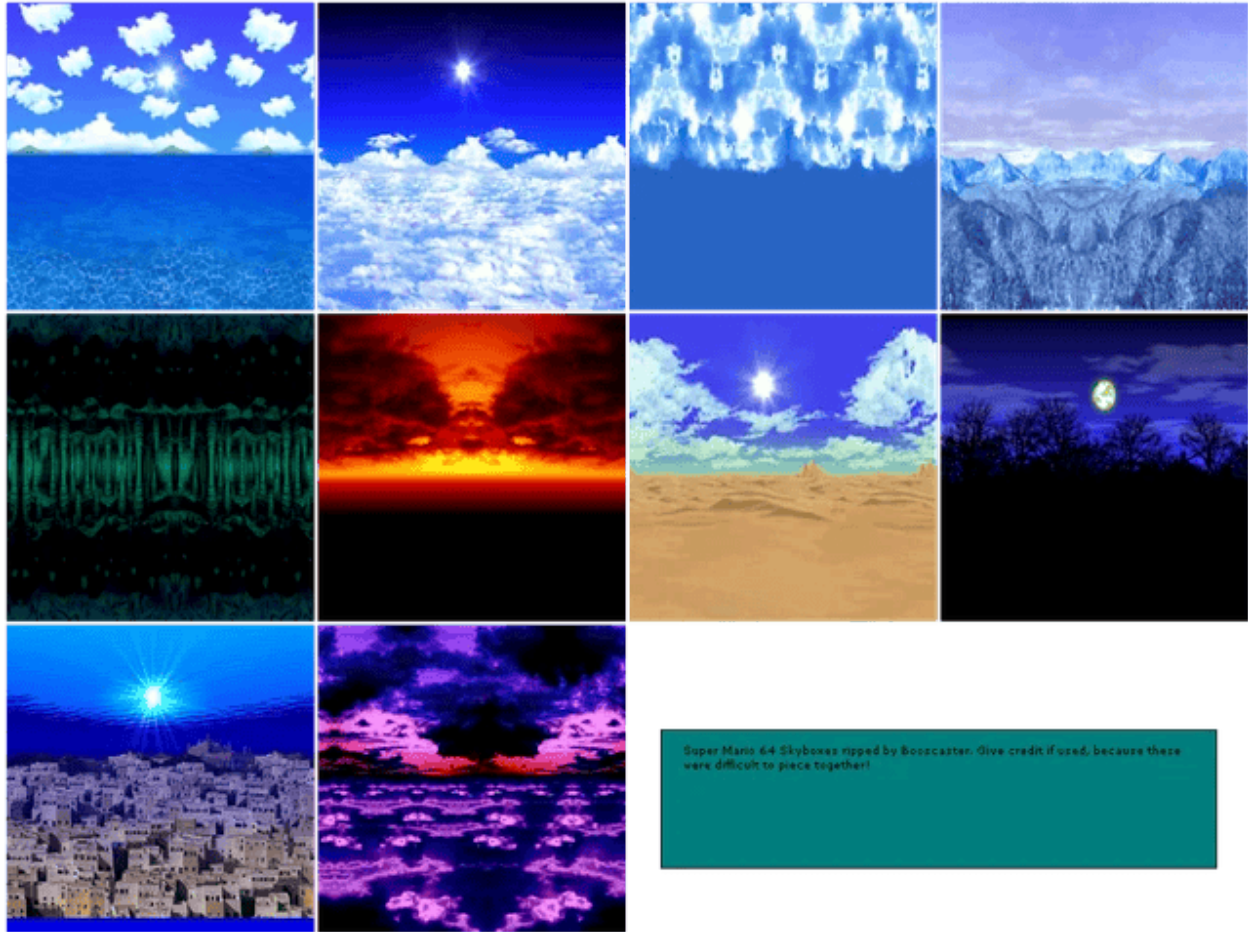
The clock tower has no bottom: that's the pits. And the pendulums swing back and forth, threatening to knock Mario into the endless abyss. If you stop the clock, however, you'll have nothing to worry about. Begin from the top of the cage where you found the first Star. You'll have to dodge Amp, shinny up a pole, run past Heave-Ho, and make a Long Jump across to the platform next to the two pendulums. About one quarter of the way out on the walkway, toward the Purple Switch, Mario can jump to a slightly lower walkway. Follow that walkway out to the second Star.



An unlimited supply of huge rolling boulders comes crashing down this corridor to fall into a bottomless pit. If you happen to step into the "Black Hole," do the Jump Kick repeatedly to escape. Use the Long Jump to spring from platform to platform as you make your way around the pit. Once on the other side, avoid the rolling boulders by ducking to the side of the wall. Remember, a rolling stone should gather no Mario. Don't bother trying to break them, or they will break you.



While some may decry this as an "exaggeration", I find it incredibly odd that there are TWO Worlds within the exact same game to BOTH be called "endless" and "bottomless", with some translations of the twice above Japanese text even possibly calling them "infinite" underworlds. But, this is very much consistent and non-contradictory with what we can actually observe within the games themselves, as I showed how there are an abundance of the many [stars within the skies](#) of these many worlds.

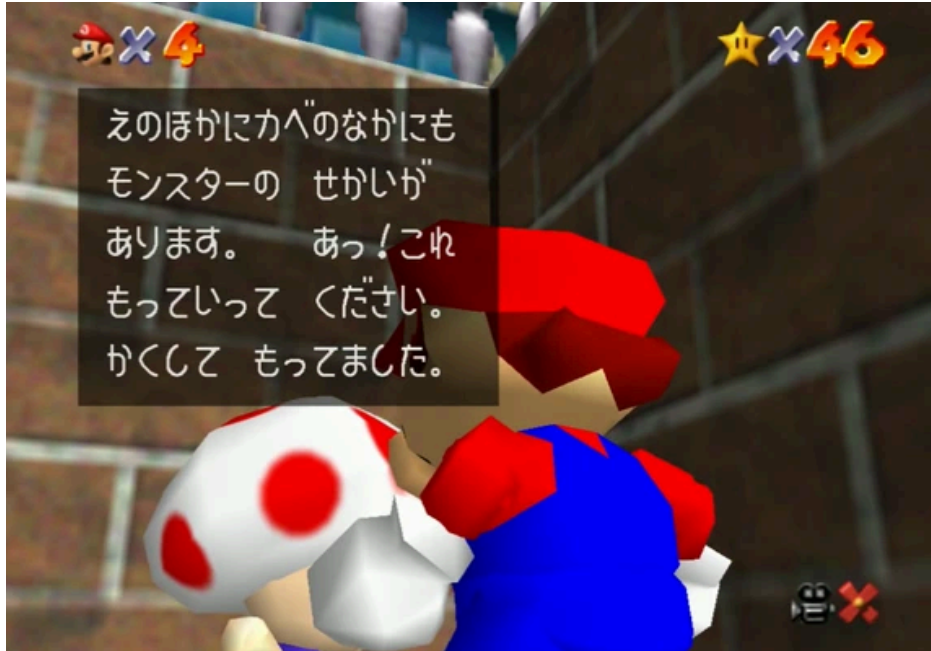


So, as I've shown, each of the worlds in Super Mario 64 are not only different from each other, there is enough evidence to suggest that these worlds are infinite in size, making it clear that the 70 Power Stars are collectively able to make 15 High 3-A sized worlds, which, as a collective, is around 2-C.

### COUNTER ARGUMENTS:

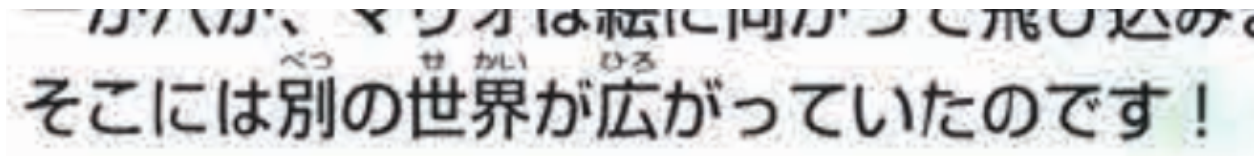
**“But Ultra, the Japanese Translations are all flawed! Even the Toad by the door of Peach’s castle only says “カイクツのくに” (monster kingdom)!” - (Lucky Emilie Notes: Kuni is more like "country", I think, since, say, Mushroom Kingdom is the 'kinoko oukoku', not 'kinoko kuni', but I guess “kingdom” is not bad for just how summing up what others say).**

Well, my good sir, that is an odd argument if I've ever seen one. While yes, this IS what Toad happens to say in the Japanese version, it still wouldn't counter that other evidence within Super Mario 64's Japanese version. Take, for example, the Toad by Hazy Maze Cave:



“えのほかにカベのなかにもモンスターの せかいがあります。あっ！これもって行って ください。かくして もってました”.

As you can see above, this Toad DOES use “World” here: “せかい”. Notably, this is also the case in the official [Super Mario 64 Japanese Manual](#):



**Translation: “There, an entirely different world was spread out before him!” ← Some other translations have slightly different wording, but the concept is that Bob-Omb battlefield is a separate world from Mario’s. (Lucky Emilie Notes: Considering the lobby Toad was noted to have said 'kaibutsu no kuni', might as well point out HMC Toad said 'monsutaa no sekai' to reflect the idea it's a 'monster world')**

It’s also referred to as a “world inside the painting” right here:



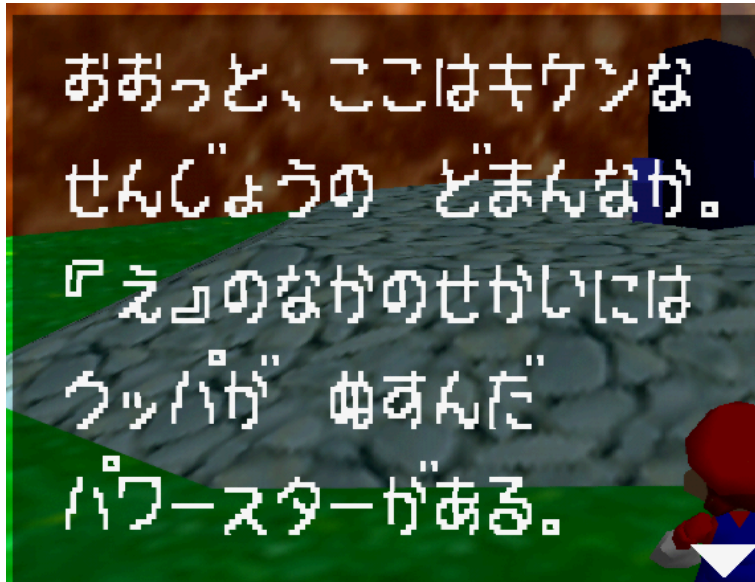
**Counter Argument: “Okay, sure, but how would you even know they’re separate worlds? The Japanese language doesn’t have plurals, remember?”**

Sharp point. So, how do we know that they ARE separate? Well, check the context from the manual:

“響われたパワースターは、絵の世界のさまざまな場所に隠されています。知恵と力をフルに使って取り戻し、キノコ城に平和をよみがえらせてください。”

“The scattered Power Stars are hidden in various places in the painting worlds. Using your wisdom and strength to the fullest, recover them, and please restore peace to Mushroom Castle.”

This is also reflected in the Japanese text when you first enter Bob-Omb Battlefield;



おおっと、ここはキケンなせんじょうのどまんなか。『え』のなかのせかいにはクッパがめすんだパワースターがある。

**Translation: “Whoa! This is right in the middle of a dangerous battlefield. Inside the world within this painting, there is a Power Star that Bowser has hidden.”**

We can be confident by this (which does say “world inside the painting; 「え」のなかのせかい”) that these are distinct and separate worlds.

Anyhow, I think this covers most of the arguments that are against Super Mario 64, and should solidify the, at the bare minimum, 3-A rating thereof.

## MARIO PARTY 2:

Now, this is some very interesting territory that we’re entering here, as LuckyEmile so interestingly pointed out to me. She points out that the Mario cast (Mario, Luigi, Peach, Yoshi, Wario and Donkey Kong) create their own world;



(Bonus Note: [Even non-scalars interpret it like that](#)).

Now, of course, there are already a massive heap of objections everyone will naturally have to this; but let's have us a solid look at the context of the situation:



In this, Mario and crew create a world built upon their own dreams (which would entail it was made OF their dreams), which are elaborated on in future games as their own separate universes. But let's see an example of one of these many worlds they created; such as Space Land!

<https://discord.com/channels/@me/997940380450430977/1448776988163833968>  
<https://discord.com/channels/@me/997940380450430977/1448777017569972224>

**(Lucky Emilie Notes + Translation):** The Koopa is pretty much saying that once there appear to be signs of conflict in this peaceful universe once again, and so the people of the universe either need a Superstar or are looking for one, and he'd like them to act as the Superstar. The Snifit seems to be kind of saying you won't escape kind of thing, since he'll chase them to the end of the universe >:3)

Space Land is referred to as "Deep Space" by the Koopa Troopa;



The Japanese Version goes even FURTHER to claim that they brought peace to the Universe:



“うちゅうのへいわ！”

(Translation: “Peace in the universe!”)

This is also elaborated upon the description of Space Land in the Japanese Version:



“「スペースランド」 むずかしさ ☆☆ うちゅうパトロールになって ぎんがのへいわを まもりましょ  
う。”

(Translation: “‘Space Land’ — Difficulty: ☆☆ Become a space patrol and protect peace  
in the galaxy.”)



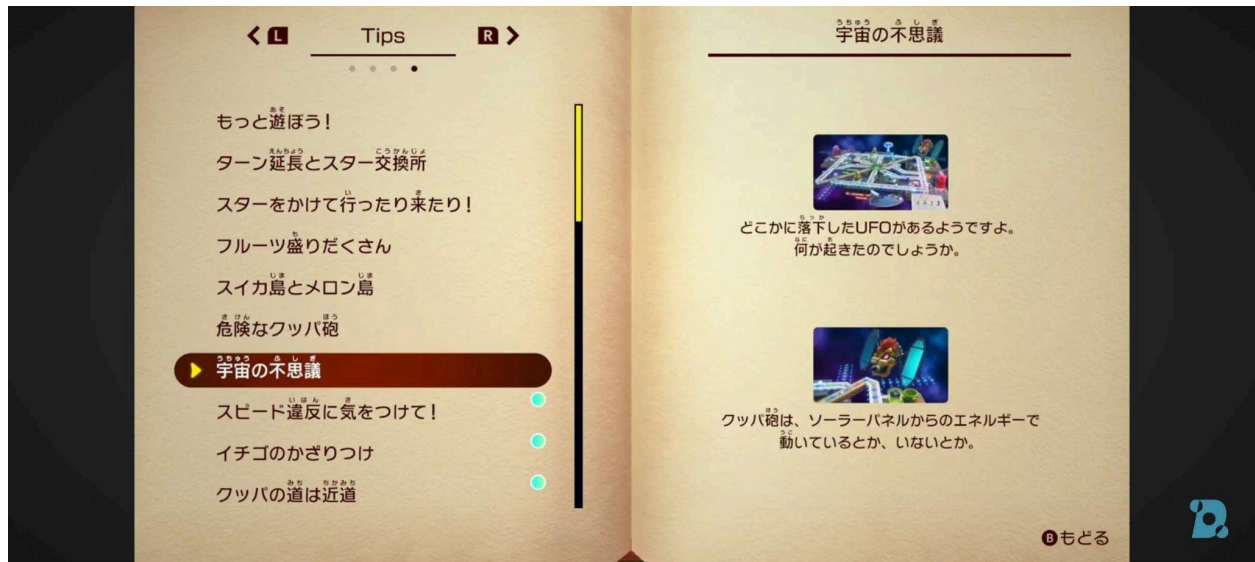
“うちゅうのへいわをまもって スペースランドのスーパーstarをめざしましょう!”

(Translation: "Protect the peace of the universe and aim to become to superstar of Space Land!")





(LuckyEmily Notes: The Koopa is pretty much saying that there appears to be signs of conflict in this peaceful universe once again, and so the people of the universe either need a Superstar or are looking for one, and he'd like them to act as the Superstar. The Snifit says he'll chase people to the end of the universe (宇宙の果て) >:3)



“宇宙の不思議”.

(Translation + LuckyEmilie Notes: “It says 宇宙の不思議... mysteries of the universe. This page is specifically about "mysterious stuff from Space Land's board" in this context, so it just solidifies that Space Land is a universe.”)

ALL of this evidence combined provides a solid contextual argument as to why Super Mario 64 wasn't the ONLY 3-A or higher Mario game in the 64 era!

## Mario & Luigi: Dream Team:

Well, well, well... this is an interesting one. While most of the scaling has already been done in CRTs again and again, this is just going to be a simple one, as I (which was mentioned in another CRT) can prove that Base Mario alone can scale to Dreamy Antasma... check this out:

<https://youtu.be/WSCiqPUT7Kk?si=Muw3g0LXYYWfikBr&t=275>

<https://youtu.be/y-heSia7xLs?t=119>

This should also make the idea that Bowser can take on a base Antasma more realistic, who's current state of being was caused in part by the fact he consumed nightmares.

[https://youtu.be/WSCiqPUT7Kk?si=H7kME\\_rV75xkyxoA&t=15](https://youtu.be/WSCiqPUT7Kk?si=H7kME_rV75xkyxoA&t=15)

<https://youtu.be/YTkZXmkQfds?t=1324>

In both of these, Mario can, at the very least, keep up with this powerful incarnation of Antasma for a good period of time, which would make his battle with Dreamy Bowser much more believable as a whole.

## WARIO WORLD

Oooh, another interesting one. Many right now believe Wario has no known scaling to the Black Jewel himself due to this:

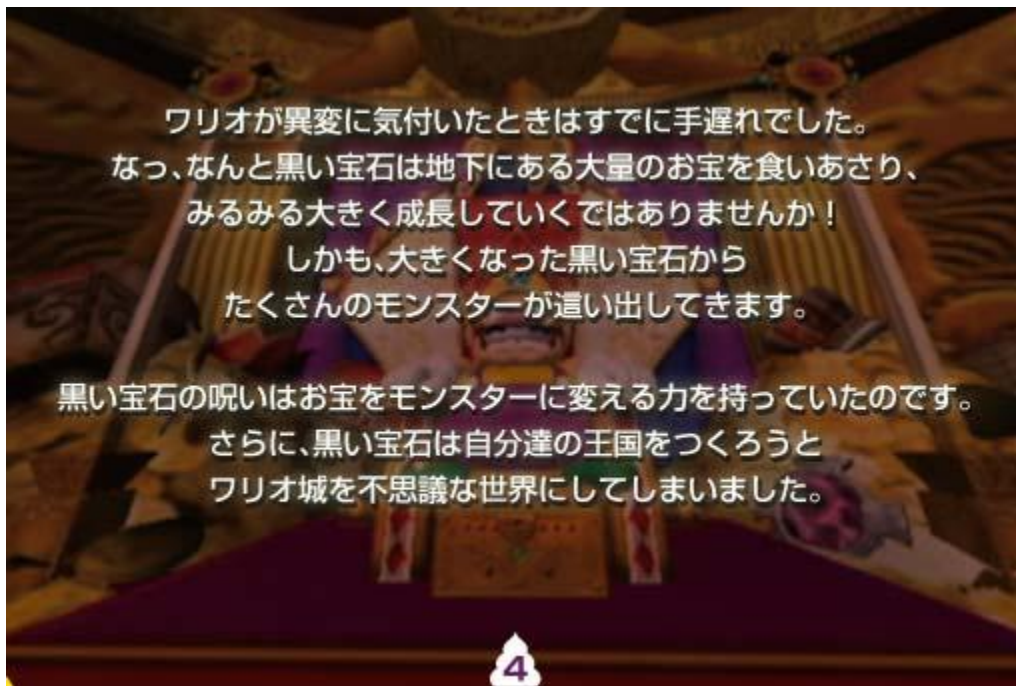
<https://vsbattles.com/threads/wario-tanks-the-destruction-of-the-universe-but-not-really.120287/>

Well, the evidence was a tad off, since...

“Black Jewel's AP section claims that he created a universe. The evidence comes from [Nintendo's European website](#) which states: “While Wario rests, the Jewel begins to morph his treasure trove into a melee of monsters, transforming the basement of Wario's castle into a bizarre parallel universe.”

Well, we actually found some additional sources for that! The JAPANESE Website!

<https://www.nintendo.co.jp/ngc/gwwj/tengoku/index.html>



さらに、黒い宝石は自分達の王国をつくろうとワリオ城を不思議な世界にしてみました。

(Translation: “Furthermore, the Black Jewel turned Wario Castle into a mysterious world in an attempt to create its own kingdom.”)



「ワオー！なんじゃこりや！！オレ様の城がへんてこな世界に  
…それになんなんだ！このヘナチョコなヤツラはー！！オレ  
様の城はいつたのどうなったんだー！？」

この状況に、ワリオはジダンダを踏んで大激怒！  
我を失いかけたワリオですが、  
怒りを押し殺し鼻クソをほじりながら冷静に考  
えてみました。

5

We can also use the English Manual to somewhat back this up:



"And was changing Wario's world into quite a weird place".

This is further elaborated upon in the very intro of the game itself, where we see the Black Jewel exert its power, while Wario is flung across into this new world.

<https://youtu.be/XVWQ0bmMFfA?si=7Y6oNsE6nq1HvvTC&t=87>

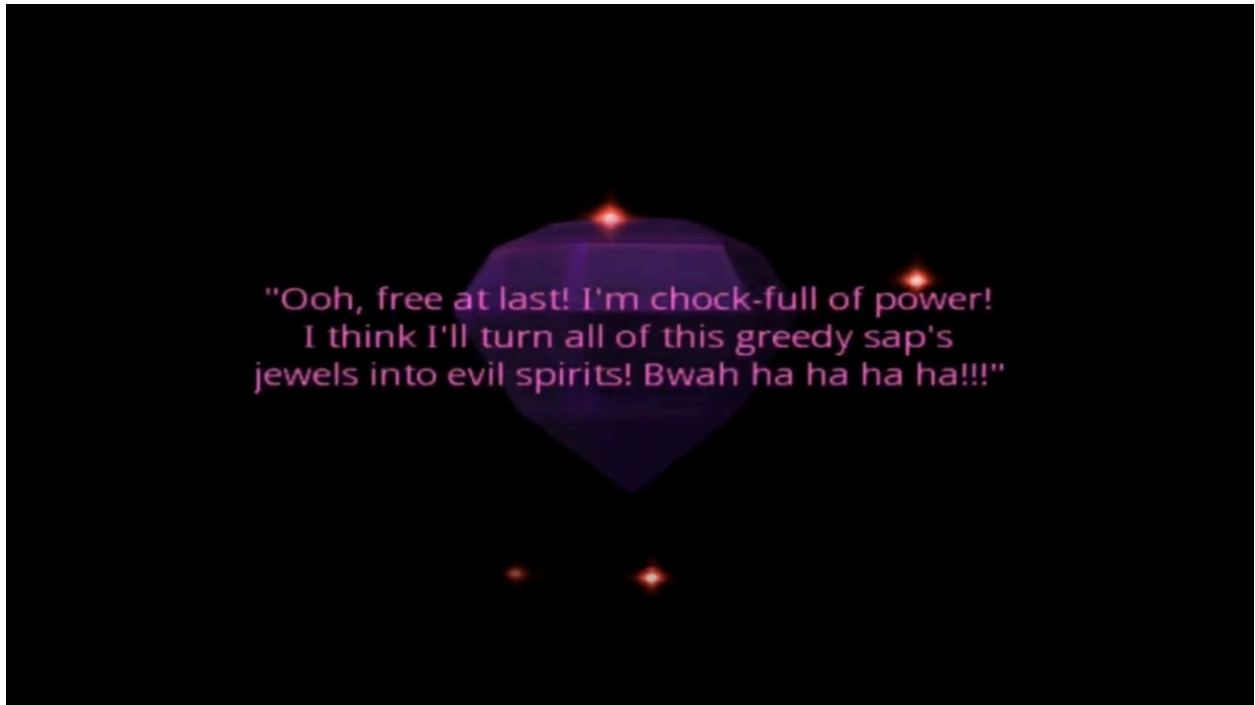
Now, there was a common counter, as displayed here:

2. It was argued in a previous thread that Black Jewel's attacks should scale to his creation. Although, for a reality warping feat to scale to energy attacks or physicals, we need some kind of proof, which I can't find anywhere. He also stated that he was filled with power to the level where it was overflowing. We also see red sparkles coming out of him all the while until he transforms Wario's basement into a universe. It seems that this reality warping needs him to be at his absolute max, and we don't see any such visual effects during his other energy or physical attacks where he simply shoots a fire laser from his eye.

With none of the feats coming close to match the level of creation shown using reality warping, and with the reality warping needing him to be chock-full of power when that visual effect and method has not been repeated in his normal attacks, we can't simply assume they scale, just because. None of this in-depth explanation was necessary though, since our usual standards are to not scale such reality warping feats to AP unless there is some good evidence present.

This... isn't much of an argument. Firstly, it does not say, "overflowing" but rather "chock-full". Perhaps not a difference you may not see as relevant, but absolutely an exaggeration. But

here's the deal; here's how they see Wario:



He's called a "Greedy Sap". which is interesting considering that this character gains their power via the wishes and desires of other people, which someone like Wario was PLENTY of;



But over time,  
these events were all forgotten,  
and one day a greedy treasure hunter  
stole the jewel from the ruins.



This means that the Black Jewel is gaining much of his power through Wario's sheer greed and lust, which is exemplified, since the Black Jewel fight happens within Wario's presence. Odd to say they wouldn't still have access to such power.

**(LuckyEmile Notes: Probably just Wario. They mentioned it's been sealed for so long everyone forgot about it, so I don't think anyone was able to get near enough to the Black Jewel to be fed off, so Wario is really just their only fuel source! Like... you could be like "oh, between finding it and taking it home, maybe Wario carried it past people" but, like, you know. Maybe you're splitting hairs then and not like we can say for sure he did pass anyone by. The English manual mentions some red moon was relevant here too but I dunno what they were going with with that)**

I think that all this is enough to really solidify this feat as a valid one.

## **SUPER MARIO RPG**

Ah, raw comedy at its finest. The fact this got downgraded to begin with is hilarious. But, let's see... Culex should absolutely scale at 3-A or above at the lowest, and this solidified from his two appearances in SMRPG and the remake, as the guide (from Nintendo Power) notes him being the master of time and space;



This is then exemplified as he is called; “この世の悪の全てをすべる者” (**Controller of all evil in the world**).

All of this is brought together within his Japanese and English incarnations;  
<https://youtu.be/2mhblG3dmzQ?t=40>

**Translation: (O travelers who appear before me.... I am Crystaller, ruler of all evil in this world. On this spot, I feel and resonate with fluctuations emitted from a dimensional rift. You living ones before me... Why do you possess thickness? Why do you have such solidity? I am made of the power of evil. My form is depicted on naught but a flat surface. Yet you are formed from a power foreign to me. I wish to know the secret of the solid world! I shall fight with the utmost of my power. Now, demonstrate your might!)**

After some combat, he then says...  
<https://youtu.be/2mhblG3dmzQ?t=61>

**Translation: (I am formed from the supreme power. None in this world surpass me. Across time, from this world's beginning to its end, I am the inheritor of the ultimate of Two. Now you will realize my strength!! Come forth, o power that rules over all creation!!).**

This also fits within the context of the English Version;  
<https://youtu.be/30DyYkoNH9Q?t=42>

**“I am antimatter... I can see your past... I can see your future... I consume time...”.**

This is completely and utterly confirmed in the Switch remake of the game, where these themes are supported;

<https://youtu.be/lnBJDaNh69Y?t=47> ← He says the exact same thing as last time.  
<https://youtu.be/4vDamuVTvmg?t=60> ← The exact same thing.

Why no, it does not matter what his physiology is “2D”, these statements are uncontradicted, and on top of that, “2D” and “3D” are defined in an interesting way here.

He says that he’s **“made of the power of evil. My form is depicted on naught but a flat surface”**.

But when he talks about Mario’s 3D World, he says...

**“The power of the third dimension is that power of legend. The power said to far surpass the fluctuations of evil. Love, friendship, joy.... The power of hope for peace.... It appears this strength is too much for me.”**

In conclusion... yea. Culex is certainly 3-A or higher, it’s so blatant that I may as well say that arguments against this might be considered raw copium. This would apply to Mario, Peach, Bowser, Mallow and Geno since they were able to take down Culex, and all of them are able to damage and tank hits from him respectively.

## **MARIO PARTY 5**

Well, well, well... I talked about this a lot during my original 2-A CRT, but my CRT still had some weight, as I was able to prove that the Star Spirits created the Dream Depot itself, which should absolutely contains tons of Dreams (i.e Universes);  
[https://www.nintendo.co.jp/ngc/gp5j/cnt\\_1/tip04.html](https://www.nintendo.co.jp/ngc/gp5j/cnt_1/tip04.html)

Bowser should scale at or above the Star Spirits, since they needed the help of Mario and Crew to take him down, to which Bowser was going to destroy the dreams and replace them with his own, as stated by Misstar & Bowser;

<https://youtu.be/tjT0yeA050E?t=241>

<https://youtu.be/tjT0yeA050E>

He also states this again in game;



(Translation: "Bwahaha! I'll destroy this Sweet Dream and turn it into my own, you heear!!")

And then he says it AGAIN!



ガッハッハ！このアドベンチャー・ドリームを壊してワガハイの夢にしてやるのだー！！

(Translation: "Bwahaha! I'll destroy this Adventure Dream and turn it into my own, you heeear!!")



...how blatant do we need to get here?

### **LuckyEmilie Notes:**

Looking to the Mario Party 5 section of the Japanese Nintendo website for anything further, I found a summary of the story. It notes that Bowser “started to do evil things” and taunts “If you want to save the world of dreams, you’ll have to fight us!!”, which basically confirms the idea that he’s doing it to lure in powerful challengers to grant the wish he’s had for many years of fighting someone strong. As for Misstar’s claim about people being able to dream again after Bowser’s defeat, in Japanese she says “Thanks to you, everyone’s dreams were protected. With this, everyone throughout the world can dream with peace of mind, my dear. ... Today, as it has been before, I’m sure everyone’s wonderful dreams will come and gather in Dream Depot.” (あなたのおかげで、みんなの夢は守られました / 護られました。これで、世界中の誰もが安心して夢見ることができるわ。.....きょうもユメミールには、すてきな夢が集まって来でしょう。)。Whilst she says that people can now dream “with a clear mind” or “without worry”, implying that it’s not that people couldn’t dream but would just not have a very nice experience when dreaming, she goes on to say about how Dream Depot will continue to be a place where dreams can come together once again, which seems to suggest they wouldn’t have been able to otherwise, so it does seem pretty consistent that Bowser was a threat to Dream Depot’s entirety and stopped dreams from gathering there.

## **CONCLUSION**

The flaw with my original CRT, apparently, was that this was an “outlier”. Well, this while CRT should have enough feats to nail into the ground that there should be serious consideration for Mario and Co. to be upgraded to 3-A or even higher.

**Agree:**

**Disagree:**

**Neutral:**