

It was brought to my attention that someone decided to be funny and replace every video link to spam and other vandalism so this document is now Read-Only. If you would like access to edit the new doc please message

Black60Dragon#3317 to request access:

<https://docs.google.com/document/d/1tRBd284nLuWeQ3Ty6yx3xWjMH9gF9-bRtZ98yrB3RAQ/edit>

(Honor System Everyone.)

This work is in progress, please excuse how it looks rn

Please do not add entries to Confirmed unless it is 100% confirmed.
If possible, I suggest adding links to videos for anyone unfamiliar with a certain glitch/tech - BD

Global Patch = Will not work at all, even in old courses

Local Patch = Will not work in new courses, but still works in old courses.

Name System examples:

anonymous (Ano)

black60dragon himself (BD)

Etc

New Additions

See Nintendo's full patch notes [HERE](#)

[Online co-op with friends](#)

It's now possible to use both touchscreen *and* button controls when creating in handheld mode.

You can now play local multiplayer courses without having to download the dang thing first.

[Official Makers](#) is a new tab located next to followed creators

First Clears are now shown in profile pages, and both the number of those and world records are listed.

You can now use a single joy-con to play horizontally no matter what.

[The Luigi prompt that popped up after dying twice in Story Mode has been replaced by a small icon.](#)

Confirmed Changes

Important info:

Black Hole Glitch has been patched and courses will now be considered corrupt and deleted.

Random-Changes

Piranha Creeper hitbox has been adjusted:

- The stem's hitbox disappears immediately when the creeper head dies.
- Sliding down a creeper's stem around an elbow(near the beginning of a level) with a star no longer unnaturally boosts you to the left.(not 100% confirmed)
- Above is when creeper is in between x=9 and x=15 or something like that

Pro controller has the ability to fast scroll while grabbing items (pacman256)

When pressing Y in editor, releasing, and immediately moving joystick, character will stick to cursor for a half second or so. Also holding Y will keep character attached to cursor.
(pacman256)

You can't jump when stuck in walls, including on off blocks. [Chichiri who has confirmed not global, Redd56 and someone else] Switch jumps are different between styles and side of block as well as direction (pacman256)

Backwards scroll levels are now deleted from local system, but stay uploaded, but can't be played due to having corrupt elements, aka the wrongly ordered scroll. (Redd56)

The title screen now prompts the play to start the game by pressing L + R, rather than ZL + ZR. Previously, only ZL+ZR worked. May have to do with single Joy-Con changes (Both work Redd56)

Flight Storage with the cape (<https://www.youtube.com/watch?v=SgyuTV3xSxU>) is patched out locally. This is the trick where you continuously spin the cape (you can't stop for even a single frame) while not moving fast enough to keep flight state, but still keep it anyway (Bolvar)

Global Ground

No Longer Global Ground:

- Icicles 🧊(both falling and stationary) (flamewizzy, nicopopxd)

- One-Way Walls (flamewizzy)
- Firebars (flamewizzy)
- Burners (all orientations) (flamewizzy)
- Top 16 rows of vertical subworlds (rip contraptions)

Still Global Ground:

- Claws (things held by claws are globally loaded) (flamewizzy)
- POWs held in claws (flamewizzy)
- Things on tracks (are globally loaded, and are themselves global ground, doesn't include stationary lava lifts) INCLUDES:
 - Moving blocks (nicopopxd)
 - *Moving* blue lava lifts (flamewizzy)
 - Seesaws (flamewizzy)
 - Lifts (flimsy, activated flimsy, or regular) (flamewizzy)
- Objects on global ground (i.e. if you put a POW on global ground, then that POW is also global ground) (flamewizzy, tested with flimsy lifts on tracks and snake blocks).
 - Applies to: POW, P Switches, chomp stumps, sideways spring, bill blaster, cannons (even if attached to ground blocks), munchers, munchers/cannons stacked on enemies (on global ground), thwomps
 - Does NOT work with: burners, firebars, icicles
- Yoshi
- Snake blocks (flamewizzy)
- Bosses (Munchers stacked on bosses are global ground)
- 3DW Specific:
 - Things in clear pipes (except vertical springs)
 - Cloud blocks (blocks not lifts)
 - Track blocks
 - [!] blocks
 - Piranha Creeper stems (Redd56)
 - Builder Mario's Crates

Still NOT Global Ground:

- P Switches spawned from [?] blocks (flamewizzy)
- Thwomps (flamewizzy)
- Bill blasters (both black and red) (flamewizzy)
- Canons (flamewizzy)
- Sideways trampolines (flamewizzy)

- Non-3DW ground level blocks: ground blocks, cloud blocks, donut blocks, note blocks, music blocks, brick blocks, [?] blocks, hit hidden blocks, hard blocks (winged/regular), spike traps, dotted line blocks, ON/OFF blocks (flamewizzy)
- Ground level platforms: semisolids, mushroom platforms, bridges, conveyors, gentle slopes, steep slopes, pipes (flamewizzy)
- Lifts (flimsy lifts, yellow lifts, winged or otherwise) (flamewizzy)
- See-saws (flamewizzy)
- Lava lifts (white and blue) (flamewizzy)
- Stationary lava lifts on tracks (flamewizzy)
- Skewers (flamewizzy)
- Chain chomp stumps (flamewizzy)
- Twisters (things wooshed by twisters still despawn) (flamewizzy)
- POWs in clown cars (flamewizzy)
- Munchers (small, big, flying, or stacked) (flamewizzy)
- Banzai bills (Redd56)

Non-Theme Specific

(GLOBALLY PATCHED - ie. patched even for levels uploaded before the update)

Screen freeze door entry and uses related to this glitch is Patched (Teleportation/Theme reset)

All characters shoot fireballs the same way, presumably they have the same hitbox.

(LOCALLY PATCHED - ie. patched only for new levels, old ones keep these glitches rn)

Solid Invisible Vine Block (going through a door/pipe as soon as you hit a hidden block)

Big Lava Bubble in Blaster not damaging Mario

Original 4 Game Styles

(GLOBALLY PATCHED - ie. patched even for levels uploaded before the update)

Sideways Thwomps lodged in gentle slope ceilings no longer move backwards down the slope

(LOCALLY PATCHED - ie. patched only for new levels, old ones keep these glitches rn)

[Floating Chain Chomp](#) Note Block bounce Glitch (Redd56)

[Vineblock Platform Glitch](#). (Redd56)

Multicaping: This is basically auto in Syun's "Five Kaizo Tricks Practice 2" (9WX-1YG-7CG - just go neutral on the d-pad at the track indicators) but [I can't get it to work when rebuilding his setup](#). (Bolvar)

Offscreen thwomp noteblock seesaw (Cos)

Spin jump with items setup doesn't work anymore [video and slight explanation](#). (pacman256)

Small Jump Glitch / Assisted Micro Jumps with Bumper/Twister/Spring/Noteblock etc. (Robraf12)

Track teleportation. (Redd56)

Yoshi Lava flying Glitch (Robraf12)

Clipping a shell through the bottom of a Slope (Robraf12)

Mid air stuck Pow (Claw/Flying Pow Setup) (Robraf12)

[Boo + Beetle setup](#) no longer works ([A fix via HoboOfHyrule](#)) ([quick kaizo fix: use slow conveyor or slope -- Pacman256](#))

Caping (spinning with the cape) Power Ups directly when they come out of a horizontal Pipe will not cause them glitching through ground. (Robraf12)

Items and enemies fired from red launchers onto a note block with a fire flower on it that is directly in front of said launcher getting said item or enemy stuck in the "fired" state and float on the floor. (Robraf12 and ExpDruid)

You can't shoot fireballs through any corner anymore. (Robraf12)

Claws grabbing you when you fall off screen will now kill you instantly. (Robraf12)

[Diagonal \(/upward\) Thwomps](#) (Robraf12)

After a claw with 5 POWs in it (1 POW in claw, 4 stacked on top) falls under the screen, you can no longer stand on it under the screen. (VGC)

Throwing a P-switch up from under a muncher no longer causes the muncher nor P-switch to go up very high (flamewizzy, I don't know if this is globally patched, someone else can figure out the details on exactly how high it went before)

Before the Update, Each playable character had a slightly different hitbox and shot fireballs and a slight angle to one another, This is no longer the case, They all act like Mario now. (Pele)

3D World

(**GLOBALLY PATCHED** - ie. patched even for levels uploaded before the update)

3DW Magikoopa no longer turns Spike Blocks into enemies.

Cat Mario warp box to warp pipe softlock. (Redd56)

Cat Luigi running into walls and visually floating away (Redd56)

(**LOCALLY PATCHED** - ie. patched only for new levels, old ones keep these glitches rn)

Voi's 3DW Thwomp Screen Shake. (What is this?)

[Clear pipe into warp pipe](#) (Redd56)

Weird Piranha causing it to become immortal. (Robraf12)

Super Jump is no longer possible.

Midair Roll Jump is patched

(**PARTIALLY PATCHED** - ie patched to a degree, but are still there in some way, or just changed to work differently)

[Stacked boombooms: changed, they want to unstack now unless forced into a 2 wide space, and they still fly when stacked](#) they used to fly away forever(Redd56)

Probably a hitbox and collision box change

Warp Box bypassings (Robraf12)([warpboxes still have cooldown time till another one is activatable](#) - Redd56)

Confirmed Still Working

[X=8](#) (Robraf12)

[Outching winged bricks](#) (Redd56)

[Launcher enemy clip](#) (Redd56)

Wall jumping off spike under/over screen in NSMBU and 3DW (pacman256)

Power-ups are still semi-global and still despawn/respawn instead of being destroyed like in SMM1

The rocket setup with the Cannons and Spiketops that will shoot you into the sky still work.

Underwater clipping through the Top Area with a POW or a Crate. (Robraf12)

RNG manipulation

Stack Flipping- still works to previous extent (pacman256)

[Thwomp launcher vibrators in non 3dw](#) (Redd56)

Ultra-Sonic Fireballs (Robraf12)

POWs stick to Seesaws

[Fast bowser on steep slopes](#) (Redd56) [What about with launchers / thwomps?](#)

[Moonstomp Glitch](#) (Robraf12)

Holding vine to clip down a One-Way at the moment you get a Mushroom (Robraf12)

You can still move Launchers with 2 POWs or 1 POW/ 1 P Switch. (Robraf12)

You can still move Cannons that are stuck to the wall. (Robraf12)

[3DW Semisolid Clip with a Falling Donut while on a Slope](#) (Redd56)

[Claws on the flagpole to delay ending and time adding](#) (Redd56)

Hitting an on/off above a door, going through the door, and trying to hit another on/off right above the door still doesn't work right (Redd56 and tati)

Hitting a shell after dropping it against a SMW world block with a cape can clip it through a blaster, infact, when it wakes up it will just walk through, so you don't need a blaster.
(Doofball1001/Masterofthecontroller)

Shell jumps are the same!

For standing and running shell jumps in SMW, I have exact frame data from before and after the patch and they're identical. Only difference I can't test is turnaround shell jumps (where you run away from the wall before jumping and turning back). -KNfLrPn

You can still do a 1 frame swim input after exiting a door that is placed directly above spikes to survive. (fFoxes)

You can still enter a P door on the last frame but have coins turn back into coin blocks during that transition so that the music still plays and door is still active, but the coin/block state is back to normal. (fFoxes)

You can place objects/enemies on top of doors now (highlighter doesn't turn red) and go through without being blocked, Excluding normal blocks and coins. While munchers, chain chomps with stumps, blasters, cannons, burners, pows, pswitches, all above on tracks and in claws as well, skewers, and blocks on tracks all will still prevent entry. Magikoopa teleports away before he hurts you. [If you have I-frames bowser shoves you away instead of killing you (Will take mushroom away) new soup and smw only.] (ExpDruid and Redd56) not changed but no one knew about it apparently.... (Redd56 with help from hermit) I used the bowser tech in a speedrun (pacman256)

3DW screen-scroll passing through solid surfaces still works on land and in water (cos)

Unconfirmed Changes

Spin cancel glitch? (**readd link later**) (Jon)

Dying while touching the axe and lava in dry shell i-frames? (Jon)

Grabbing items in a dry bones shell needs testing I tried doing this in the editor and was unable to do it. I'm not sure if there's any specific trick to it, but I wasn't able to a) pick up while in the shell or b) jump into the shell while holding an item - it just immediately dropped the item. ~Chichiri to do it you need like lava and the item at the same level as the shell Ahh okay - someone who's more knowledgeable can give that further testing then. ~Chichiri This is super jank. (pacman256)

Undead Boom Boom Glitch with swinging claw? If the POW/Claw glitch doesn't work this likely doesn't either

[Panga's Co-op level with the multi-player detector no longer works.] (Edit: Its patched) (What in particular doesn't work? Please be more specific.)

Supposedly there are more 3DW hitbox adjustments? Madlad maybe? Clear pipes?

Crouch Storage.

Are the global ground changes patched globally? Or are icicles still global ground in older levels?

1 frame jump out of a pipe (using Dry Bones Shell or Shoe) on any style no longer seems to work? Examples below (ExpDruid)

- [v1.0.1 Dry Bones Shell](#)
- [v1.0.1 Dry Bones Shell/Shoe](#)

Do any of these things still work in Online VS / Co-Op? (PowerPancakeYT)

- Everybody going through a pipe resets the world they just left. (used to happen in v1.01)
- A power-up block being remotely hit by a shell only produces two power-ups. (The shell keeps hitting it until two power-ups come out, then it becomes permanently hit and is not reset by every player going into the subworld and back or by any player dying/starting over and respawning.) (used to happen in v1.01)

- Dying after hitting a CP sends you back to the CP in VS, but makes you view (and therefore load) the start ground area first in Co-Op. (used to happen in v1.0.1)
- Starting over after hitting a CP sends you back to the beginning in VS but still allows you to choose the CP in Co-Op. (used to happen in v1.0.1)
- What happens in same-system multiplayer when a shell remotely hits a powerup block? Is it the same as with Online multiplayer? (to be tested in v1.02)(1.02?)

Small Jump Glitch / Assisted Micro jumps with bumpers are listed as patched, what about with a Twister, trampoline, or note block, etc? (They are all patched) [Apparently the twister one is just locally patched]

Big Mario clip at edge of screen, global or local:? (Redd56)