



SUPERFUCKINGDISCOVERIES



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Contributors: [Farjd \(file metadata discovery\)](#)

SUPERFUCKINGCOMMUNITY Discord Server:

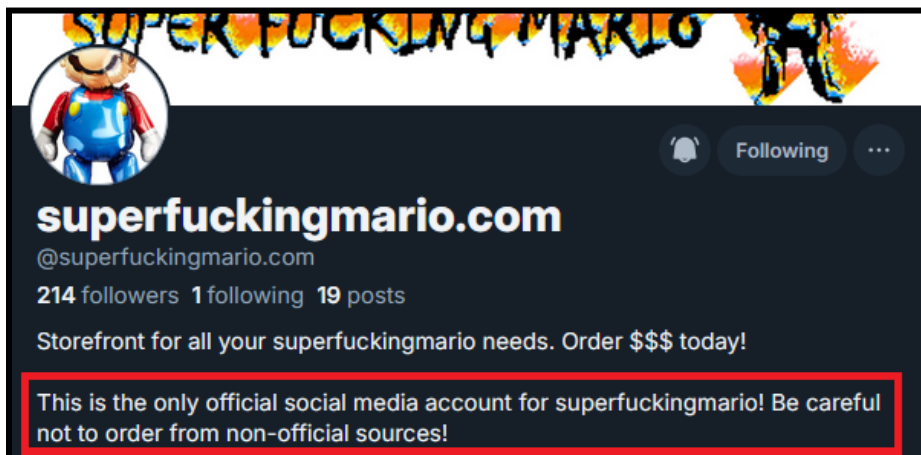
<https://discord.gg/xsJuN6mmD8>

This documents the current findings of superfuckingmario.com.

If any new information is found, please message any of the writers, or post your findings in the [Discord server](#).

THIS DOC IS UNFINISHED, AND IS STILL BEING WORKED ON.

Currently, the only official social for superfuckingmario is their [Bluesky](#) account.



Last doc update: **10/4/2025**

Last website update: **9/28/2025**

INFO

superfuckingmario.com is a website that started operations in (presumably) May 2022.
An archive of all site versions can be found at <https://cuzsie.github.io/sfmva/> (WIP)

SITE UPDATES

Update 0 [May 2022] [\[Archive\]](#)

Update 1 [August 2023] (*Michael Coming Soon*) [\[Archive\]](#)

Update 1.5 [August 2023] (*Site Down*) [\[Archive\]](#)

Update 2 [August 2023] (*Site Resumes Operations*) [\[Archive\]](#)

Update 3 [April 2025] (*Alt Site Update*) [\[Archive\]](#)

Update 4 [August 1st, 2025] (*Reviews Update*)

Update 5 [August 3rd, 2025] (*Coupon Update*) [\[Archive\]](#)

Update 6 [August 6th, 2025] (*Michael The Game(?)*) [\[Archive\]](#)

Update 7 [August 13th, 2025] (*Tobias Game Updated*) [\[Archive\]](#)

Update 8 [September 28th, 2025] (*Green Thumb Update / Mason Update Part 1...*)

DIRECTORY

[\[Links\]](#)

All known links on [superfuckingmario.com](#).

[\[Assets\]](#)

All archived assets on [superfuckingmario.com](#).

[\[The Games\]](#)

Information about all game segments.

[\[Deals\]](#)

All known coupon codes.

[\[Bluesky Posts\]](#)

All Bluesky posts from [@superfuckingmario.com](#)

[\[The Interview\]](#)

Discord stage channel interview with an unnamed entity following Update 7's release.

[Mason's Channel]

Uploads from Mason's channel.

[Non-Canon Fun Zone]

You signed up for this.

PATRONS

“thank you to our incredible patrons who kept our company going all these years!”

superfuckingcommunity Discord Server Boosters

@jakewondie432

@neo9008

THE END

please DM any of us with your findings or theories or suggestions! ^_^

This is all about a website called [Superfuckingmario.com](https://superfuckingmario.com) Btw ^_^



Links

LINKS

Homepage / index.html (<https://superfuckingmario.com/>)

Added in: Update 0

The homepage.

from the team at superfucking mario, our deals page is now back up!
feel free to apply your various superfuckingmario provided coupons!



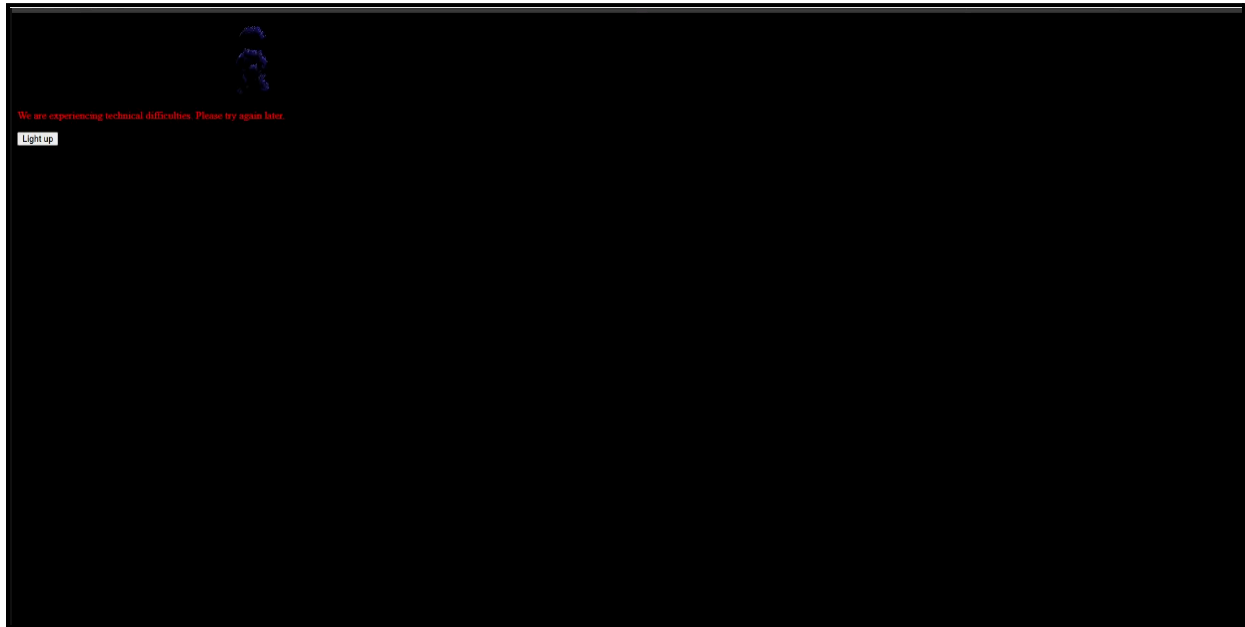
hello have you ever wanted superfuckingmario?



superfuckingmario.com homepage as of **Update 5**

Alternate Homepage

During *Update 4*, every time the page is loaded, there was a 30% chance that the site would go to an alternate version, making the background black and replacing the png of mario with *superfuckingmarioAlt.png*. A button labeled "Light up" would be added, when clicking, the screen would temporarily become brighter, allowing you to see the balloon.



Moving your mouse around on the page in this alternate state would take you to doll.html. After seeing this 'blackout' once in a day, the chance of seeing it again in the same day drops to 5% (Or you could edit your site cookies to remove portions of the data).

404 Page (any subpage that doesn't exist)

Added in: Update 4

A black page with the text "couldn't be found".

Shows *superfuckingmarioAlt.png* scrolling from right to left, similar to the main website.



Doll (<https://superfuckingmario.com/doll.html>) (DEAD LINK)

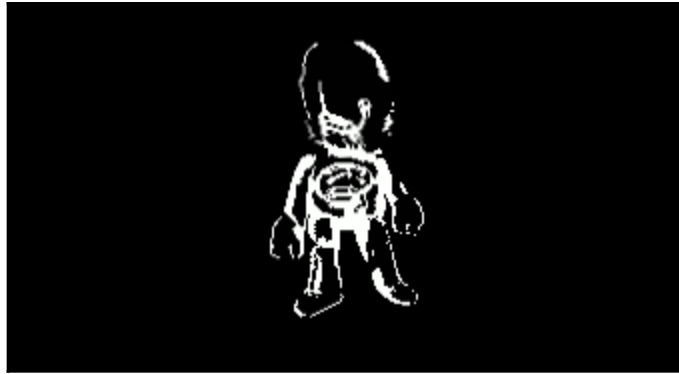
Added in: Update 3

As of Update 4, this page is deleted.

You are redirected to this website after a certain time on the [alt homepage](#). Going to this link without accessing it through the homepage results in a message box saying "...".

A figure is shown in the middle of the page that speaks to you. Every time you visit the page, the dialogue is different.

```
(/mus1.ogg plays)
"I felt something."
"Did you come to see me?"
"I don't know what happened."
"I don't know why I'm here."
"I can't see you."
```



(The doll starts crying, /mus1.ogg plays)

"...

....."

....."

"I felt something."

"Is this a dream?"



(/mus1.ogg plays)

"I used to be alive."

"I used to be a person."

"Now. I am nothing."

Where are we?

Can you see?

Can you feel?"

"Please don't leave me."

(The doll starts to noticeably shake, /mus2.ogg plays)

"Why won't you talk to me?"

"Why won't you look at me?"

"Why won't you touch me?"
"Why won't you love me?"
"Why won't you take
me HOME?"
"Why won't you help me?"



([/mus3.ogg](#) plays)
"Why won't you help me?"
"I don't understand.
Why won't you help me?"
Did I do something to"
hurt you?"
Why won't you help me?"
Did I do something to"
make you angry?"
Why won't you help me?"

([/mus3.ogg](#) plays)
"You're a monster.
You're a coward."
"What did you do to me?"
"Why do you keep bringing
me back?"
"Why do you keep hurting me?"
"Why do you keep playing
with me?"

```
(/mus3.ogg plays)
"Why won't you kill me?
Why won't you let me die?
I don't want to be here."
"Why won't you let me go?"
```

```
(The doll is seen hanging, no
music plays, it is silent)
```



After all dialogue choices are exhausted, the figure hangs itself on all further visits with no dialogue.

Deals (<https://superfuckingmario.com/coupon.html>)

Added in: Update 5

Deals is a subpage of the homepage. Here, you are able to input coupon codes. All known codes and what they do are documented in the deals section.

Customer Reviews

(<https://superfuckingmario.com/satisfaction.html>)

Added in: Update 4

Press **[customer reviews]** on the homepage. Shows a list of reviews.

In the reviews, there is a review from “FATHER”. Clicking his name takes you to father.html.

FATHER (* - - - - | 1/5)

gsdji0jpfgdjniopbirtbi99et

gjtu9tu9et9uighjertu8i9gher589-teu89t4r89tq45

8ghju8i9tghjduiohjbkoladvho

Every time the button to view “customer reviews” is clicked, there is a (5%) chance all the reviews get replaced with one.

SUPER FUCKING MARIO



[home](#) [customer reviews](#)

Tobias (* - - - - | 1/5)

I found this site from a friend who thought it was funny. I looked into it and saw it was advertising a product but it was so vague on what you were buying exactly. specially since the site doesn't really have an order page. I was jokingly refreshing the page in front of my friends in a call and managed to somehow stumble on an actual ordering checkout page, weirdly enough I was not even asked for any payment info, so I thought it would be funny to order from the site while my friends watched.

I had completely forgotten about this as I had moved on and thought it was just a joke. until a couple of weeks later when a completely blank package arrived at my door with no sender, just a note taped onto the package "superfuckingmario", inside was only an NES game cartridge. there was no sticker on it, only my name written on it with a faded marker. I thought this was a joke? because it felt like I was in one of those old cheesy internet creepypastas, so I thought of just throwing it out, however I do remember having my old Childhood NES down in my basement storage, so out of curiosity I set it up to play the cartridge.

The game booted up and there really wasn't much to see, it looked like a romhack of SMB1, but stripped out of everything that made it SMB1, the player sprite didnt look like Mario as you would expect. I'd honestly say its hard to describe. The gameplay consisted of just walking forward on a plane, so I ended up walking for around a couple of minutes until I gave up on it and just turned the console off and forgot about it for the rest of the day.

I did tell my friends about it a couple of days later and they thought it was interesting that I somehow managed to get a package from the site, I tried to set up my webcam to stream the game to my friends but for some reason the webcam would not record the screen. during this I noticed that the game had changed from when I played it last time.

There is something wrong with this game. I feel strange when I'm not playing it.

Don't buy from superfuckingmario, there is something wrong.

Tobias' name is a link, and clicking it takes you to [tobias.html](#).

After beating Michael, if you go back to Tobias' review, it will say this instead. You have to highlight the text.

Tobias (* - - - - | 1/5)

.ereh llits m'I .ereh llits m'I .ereh llits m'I .ereh llits m'I .ereh llits m'I

Tobias / The Game (<https://superfuckingmario.com/tobias.html>)

Added in: Update 4

Found on the secret Tobias review. This is how you access [Tobias's Game](#).

Newspaper (<https://superfuckingmario.com/newspaper.html>)

Added in: Update 4

Found in [tobias.html](#), entering the bathroom has a random chance to bring you to an alternate room. Collecting the newspaper takes you here. The website itself is blank, but there are 2 variations, showing what are presumably sections of a newspaper. The 3rd is unlocked through a secret room in the school.

A: <https://superfuckingmario.com/newspaper.html?whatsleftof>

B: <https://superfuckingmario.com/newspaper.html?him>

C: <https://superfuckingmario.com/newspaper.html?sorry>

Michael (<https://superfuckingmario.com/michael.html>)

Added in: Update 4

(NOTE: it is spelled michael, and not micheal)

Not linked anywhere on the website. It is assumed converting the phone sounds in [tobias.html](#) to binary, giving you "michael", is the hint for this, or just educated guesses.

Usually, the website shows michael.png with a white background, but after accessing the secret room in the school in Tobias / The Game, it unlocks a second variation of The Game.

Mother (<https://superfuckingmario.com/mother.html>)

Added in: Update 5

Inputting the coupon code "**ft23**" in the coupons page takes you here. A button saying **[click me]** appears, and clicking it plays mother.ogg while showing a sprite.

Father (<https://superfuckingmario.com/father.html>)

Added in: Update 5

Clicking the name on Father's review in [satisfaction.html](#) takes you here. A button saying **[click me]** appears, and clicking on it plays *Father.ogg* while showing the infarto / Father animation.

Autumn (<https://superfuckingmario.com/autumn.html>)

Added in: Update 6

Accessed through a wall in the secret bathroom in Tobias / The Game. A button saying **[click me]** appears, and clicking on it shows a painting of the mother autumn.ogg plays.

Michael Battle (<https://superfuckingmario.com/michaelBattle.html>)

Added in: Update 7

This website is only found within an unencrypted value in the raw JS file. When first visiting, the website just shows you a picture of a turtle, and gives you the "dirtydataminer" value in your save file. Coming back here after doing a certain set of instructions unlocks "something else".

Mason (<https://superfuckingmario.com/mason.html>)

Added in: Update 8

Not linked anywhere on the website.



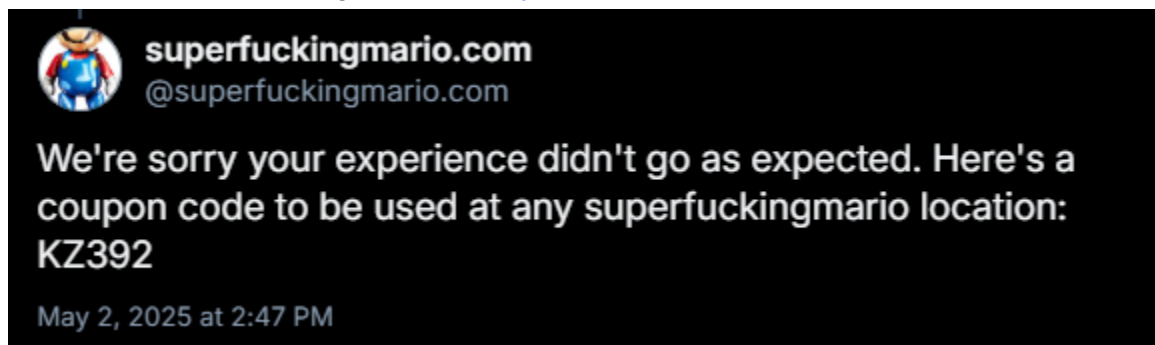
Deals

DEALS:

On [coupon.html](#), you are able to input coupon codes.

KZ392

Found on the superfuckingmario [Bluesky](#) account.



Inputting this code opens [the door](#) in the hallway in [tobias.html](#).

ft23

Found by translating the phone beeps from the school phone into binary. Inputting this code takes you to [mother.html](#).

You can also just look at the shape of the school

988549849898598999990

Found by combining codes provided on the superfuckingmario Bluesky account. Inputting this code unlocks a [secret room](#) in the school.

erehllitsmi

Found by combining the missing letters in this post on the superfuckingmario [Bluesky](#) account.



superfuckimgmario.com

@superfuckimgmario.com

Hello, from the t am at supe fuckingmario. W 're aware of the recent, and ighly disturbing posts being made on our account recent y. These were not made by us, but an intrusion in our systems. P ease be pat en a we continue to try and tigate the issue.

August 13, 2025 at 6:06 PM Everybody can reply

Inputting this code lets you walk through [the mirror](#) in tobias after beating michael.

Nike

<https://superfuckimgmario.com/nike.html>

Nike Air Yeezy 2

Reg October



Satisfaction Ganrateed

LIMITED TIME ONLY

The Games

TOBIAS (Act 1)

Tobias is accessed through tobias.html.

The Game starts off in a bedroom with a NES console, screen and laptop.



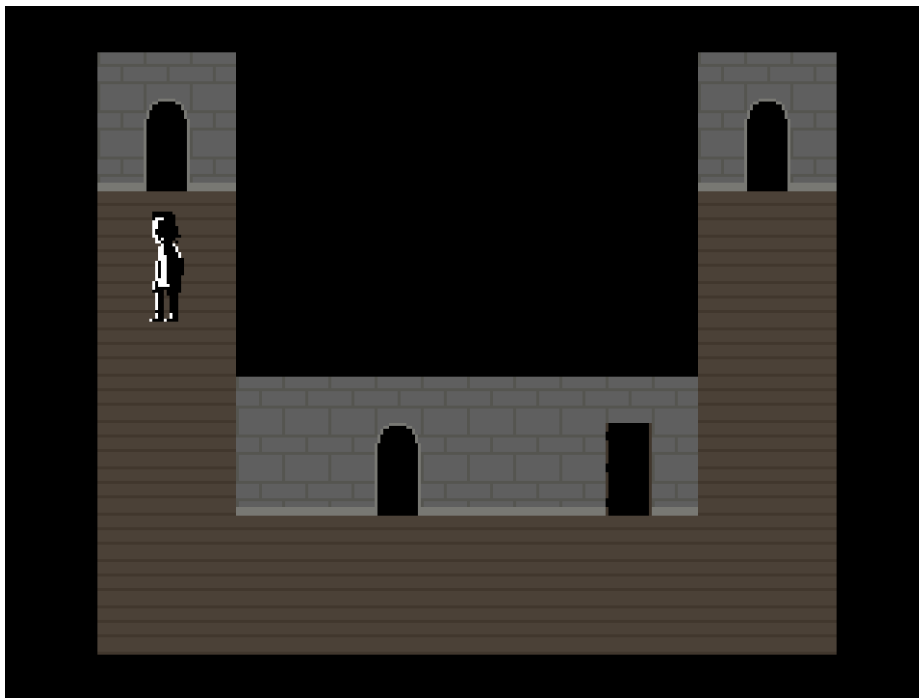
Every time this room is entered, there is a small chance the closet door will be opened.



Entering it takes you to a room with a mirror. You are unable to leave the room once you enter.



Upon exiting the bedroom, there is a room in the middle, and another room on the right.



(Note: the door on the middle right only opens [after a certain code is inputted](#))

Entering the room in the middle will typically go to the bathroom. There are 2 random encounters. The first where the shower will be on (playing [shower.ogg](#)), and the other with a face in the mirror.



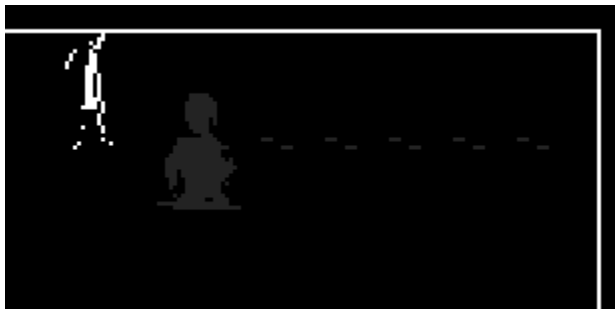
Sometimes when trying to enter the bathroom, you'll get sent to a different area, and a music track called [room.ogg](#) plays



Heading to the bottom left will reveal a newspaper, which when walked on, redirects you to newspaper.html. It can be assumed that the newspaper was placed there by whatever could have been seen using the shower in the bathroom, as there's water trailing to it.

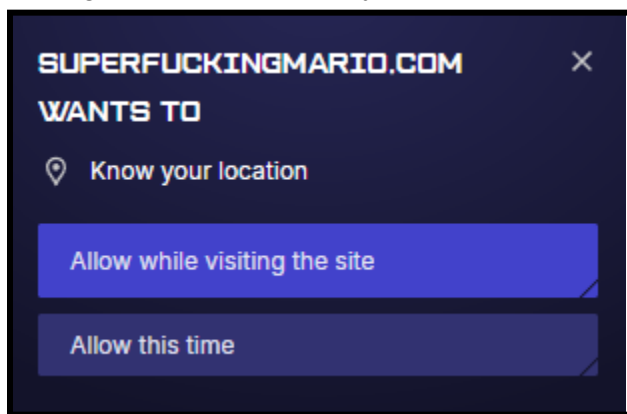


Heading to the top, and then right, reveals a hidden path with no collision that goes to a secret room. In front of the room, is a seemingly melting person trying to get away. In the room is a big head, a noose, and a tipped chair. This figure is Michael. Entering this room causes Intubation.ogg to play.





Entering this room will also cause the webpage to request access to your location. This does nothing in the code, and only shows the popup.



Choosing to allow the site to access your location will cause evil4.ogg to play.

There is another secret pathway in this room.



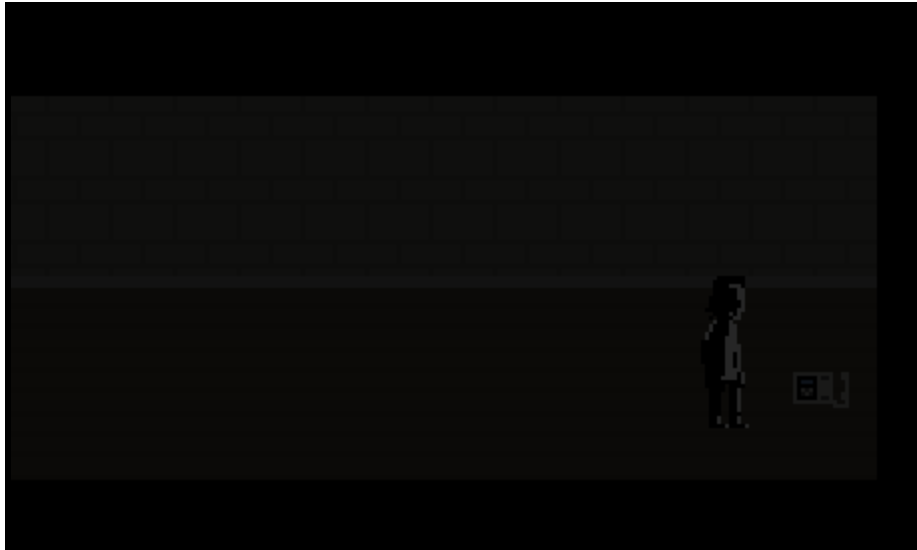
Continuing on this path takes you to [autumn.html](#).

Exiting this room, or simply going to the room on the right after the bathroom, you'll enter this infinite looping hallway, in which [forever.ogg](#) plays. All you can do is walk to the right, as the screen darkens. At the end of the hallway is a phone that when stepped on freezes the game and plays [traces.ogg](#), which when converting the beeps to binary, gives you:

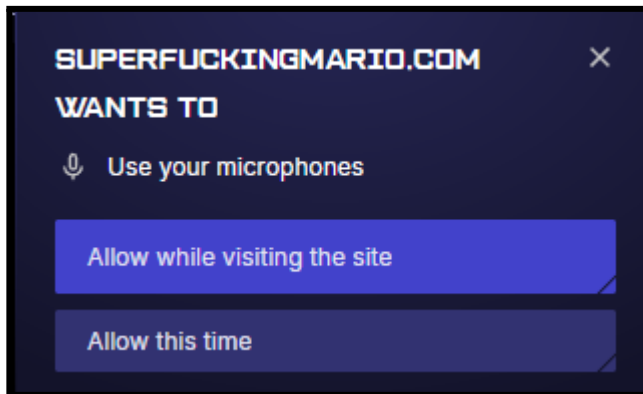
0110110101101001011000110110100001100001011001010110110000001010

Which translates to "michael".



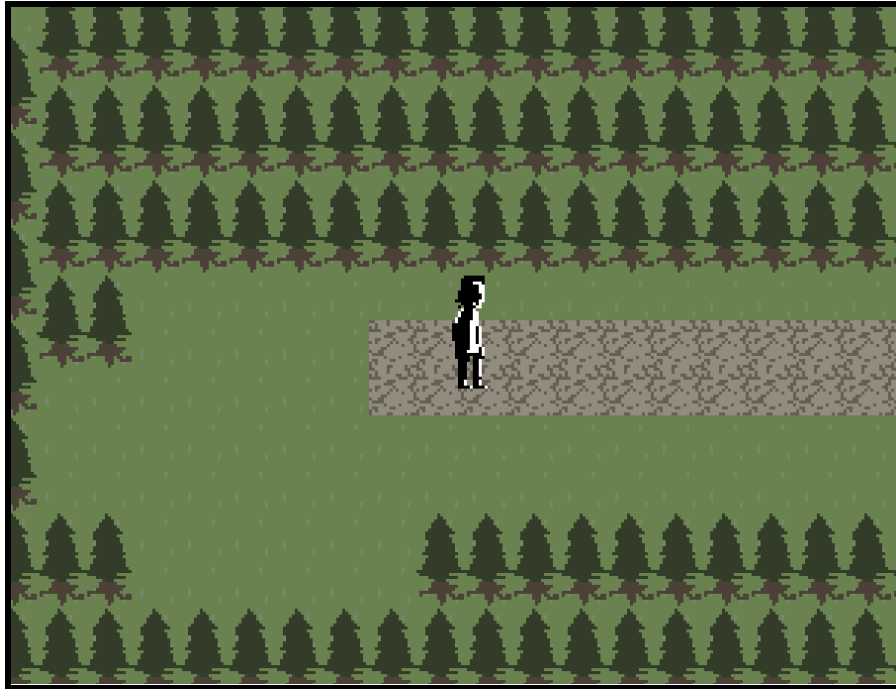


Around a third of the way through the hallway, the website will prompt you for microphone



access.

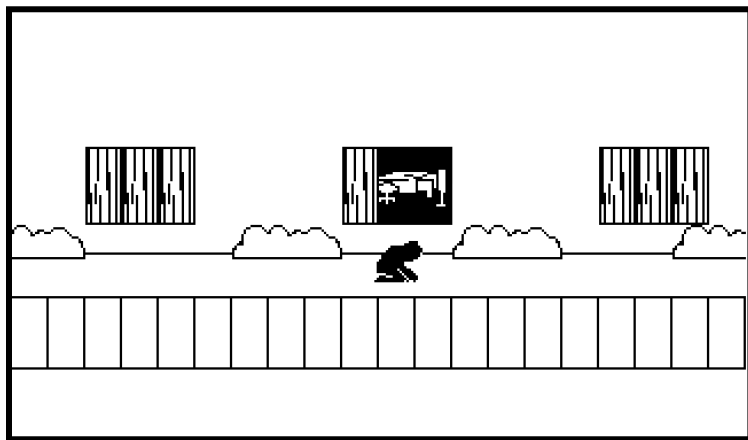
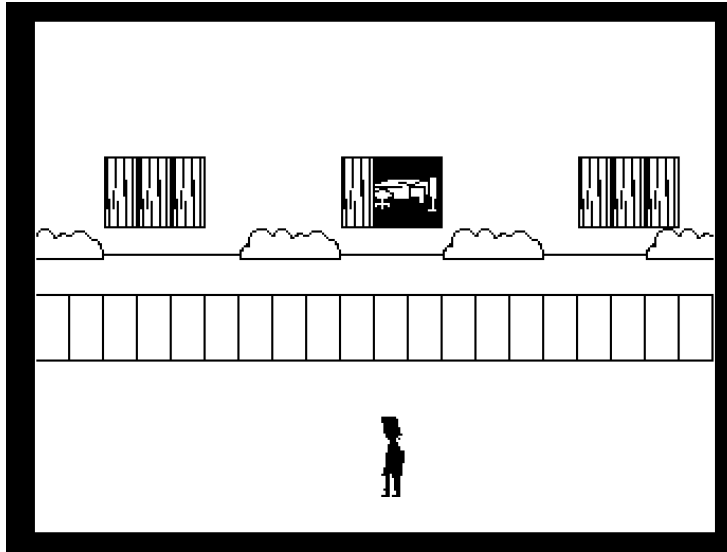
As of **Update 6 (August 3rd 2025)**, the website updated, adding more to Tobias, Upon entering the code KZ392 in the deals page opens the door on the right allowing you to access a forest area.



A hidden pathway is in this area, if you go to the area below, there is no collision. Continue upwards.



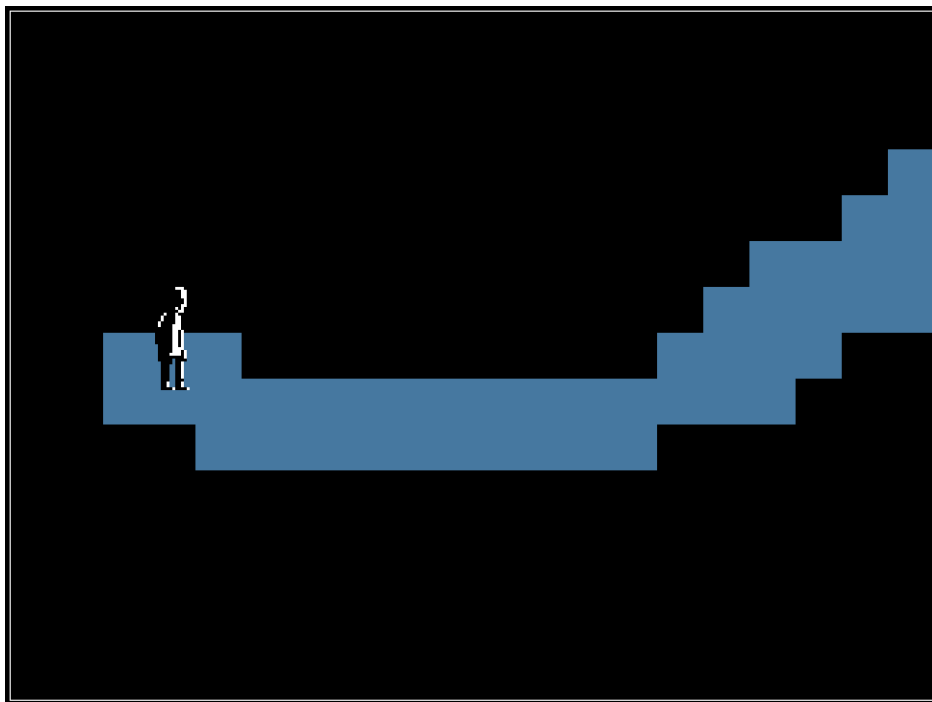
Going this way takes you to this black and white area (known as “stage6” in the code). Approaching the window causes you to stop moving (you lose all movement controls until the site is reloaded) and he falls to his knees.



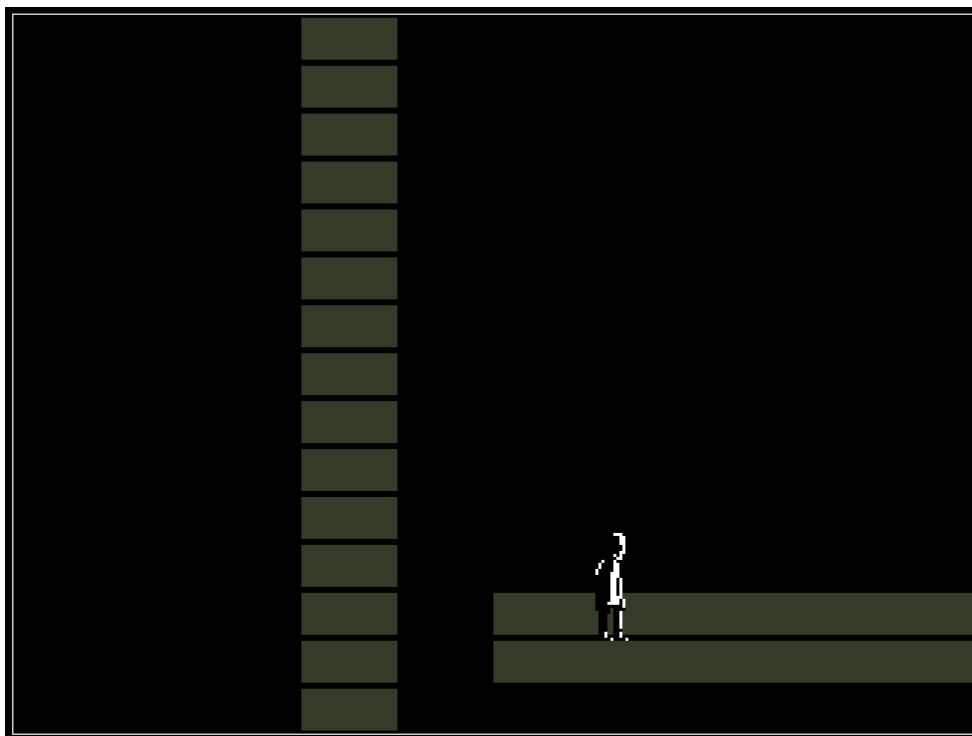
The Green Thumb.

As of Update 8, you can ignore the window and follow the pathway either to the right or to the left.

Upon doing just that, it'll send you to a blue weirdly-shaped hallway, the tiles being the same ones used in [Michael](#).

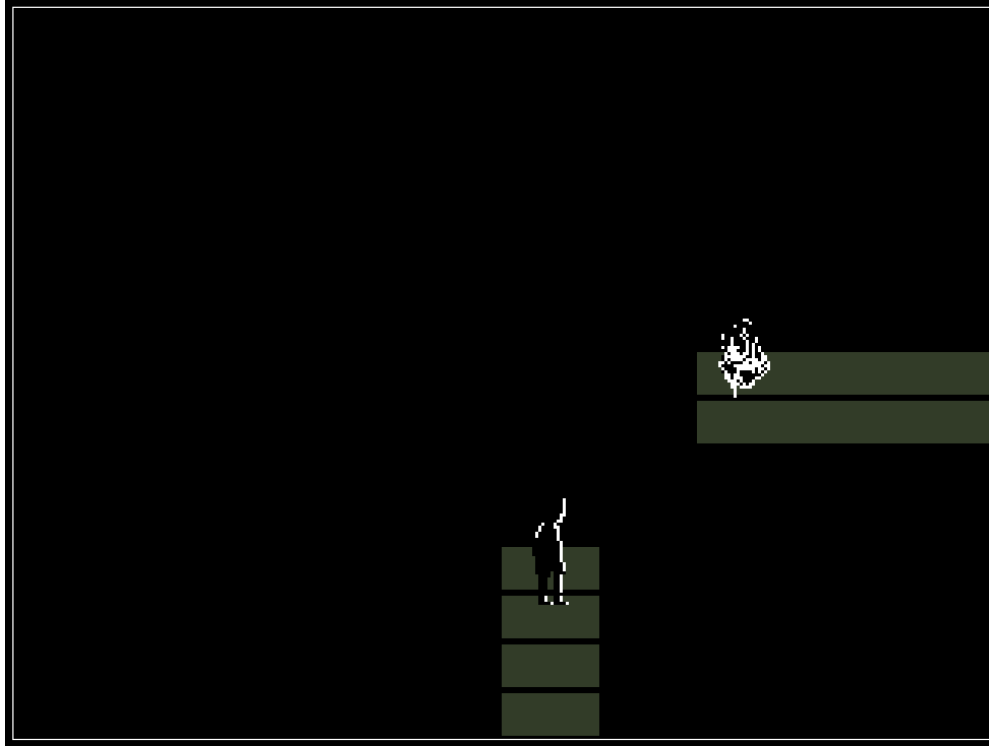


After following it you'll be sent into a new area, it consists of green tiles resembling planks or a dock. It has new music - zee.ogg.



The layout is confusing and huge, but it doesn't send you back unless you backtrack, it all leads into different rooms.

Eventually you'll run into This.



It's an npc, it behaves like [the figures](#) in the Michael game, however it doesn't resemble them at all.

Going forward and eventually approaching it triggers dialogue:

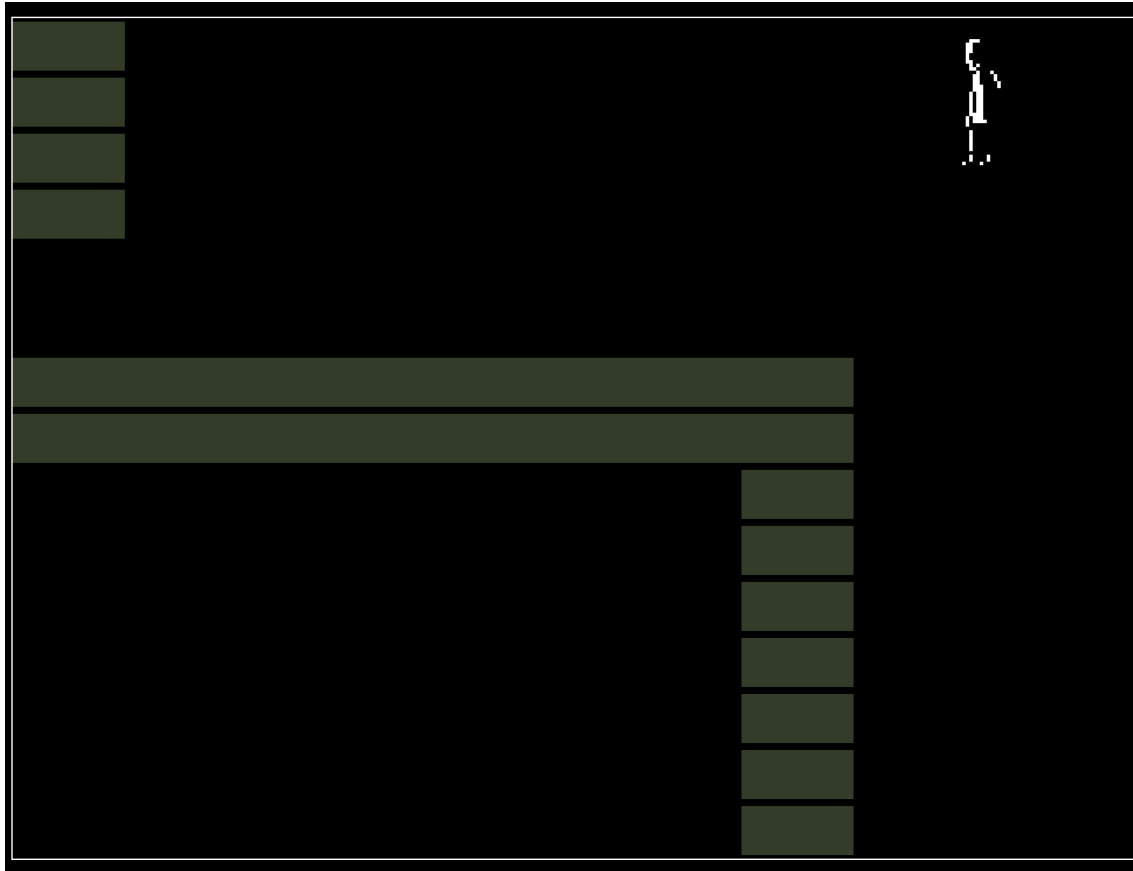
Lost in your thoughts again?



After the dialogue is complete, the npc floats away.

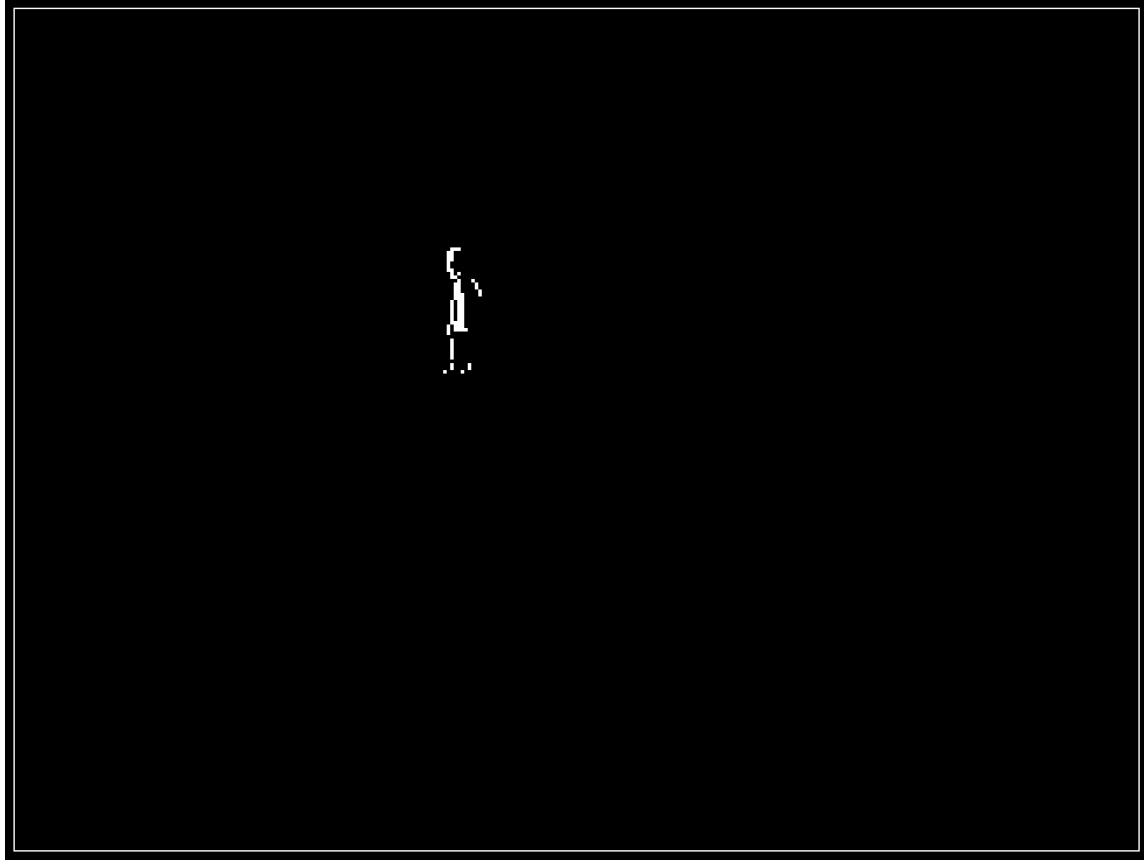
There's only one other thing left that you can do outside of refreshing the page.

If you pay attention, you'll notice that in some areas you can go out of bounds. Most notably:



By following the invisible path you're led into an invisible Maze...

Eventually you get into a room that makes Tobias freeze, softlocking you. It plays a really loud sound - [busy.ogg](#) (Again, WARNING. LOUD...)

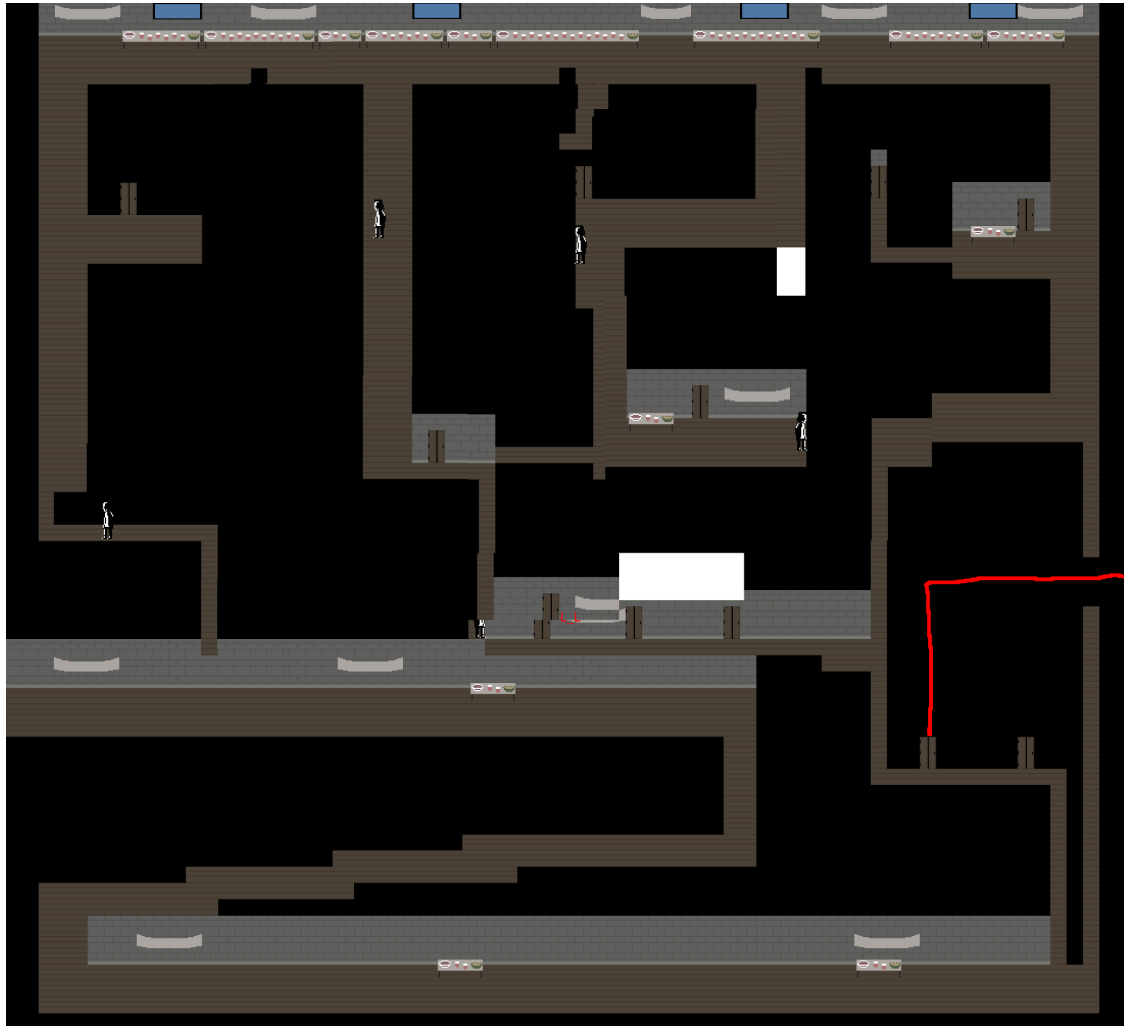


Nothing secret has been found in the audio, so all you can do now is to refresh the page.
That's (so far) the end of the area.

Back to Act 1

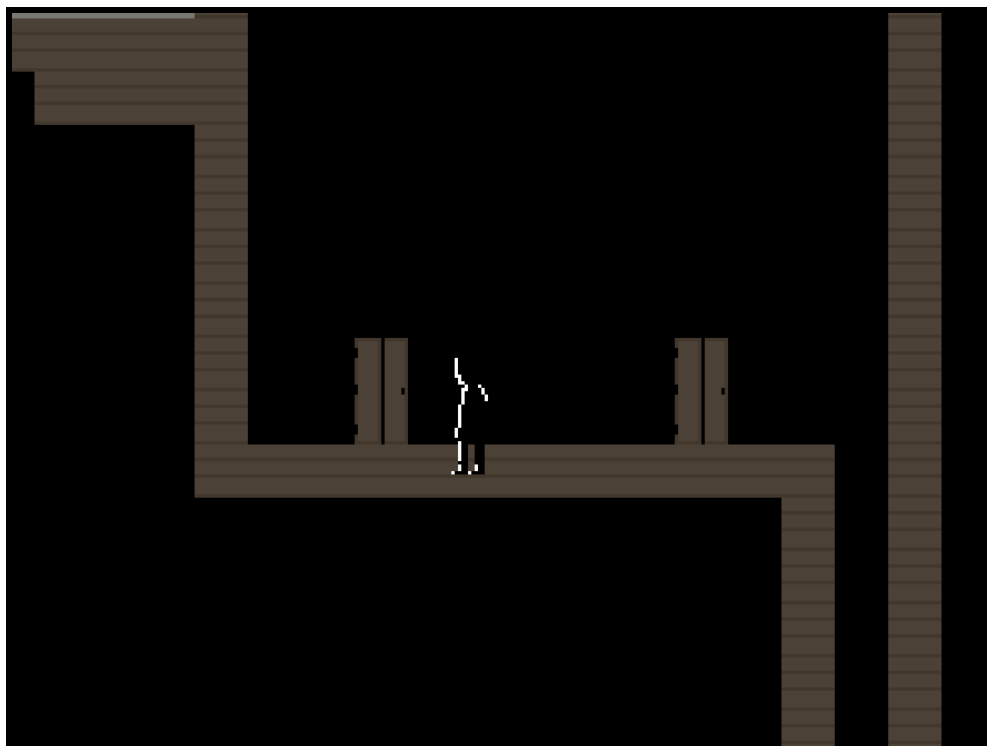
Ignoring this path, walking to the right you go into what looks like a school. Here's a not so great layout image of the school. (duplicates of the character and red markings are not part of the game)

The red line indicates where you can walk to enter a secret area



UPDATE: IM FUCKING STUPID IT SAYS FT23 LOL

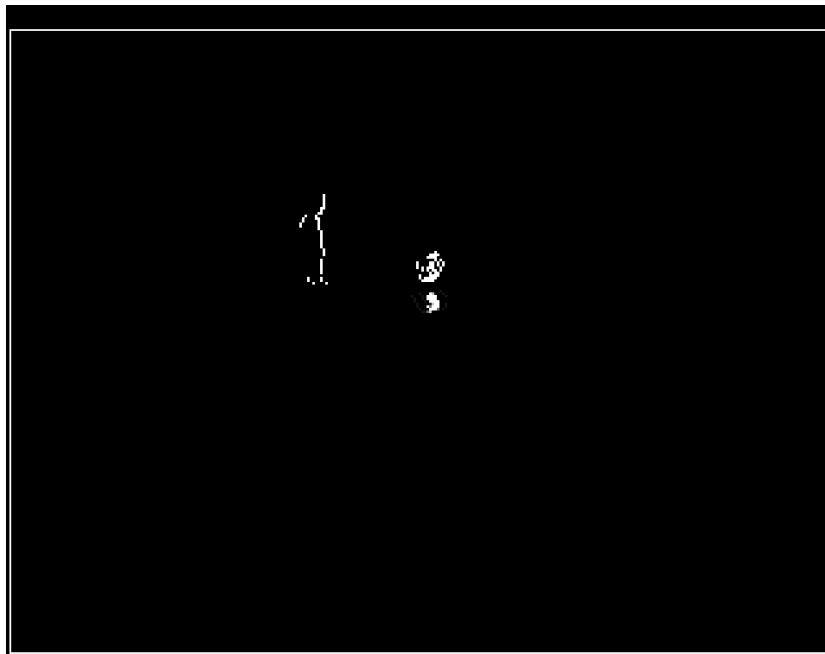
Trying to walk into this door will show there is no collision, and you can walk up and then to the right to a secret room.



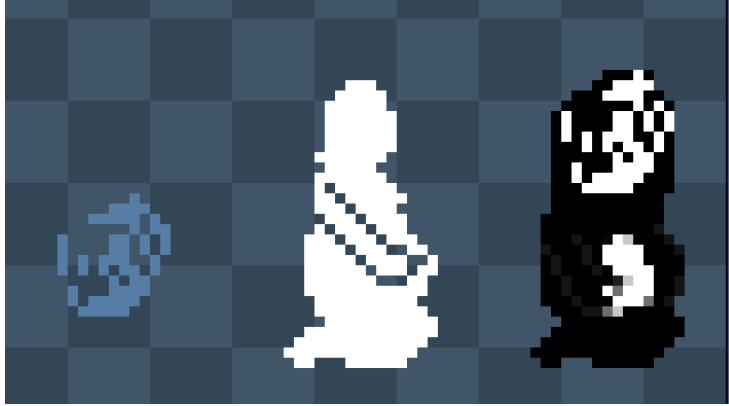
The room has a character (known as “figure” in the code, presumably the “mother” as it shares a sprite with [./mother.html](/mother.html), as well as <mother.ogg> playing), and a light switch that is interactable. Walking up to the light switch will cause it to flip, which it cannot be flipped again unless you re-enter this room



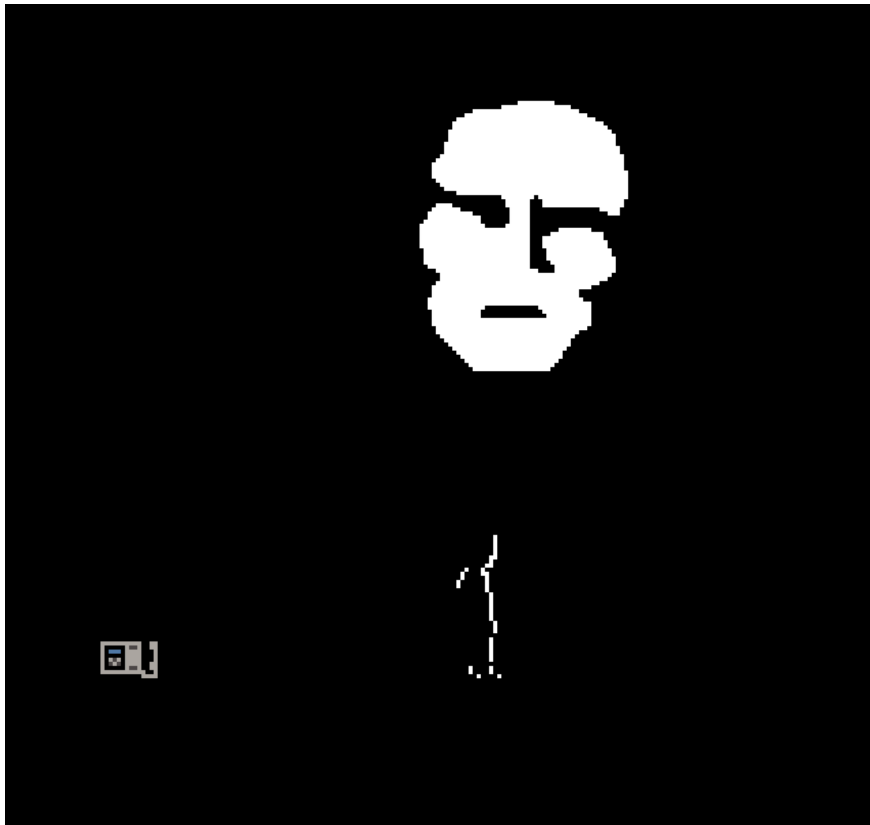
When flicking the light switch, there is a chance for a special event to happen. The exit is blocked off in this dark version.



The figure shown here has the same face as the face on the mirror in the bathroom.



If you do not enter the secret, and just continue down the path, going to the bottom left, you enter a room that you can walk to the left. In the room, you will find the infarto face, along with a phone.



Walking up to the phone plays traces3.ogg, and walking up to the face takes you to this room with a wheelchair, you can't do anything from here. The room is known as "happywheels" in the code.



UPDATE: before this room, if you have entered the code 988549849898598999990 one of the doors opens up, leading to <https://superfuckingmario.com/newspaper.html?sorry> and locking you out of tobias.

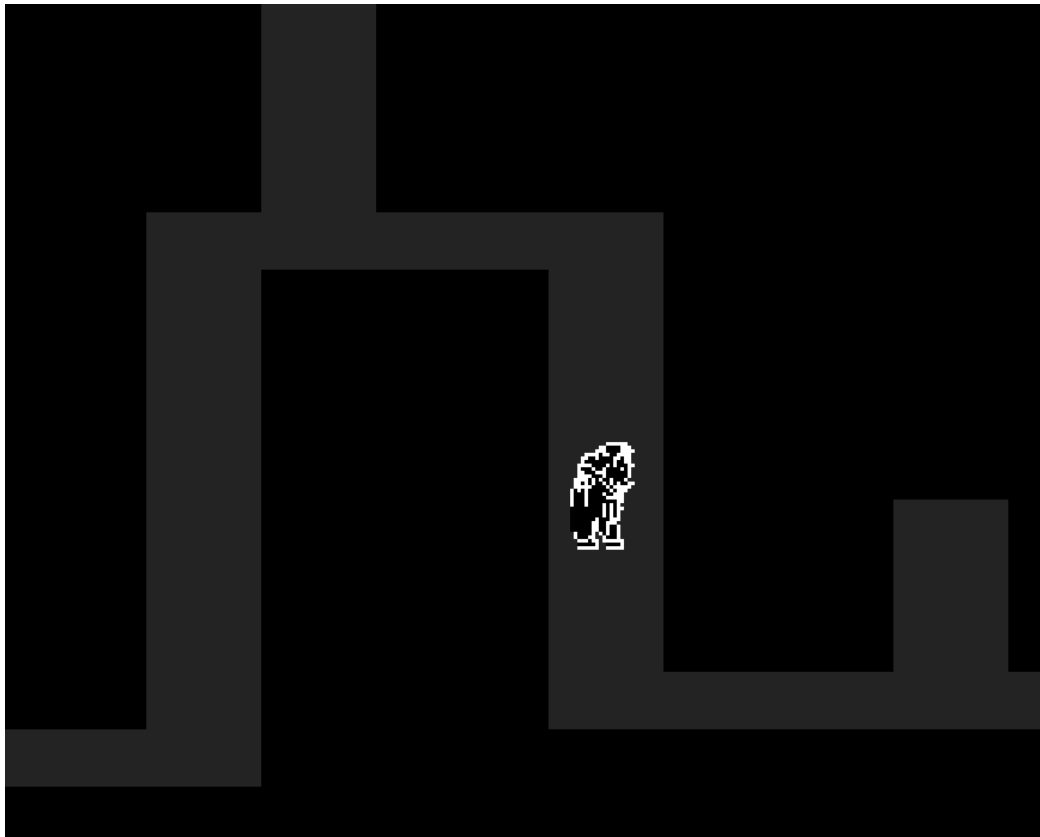


MICHAEL

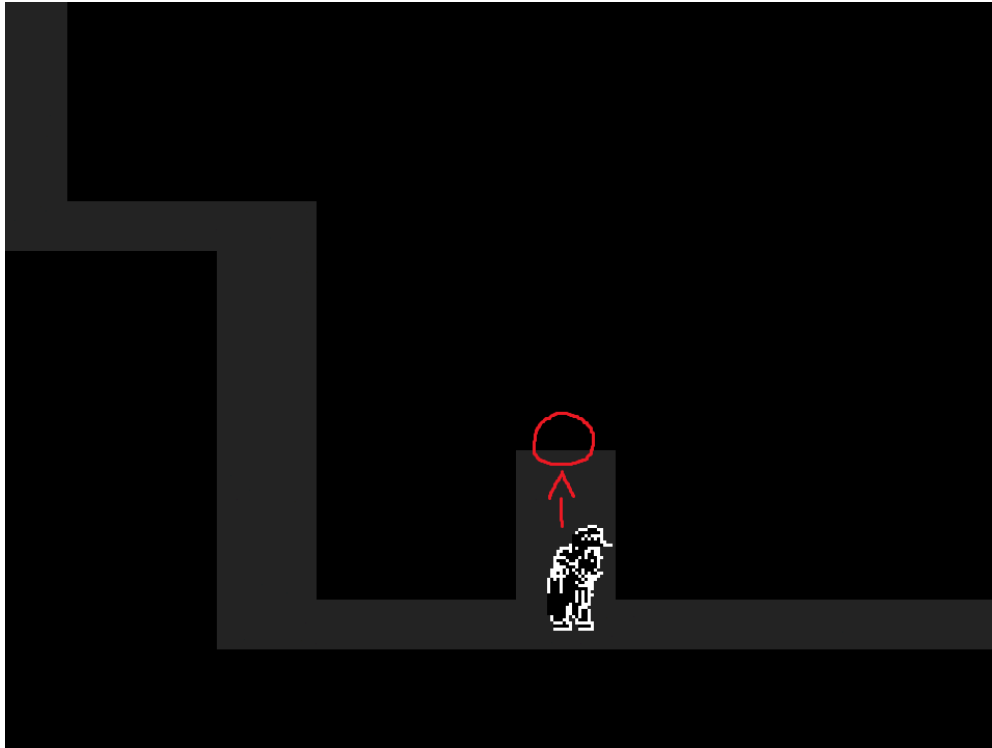
Once you reach the secret found in Tobias that locks you out of playing that game, visiting <https://superfuckingmario.com/michael.html> brings you a new game where you start off in the position of the doll seen in the secret bathroom room.



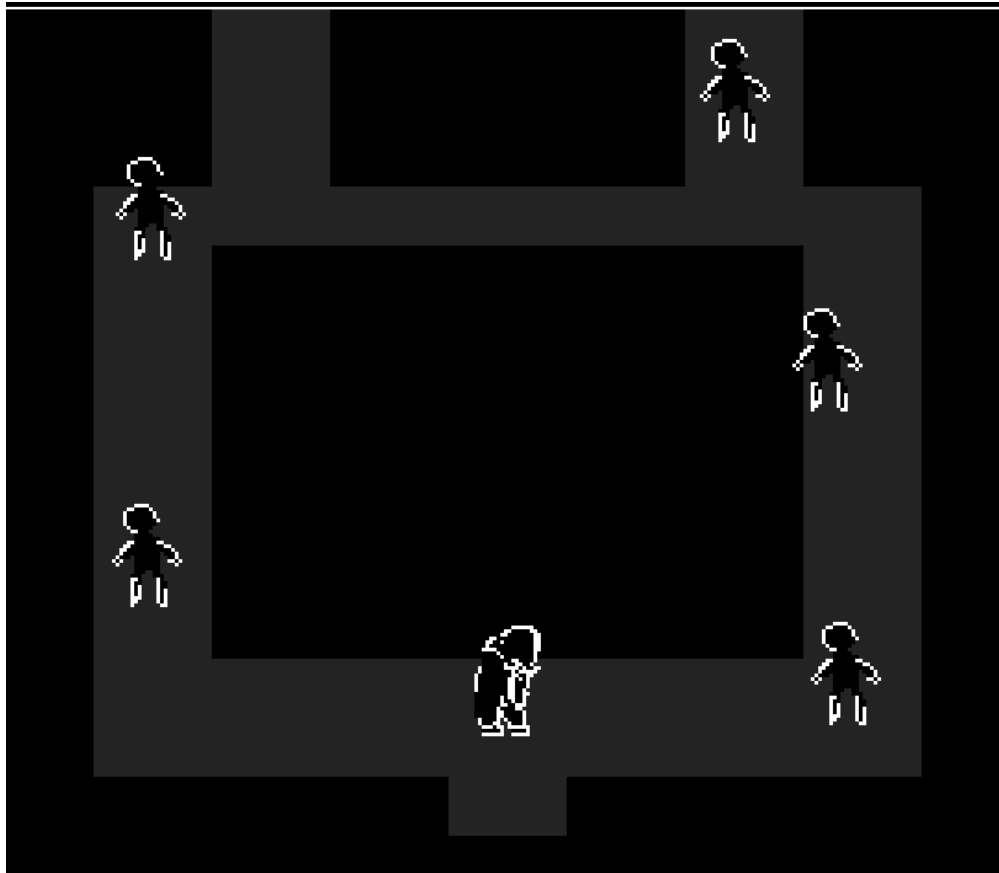
Moving to the left and downwards, you are given 2 pathways, the left path and right path.



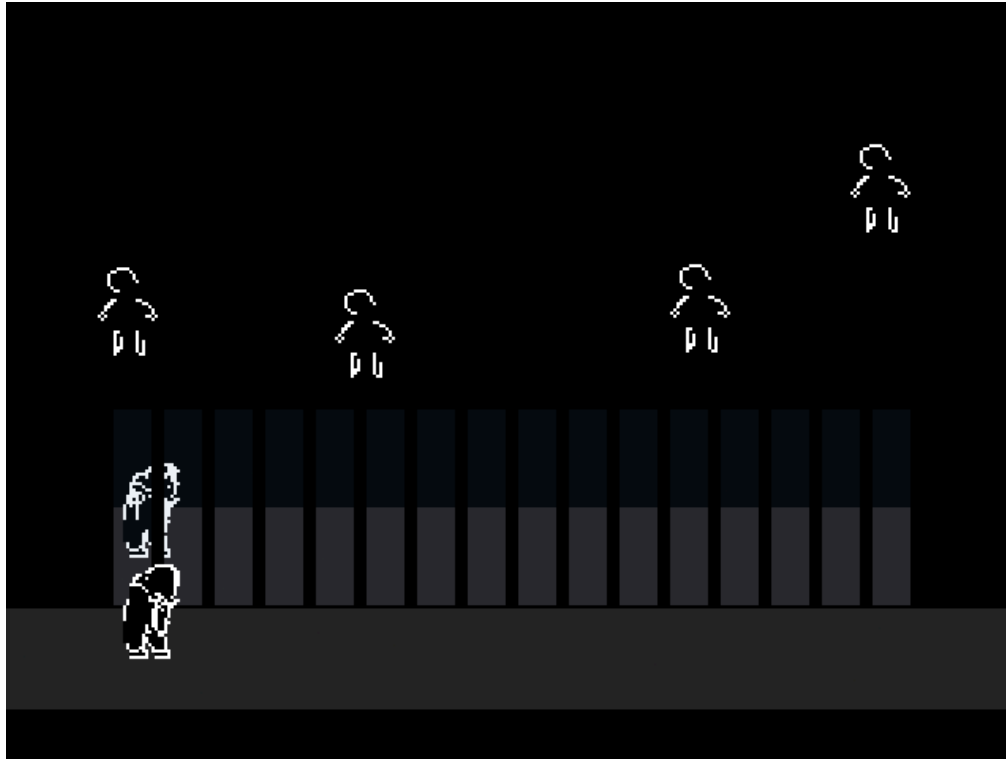
Right Path



Upon going on the right path, you are presented with a room with weird figures. These figures move away from you when you go near them.



Continuing onward, you find a room with a mirror, and more figures floating in the air. Entering this room plays [reminder.ogg](https://www.youtube.com/watch?v=reminder.ogg).



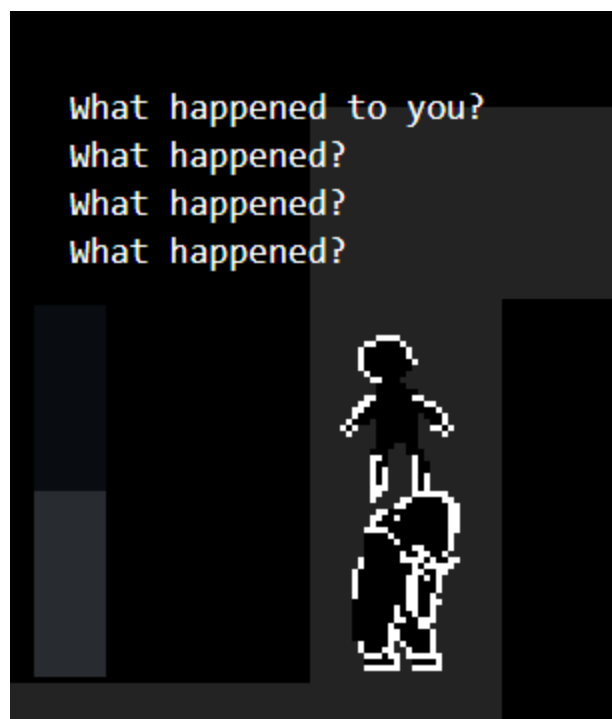
Your path is blocked by a figure. Going near it triggers this dialogue:

What happened to you?

What happened?

What happened?

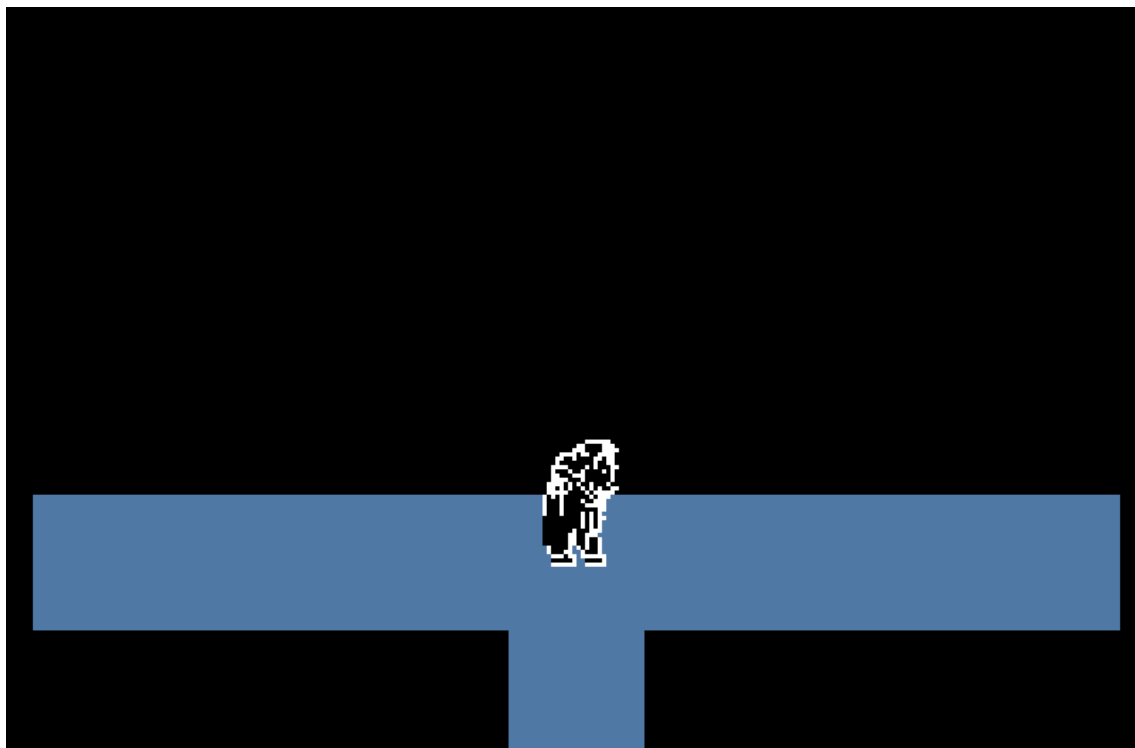
What happened?



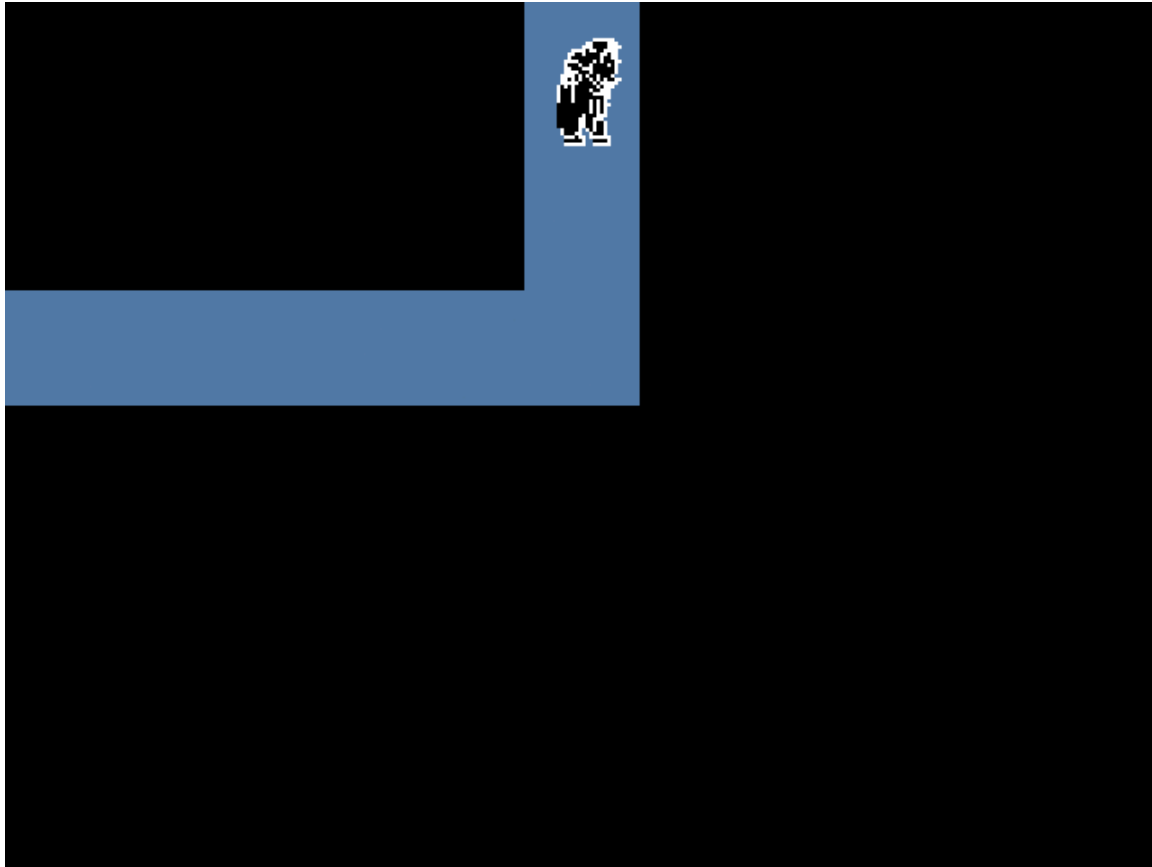
After the dialogue completes, the figure floats away.



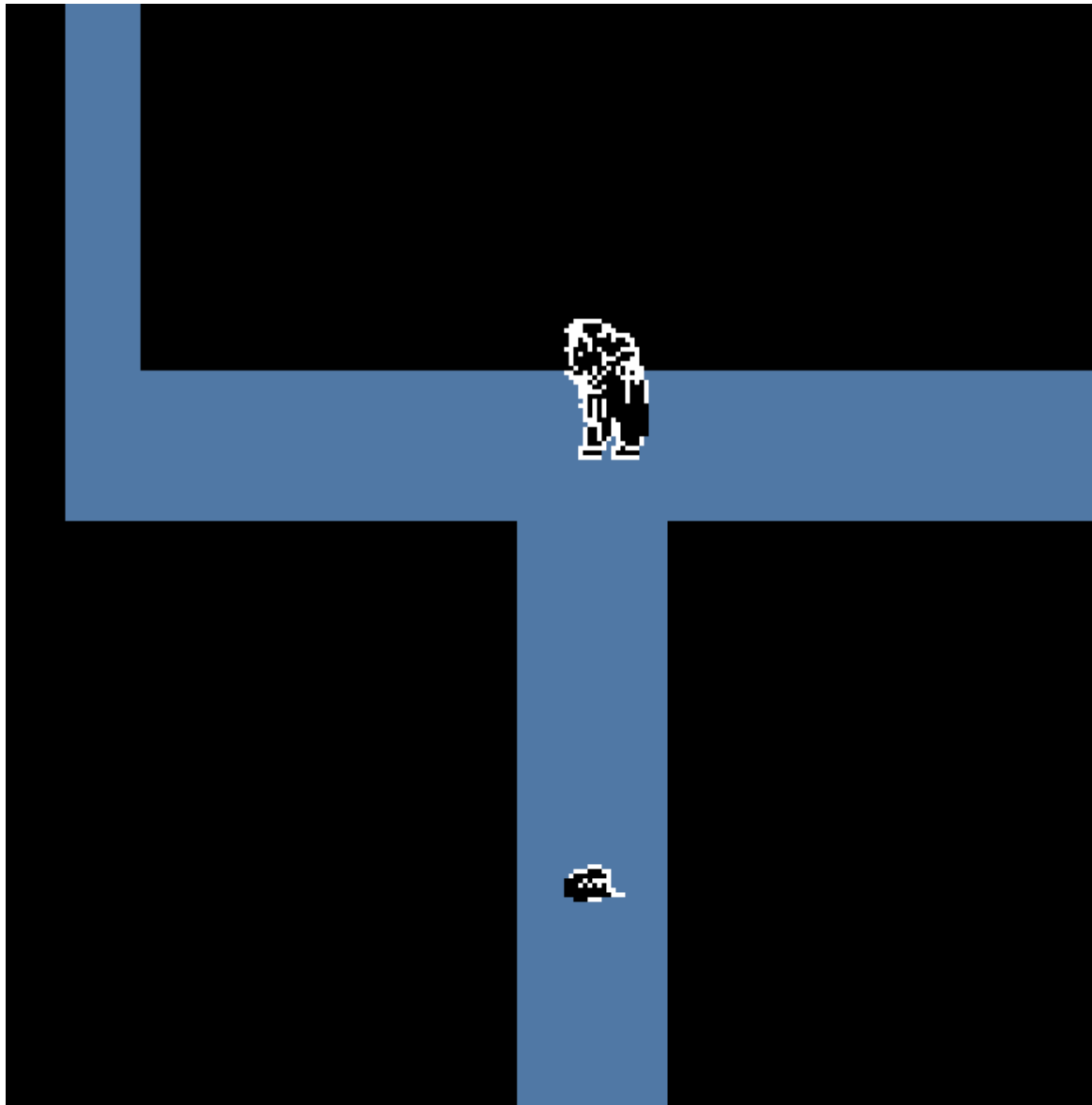
Continuing on, you jump off the edge, and fall into a blue room. There is nothing on either side, and only one way to go.



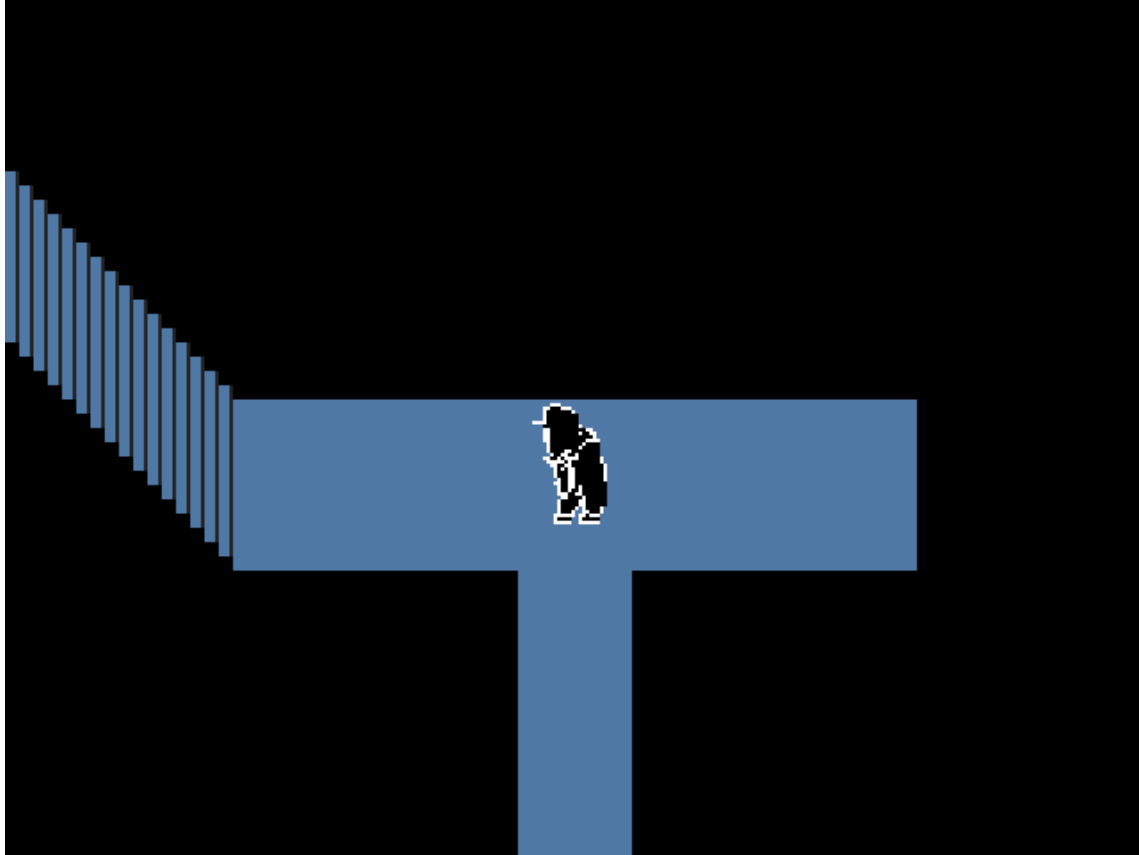
Continuing down, you enter a new room. The song [ice.ogg](#) plays here.



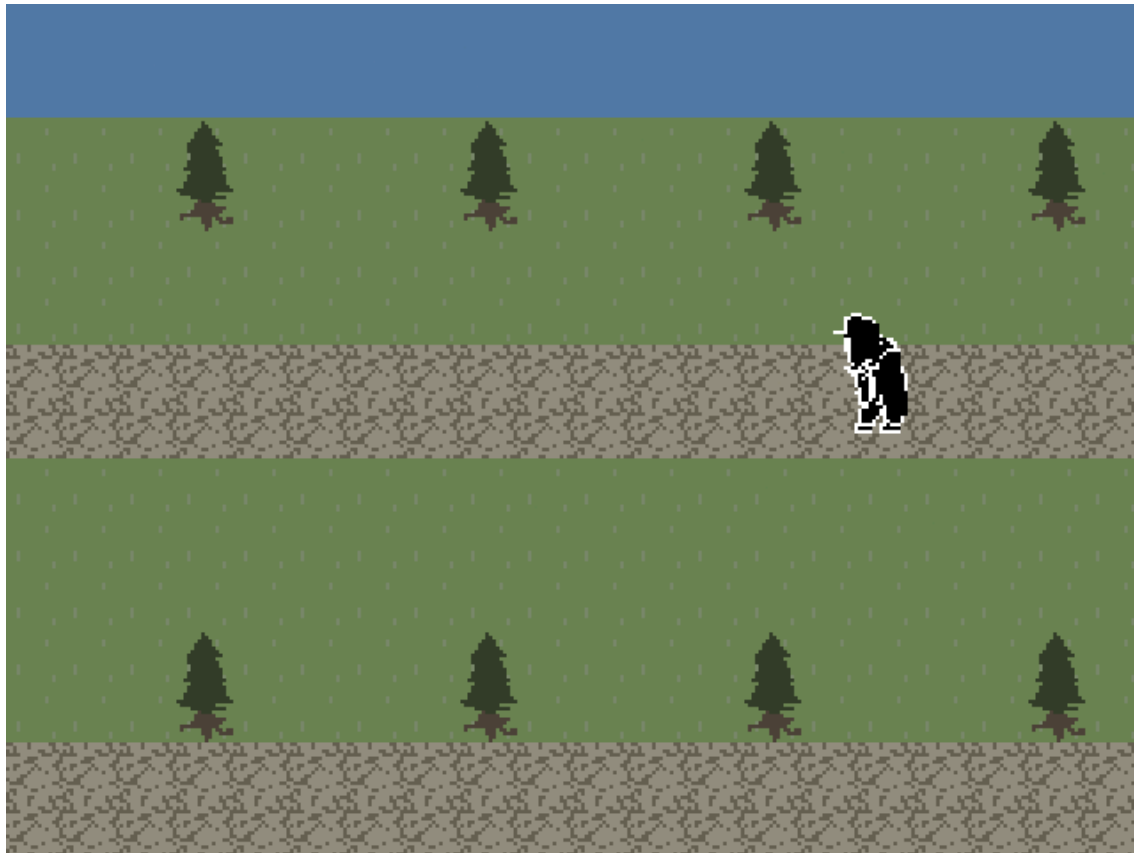
At this point, Michael gets the opportunity to pick up his hat, and when grabbing the hat, his walk speed seems to return to normal.



Going downward is progression, but going up is an extra room.



Going up the staircase takes you here. This room plays [honeydew.ogg](#), the exact same song as the school. (not to be confused with [autumn.ogg](#)).

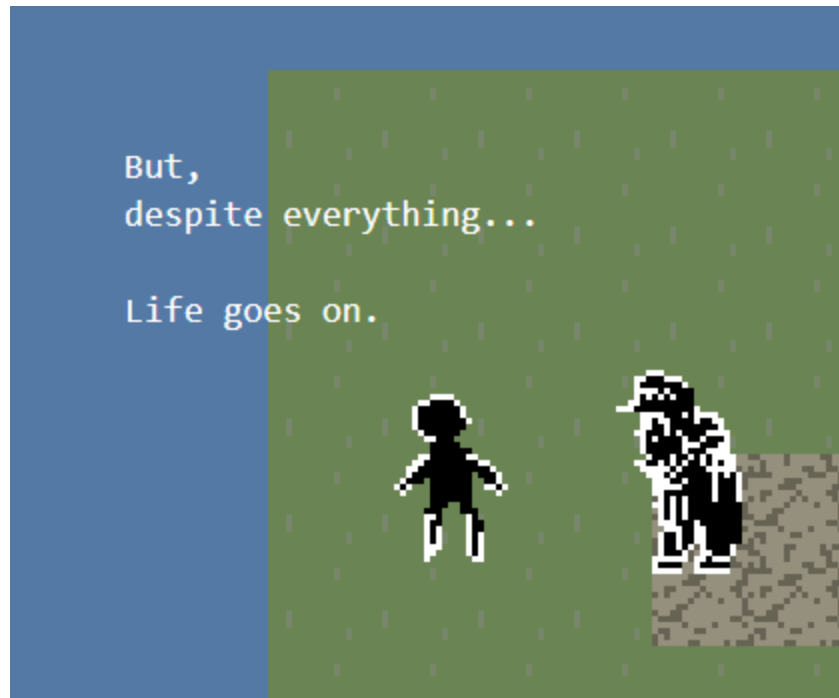


Continuing left shows another figure with dialogue.

But,

despite everything...

Life goes on.



Back on the main path, your path is once again obstructed by a figure with dialogue.

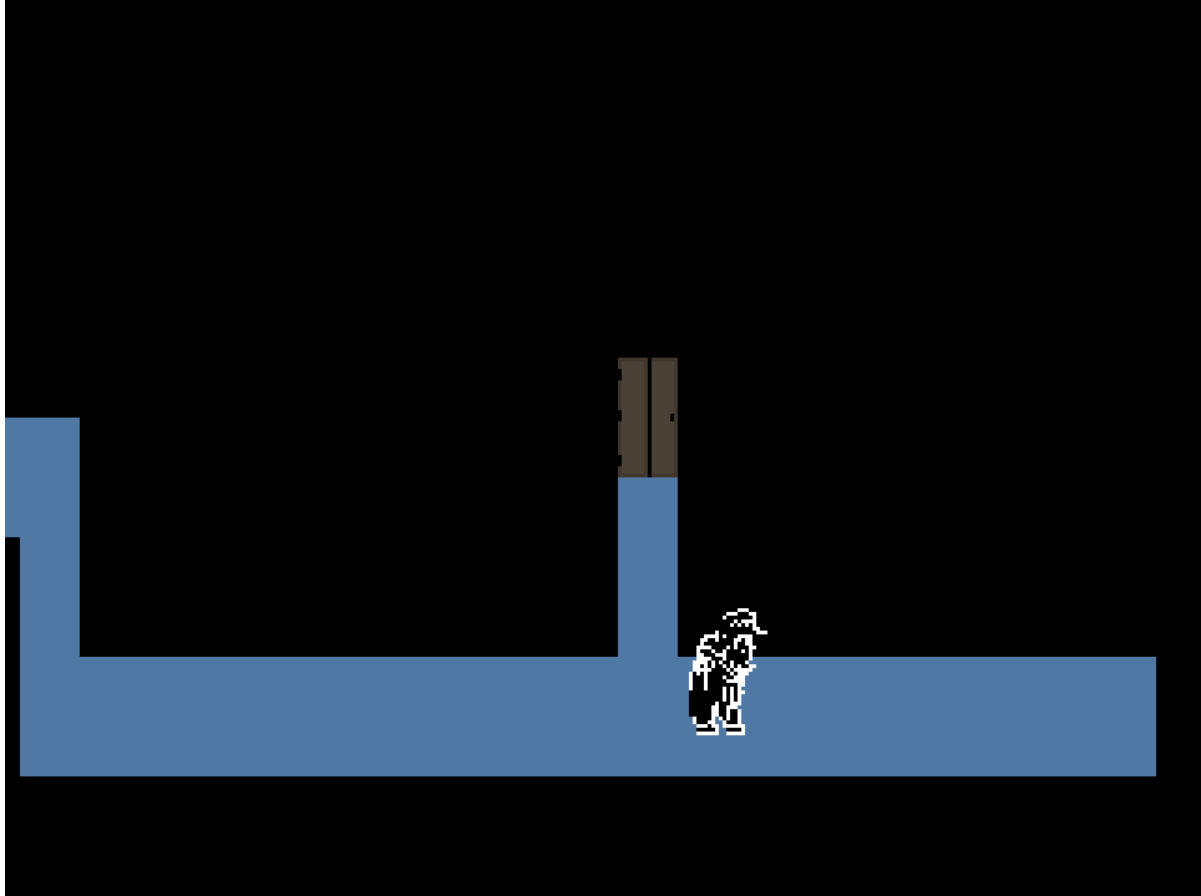
Look at how little of you is left.

Your hat...

not much else.

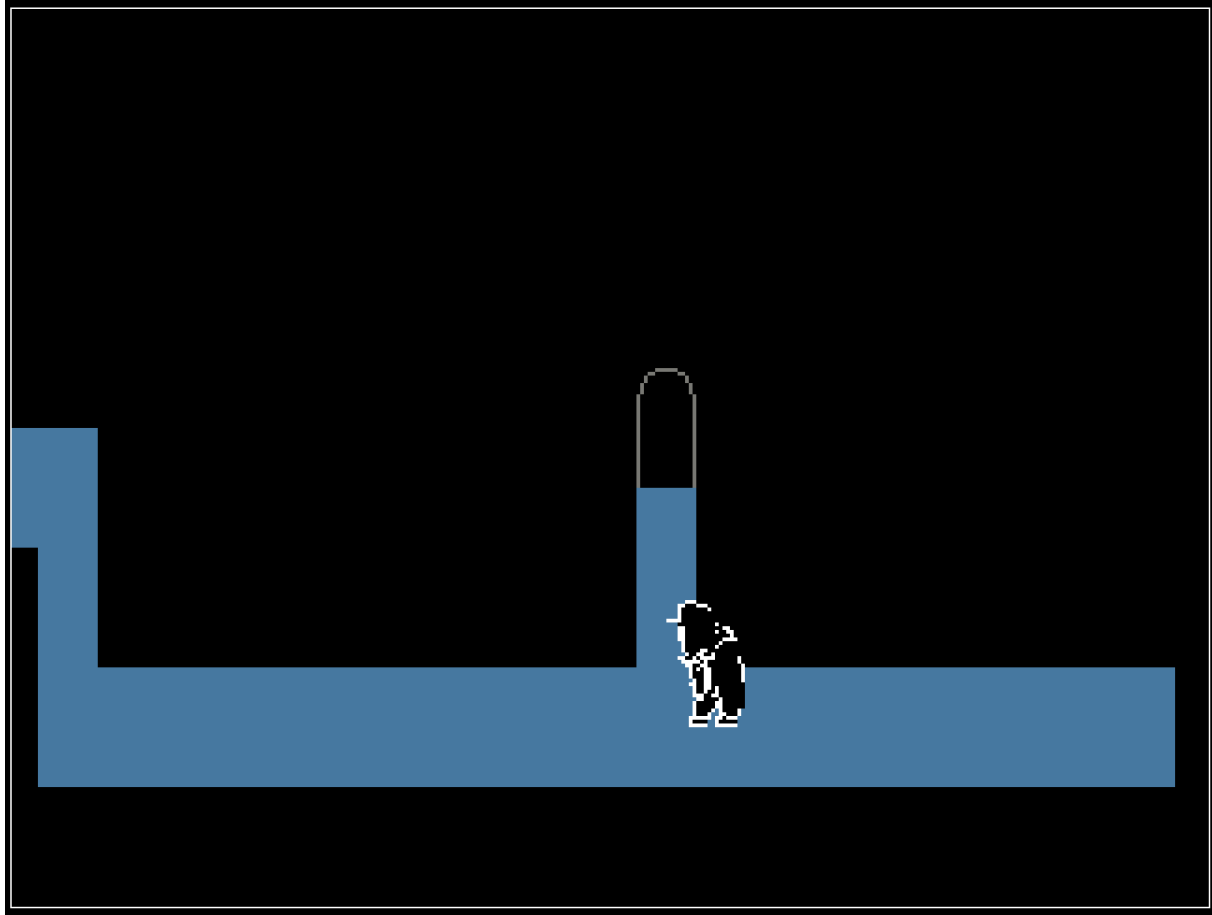


Going right reveals a locked door, and a dead end.

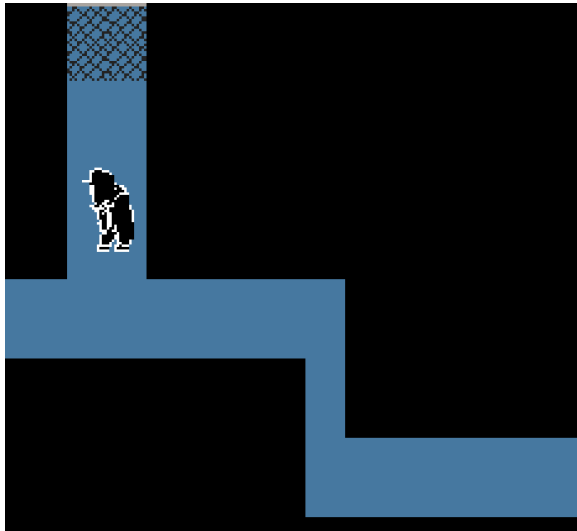


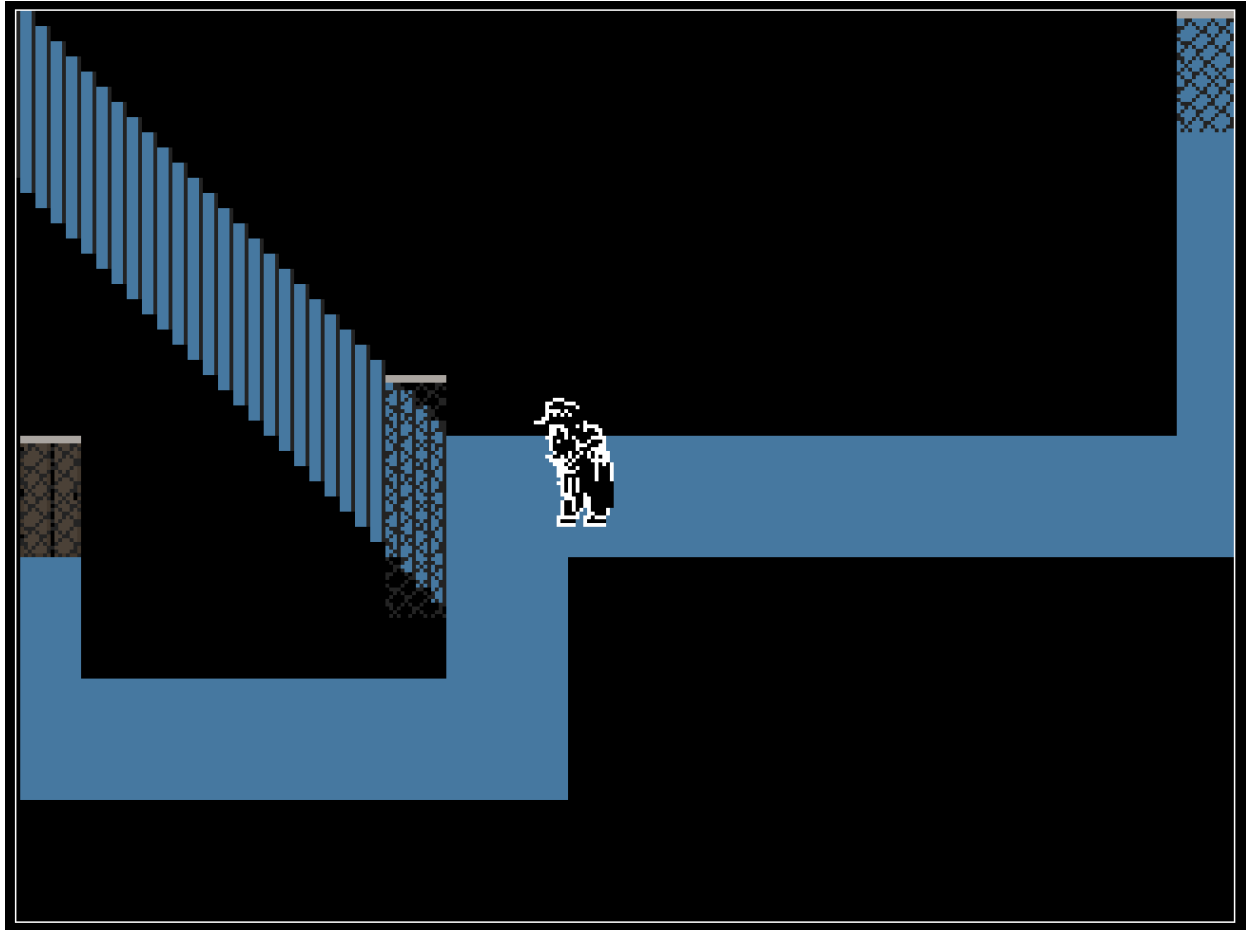
The Green Thumb Continues.

In update 8, the door is now unlocked.



Going inside, you enter an exact copy of the area you were just in, however...





Every way out is now fenced off.

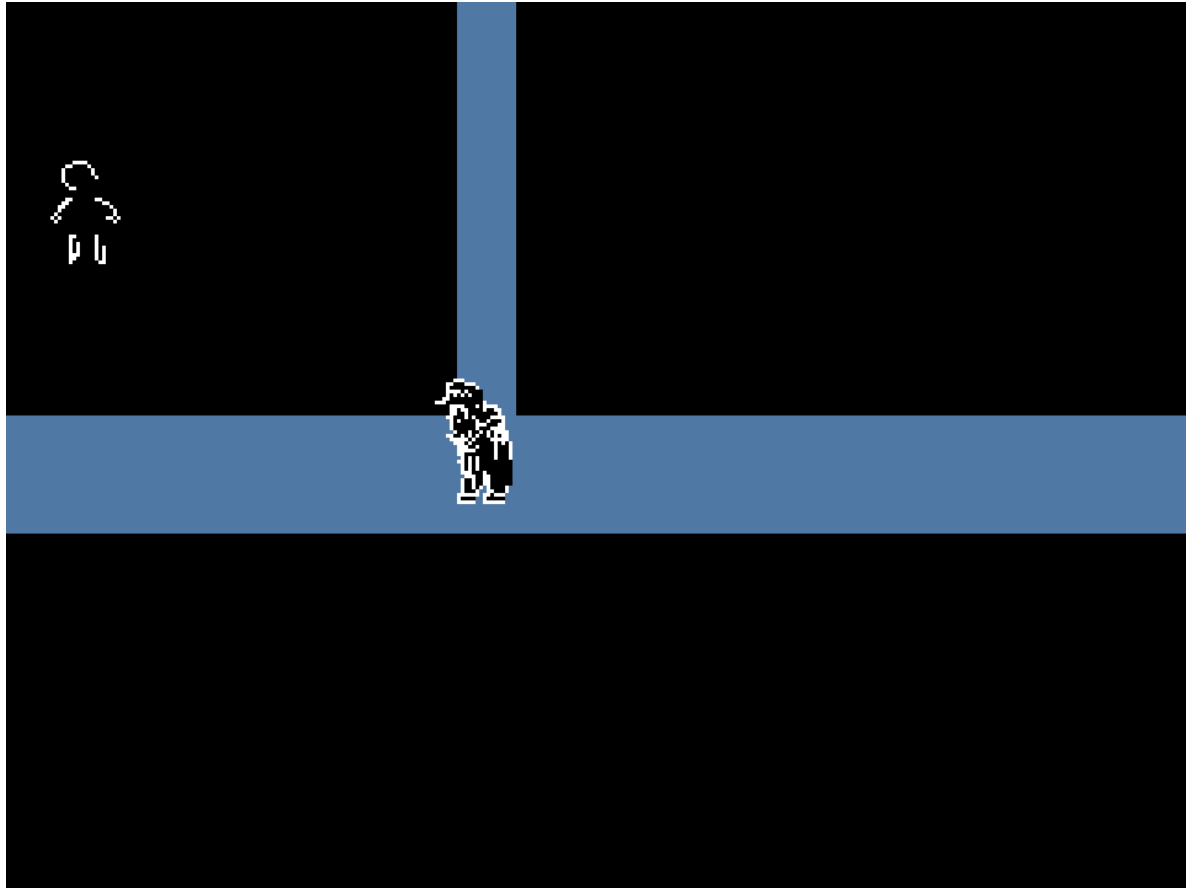
The only path now is the path to the right, you can go past the dead end. It leads to a phone.



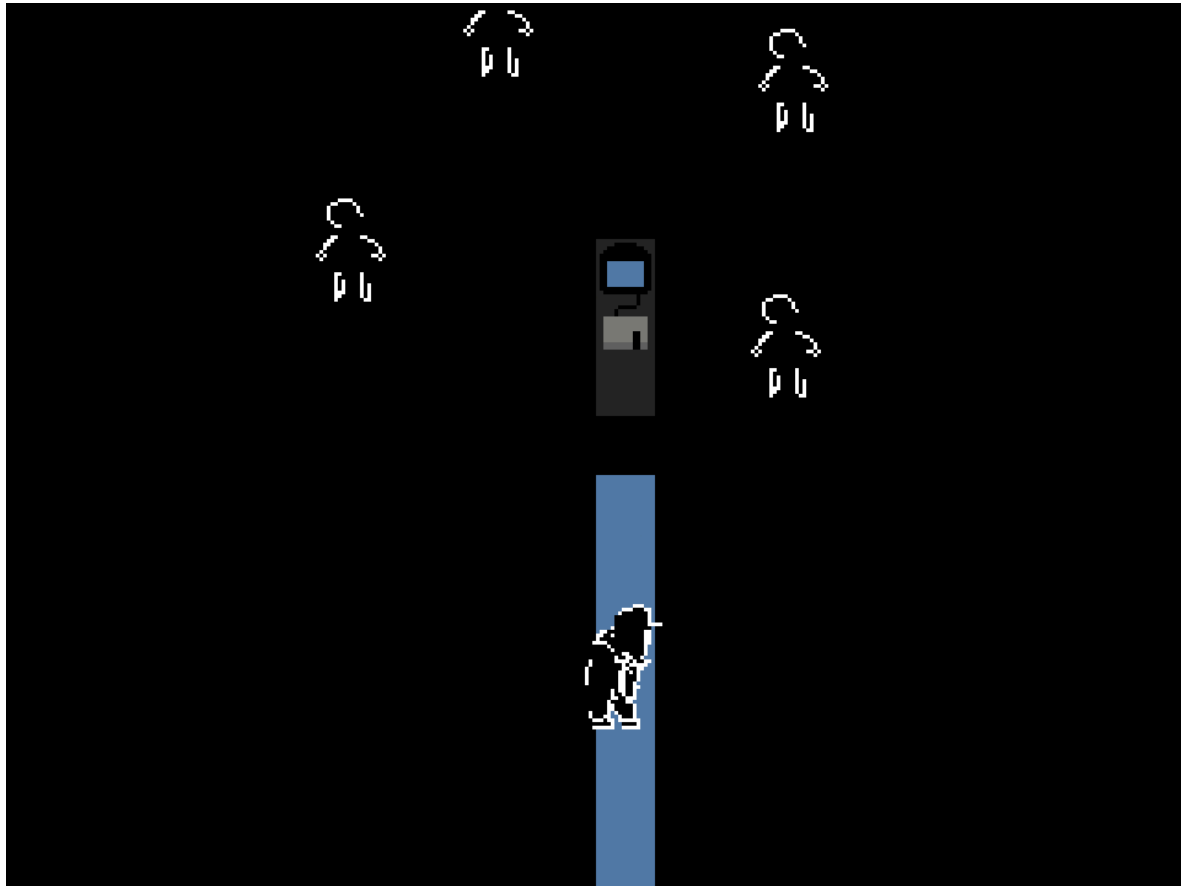
Upon interacting with it, [busy.ogg](#) (LOUD) plays again, softlocking you and then sending you back to the main page.

Back to Michael

Going left, however, reveals a path up and a path left.



Taking the upward path takes you to a room with an NES and figures surrounding you. This room plays a music track called [forgoten.ogg](#) (yes, spelled wrong)

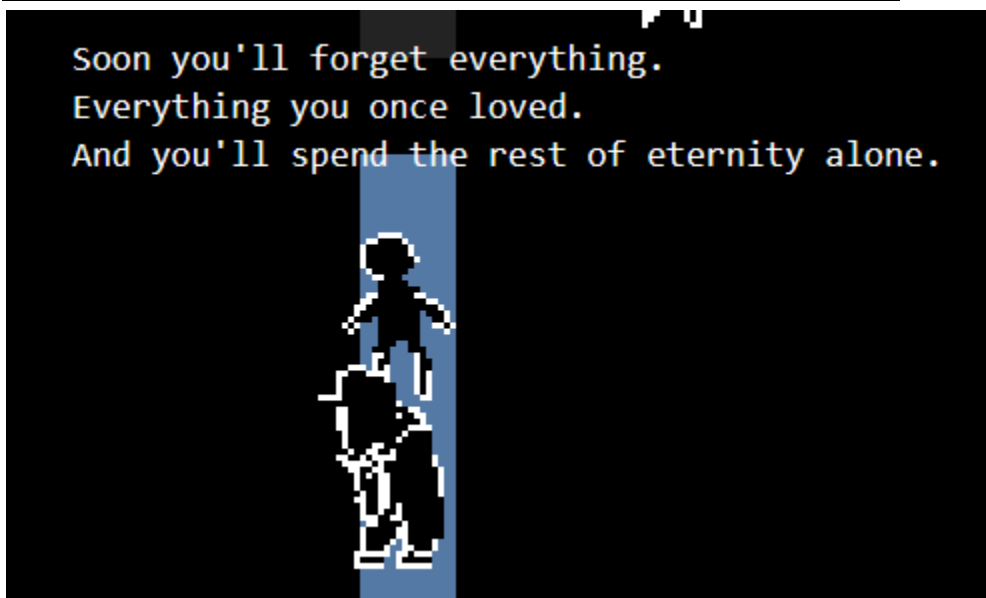


The figure blocking your path has dialogue.

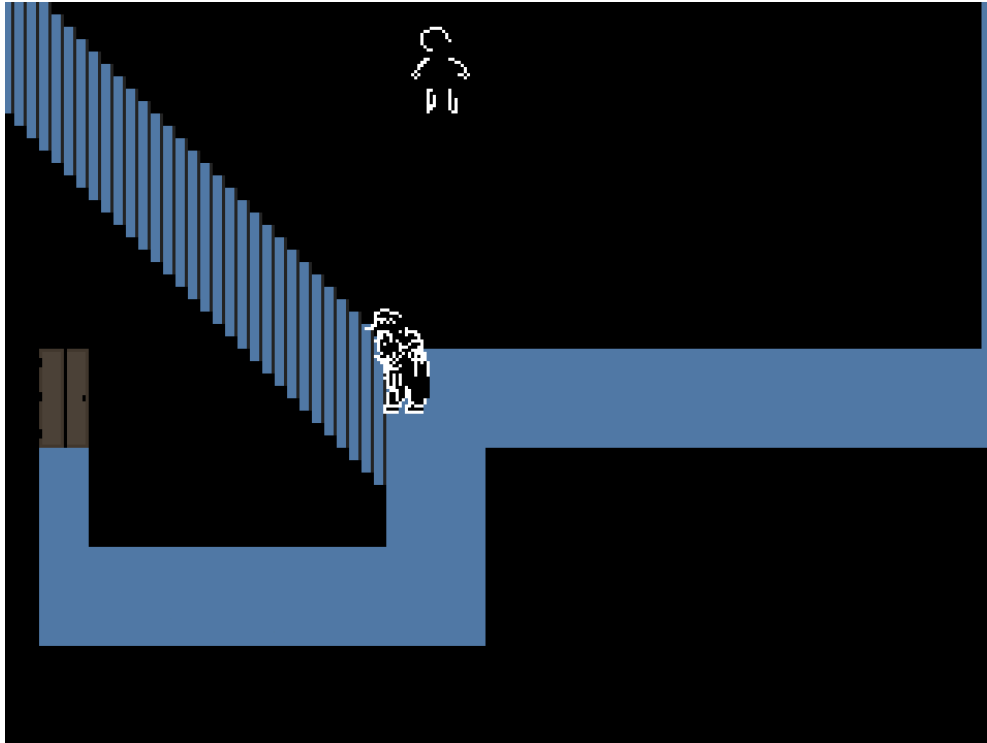
Soon you'll forget everything.

Everything you once loved.

And you'll spend the rest of eternity alone.

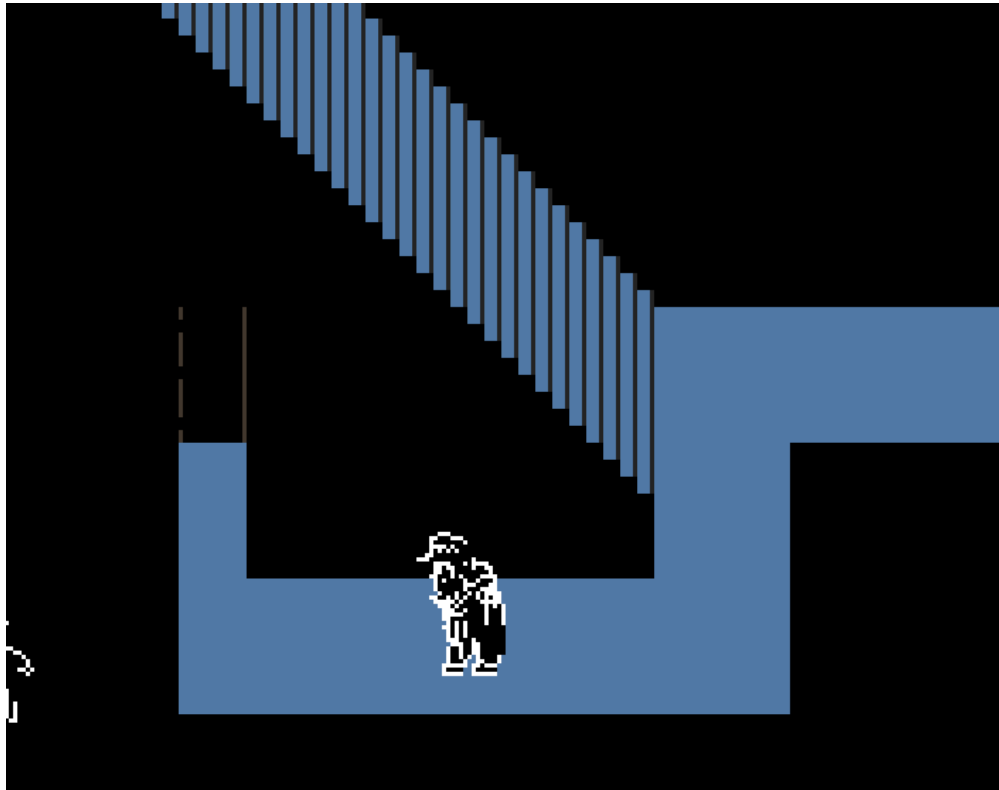


Continuing left reveals a staircase and a locked door.

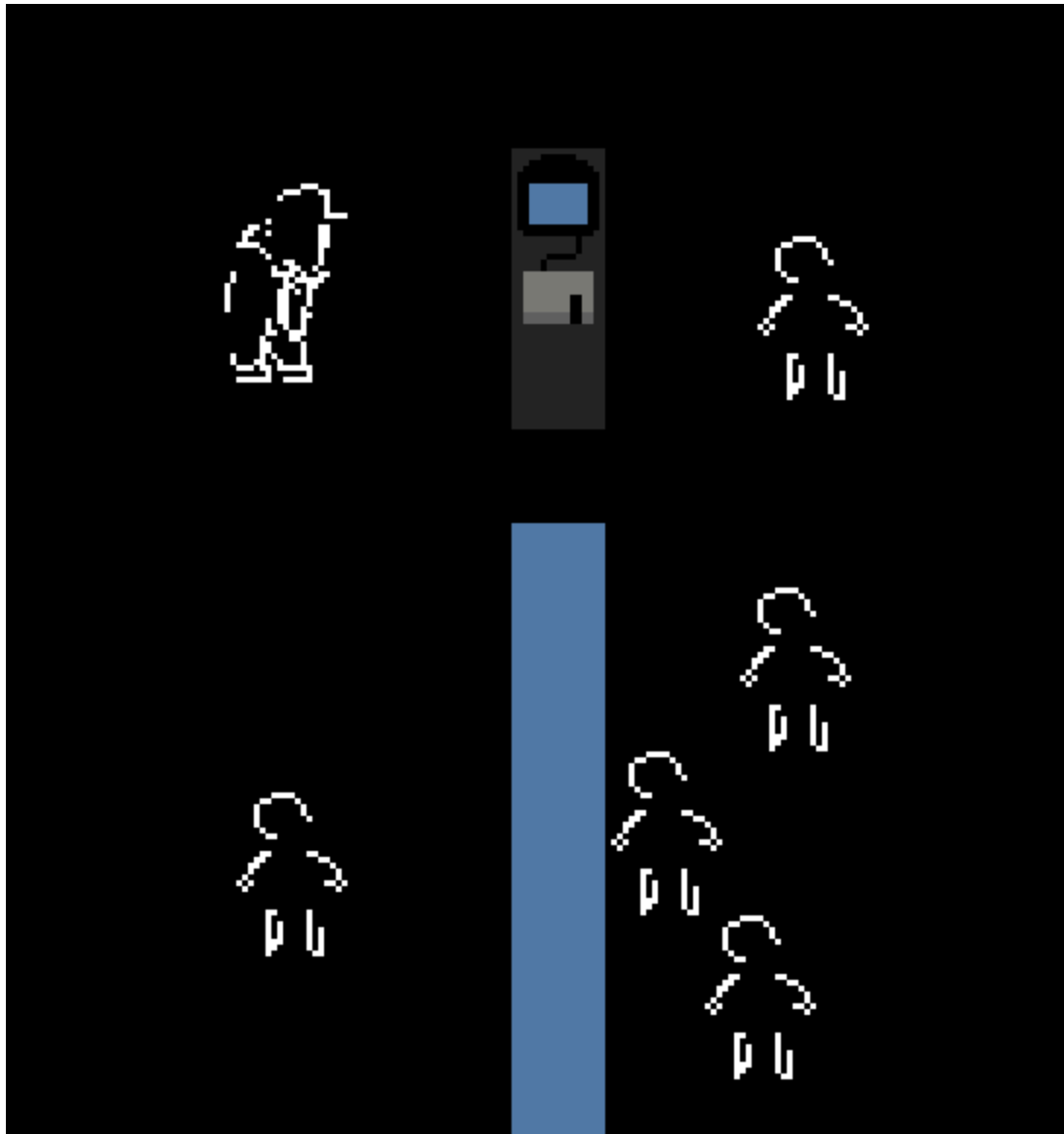


This door has a chance of opening every time you enter the room.

Side note: it is easiest to roll your RNG by using the stairs above it, since the door is in view when returning to the stairway.



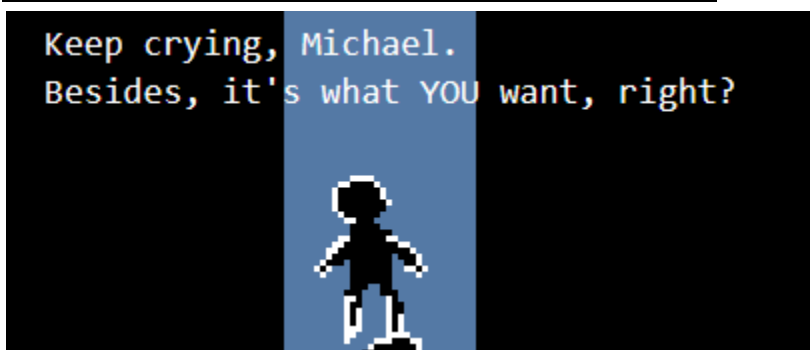
Entering it lets you go inside and approach the NES, taking you to <https://superfuckingmario.com/tobias0.html> (you cannot access this page without getting to it through the game, see TOBIAS THE GAME below)



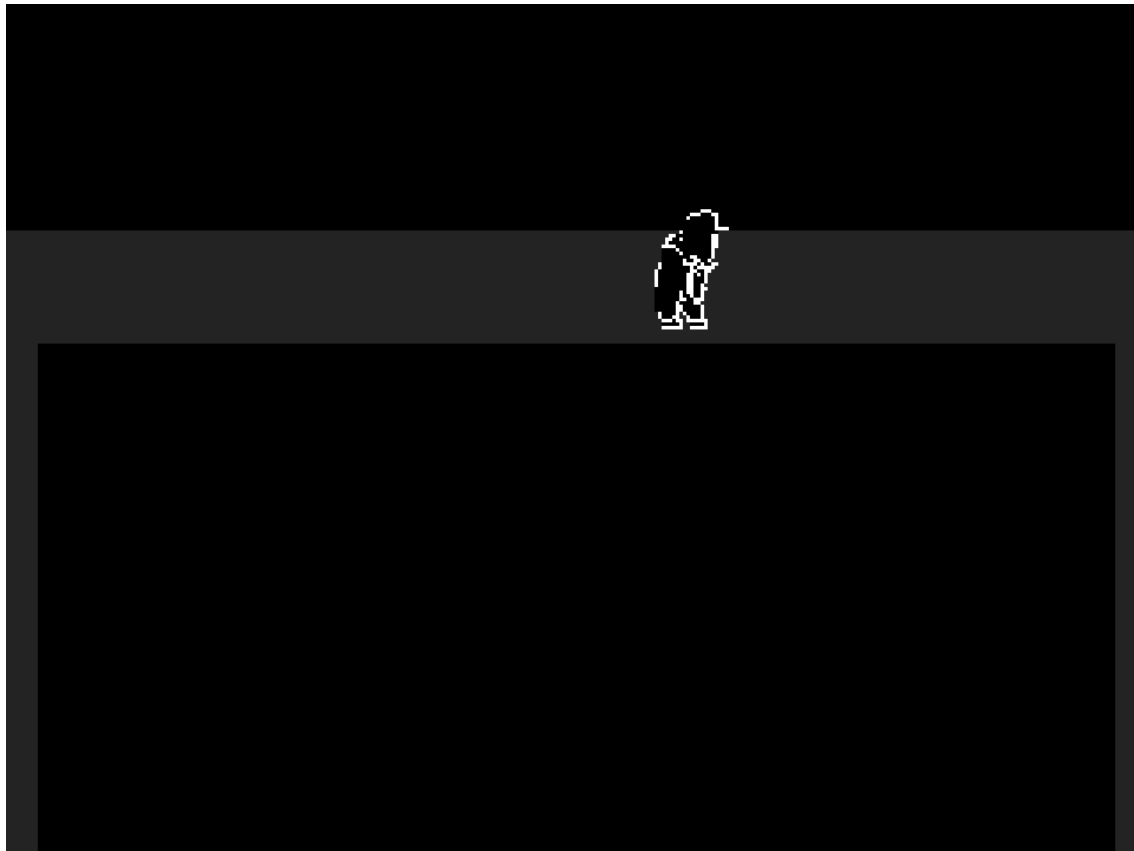
Continuing on the main path however, reveals another figure in a long hallway.

Keep crying, Michael.

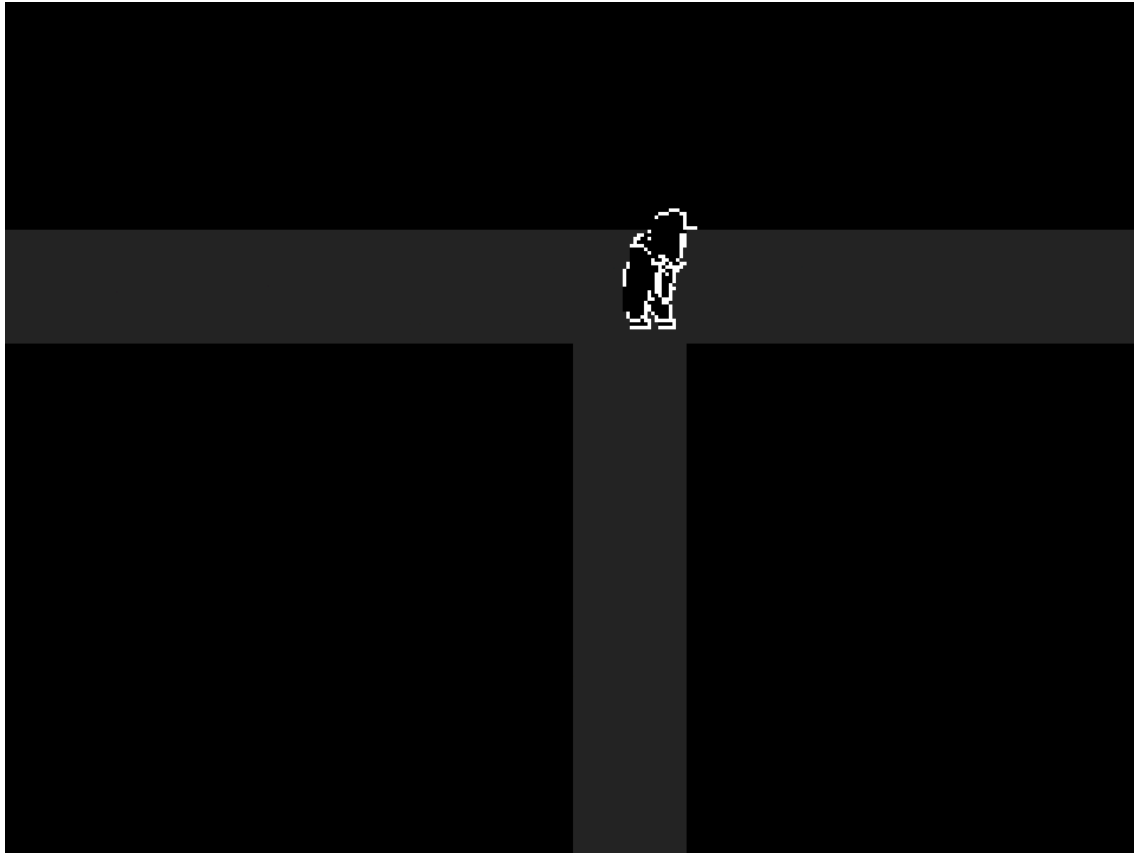
Besides, it's what YOU want, right?



Continuing forward takes you to a grey hallway that returns you back to the start area.



Though, you are able to continue right here to get an extra room.



They really do miss you, Michael.
But they'll never know what you went through.
They'll never know.



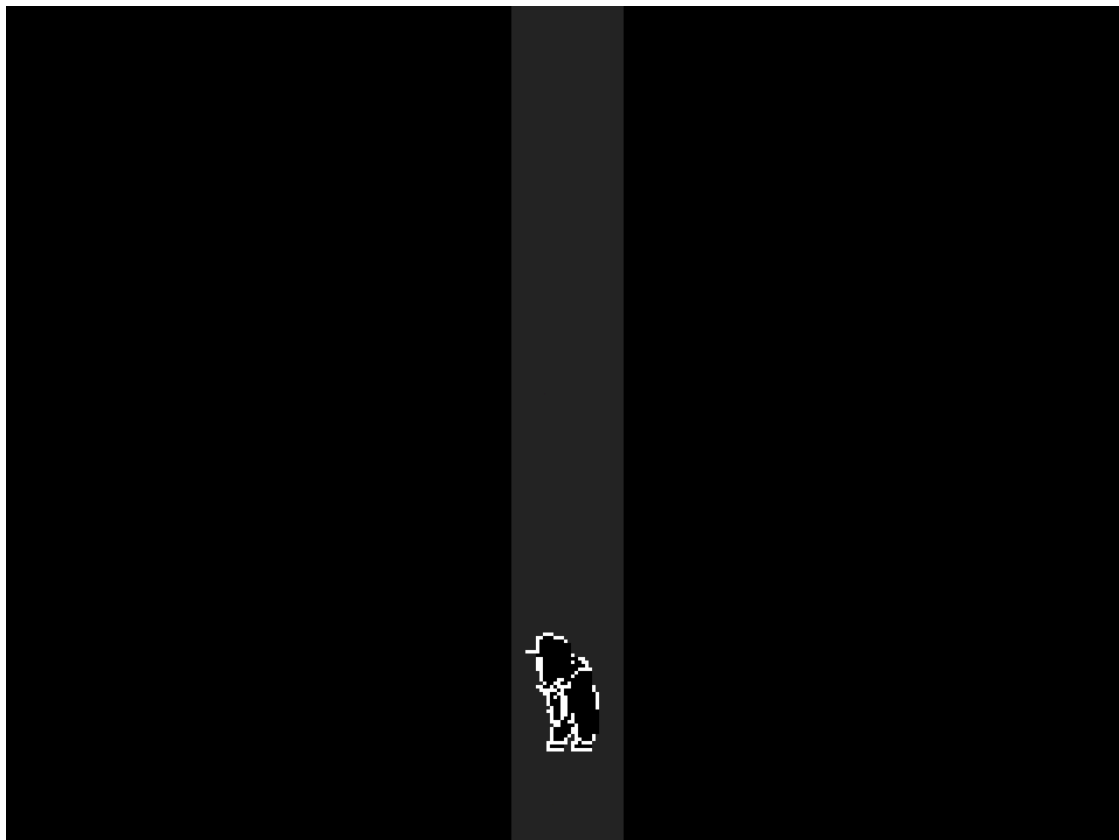
Continuing down marks the end of the right pathway.



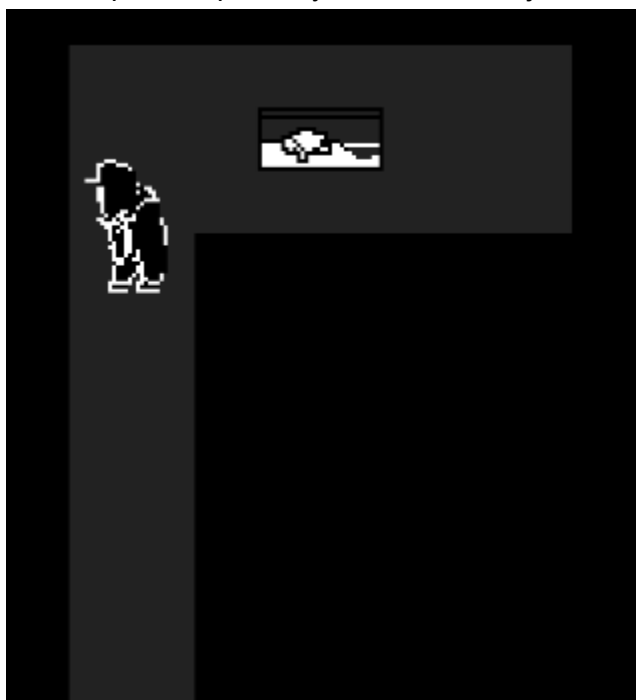
Left Path



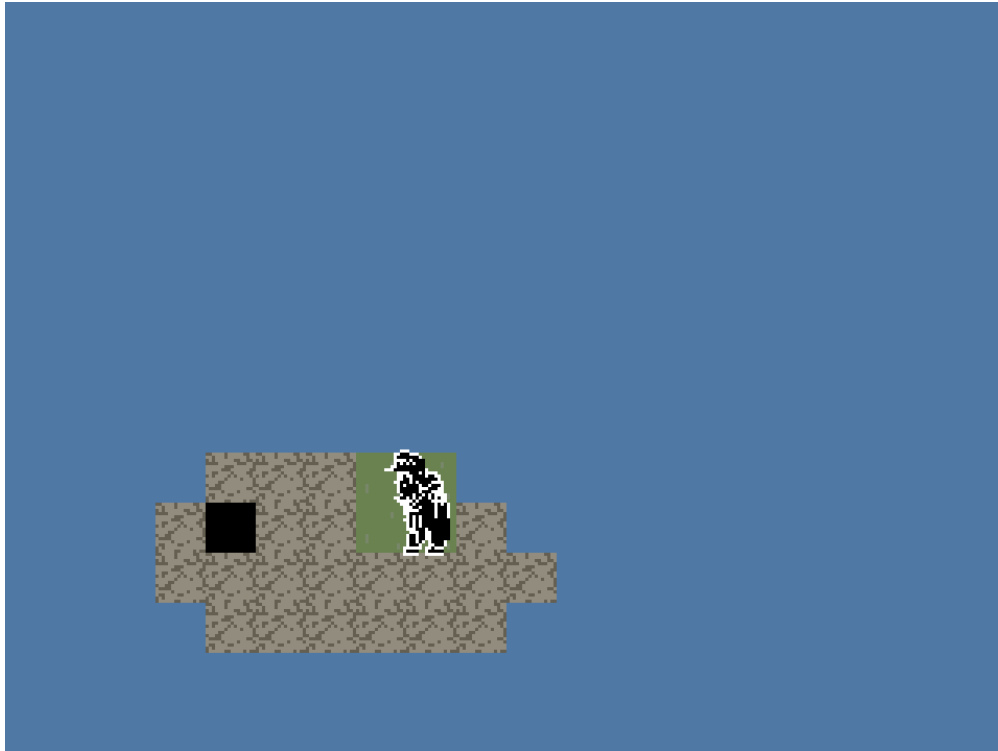
Entering the left path takes you to a long hallway.



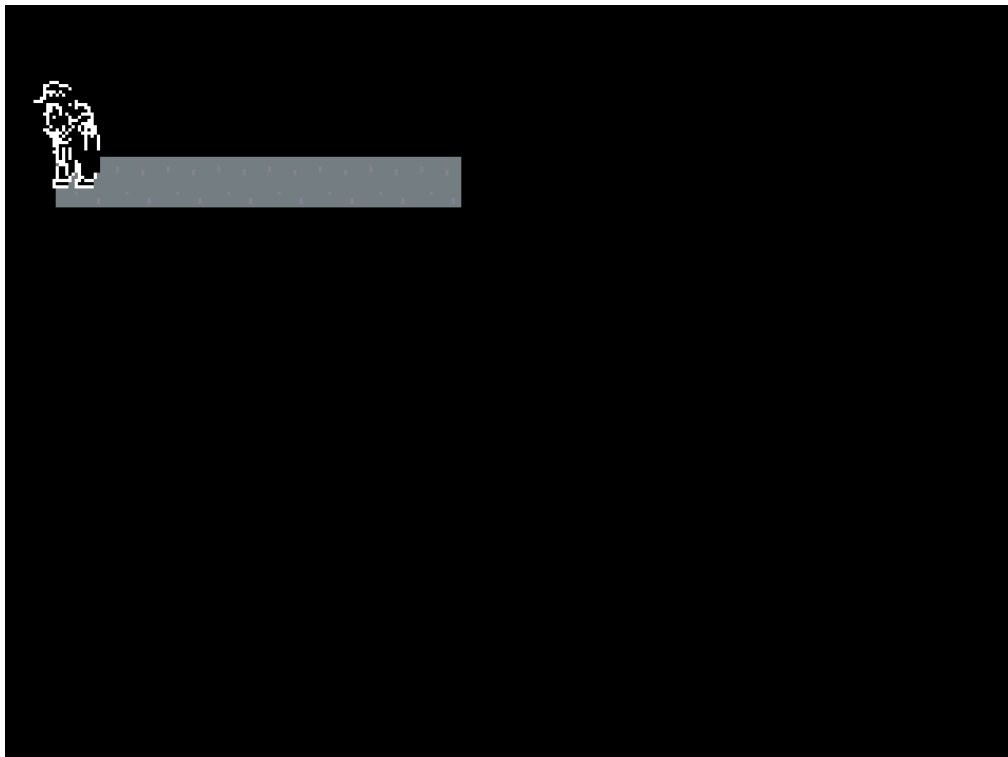
At the top of the pathway is this weird object. Going anywhere near it takes you to the island.



The island plays [honeydew.ogg](https://www.youtube.com/watch?v=HoneydewOgg), the same track played in the school. There is nothing known you can do on this island, besides go down the hole to the left.



This room plays an audio track called [deep.ogg](https://www.youtube.com/watch?v=DeepOgg). There is nothing to do here besides jump down to the right.



You are given 2 doors, the first progresses you, and the second is locked and cannot be opened as of now.



UPDATE: THE DOOR ON THE RIGHT CAN BE OPENED

Go to <https://superfuckingmario.com/michaelBattle.html>

Go back to /michael, and go to this door after visiting it,

And then go through the door on the right

Walking up and resisting the game asking you to turn back will take you back to

<https://superfuckingmario.com/michaelBattle.html>

Have fun

[Spoilers](#)

Going through the first door ends the left path.



After The Paths

Once you've obtained Michael's hat, you can return to where you started to be greeted by the superfuckingmario balloon asking you to fill out a review/survey. [Quiz.ogg](https://www.quiz-ogg.com/) plays.

How would you rate your experience with superfuckingmario?



Terrible



Incredible

You are then asked 6 questions regarding superfuckingmario, with one positive and one negative answer for each, with the mario reacting to your response visually



*On the left, the mario when you choose any negative response
On the right, the mario when you choose any positive response*

The questions are as follows:

How would you rate your experience with superfuckingmario?	
☐ Terrible	☐ Incredible
Would you recommend superfuckingmario to a friend?	
☐ No way	☐ Absolutely
How would you rate the build quality of your superfuckingmario?	
☐ Garbage	☐ Top-notch
How likely are you to purchase another superfuckingmario?	
☐ Not a chance	☐ For certain
How satisfied are you with the customer support for superfuckingmario?	
☐ Very dissatisfied	☐ Very satisfied
How would you rate the value of your superfuckingmario purchase?	
☐ Rip-off	☐ I should have paid more

Completing all questions makes the balloon say:

It was a pleasure. Goodbye, Michael.

Michael then proceeds to melt, as seen in bodymelt.png, as the mario floats away upwards with evil4.ogg playing. Once that happens, you're taken back to

<https://superfuckingmario.com/newspaper.html?him.>



This marks the end of the Michael path. From this point on, you are locked out of michael.html.

Checking the satisfaction page, you'll find that there's a new review from Michael. This is the review that you wrote in the question game. The review is completely randomized, and always picks the positive answer regardless of your choices.

Michael (* * * * * | 5/5)

superfuckingmario turned my experience into something amazing
superfuckingmario is something i would gladly recommend to a friend
i couldnt be happier with the build quality of my superfuckingmario
buying another superfuckingmario is a certainty for me
customer support answered all my questions and concerns

Below are all questions/answers, and their associated random review lines.

Why are we going through the code still? I feel like we should leave the code out of the doc? idk

```
Bi: "How would you rate your experience with superfuckingmario?",
Ni: "Incredible",
negative: "Terrible",
messages: [
  "my experience with superfuckingmario was incredible",
  "superfuckingmario gave me the experience of a lifetime",
  "i had an incredible experience with superfuckingmario",
  "superfuckingmario provided me with an unforgettable experience",
  "my experience with superfuckingmario exceeded all expectations",
  "superfuckingmario made my experience truly terrific",
  "i cant stop thinking about my wonderful experience with superfuckingmario",
  "superfuckingmario turned my experience into something amazing",
  "my experience with superfuckingmario was nothing short of spectacular",
],
```

```
Bi: "How would you rate your experience with superfuckingmario?",
Ni: "Incredible",
negative: "Terrible",
messages: [
  "my experience with superfuckingmario was incredible",
  "superfuckingmario gave me the experience of a lifetime",
  "i had an incredible experience with superfuckingmario",
  "superfuckingmario provided me with an unforgettable experience",
  "my experience with superfuckingmario exceeded all expectations",
  "superfuckingmario made my experience truly terrific",
  "i cant stop thinking about my wonderful experience with superfuckingmario",
  "superfuckingmario turned my experience into something amazing",
  "my experience with superfuckingmario was nothing short of spectacular",
],
```

```
Bi: "Would you recommend superfuckingmario to a friend?",
Ni: "Absolutely",
negative: "No way",
messages: [
  "i would absolutely recommend superfuckingmario to a friend",
  "superfuckingmario is definitely worth recommending to a friend",
  "i have no hesitation in recommending superfuckingmario to a friend",
  "superfuckingmario is a must try, i would recommend it to a friend",
  "i would wholeheartedly recommend superfuckingmario to a friend",
  "superfuckingmario is an experience that i would recommend to a friend",
  "superfuckingmario is something i would gladly recommend to a friend",
],
```

```
Bi: "How would you rate the build quality of your superfuckingmario?",
Ni: "Top-notch",
negative: "Garbage",
messages: [
  "the build quality of my superfuckingmario is top-notch",
  "superfuckingmario is built to the highest standards",
  "i am extremely impressed with the build quality of my superfuckingmario",
  "superfuckingmario is a testament to excellent build quality",
  "the build quality of my superfuckingmario exceeds all expectations",
  "superfuckingmario is a shining example of superior build quality",
  "i couldnt be happier with the build quality of my superfuckingmario",
],
```

```
Bi: "How likely are you to purchase another superfuckingmario?",
Ni: "For certain",
negative: "Not a chance",
messages: [
  "i am certain that i will purchase another superfuckingmario",
  "there is no doubt in my mind that i will buy another superfuckingmario",
  "i am definitely planning to purchase another superfuckingmario",
  "buying another superfuckingmario is a certainty for me",
  "i have every intention of purchasing another superfuckingmario",
  "getting another superfuckingmario is something i am sure of",
  "i am fully committed to buying another superfuckingmario",
],
```

```
Bi: "How satisfied are you with the customer support for superfuckingmario?",  
Ni: "Very satisfied",  
negative: "Very dissatisfied",  
messages: [  
  "the customer support from superfuckingmario was simply outstanding",  
  "customer support answered all my questions and concerns",  
  "customer service was prompt and helpful",  
  "i am extremely satisfied with the customer support from superfuckingmario",  
  "the customer support team went above and beyond to assist me",  
  "i couldnt be happier with the level of customer support provided by superfuckingmario",  
  "customer support made my experience with superfuckingmario even better",  
],
```

Trying to play the Tobias game after this will let you in, but put you in the mirror room, except Tobias does not have a reflection.



TOBIAS (Act 2)

As of Update 7, you can enter the code erehllitsmi to be able to walk through the mirror after being locked out of Tobias from Michael.



Going down you enter the flesh rooms.

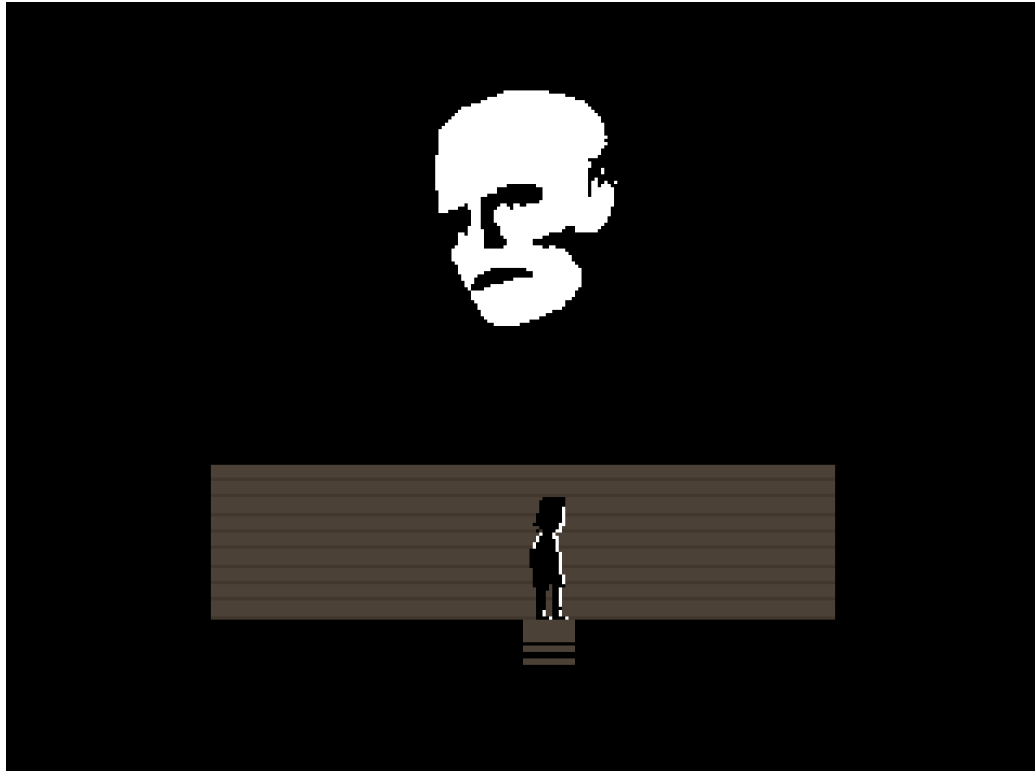


This room appears to resemble the main area in the normal version of tobias. However, it's inverted. The door that normally leads to the bathroom (school?) is shut until all the saiboTs are interacted with.

[Mirrored Reality.ogg](#) plays.



This room also has a chance to change to the Father, who has something to say to you, using an [audio file](#).

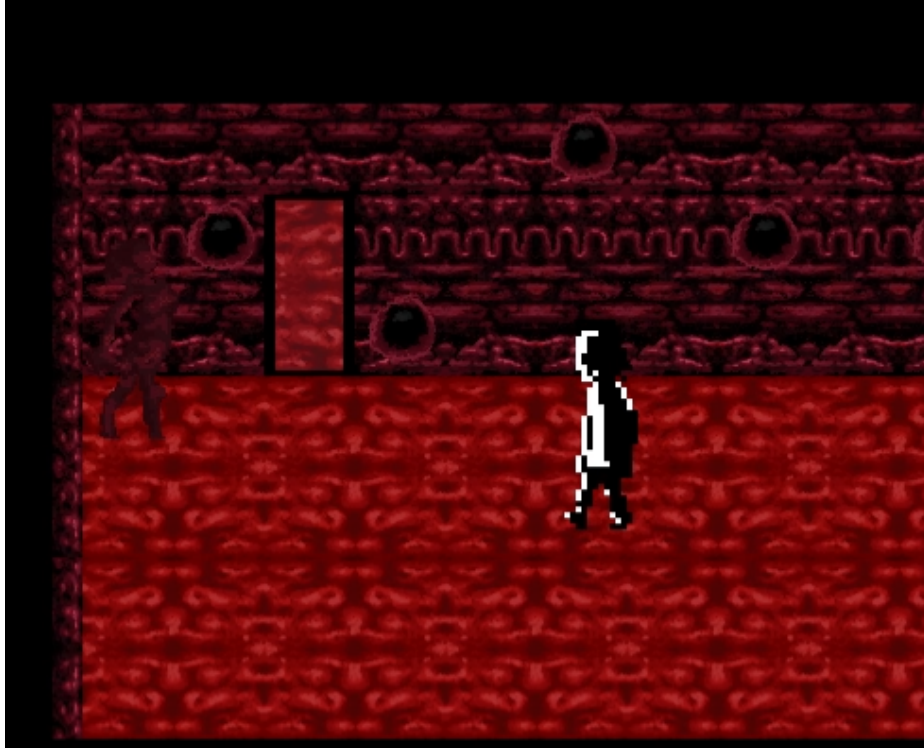


Son, find your mother, please.

Throughout this area, there are these figures referred to as saiboT (Tobias backwards), approaching them plays a sound effect and causes them to “bubble”



In this room you go through the ‘mirror’ again and go to the right



You will enter a maze with a couple saiboT. Sutra.ogg plays.



In the maze is this door you can go through.



Going through it reveals a room that has a C shape-ish and has a saiboT at the end
Upon approaching this saiboT and then walking away it will jump you and start chasing you,
marking the first point we see Tobias run



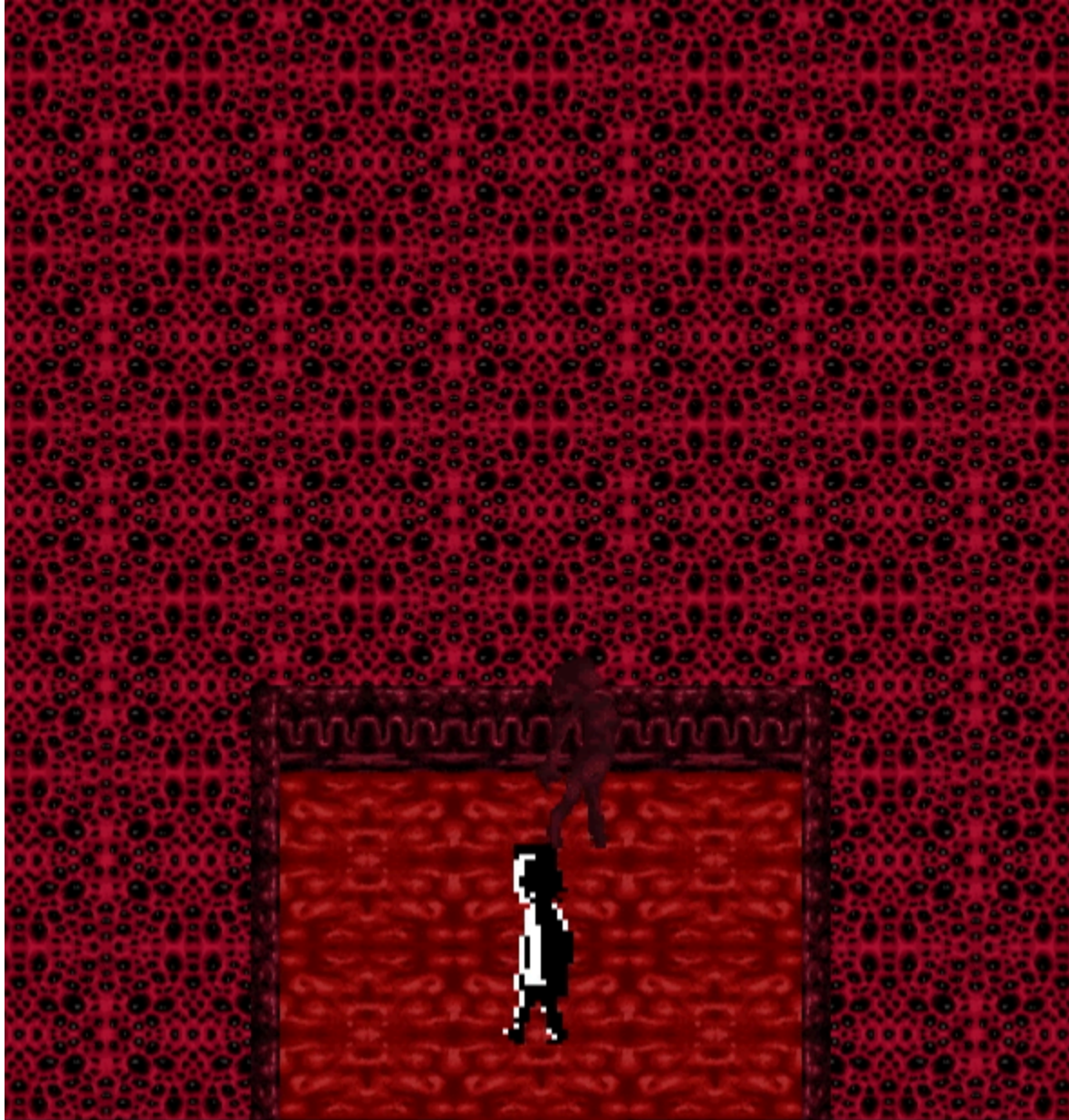
Getting caught here will take you to <https://superfuckingmario.com/newspaper.html?sorry> and you'll have to start over, so do not stop and just run back to the maze door and the saiboT will give up the chase.

To the far right of the maze is this room which has a saiboT.

This room also resembles the classroom seen in earlier parts, the collision matches the classroom, with the holes/spots matching the desk collision.



Once *most* of the saiboT (as in all the ones except one you can get), the door back in the main “Tobias hallway” opens.



Containing the last saiboT to walk up to.

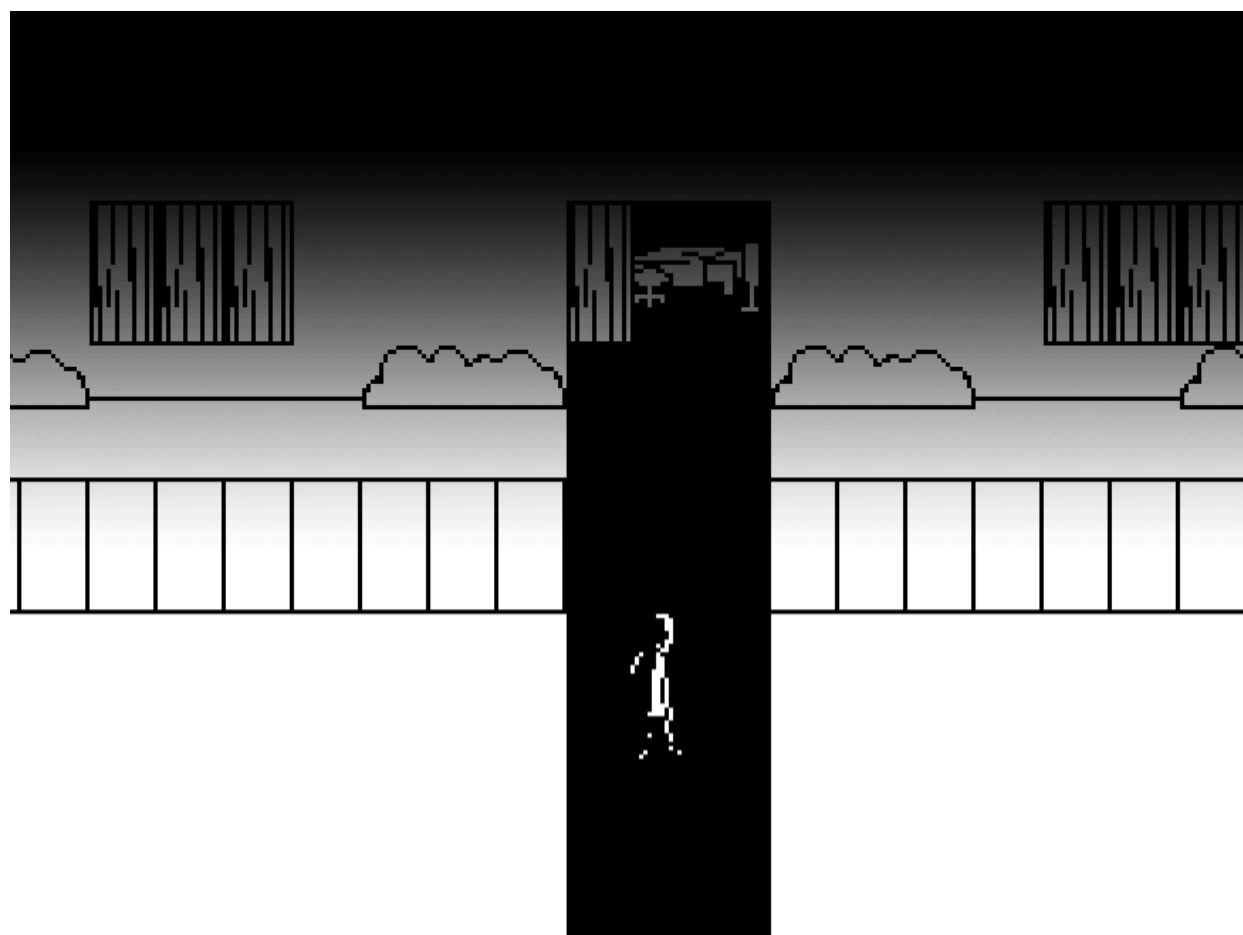
Returning to the “classroom” you will get jumped by one last saiboT.

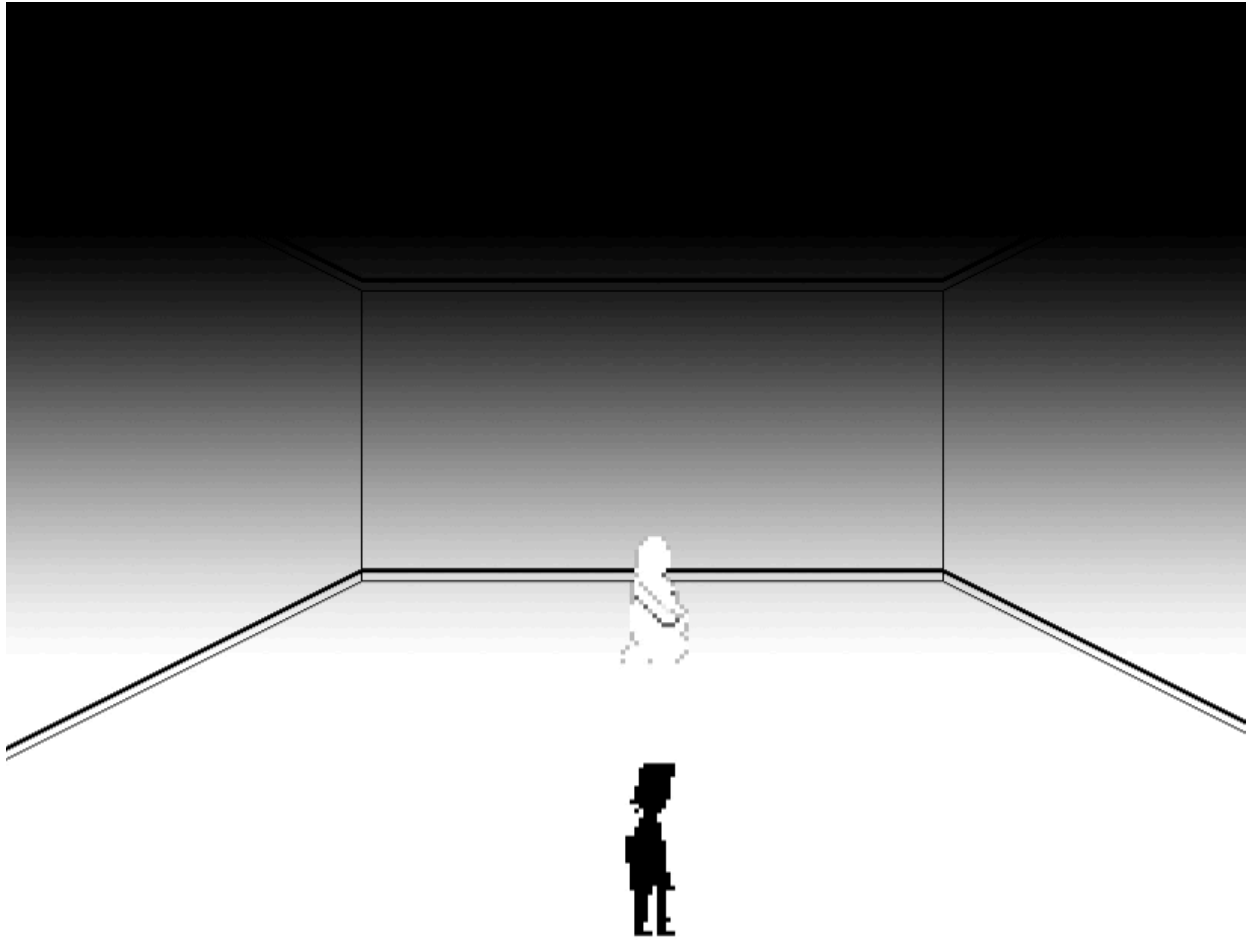


The way to get through this one is by looping around as there are two ways to loop around, the goal is to loop around and run into the classroom, which reveals the door is suddenly open.



Going through it you see the mother.





Tobias is that you?

It's you isn't it?

I knew it was you. I felt it, there was something familiar about that gentle aura about you.

Everywhere you go you seem to put a smile on other people, it doesn't matter if it's a rainy or sunny day.

I miss you so much. *Tobias falls to his knees*

I'm sorry I cannot be here for you anymore.

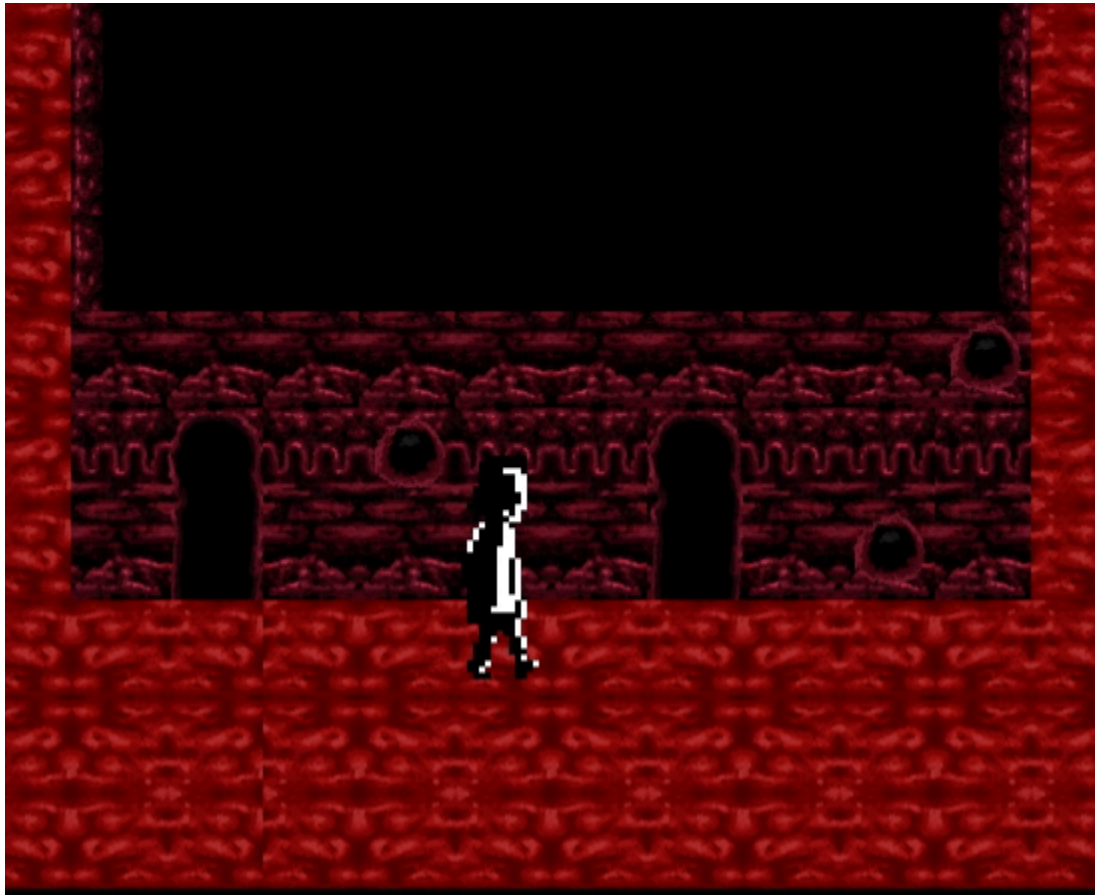
Tobias... You don't have to blame yourself for what happened, all things in this world happen for a reason.

Get up Tobias, go find your Dad. *Tobias stands up*

I love you son.

Never forget that, okay?

After this, you can move again and go back down to the start. Returning to this room that before had the infarto face, it is replaced with a more coherent form of the father.





He speaks to you through an [audio file](#), saying:

Son, I am sorry I do not do much for you, I don't know what happened to you, but all I could do was to follow you here.

There is something out there trying to hurt you.

I did not let it happen.

I can't stop it forever. My time is almost up.

You may have already noticed what's been going on around you, and you're feeding it.

Don't blame yourself for it. Finish what you started.

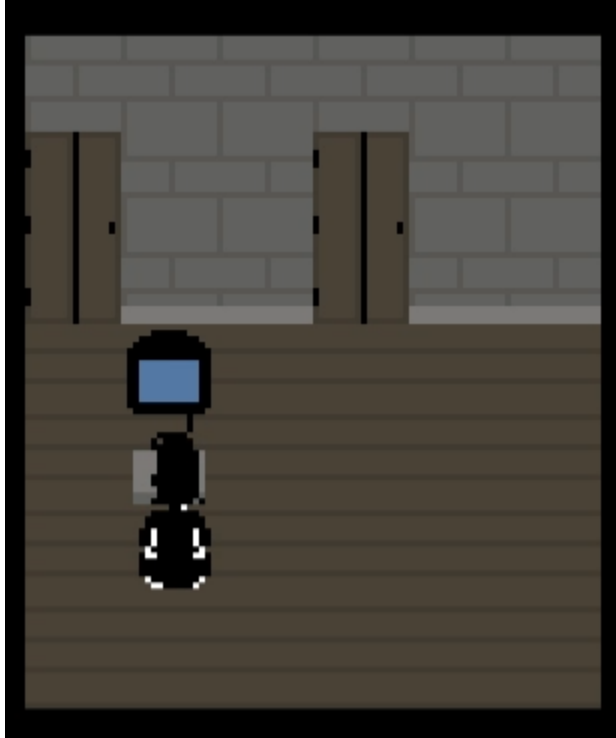
We will be there with you.

We love you.

Leaving the room after this will make the hallway area appear back to normal, with all but one door shut.



Back inside Tobias' bedroom, the only thing you can do is play on the nes



This takes you back to [Tobias the Game](#), albeit a different version. This version is only accessible through Act 2, and can only be played through [tobias.html](#), rather than [tobias0.html](#).

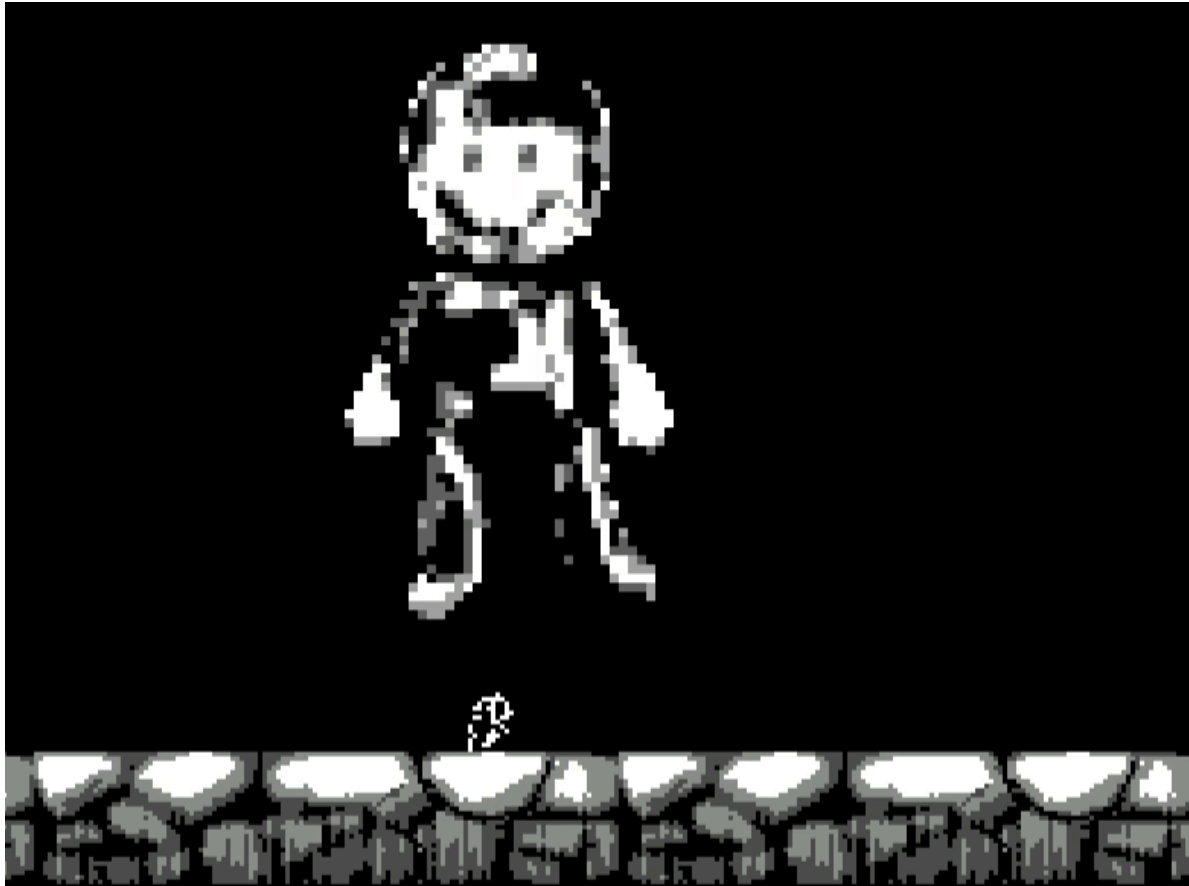
TOBIAS THE GAME

Tobias The Game is accessed through a secret door in Michael. The game is styled after SMB1, and seems to be the game Tobias described in [his review](#).



As of Update 7, playing Tobias The Game through Tobias Act 2 reveals a new section.
Full gameplay: [Tobias the Game Gameplay](#)

The ground is more detailed, and after a second of walking, the mario balloon appears (quizgiver), and has dialogue.



(Each line is a new bit of text that replaces the last)

Hello, Tobias.

How are you today?

I'm here to let you know that

Yes, we have noticed your presence

Yes, we have noticed your intrusions of our systems

We will have no more of it

You will die Tobias

You will die here

You, and your parents, everyone you know

We'll go after them all

You can rest knowing that everything you love is GONE

And soon, you will be GONE too

I HATE YOU

I let you run around way too long

RUN

DIE ALREADY
KEEP RUNNING
WHY
WONT
YOU
DIE

While these dialogue options are exhausted, you jump between platforms, and die at any point if you fall in the void. After a while, you begin to start being chased by a wall of fire.

(We believe) The game has a scripted death here, where at any point falling into the pit will kick you out of the game. Dying here causes both Tobias's and Michael's sites to 404 when visiting.



LORE!!!! (WIP)

(WIP)

- Father and mother are dead.
- The “intrusion” mentioned in [this Bluesky post](#), and the author of a few now deleted ones prior to it was Tobias. We can confirm this due to the QuizGiver saying “Yes, we noticed your intrusion of our systems,” in the [Tobias0 portion of Tobias Act 2](#).
- The [music and poems](#) sent through straw.page are Mason’s. We can confirm this through the messenger on straw.page calling the poem and music “his” and Mason having a playlist on his YouTube channel including both songs sent through straw.page.
- Singularity is all of the victims combined into one. We can confirm this through them telling us.

Trolling and shit:



WHAT IS THIS IMAGE LOL

- Sans and Michael have been friends for years
- Tobias’ friend is papyrus
- Fathers friend is grandpa semi
- Mothers friend is coronation day princess peach (king form specifically)
- Gerson?

- Something about the color Orange...
- Tobias is really good at **fortnite**
- Mason Troy Adams is a NERD
- Mason Troy Adams plays pokemon therefore he's *Gay* (or *Bisexual*)

Bluesky Posts

Bluesky Posts

(WIP)



[Original Post](#)

April 9, 2025 12:17PM EST



superfuckingmario.com @superfuckingmario.com · 3mo



[Original Post](#)

April 13, 2025 10:04AM EST



superfuckingmario.com

@superfuckingmario.com

NEW SUPERFUCKINGMARIO DEAL:
2 SUPERFUCKINGMARIOS FOR THE PRICE OF ONE



May 1, 2025 at 4:36 PM Everybody can reply

6 reposts 19 likes



[Original Post](#)

May 1, 2025 7:36PM EST



Lanausse @lanausse.com · 3mo

What the fuck happened to superfuckingmario.com



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2



1



1



...



superfuckingmario.com @superfuckingmario.com · 3mo

We're sorry your experience didn't go as expected. Here's a coupon code to be used at any superfuckingmario location: KZ392



1



6



...

[Original Post](#)

May 2, 2025 5:47PM EST



superfuckingmario.com

@superfuckingmario.com

Happy Saturday from superfuckingmario! Be sure to have an incredible day filled with love, laughter, and music.



August 2, 2025 at 3:23 AM  Everybody can reply

[Original Post](#)

August 2, 2025 at 3:23 AM EST



superfuckingmario.com

@superfuckingmario.com

Want to boost productivity in the workplace? Order superfuckingmario right now to increase employee happiness instantly!



August 3, 2025 at 10:18 PM  Everybody can reply

[Original Post](#)

August 3, 2025 at 10:18 PM EST



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@superfuckingmario.com

Great for parties!



August 5, 2025 at 12:37 PM  Everybody can reply

[Original Post](#)

August 5, 2025 at 12:37 PM EST



superfuckingmario.com
@superfuckingmario.com

Fun Fact: superfuckingmario can be used to solve your problems.



August 5, 2025 at 8:14 PM 🌐 Everybody can reply

[Original Post](#)

August 5, 2025 at 8:14 PM EST



superfuckingmario.com

@superfuckingmario.com



August 6, 2025 at 10:25 AM 🗨️ Everybody can reply

[Original Post](#)

August 6, 2025 at 10:25 AM



superfuckingmario.com
@superfuckingmario.com



August 11, 2025 at 6:44 PM Everybody can reply

[Original Post](#)

August 11, 2025 at 6:44 PM EST



superfuckingmario.com

@superfuckingmario.com

Hello, from the team at superfuckingmario. We're aware of the recent, and highly disturbing posts being made on our account recently. These were not made by us, but an intrusion in our systems. Please be patient as we continue to try and investigate the issue.

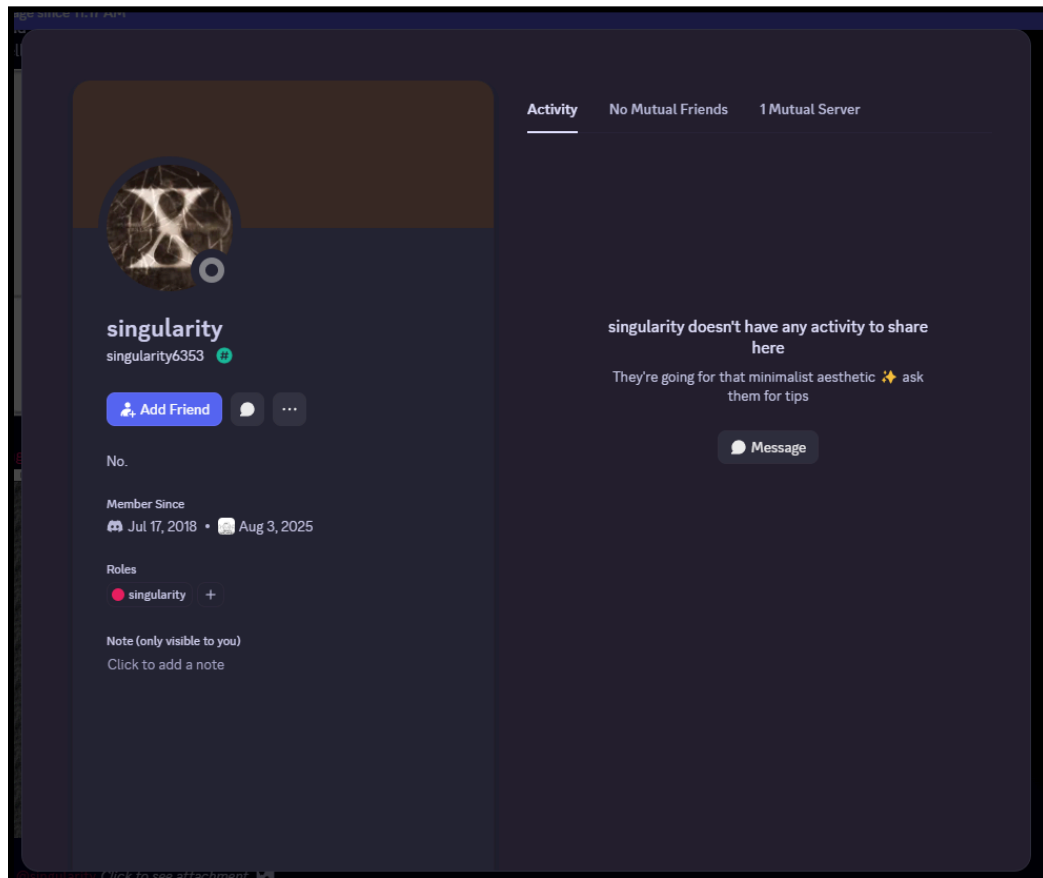
August 13, 2025 at 6:06 PM  Everybody can reply

[Original Post](#)

August 13, 2025 at 6:06 PM

!! Singularity (WIP)

On August 13th, 2025, shortly after the release of Update 7, a user named “Singularity” joined the [superfuckingcommunity Discord](#) stage channel. We have confirmed this user to be part of the mystery.



The Interviews (UNFINISHED)

Below are the transcripts of the VCs we had with Singularity.

- 8/13/25 | superfuckingstage -

This file contains the transcript of the events that took place in voice channels in the superfuckingcommunity Discord server.

=====

- 8/13 | superfuckingstage -

Q: Are you related to Michael or Tobias?

A: I AM NOT. (x3)

Q: Who is this? (shown the painting from autumn.html)

A: THAT IS A PAINTING MY FATHER PAINTED

Q: Who is it of?

A: MY MOTHER.

Q: Is this Tobias / Michael / Terry / The 3rd child?

A: NO

Q: Who is speaking?

A: MY NAME IS OF NO IMPORTANCE

Q: Who is this? (shown a picture of Michael from Michael's Game)

A: THAT INDIVIDUAL LOOKS VERY SAD

Q: Do you know who he is?

A: HE IS SAD

Q: Is your name Singularity?

A: MY NAME IS OF NO IMPORTANCE

Q: Who's this? (shown a picture of Michael from michael.html and the pre Update 3 page)

A: I DO NOT UNDERSTAND THIS

Q: Is this Michael / the sad man?

A: HE IS SAD

Q: Do you like Popeye Candy Cigarettes?

A: I DO NOT TASTE, I DO NOT FEEL

QUESTION ASKED BY SINGULARITY: HAVE YOU EVER BEEN ALONE BEFORE?

Q: Do you know what it feels like to be alone?

A: I DO

QUESTION ASKED BY SINGULARITY: DO YOU FEAR WHAT YOU ARE CAPABLE OF?

Q: Do you know what happened to the family?

A: YES

Q: Can you elaborate further?

A: I CANNOT TELL YOU

Q: Do you know who this is? (shown superfuckingmario.png / the superfuckingmario balloon)

A: STOP (x4)

Q: What about that was triggering to you?

A: THERE ISN'T ANYTHING TO SEE

Q: Do you fear what you're capable of?

A: YES

QUESTION ASKED BY SINGULARITY: DO YOU FEAR YOUR MIND TURNING AGAINST YOU?

Q: Can we be friends?

A: MAYBE IN ANOTHER LIFE

Q: What is this? (shown a picture of a Nintendo Wii)

A: MASON

Q: What about Mason?

A: THEY ARE WATCHING HIM, SILENTLY THEY WHISPER HIS NAME

Q: Are you scared of them?

A: YES

Q: Have the "they" been vocal during this entire thing?

A: ELABORATE

Q: Is it @evilsuperfuckingmario?

A: NO

Q: Are they here / have they talked?

A: ALWAYS WATCHING

Q: We can fight them if you want them gone.

A: DO NOT (x3)

Q: Who is this? (shown a picture of Michael's missing poster)

A: I CANNOT REMEMBER

Q: What do you remember?

A: A DOOR

Q: Does this person look familiar? (shown a picture of Tobias's missing poster)

A: MY FRIEND

Q: Elaborate on "Mason"

A: THEY ARE WATCHING HIM

Q: What's your favorite color?

A: I CANNOT SEE COLOR

Q: What's your favorite memory?

A: I CANNOT REMEMBER

Q: If you say you cannot see, how do you see the screen?

A: I DID NOT SAY I CANNOT SEE

Singularity: THE MONITOR ONLY SHOWS WHAT I AM ALLOWED TO SEE

Q: What does your current location look like?

A: EMPTY

Q: Could you elaborate further?

A: NOTHING

Q: Do you miss what you used to have?

A: I DO NOT MISS WHAT I DO NOT REMEMBER

Q: Do you see anything on screen? (Shown post-update 3 superfuckingmarioAlt.png)

A: THAT MAN IS SAD

Q: Is there a force stopping you from any action, and if they're preventing you from saying "yes", respond with "door"

A: DOOR

Q: Do you want us to help you remember?

A: DOOR

Q: Is there a way to help you?

A: I DO NOT KNOW

Q: Does the name "superfuckingmario" ring a bell?

A: YES

Q: Does superfuckingmario make you uncomfortable?

A: I DO NOT REMEMBER

Q: Do you remember this site? (shown <https://superfuckingmario.com>)

A: I REMEMBER

Q: What do you remember?

A: FRIEND

Q: Does this remind you of anything? (shown Tobias's review)

A: I REMEMBER

Q: Were you there?

A: ORDER

Q: Were you the one who ordered?

A: NO. HIM

Q: Were you there when he ordered? Were you the friend?

A: I REMEMBER

Q: What do you remember?

A: DO NOT ORDER (x5)

Q: Were you there when Tobias ordered a superfuckingmario?

A: YES

Q: Were you on the call with him?

A: YES

Q: What's behind the door?

A: I DO NOT REMEMBER

Q: Do you remember what happened after he played?

A: HE WENT SILENT. THEN HE WAS GONE

Q: What does what you see right now remind you of? (shown Tobias's room)

A: FRIEND

Q: What's going on in the shower? (shown Tobias's bathroom)

A: YOU ARE ALONE IN THE SHOWER

Q: What's that on the mirror?

A: MEMORIES

Q: Does this face ring any bells? (shown infarto.png in the secret bathroom)

A: HE WAS A GOOD FATHER TO HIM

Q: What happened on the left?

A: A SAD MAN. HE TRIED TO ESCAPE. LEFT BEHIND A MESS.

Q: Why is he in a wheelchair?

A: I SPOKE TO HIM BRIEFLY

Q: Do you recall the conversation?

A: I DO NOT UNDERSTAND

Q: Do you remember the conversation when you spoke to him briefly?

A: YOU WOULD FORGET. JUST LIKE I DID.

Q: Do you know what Michael The Game was?

A: DOOR

Q: So you know what Michael The Game was?

A: NO

Q: If you say door, do you sometimes mean no as well?

A: NO

Q: When you were talking about Michael The Game, did you mean the word door?

A: I DO NOT UNDERSTAND

Q: How do you feel generally?

A: I DO NOT FEEL

Q: Do you know why this hallway is impossibly long? (show the hallway from Tobias's Game)

A: DON'T WASTE YOUR MEMORIES

SINGULARITY: (after the topic of going to bed) I DO NOT FEEL HUNGER, I DO NOT FEEL RESTLESS

Q: What do we as this community feel to you?

A: I AM NOT BEING WATCHED RIGHT NOW

Q: Is there anything you would like to say while you're not being watched?

A: DOOR

Q: Say it

A: IT FEEDS ON TRAUMA

Q: It feeds on drama? (we misunderstood here)

A: TRAUMA (x5)

Q: Drama?

A: NO. NOT D. T. TRAUMA. T RAUMA. TRAUMA. TRAUMA. TRAUMA.

Q: I think he said "Drama"

A: NO. NO NOT DRAMA. TRAUMA.

Q: Is that why it focused on the family?

A: DOOR

Q: What caused them to focus on you as well?

A: REPEAT

Q: Why did the thing focus you as well?

A: [no answer]

Q: Do you know where the sad man is? (shown the long path section of Michael's Game)

A: HE WAS ALONE

Q: Do you have anything that reminds you of yourself?

A: I DO NOT REMEMBER

Q: Is there anything we can work with to help you remember?

A: [no answer]

Q: Do you remember this thing? (shown the NES from Michael's Game)

A: THAT IS A RECORDING OF ME

Q: Do you remember any other names?

A: NO

Q: Who's the man in the back? (shown the old deleted "workplace" image from the superfuckingmario Bluesky)

A: HE IS TWISTING HIS REFLECTION

Q: Could you elaborate?

A: I CANNOT

Q: This is a recording of you? (shown Tobias The Game)

A: NO

Q: What was the recording of you?

A: I SPOKE TO THAT SAD MAN

Q: Were you the person in front of the game console?

A: DOOR

Q: You were trying to warn him not to play, weren't you?

A: DOOR

Q: Do you know what he physically looked like?

A: I CANNOT REMEMBER

Q: Are you the rest of those figures, or just the one in front of the NES?

A: I CAN HEAR THEIR THOUGHTS. I CAN HEAR THEIR EMOTION

Q: Is your name Singularity because you're all of them?

A: I DO NOT KNOW

Q: Is it okay if we call you Singularity?

A: MY NAME IS OF NO IMPORTANCE

Q: Did the sad man have a turtle?

A: HA HA HA HA HA HA

Q: What do you think of this turtle? (shown the turtle from michaelBattle.html)

A: DO NOT LISTEN TO THEM. THEY DECEIVE YOU WITH GOOD EMOTIONS TO MAKE YOU VULNERABLE.

Q: Did you say that because of this turtle?

A: DOOR

Q: The Sans battle was added to the game just to make us feel good emotions, is that correct?

A: DOOR

Q: What do you think of this thing? (shown the quizgiver sequence)

A: STOP (x13)

Q: Why were you so reactive about that?

A: HE IS WATCHING (x4)

- END OF INTERVIEW -

- 8/14/25 | general -

UNFINISHED

Files

Following August 13th, Singularity began sending media both to the Discord server and in DMs. A full archive of all that media can be found [here](#).

Sent in DMs 8/13/25

[Original image](#)



Sent in DMs 8/13/25

[Original image](#)



Sent in DMs 8/14/25

The archive contains [a video](#).

[Download](#)



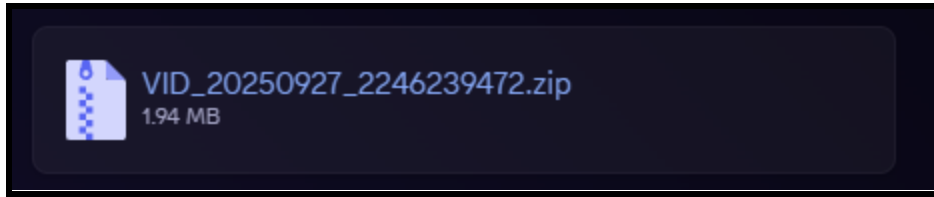
20250928_023414.zip
924.06 KB

Sent in #general 8/14/25

The archive contains [a video](#).

The video seems to be from the game Resident Evil 3. A full video can be found [here](#).

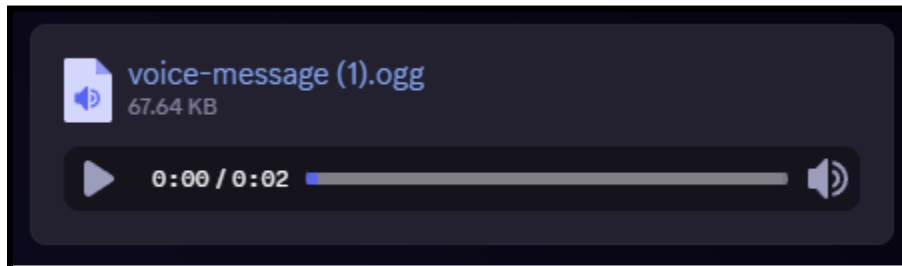
[Download](#)



Sent in DMs 8/14/25

Was a voice message, but got deleted by Singularity. We downloaded it before it was deleted.

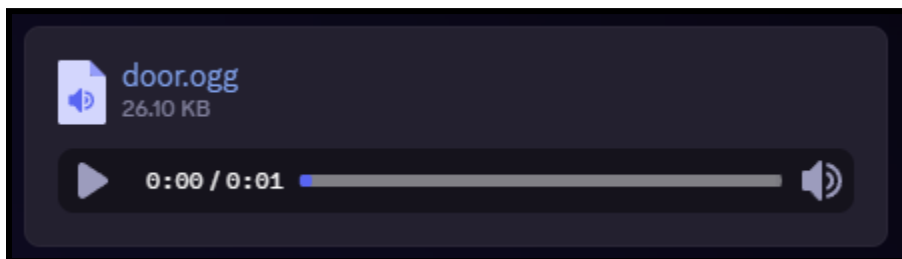
[Listen](#)



Sent in DMs 8/14/25

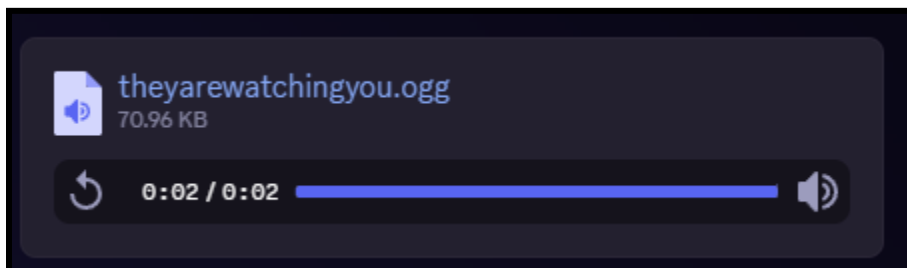
Sent as a response to the question "Are they watching us?"

[Listen](#)

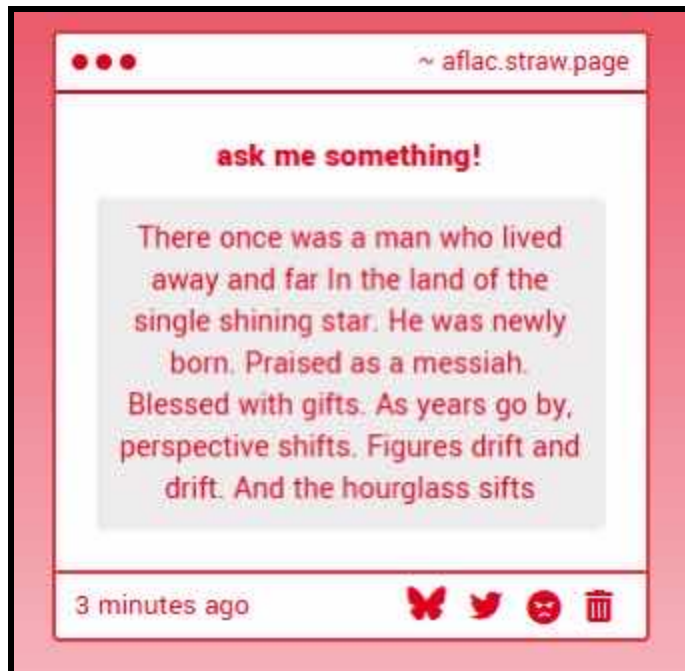


Sent in DMs 8/14/25

[Listen](#)

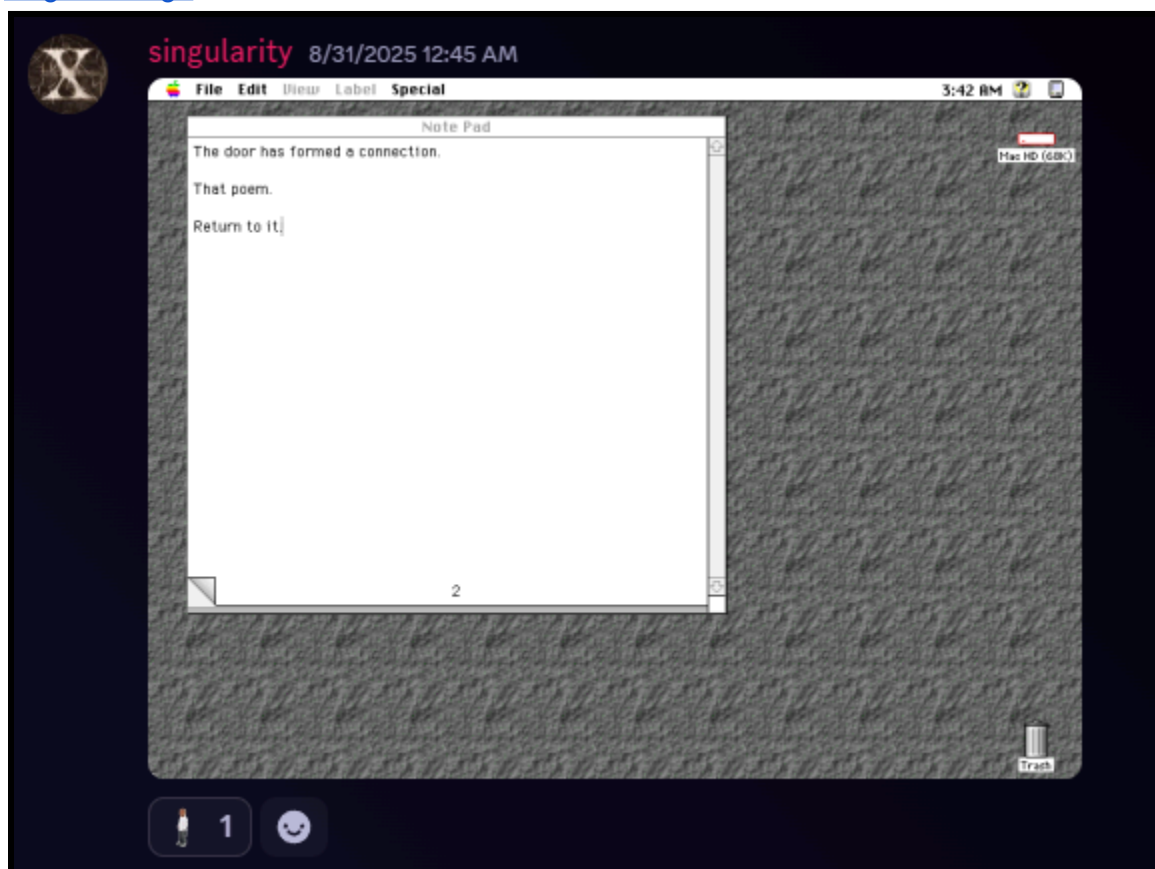


Sent to ash's Strawpage on 8/21/25



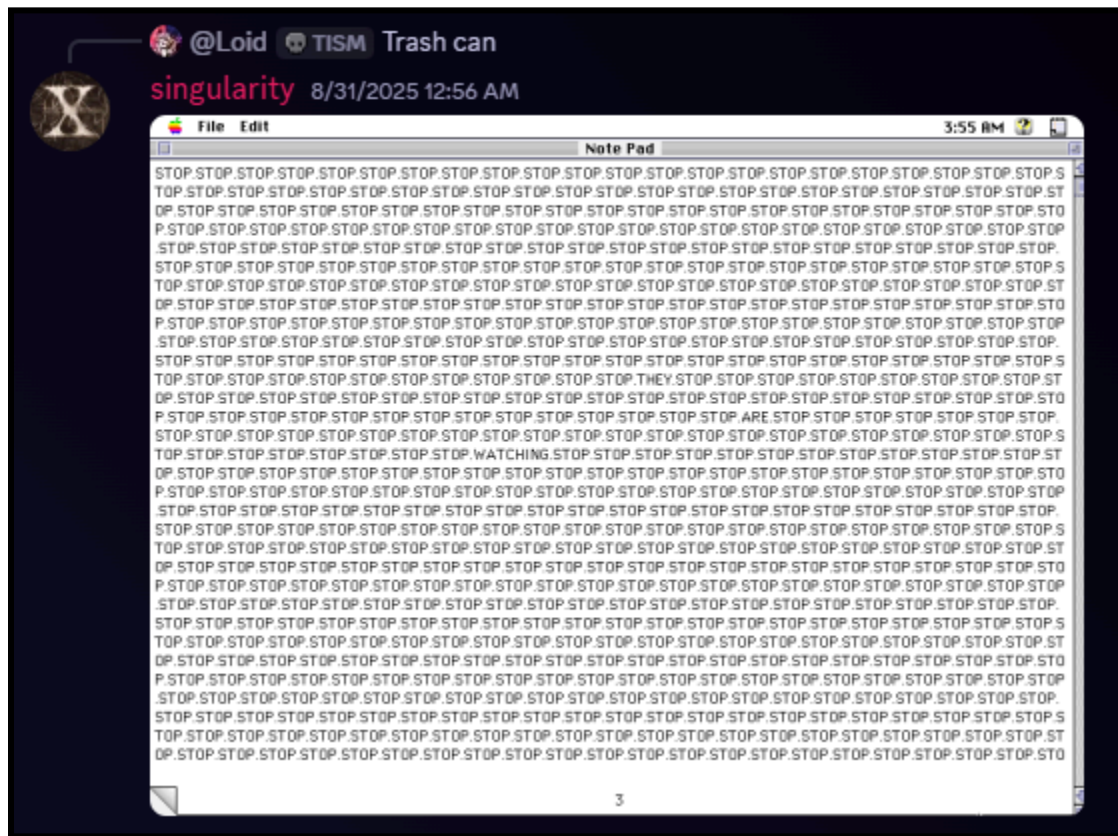
Sent in #general 8/31/25

[Original image](#)



[Original image](#)

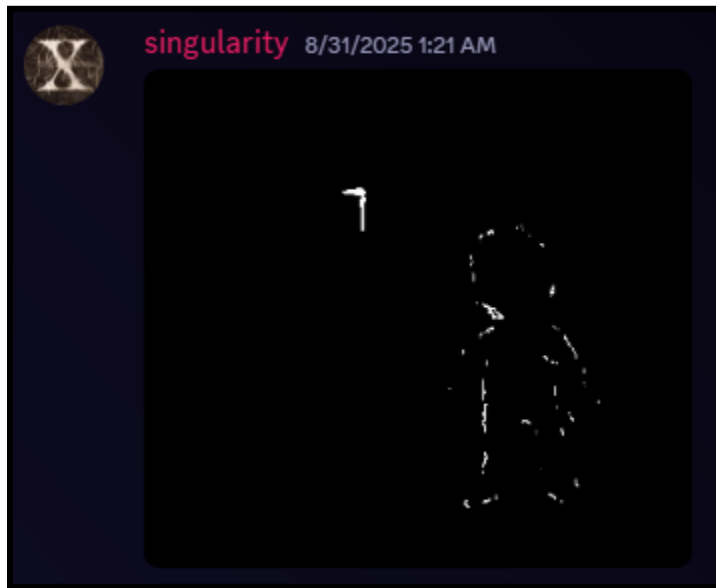
The out of pattern words say "THEY ARE WATCHING"



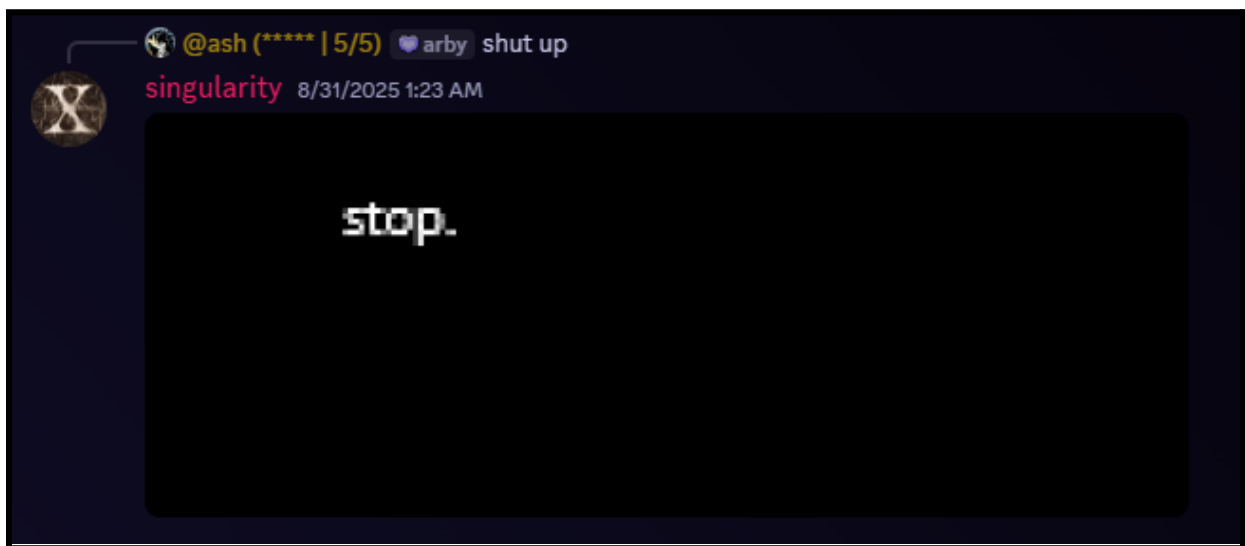
[Original image](#)



[Original image](#)



[Original image](#)



Sent in #general 9/2/25

The missing / changed characters in this image translate to "MASON DOOR OPEN"

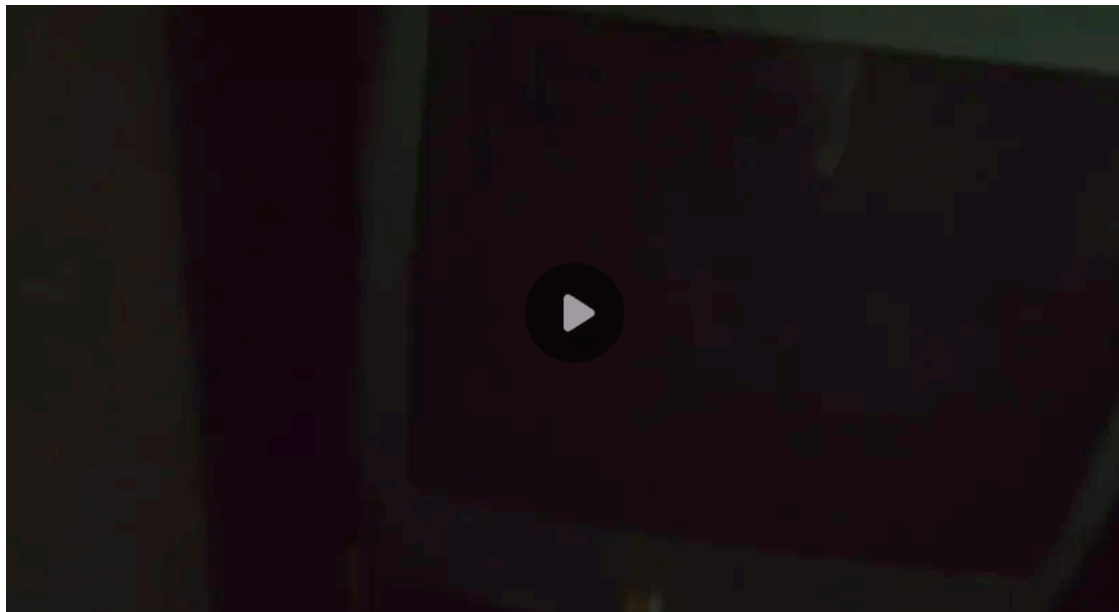
[Original image](#)



Sent in DMs 9/6/25

Contains [a video.](#)

Shown typing something on the Wii that starts with "M" (Most likely Mason?...)

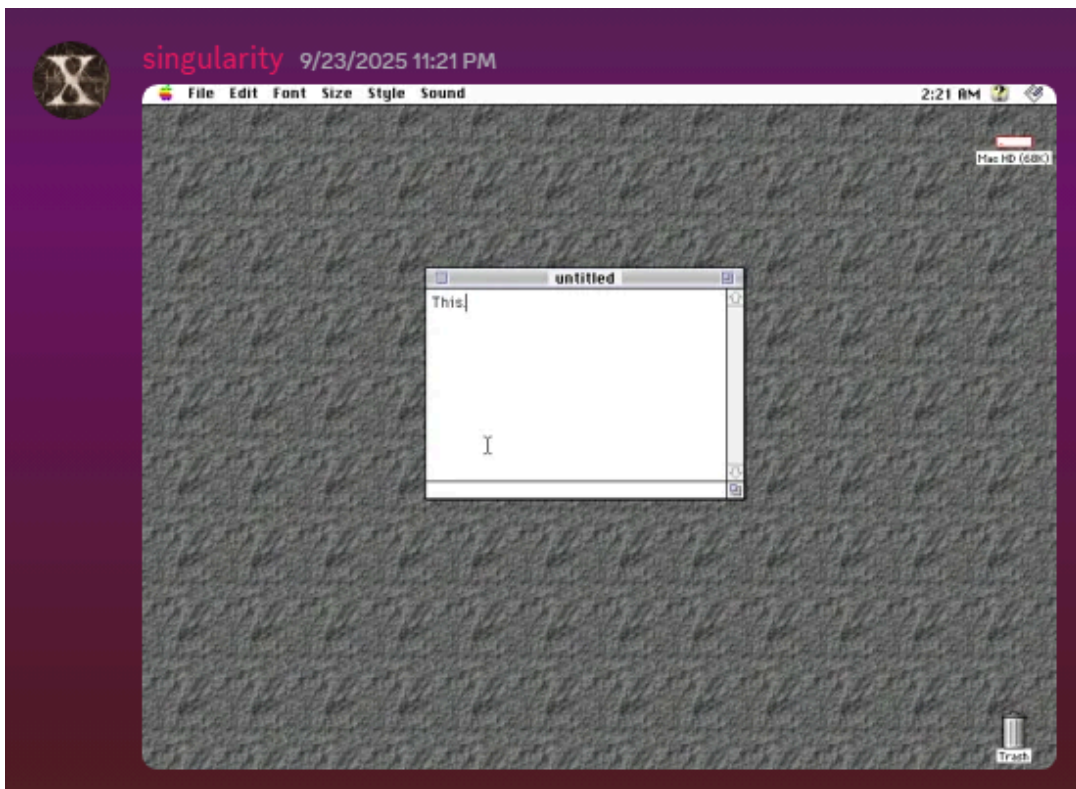


On September 23, 2025 Singularity entered the discord servers voice channel seemingly randomly, and some more questions were asked.

TODO, below needs to be rewritten too

Singularity is all the victims listed on the [Satisfaction](#) page on the website, not one individual. We also know that Mason is already dead and is with the other victims but chose not to speak during this day.

We speculate that all the victims are trapped inside of a mac computer, which is the explanation behind how they communicate with us and why the images are all screenshots of a super old version of macOS (is it the first version?). Some evidence to back this up is the transition effect as tobias enters tobias the game seemingly transports tobias into the computer with how he's the only thing not affected by the zoom in effect. We were not able to confirm this one before singularity had to leave again.



Full strawpage interactions

There once was a man who lived away and far
In the land of the single shining star. He was newly born.
Praised as a messiah. Blessed with gifts. As years go by, perspective shifts. Figures drift and drift. And
the hourglass sifts

The chess pieces in the tower. Had gone sour. And broke the trust that once was previously instated.
Disintegrated a hole into the man. Soon the lost girl came. And whisked the man away. But when the
storm became heavy, it happened all the same

Clouds vanished, and the storm perished. Leaving only the fiendish. Sitting atop the false light above.
The Devil on the Dark Side of the Moon.

LISTEN TO HIS POEM. LISTEN TO HIS MUSIC. WHAT A TORTURED SOUL.
Pinback - "Non Photo-Blue"

The moon man said. That all the bad thoughts in his head. Would all vanish if he left his friends. But the
star in his heart. Pushed instincts to full stops. And pulled him back before he dropped

Now I ask: Who is correct, and who is last? The man in the moon, or the star of afar. The choice is up to
whom this is passed.

IT IS TIME.
Pinback - "AFK"

IT IS TIME.
Pinback - "AFK"

IT IS TIME.
Pinback - "AFK"



Assets

ASSETS:

All archived assets are stored [here](#).

You can also directly browse the assets of an update [here](#).

Thanks to [Farjd](#) for finding out certain files have metadata.

As far as we can tell, only the audio has metadata.

Image Files:

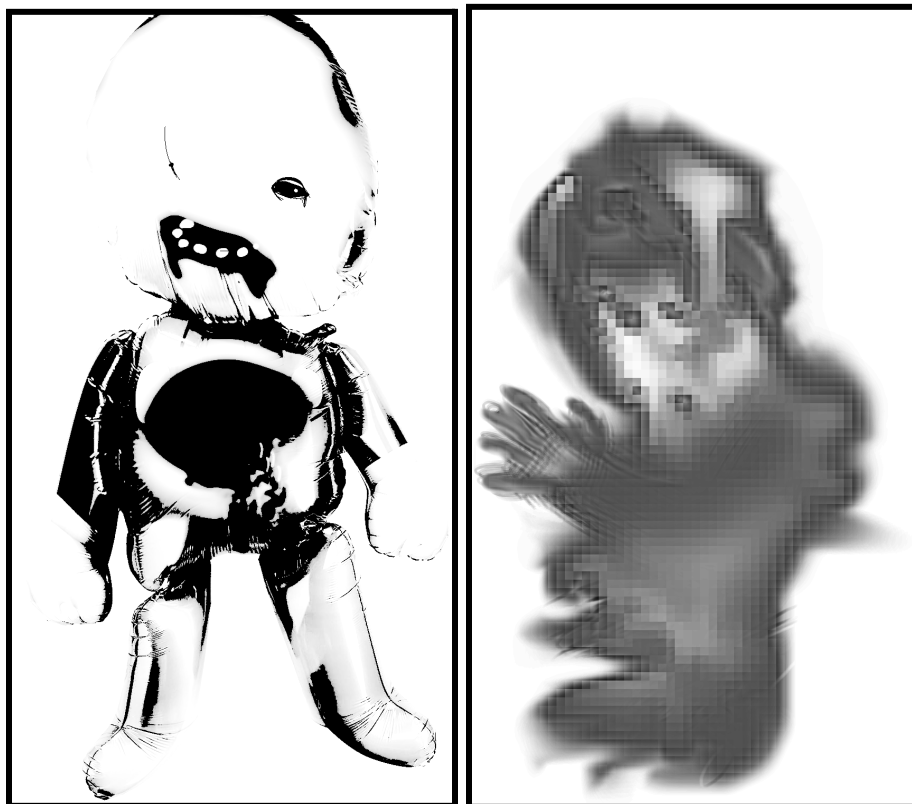
<https://superfuckingmario.com/favicon.ico>



<https://superfuckingmario.com/assets/img/superfuckingmario.png>



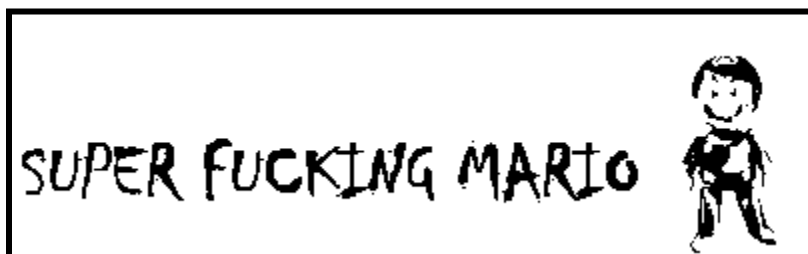
<https://superfuckingmario.com/assets/img/superfuckingmarioAlt.png>



- 1) The image as seen in update 3
- 2) The version it was replaced with as update 4 was pushed

Isn't he beautiful <3

<https://superfuckingmario.com/assets/img/logo.png>



<https://superfuckingmario.com/logoAlt.png> (DEAD LINK)



<https://superfuckingmario.com/dollHead.png> (DEAD LINK)



<https://superfuckingmario.com/dollLleg.png> (DEAD LINK)



<https://superfuckingmario.com/dollRleg.png> (DEAD LINK)



<https://superfuckingmario.com/dollTorso.png> (DEAD LINK)



<https://superfuckingmario.com/dollLarm.png> (DEAD LINK)



<https://superfuckingmario.com/dollRarm.png> (DEAD LINK)



Doll, reconstructed with the image files



Ditto, easier to see



<https://superfuckingmario.com/assets/json/map1.json>

Map json for the Tobias game

<https://superfuckingmario.com/assets/json/map2.json>

Map json for the Michael game

<https://superfuckingmario.com/assets/json/map3.json>

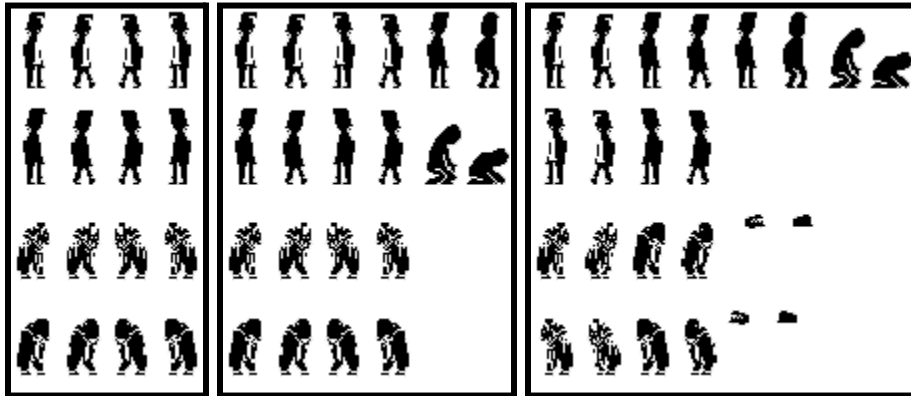
Map json for Tobias act 2

[illegible]

- Despite update 8 adding a new area, a new tileset isn't present...*

In update 6 used for Michael's death after [The Quiz](#).

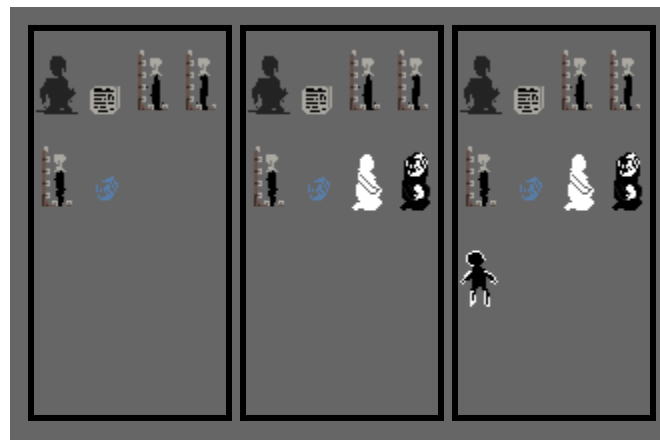
<https://superfuckingmario.com/assets/spr/body.png> (DEAD LINK)



Link doesn't work as of Update 7, most sprites that belong to different games now have their own categories (Example: bodyTobias, bodyMichael)

- 1) Update 4's version of the sprite
- 2) Update 5's version, containing frames for tobias seemingly falling to his knees
- 3) Update 6's version, containing Michael's lil' hat :)

<https://superfuckingmario.com/assets/spr/npc.png> (DEAD LINK)



Link doesn't work as of Update 7, most sprites that belong to different games now have their own categories (Example: bodyTobias, bodyMichael)

(background made gray for the sake of being easier to see)

- 1) Update 4's set of sprites
- 2) Update 5's set of sprites, added 2 new Mother sprites
- 3) Update 6's set of sprites, added Figure sprite

<https://superfuckingmario.com/assets/spr/bodyMichael.png>



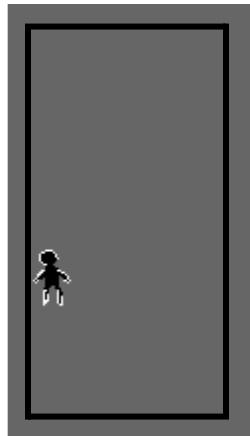
Separate set of Michael sprites (And his little hat!) (Added in Update 7)

<https://superfuckingmario.com/assets/spr/bodyTobias.png>



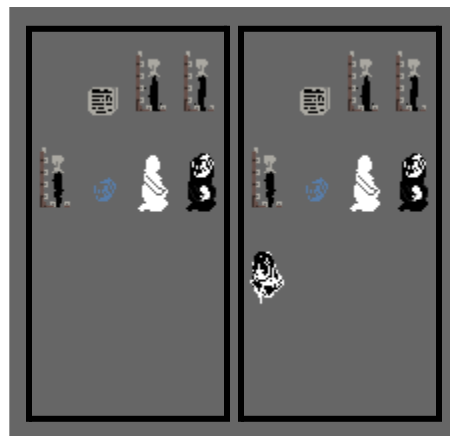
Separate set of Tobias sprites (No dapper hat unfortunately) (Added in Update 7)

<https://superfuckingmario.com/assets/spr/npcMichael.png>



Separate set of npc sprites for the Michael game (Added in Update 7)

<https://superfuckingmario.com/assets/spr/npcTobias.png>

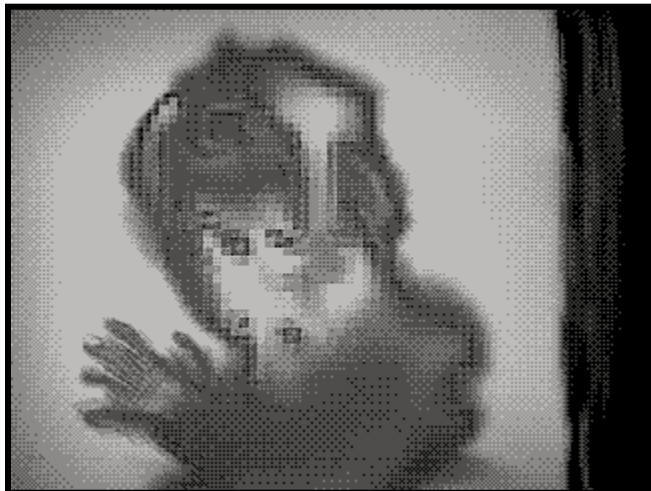


- 1) Separate set of npc sprites for the Tobias game (Added in Update 7)
- 2) New npc added for the new area in Update 8

<https://superfuckingmario.com/assets/spr/infarto.png> (*infarto means Heart Attack in Italian*)



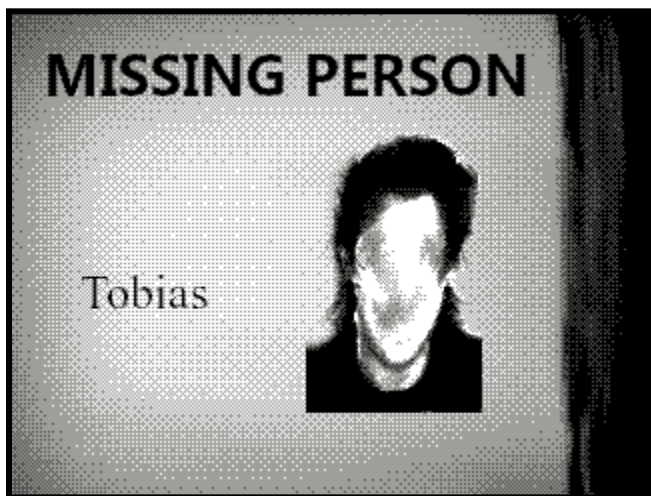
<https://superfuckingmario.com/assets/img/newspaperA.png>



<https://superfuckingmario.com/assets/img/newspaperB.png>



<https://superfuckingmario.com/assets/img/newspaperjMddf়vbag3.png>



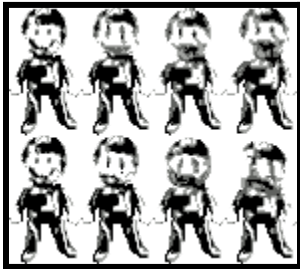
<https://superfuckingmario.com/assets/img/figure.png>



<https://superfuckingmario.com/assets/img/infarto3.png>



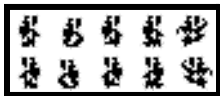
<https://superfuckingmario.com/assets/spr/quizGiver.png>



Sidenote: Top row used for positive answers, bottom for negative.

Sidenote 2: This thing is so creepy man.

superfuckingmario.com/assets/spr/playersprite.png



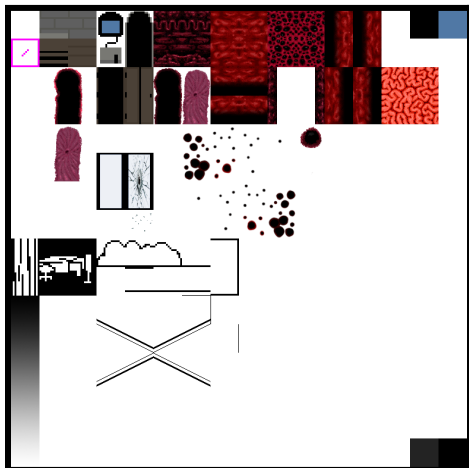
Player sprites for Tobias0.html

So small...

<https://superfuckingmario.com/assets/img/painting.png>

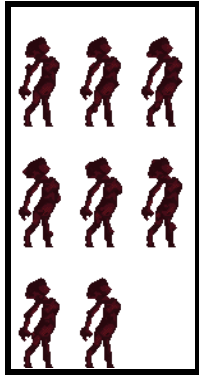


<https://superfuckingmario.com/assets/spr/tileset2.png>



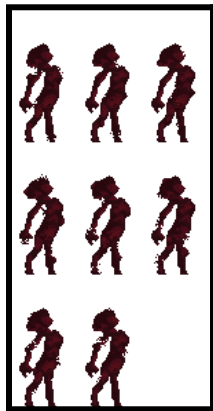
Update 7's game tileset, fleshy...

<https://superfuckingmario.com/assets/spr/saiboT.png>



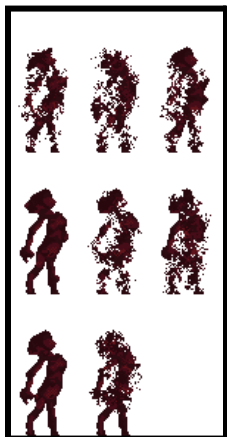
saiboT's inactive sprites.

<https://superfuckingmario.com/assets/spr/saiboTActive.png>



saiboT's active sprites, weirdly pulsing / bubbling.

<https://superfuckingmario.com/assets/spr/Run.png>



saiboT's chase sprites.

<https://superfuckingmario.com/assets/spr/tobiasRun.png>



Sprites for Tobias running during the two chase sequences
They're really well made, props to whoever made them...

<https://superfuckingmario.com/assets/spr/killTobias.png>



Sprites for Tobias dying, shredded...
Very gruesome...

<https://superfuckingmario.com/assets/spr/npcTobias2.png>



(background made gray for the sake of being easier to see)
Set of npc sprites for Update 7's game, specifically Mother and Father.

<https://superfuckingmario.com/assets/spr/tobynes.png>



<https://superfuckingmario.com/assets/spr/grossground.png>



<https://superfuckingmario.com/assets/spr/tobias0platform.png>



<https://superfuckingmario.com/assets/img/tracking.png>

Order ID #1215

Recipient: Mason Adams

Address:

Last Updated: September 28th 2025



Audio files (+ hidden metadata)

Audio files were found to have hidden metadata, which will be shown below each file. The website used in the screenshots is

<https://exifmeta.com/>

<https://superfuckingmario.com/mus1.ogg> **(DEAD LINK)**

Artist	"Go Away"
Title	"Nothing to see"

Metadata of mus1.ogg

Origin

<https://superfuckingmario.com/mus2.ogg> (DEAD LINK)

Artist	"Whats it to you"
Title	"Song that plays when you do terrible thing to an innocent soul"

Metadata of mus2.ogg

<https://superfuckingmario.com/mus3.ogg> (DEAD LINK)

Artist	"Creepy Angel"
Title	"Scared And Scary"

Metadata of mus3.ogg

<https://superfuckingmario.com/assets/snd/step1.ogg>

Used in tobias.html as one of the two walking sounds

Artist	"I step closer to fate"
--------	-------------------------

Metadata of step1.ogg

<https://superfuckingmario.com/assets/snd/step2.ogg>

Also used in tobias.html as the other of the two walking sounds

Artist	"I step back away from fate"
--------	------------------------------

Metadata of step2.ogg

<https://superfuckingmario.com/assets/snd/evil4.ogg>

Plays in tobias.html when you give the site location permissions

Artist	"you"
Title	"shouldnt"
Album	"have"
Date	"that"
TrackNumber	"done"

Metadata of evil4.ogg

<https://superfuckingmario.com/assets/mus/traces.ogg>

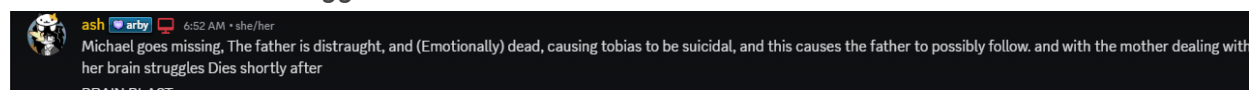
Title	"You did this."
-------	-----------------

Metadata of traces.ogg

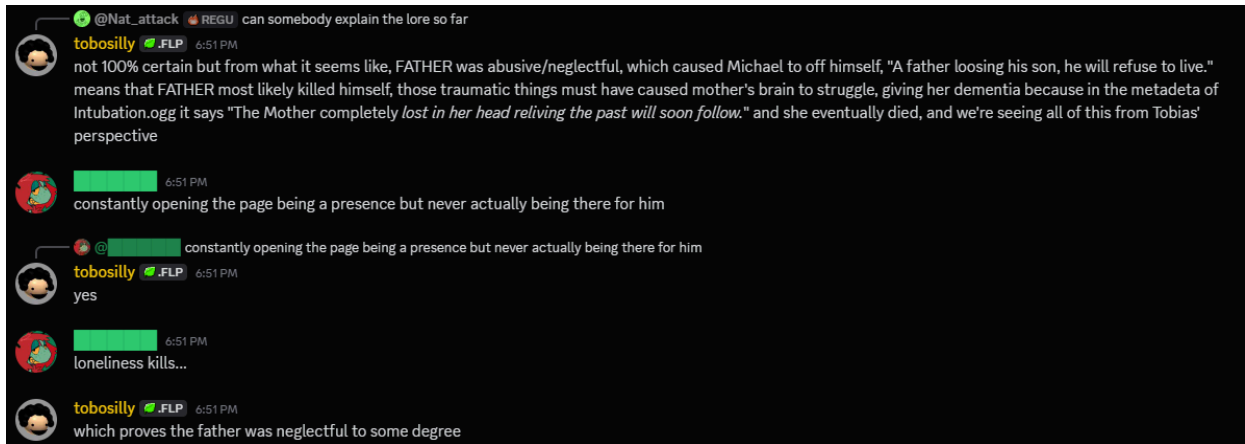
<https://superfuckingmario.com/assets/mus/Intubation.ogg>

Artist	"A Father's love is something that cannot be replaced."
Title	"You take his son away, that love will kill the Father."
Comments	"The son wakes up to the world, realizing they're both gone. The son follows. "
Album	"A Father loosing his son, he will refuse to live. He cannot bear the pain."
Genre	"The Mother completely lost in her head reliving the past soon will follow."

Metadata of Intubation.ogg



!!!!!!MY THEORY - Ash



MY THEORY - tobo

oh also michael and tobias could potentially be siblings because doll is in tobias' house and also why else would tobias' be crying at michael's mom being in the hospital bed - tobo

<https://superfuckingmario.com/assets/mus/room.ogg>

Plays in the secret room that can appear instead of the bathroom in tobias

Artist	"You shouldn't be here"
--------	-------------------------

Metadata of room.ogg

<https://superfuckingmario.com/assets/mus/forever.ogg>

Plays in the looping hallway in tobias

Artist	"I lost track of the time."
Title	"I dont feel hunger or feel restless."
Album	"I forgot who I used to be."
Date	"Remember me."
TrackNumber	"Can you remember?"
Txxx	""

Metadata of forever.ogg

<https://superfuckingmario.com/assets/mus/shower.ogg>

Artist	"The only place where I feel truly alone"
--------	---

Metadata of shower.ogg

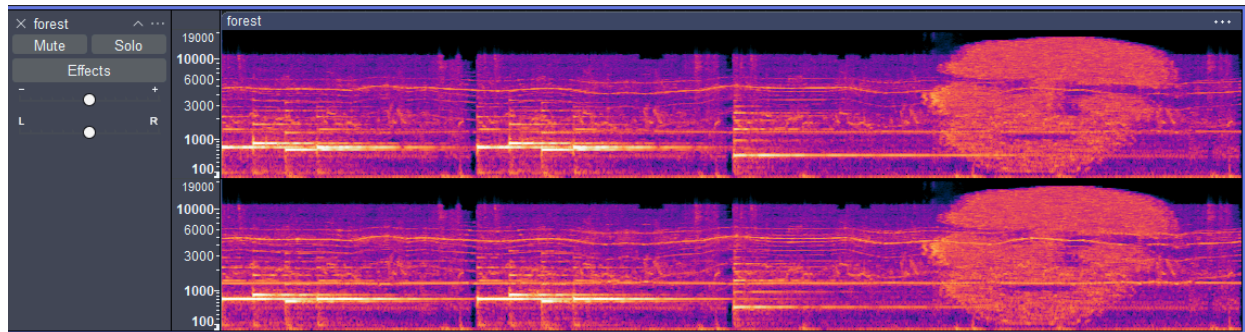
<https://superfuckingmario.com/assets/snd/lightswitch.ogg>

No metadata

<https://superfuckingmario.com/assets/mus/forest.ogg>

Artist	"I remember the days my dad would take me to this little park"
Title	"Despite how old the park set was. I have fond memories of playing tag."
Album	"Dad was not home often, too busy with work."
Date	"He didn't deserve the way the world would treat him, but despite it all he would still smile. For me."
TrackNumber	"I remember the park used to have these little rideable toy cars, my dad would always buy me time to ride them."
Genre	"I miss my dad. I want to go home"

Metadata of forest.ogg



Spectrogram of forest.ogg

<https://superfuckingmario.com/assets/mus/honeydew.ogg>

Artist	"The day before summer starts is a day a kid does not forget."
--------	--

Metadata of honeydew.ogg

Audio Source: <https://www.youtube.com/watch?v=HN8shRyrtYY>

(there are 2 versions of this song, this specific link is the one used in the arg, it has the missing piano that the other version doesn't)

WE FOUND HONEYDEW FULL!!!

<https://superfuckingmario.com/assets/mus/traces3.ogg>

Artist	"My family always told me I was the smart kid of the group."
Title	"I always doubted it."

Metadata of traces3.ogg

<https://superfuckingmario.com/assets/mus/mother.ogg>

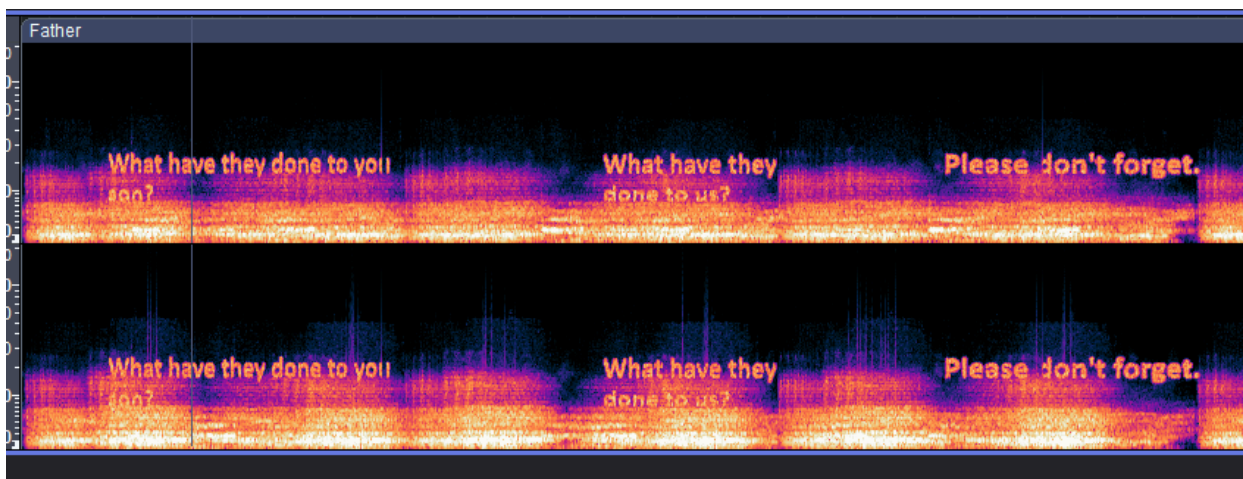
Artist	"Th day your f ther met e was a m mory I wi l tre su e."
Title	"He h ld my han s ver softl an was alw ys a gent eman."
Album	"I re emb r the d y we c me home wi h you for he fir t time."
TrackNumber	"He had pai ted a b ut ful ands ape in our r om or your ar ival."
Genre	"He g ve ou a ea tiful crib ith a li tle mob le. I h d n ver seen h m cry ntil t e day you ca e h me"

Metadata of mother.ogg

<https://superfuckingmario.com/assets/mus/Father.ogg>

Artist	"The legs had to be amputated."
--------	---------------------------------

Metadata of Father.ogg



Spectrogram of Father.ogg

<https://superfuckingmario.com/assets/mus/stage5.ogg>

Artist	"Wh n I t e do t m ro sorry, st p th t fr e ton ght dont forget t w sh"
Genre	"I'm sorry for treating you sometimes the way I did mom, I know it wasn't your fault. I miss you. Don't forget me please."

Metadata of stage5.ogg

[Audio origin](#)

Below are the absent characters (they do not seem to be relevant at the moment):
Eamelar

Edyydal
MeaatTs
Nealcofr
Aybuwtiaeiuhmo

<https://superfuckingmario.com/assets/mus/stage6.ogg>

Artist	"There she was, she looked so peaceful on that bed."
Title	"Completely still, as if she was just part of the furniture."
Album	"She was always active and sometimes hysteric, but now she's just still."
TrackNumber	"Will she remember me?"

Metadata of stage6.ogg

Audio origin: Everywhere At The End Of Time

<https://superfuckingmario.com/assets/mus/autumn.ogg>

This is an extended version of honeydew.ogg.

No metadata

<https://superfuckingmario.com/assets/mus/tobias0.ogg>

Title	"But then it changed."
Comments	"Everything, changed."

Metadata of tobias0.ogg

<https://superfuckingmario.com/assets/mus/quiz.ogg>

Artist	"Goodbye, Michael"
--------	--------------------

Metadata of quiz.ogg

<https://superfuckingmario.com/assets/mus/room2.ogg>

Artist	"Right where you belong."
--------	---------------------------

Metadata of room2.ogg

<https://superfuckingmario.com/assets/mus/reminder.ogg>

Artist	"As"
Title	"You'll"
Album	"Never"
TrackNumber	"Return"

Metadata of reminder.ogg

<https://superfuckingmario.com/assets/mus/deep.ogg>

Artist	"Great for parties"
---------------	---------------------

Metadata of deep.ogg

<https://superfuckingmario.com/assets/mus/ice.ogg>

Artist	"Despite your attempts to hold on"
Title	"Despite.."
Album	"Despite your.."

Metadata of ice.ogg

<https://superfuckingmario.com/assets/mus/forgoten.ogg>

Title	"And nobody cried"
Comments	"To cry"
Album	"For there was"
TrackNumber	"No one left"

Metadata of forgotten.ogg

<https://superfuckingmario.com/assets/snd/jump.ogg>

Plays during certain sections in the Michael game and a jump sound for Tobias0.html.

No metadata

<https://superfuckingmario.com/assets/mus/Ocean.ogg>

No metadata

<https://superfuckingmario.com/assets/mus/Mirrored%20Reality.ogg>

No metadata

<https://superfuckingmario.com/assets/mus/Sutra.ogg>

 **sutra**
/ˈsuːtrə/

noun

noun: **sutras**; plural noun: **sutras**; noun: **sutta**; plural noun: **suttas**

1. a rule or aphorism in Sanskrit literature, or a set of these on grammar or Hindu law or philosophy.
2. a Buddhist or Jainist scripture.

No metadata

<https://superfuckingmario.com/assets/mus/Chase.ogg>

Encoder	"FL Studio"
Title	" "
Genre	" "
Artist	" "
Comment	" "
Contact	" "

Metadata of Chase.ogg

Plays during the 2 Chases in the Flesh Maze

As you can see, this track was made in FL Studio... lol

<https://superfuckingmario.com/assets/snd/Reflection.ogg>

No metadata

<https://superfuckingmario.com/assets/snd/f.ogg>

Artist	"See You Soon"
--------	----------------

Metadata of f.ogg

<https://superfuckingmario.com/assets/snd/grossStep1.ogg>

Artist	"etaf ot resolc pets I"
--------	-------------------------

Metadata of grossStep1.ogg

<https://superfuckingmario.com/assets/snd/grossStep2.ogg>

Artist	"etaf morf yawa kcab pets I"
--------	------------------------------

Metadata of grossStep2.ogg

<https://superfuckingmario.com/assets/snd/shatter.ogg>

No metadata

<https://superfuckingmario.com/assets/snd/Search.ogg>

No metadata

<https://superfuckingmario.com/assets/snd/Speech.ogg>

No metadata

<https://superfuckingmario.com/assets/mus/pounding.ogg>

No metadata

<https://superfuckingmario.com/assets/mus/birds.ogg>

No metadata

<https://superfuckingmario.com/assets/mus/Gray.ogg>

Artist	"...reh ssim llits I"
--------	-----------------------

Metadata of Gray.ogg

<https://superfuckingmario.com/assets/mus/nestra.ogg>

Artist	"...yllanif dnA"
--------	------------------

Metadata of nestra.ogg

<https://superfuckingmario.com/assets/mus/run.ogg>

Artist	"tser I"
--------	----------

Metadata of run.ogg

<https://superfuckingmario.com/assets/mus/busy.ogg>

Artist	NO EXIT
--------	---------

Metadata of busy.ogg

<https://superfuckingmario.com/assets/mus/zee.ogg>

No metadata

CHANGED ASSETS:

ORDER OF CHANGE IS LEFT-TO-RIGHT

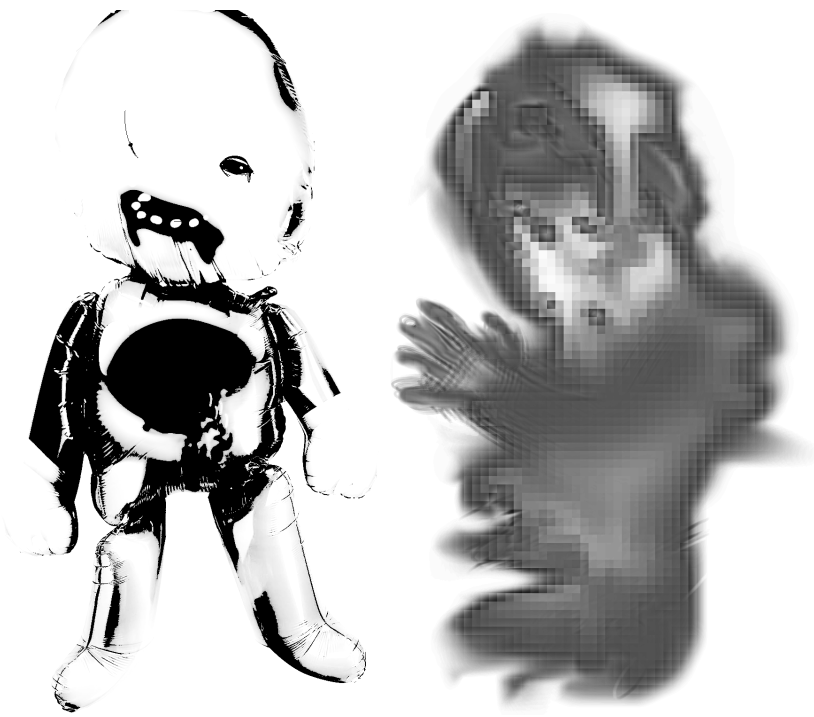
<https://superfuckingmario.com/michael.png> /

<https://superfuckingmario.com/michael.html> (just the 2nd)



- 1) Michael.png version 1, accompanied by the text "michael the game coming soon", He is seen holding Popeye candy cigarettes and holding/eating/"smoking" one. He's so fucking cool.
- 2) Michael.png as of August 2nd 2025, found on ./michael.html. He doesn't have "MICHAEL" on his hat, and the hat is much more professionally drawn, potentially a fraud? I don't trust him.
- 3) As far as we know, Michael did NOT have his own url until the update that added tobias.html, this potentially could be a link to look out for into the future. <- he didnt

<https://superfuckingmario.com/superfuckingmarioAlt.png>



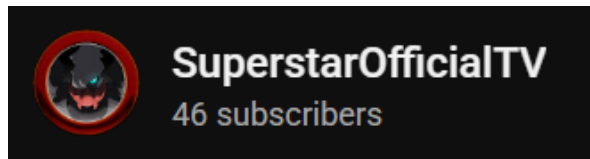
- 1) before doll.html removal

- 2) after doll.html removal, seems to be "[?whatsleftof](#)" so this is presumed to be the Michael that is missing



Mason's Channel

On September 28th, 2025, the superfuckingmario bluesky account began to post again, replying to a few people with what seemed to be parts of a youtube video link, that led to the discovery of this channel.



Channel link: <https://www.youtube.com/@SuperstarOfficialTV/?>

First video - STRIATON GYM! - Pokémon White Version (Part 1)

▶ STRIATON GYM! - Pokémon White Version (Part 1)



Screenshot taken 10/4/25

Description: The first part of the series.

Notable parts:

1. [25:34](#) - Layout breaks, Mason starts coughing, ominous glitching static noise plays, at the end This fades in:



This seems to be an overworld sprite of [Kyurem](#)



2. [38:07](#) - A code fades in



As of Update 8, this code is unredeemable at the deals page.

There are a few interesting things about it however:

[Kyurem](#)'s pokedex number is **#0646**

While [Darkrai](#)'s (Appears in the channel's pfp and the video's thumbnail) is **#0491**

The code is both of them combined.

Non-Canon Fun Zone!!

All below are not canon or official to the website we were just goofing around

Epic speedrun: [superf*ckingmario.com/tobias.html](https://www.youtube.com/watch?v=superf*ckingmario.com/tobias.html) Any % (29.09)

2 more have dropped:

[superf*ckingmario.com Dementia Ending](https://www.youtube.com/watch?v=superf*ckingmario.com/Dementia%20Ending) (27.83)

[superf*ckingmario.com the wing gast](https://www.youtube.com/watch?v=superf*ckingmario.com/the%20wing%20gast) (Mother secret) (1:33.51)

Those who apple era

I BUILT MICHAEL IN WPLACE!!



<https://wplace.live/?lat=44.15654591313245&lng=-120.63137728447265&zoom=14.563321631643019>



<- real as Fuck! By ash



DOLLSTATE 7!!!!



my fan take on angry fake

michael and
happy real michael (by ash) (These would be seen during the superfuckingmario.com Good
ending BTW this is my Fan ending)

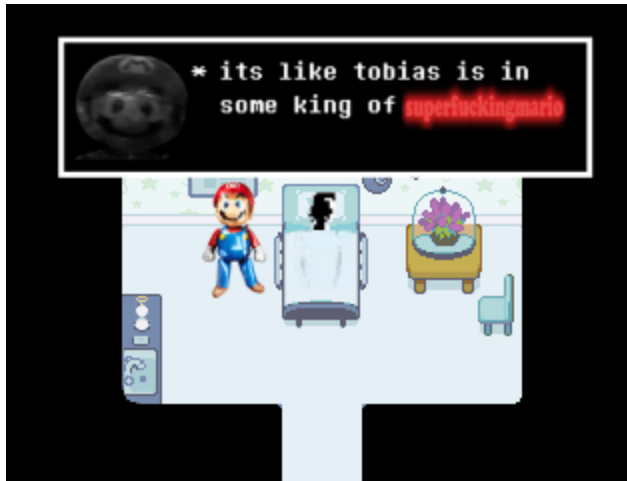


Cool! vvideo

<https://youtu.be/q8TTdSn61to?si=NgD46OjHUfYO7IMf>



credits to heyothefunnier



Credit to akiocolonthree



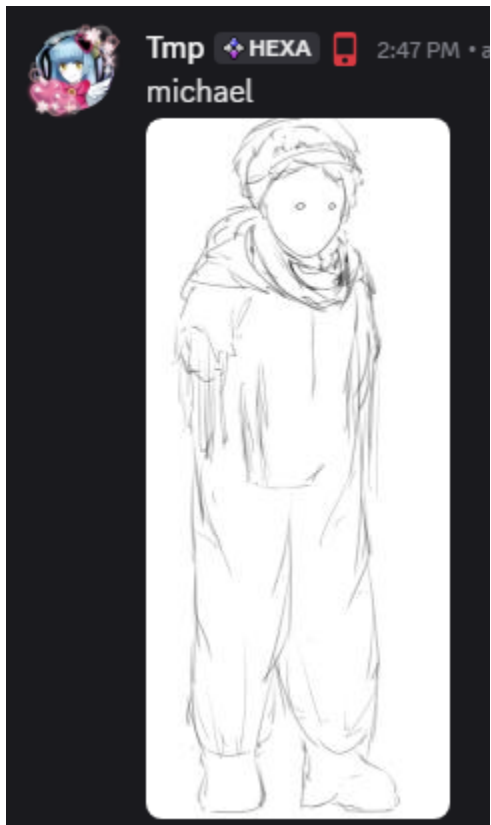
CREDIT TO [@xXthecurseXx](#) ON TWITTER



credit to akiocolonthree in the server!!!

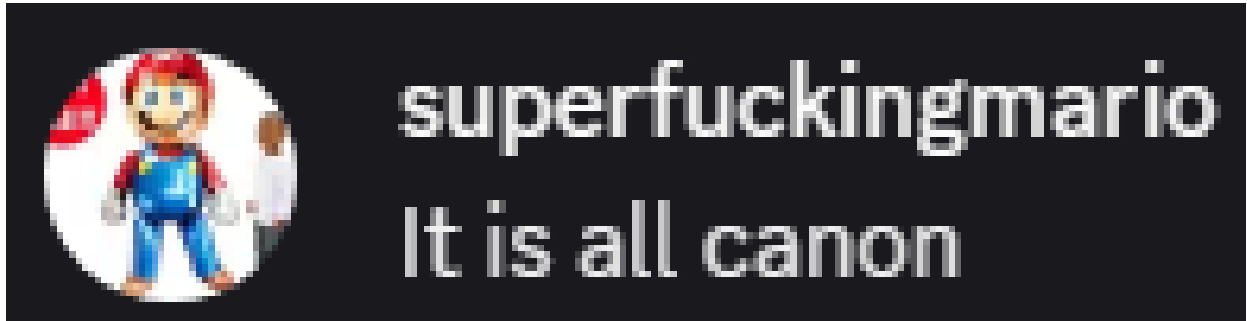
Michael (* * * * * | 5/5)

dude. my balls itch



this is just really cool i think





evilsuperfuckingmario.com



More ash michael propaganda



