

Super Mario Maker Worlds - FAQ

Maker ID: VKB-RL2-GQF (3rd Bunny)

What is this?

In Super Mario Maker 2, people make levels based on Mario games, that anyone else can play. You just need a Nintendo Switch, a copy of Super Mario Maker 2, and an active NSO (Nintendo's online service) to play anyone levels. These are mine, and I made them to play like a real game would.

Who are you?

I'm Third Strongest Bunny, or 3SB, some Canadian dood who likes making stuff. I made a tribute game a few years back, now here's another one that I did. And my reddit username is an Earthbound reference.

How does this work?

Enter my Maker ID, VKB-RL2-GQF, into the search box using the ID button on the right side of the Course World menu in Super Mario Maker 2. From there, the first level should be in the Uploaded Courses tab, and they start at the top, and go down. Disabling comments could help you get a more classic experience, as well.

We don't have Overworlds yet, but I designed the levels and uploaded them in a way that they are made to be played in sequential order. Buzzy Basin is the first world, and it starts out easy (as first worlds should), and the challenge slowly ramps up from there. By the time you face off against Bowser's Armada, the levels should be offering a respectable challenge.

Why did you put Pink/Red coins in every level if they're not required to complete them?

Consider them optional challenges. I like to design for players of all skill levels, and for the more risky, adventurous players, there's these coins to collect. They're often hidden for the explorers, or in tricky places for the daring, and collecting them all in a level opens up a fun, themed bonus room full of goodies. This is especially great if you find one of my levels in a challenge mode, where coins and lives are more useful.

How did you make these so quickly?

I didn't. I made half of them over hundreds of hours in the first game, and started their revisions as soon as I saw the new trailer. Then, like many of you, I poured over every inch of this game's footage, as soon as it came out. Dozens of hours hunched over graphing paper with meticulous effort, and I knew almost exactly how these new levels would look. I've been working on it every day, as I get time, for 6 months since release. It was a lot of work, but I really enjoy creating courses for you guys.

I'm not done updating, either! As new content updates roll out, I usually change things up pretty quickly and regularly, to continue offering the best experience I can. This is also when I handle bug fixes, too.

What's up with the Wii U version on Mario Maker 1?

I pulled my levels from the servers about a month before the launch of Mario Maker 2, because I didn't want anyone to have access to downloading and editing my course layouts for a bit. This was to try and discourage less than reputable ideas about my courses. Once the dust has settled on MM2's popularity, I may reupload the old levels on the Wii U, if there's enough interest. It takes me about 8 hours each time.

Got any plans for future games in MM2?

Absolutely! I'm always tinkering on something. I'm working on something called "The Changing Lands" at the moment. It features 5 courses (one for each style) that change when I feel like uploading a new layout. I'm taking input from fans and players as well, who may get to see their design ideas put into the game! It's a neat way to connect with my player-base, I think.

Can I play or feature your game or courses on Youtube/Twitch/Media?

Absolutely, yes. Especially since submitted Mario Maker 2 courses are Nintendo's property, just my ideas and effort. :) Please let me know, too, because I love watching people play through my courses.

Can I ask you questions about the process, about course design, or anything else?

Of course! I have a discord channel where I periodically answer course design questions, and I'm always happy to help fellow designers. :)