

Banned Glitches

Timer Pause Glitch: When you pause the game, the game's internal timer keeps ticking up in the background, but the game doesn't register it if the game is paused. Thus, by strategically pausing the game every second, you can stop the timer from ticking up at all.

Timer Lag Glitch: Lag during the intro cutscene can cause the timer to tick earlier than normal once the level starts.

24.86 Days Glitch: Timer objects in ActionScript stop functioning after 24.86 days. Because of this, you can theoretically start a world, pause the game before the timer hits 00:01, keep the game running for 24.86 days, and unpause it. Doing this will keep the timer frozen at 00:00, allowing you to theoretically beat any world in 00:00. (This glitch has not been tested for obvious reasons.)

Important Glitches

Reset Glitch: When you enter World 1 through the intro cutscene, the game doesn't reset some variables, including the player's switch count, time, and the variable that determines whether they are on the last level or not. This glitch can be used to save 3 switches in World 1 by beating up through 2-9 in 3 switches, exiting and resetting in 2-10, and playing 1-1.

Slow Mo Preservation (SMP): When you pause-exit from a level with slow-mo activated, you will continue to have slow-mo even if you go to a different world. This effect persists until you close the game or pick up the slow-mo powerup again.

Level 1 Luck: The timer keeps ticking internally in the menu, so the amount of time you have before the first second tick in level 1 of any world is dependent on when exactly you enter the world.

"Framerules": The ticks of the internal timer stop when a level is completed and restart when the next level starts, which has the effect that the "fractional part" of the timer is cut off whenever you beat a level. Thus, it doesn't matter whether you beat a level in 00:02.000 or 00:02.999, you will still have one second in the next level until 00:03.

Edge Jumping: You can jump off the very edge of many spiked platforms without getting hit by the spikes.

Double Switch Early: If you enter a world other than World 3, then immediately quit out, entering World 3 will cause you to gain the Double Switch powerup in Level 3-2.

Hitbox Extension: The hitbox the player uses for collecting coins (and nothing else, so not walls, spikes, stars, etc.) is affected by the costume the player uses. It can be made larger by using a larger costume.

Less Important Glitches

Velocity Preservation: The player's velocities are not reset when entering a new level, which can lead to the player moving or doing a little "hop" when entering a level.

W8 Weird Platforms: Occasionally (especially after restarting World 8), the platforms in World 8-1 can move to the very left side of the screen, where they will not move further and send you to the very left side of the screen yourself if you stand on them. Not a softlock because you can go over or under the level to avoid the platforms.

100 Medals Trophy Bug: The 100 medals trophy checks if your number of medals is greater than 100 instead of greater than or equal to 100 medals. As such, it actually requires 101 medals.

W8 Advanced Medal Bug: The medals in Advanced World 8 do not count for your medal count.

No Switch Ability Jump: If you press the jump button the frame you touch a platform, you will jump, but you will not regain your ability to switch if you did not already have it.

1-1 Skip: If you exit a world and then do Reset Glitch while a victory cutscene is playing, you will skip 1-1 once you get back into World 1. Not considered useful because 1-1 is the easiest level.

Visual Bugs

World 10 Star Appearance: In non-Advanced World 10, stars appear as if they require eggs even though they don't in every level except 10-10. (The fact that the stars don't require eggs in the first place is apparently intended, as evidenced by [this ModDB article written by Jindo](#).)

Timer "Overflow": After the timer reaches 99:59, it "overflows" to 00:00, but this is a visual bug and does not affect medals or high scores.

Switches "Overflow": The switch counter only displays the most significant three digits of the switch count. Thus, when you switch with 999 switches, your switch counter changes to 100, then stays at 100 until you switch 10 more times.

Trophy Switcheroo: The Victory and Success trophies are swapped around in the code, meaning you get the Victory Trophy by earning 100 medals, and the Success Trophy by beating World 10 in Advanced Mode.

8 Llama Heads Collected Bug: The giant flipped llama trophy, intended to be obtained by beating 8 main worlds without dying, does not show up even when its conditions are satisfied.

Softlocks

W2 Powerup Softlock: You can beat World 2-5 by going under the initial platform and falling off it, then switching to reach the top platform without ever collecting the Double Jump. However, you get softlocked in World 2-6.

W4 Powerup Softlock: You can beat World 4-5 by flipping to the ceiling, landing on the right side of the triangular platform, and reaching the goal without ever collecting the Ice Breath. However, you get softlocked in World 4-8.

W5 Powerup Softlock: You can beat World 5-2 by going over the topmost platform without ever collecting the Cactus Balls. You can also beat World 5-3 by simply jumping over the chameleon before you get softlocked in World 5-4.