

This doc should be set up as Pageless so that page breaks do not interrupt lists/charts/whatever. If this is something the reader needs to set for themselves, it's File -> Page setup -> Pageless.

Hard reset the console (power off then power on) right before starting your run, and include this hard reset in video submissions. Make sure there is no memory card in Slot A when you advance past the title screen, this will skip the autosave after you confirm your filename. You should also mash A on "Dolby Pro-Logic II" to skip the intro, I think skipping it on JP will make the curtain pull a bit sooner after the file select. Timing starts when you confirm your filename. You can insert a memory card in Slot A any time after the curtain pulls. [Click here](#) for a more concise version.

There are several options for getting the Ultra Hammer and going to the Twilight Town pipe. These notes will assume you use Don Pianta Jump Storage to get the Ultra Hammer, then get Jump Storage before or after the Blimp Ticket to get rejected by the pipe. Other options are outlined in this [Google Doc](#).

If you fail a Jump Storage, you can do Teleporter Room Early ([Unspin Clip](#) or [Flurrie Superslide](#)) before Chapter 3 or 4 so that you can get [Jump Storage from the door](#) (do not take the teleporter yet). [Flurrie Superslide](#) is another alternative to get the Ultra Hammer. You could [Double Jump](#) to get to the Twilight Town pipe, but this is not recommended.

The notes will mostly assume you go for all of the Shine dupes that I currently deem reasonable for a full-game run. Backups will not be included in the notes to avoid clutter, instead I will put a list at the [bottom of this doc](#) with potential backups and a rough idea of how long each one takes to get. The notes will make note of a few dupes that are doable but (imo) are either too risky for too little reward, or unreasonable to expect to get consistently. In these cases, I will tell you which Shines to skip if you do end up getting these extra dupes (assuming you are otherwise on track).

US/PAL: [Click here](#)

## Prologue

### Lord Crump

- Superguard the attack
- Turn 1: Jump x2

- Turn 2: Jump x2
- If you missed the Superguard twice, Jump x1
- Level 1.09

Break lens

### Toad Bros. Bazaar

- Order contact lens
- **Buy:**
  - 3 Fright Masks
  - 6 Fire Flowers

Hit Save Block, don't save (can skip this if you don't plan on hitting any Save Blocks to save)

Frankly's house

First option (up 1) then second option (B) to skip tutorial

### Goomba Trio

- Mario: Fire Flower (top)
- Level 1.19

Black Key on ledge

Plane Curse in black chest [1/4]

[Blooper Skip](#)

## Petal Meadows & Hooktail Castle

If you want **50 extra coins** to buy out Charlieton: **Close Call** in block

[Bridge Skip](#)

**Fire Flower** in block near bridge

Kroop's house

**POW Block** in block

### **Bald Clefts**

- Mario: POW Block (top)
- Level 1.29

**POW Block** in bush (near Paragoomba)

### **Bristles**

- Mario: POW Block (top)
- Level 1.43

**Fire Flower** in block

**65th Super Fun Quirk Quiz:** 1, 3, 4, 2, 3 (if necessary: 1, 2)

**Multibounce** in block

**Sun Stone** to the right

### **Fuzzies (Sun Stone)**

- Mario: Fire Flower (top)
- Level 1.59

**Moon Stone** to the left

## Fuzzies (Moon Stone)

- Mario: Fire Flower (top)
- Level 1.75

## Gold Fuzzy

- Superguard Gold Fuzzy
- Turn 1
  - Mario: Jump x2
  - Goombella: Headbonk x2 (top)
- Turn 2
  - Mario: Jump x2 on Gold Fuzzy (right 1)
  - Goombella: Fire Flower (top)
- Level 1.97

Left to Hooktail Castle

**Power Bounce** in block

Don't read Kolorado's dad's letter (B)

## Red Bones

- Mario: Fire Flower (top)
- Koops: Fire Flower (top)
- Level 2.30: **Upgrade FP to 10** (A)

[Flip Skip](#) (don't need the Star Piece)

**Dupe Shine Sprite** near Dull Bones ([method](#) applies to Shines that can't be Hammered)  
[1-2/42]

**Black Key** in spike room

Paper Curse in black chest [2/4]

**Item menu** (while exiting Paper Mode after the first bars)

- Check **email** (down 1 -> A x3)

Attack FX R behind bars

**Badge menu** (while exiting Paper Mode) (0 free BP)

- Equip **Attack FX R** (A)
- Equip **Power Bounce** (down 1 -> A)

Castle Key in Red Bones room (behind bars)

[Window Jump](#) (if you miss Window Jump, there's a [backup](#) to mitigate the timeloss)

Life Shroom on ledge (Koops)

Shine Sprite in Ms. Mowz room [3/42]

Castle Key in Ms. Mowz room (chest behind Shine Sprite)

Castle Key behind giant yellow block

If **no Shine dupe**, get the one at the top now (wait until the return visit otherwise)

## Hooktail

- First phase
  - Turn 1
    - Mario: Power Bounce (up 1) (first bounce does no damage)
    - Koops: Shell Toss (top), or Defend (down 1) if 11+ bounces
  - Turn 2
    - Mario: Power Bounce (up 1) to 20 total damage
    - Koops: Shell Toss (top)

- Jump + Shell Toss to finish this phase
- Pick the first option (if you say no here, say no to the rest as well)
- Second phase
  - Mario: Power Bounce x10 (up 1)
  - Koops: Shell Toss (top)
- Level 2.61

### **Peach Intermission**

- Left to shower room
- Right to TEC (don't have to take a shower)

### **Bowser Intermission**

- Right to end of hallway

**Mega Rush P** in Kroop's yard

Back to sewers

Stand on TTYD pedestal

**Merlon** (pause menu will show 3 fewer Shine Sprites than counts from here)

- **Super Koops** (down 1)

First option after talking to Punio the first time, less text

## **Boggly Woods & The Great Tree**

Pipe to Great Tree, talk to Punio twice

Right to Flurrie's house

**P-Down, D-Up P** in hidden block on stumps (seventh from right)

**Shine Sprite** left of plane panel **[4/42]**

Second option (B) to Punio at Flurrie's door, less text

Left to Shadow Sirens

**Quake Hammer** in block

### **Shadow Sirens**

- Turn 1
  - Mario: Fire Flower (down 1, or top if Fire Flower after Chapter 1)
  - Koops: Timed Power Shell (down 1)
- Turn 2
  - Mario: Fire Flower (down 1)
  - Koops: Timed Power Shell (down 1)
- Level 2.97

[Tree clip](#)

Right to Flurrie's house (don't worry if you're in Danger, you level up before event overflow)

Left to Great Tree

### **X-Nauts** (entrance)

- Mario: Fright Mask (up 1, or top if no Life Shroom)
- Level 2.98

**Red Key** in storage room

### **X-Naut** (storage room)

- Mario: Power Bounce x4 (up 1)

- Level 3.03: **Upgrade BP to 6** (right)

[Event overflow](#) (wait for ~90 seconds, can unpause slightly before 90 seconds pass)

**Badge menu** (while waiting in pause menu) (2 free BP)

- Equip **Mega Rush P** (down 2 -> A)

Unlock red cage

**Power Punch** in bush

**Puni Orb** from Elder

You have 2 options if you did event overflow (roughly the same speed if everything goes right)

- Keep going down to the Blue Key, then manage the overlapped cutscenes [like this](#)
- Go up to cage room for remaining Punies (need to lose Punio to prevent a game crash)

[Shuffle or use “weird jumps”](#) to keep the Punies in bubble room

Continuously jump to the next pipe to keep the Punies

10-Jabbi fight

**If no event overflow**

- **Blue Key** in chest
- Drop down to lose Punies (skip this if blowing them across bubble room)
- **Thunder Rage** in bush at the bottom of bubble room
- **Shine Sprite** in bubble room **[5/42]**
- Up to cage room, free Punies
- Back down to narrow passageway room



### [Narrow passageway movement](#)

If you want 75 extra coins to buy out Charlieton: **Damage Dodge P** if it goes left

100-Jabbi fight ([Jabbi Hive Skip](#) is optional here, saves ~11 seconds)

### [Cage Skip](#)

[Water Switch Skip](#) (if you lower the water, get the extra Shine Sprite)

Place Puni Orb in next pedestals, leave Punies in basement

### **X-Nauts** (escape)

- Mario: Swap to Koops (top -> up 1), or Fright Mask (up 1) if Koops is already out
- Koops: Fright Mask (up 1)
- Level 3.04

Go right through 10-Jabbi room again

**Super Boots** in chest past 10-Jabbi room

**Charge** on platform (Koops)

**Shine Sprite** near Charge **[5/42]**

Red door back down to basement

### **X-Nauts** (escape II)

- Mario: Fright Mask (up 1)
- Level 3.05

**If event overflow**

- **Thunder Rage** in bush at the bottom of bubble room
- **Shine Sprite** in bubble room [6/42]

## Magnus von Grapple

- Superguard the stomp attack
  - You can guard for safety, it's slower but being at 8 HP makes things awkward
- You want to end this fight with 1 HP, guard X-Fists + earthquake accordingly
  - **10 HP**: Guard one of these attacks
  - **9 HP**: Guard two of these attacks
  - **8 HP**: Guard all of these attacks, or you can Headbonk x2 on an X-Fist for safety
  - **7 HP**: Headbonk x2 on an X-Fist, don't guard either attack
  - **Less**: Adapt (X-Fists do 4 damage to front, earthquake does 2 damage to both)
- Turn 1
  - Koops: Power Punch (down 1) on Mario (left 1)
  - Mario: Spin Jump (down 1) (hit both Action Commands)
- Turn 2
  - Mario: Spin Jump (down 1) (hit both Action Commands)
  - Koops: Swap to Goombella (top -> up 1)
- Turn 3
  - Mario: Spin Jump (down 1) on Magnus (left 1) (hit both Action Commands)
  - Goombella: Swap to Koops (top -> down 1)
- Turn 4
  - Mario: Power Bounce x5 (up 1) on Magnus (left 1) (x6 if **no Superguard**)
- Level 3.37

## Peach Intermission

- Right to TEC (wait for door to open)
- **Dancing**: Need to hit at least 10 out of the 16 dance cues correctly

## Bowser Intermission

- Clear 1-1
  - 161 is best possible time, but requires skipping the meats so probably not worth
  - 160 is best possible time with the meats

Honey Syrup past Pale Piranha

Back to sewers

Stand on TTYD pedestal

## Lovely Howz of Badges

- **Sell** (down 1):
  - **Quake Hammer** (down 1)
  - **P-Down, D-Up P** (down 1)
  - **Attack FX R** (down 2)
- **Buy** (first option, then second option):
  - **Power Rush** (down)

## Toad Bros. Bazaar

- **Buy:**
  - **Contact Lens**
  - **Mushroom** from shop points

## Charlieton

- **Mega Rush**
- You can buy other stuff to increase your odds for later checks

- You need to keep **104 coins** if no Mega Rush

Give Contact Lens to Zess T.

## Westside Goods

- **Buy:**
  - 1 Dried Shroom
  - 1 Dizzy Dial
- **First option** (top) -> **third option** (down 2)

[Jump Storage](#) from Don Pianta cutscene

Reset Charlieton if necessary (train station, unless you're going to the sewers now)

Ultra Hammer in chest ([Super Jump](#)) [1/2]

First option after Francesca turns back toward Mario, less text

If you are **not in Peril**: Fall in the water until you are

## Charlieton

- Check for **Mega Rush**
- You can buy other stuff to increase your odds for later checks
  - You need to keep **90 coins** if no Mega Rush

[Jump Storage](#) from next Don Pianta cutscene (or from [email outside Pianta Parlor](#) afterward)

[Blimp Ticket](#) from Don Pianta

Grate to sewers

[Super Jump](#) on top of Shine Sprite above Twilight Town platform

Dupe Shine Sprite on platform [7-8/42] (you have one more chance later)

Rejected by pipe :(

Hammer block to Fahr Outpost, pipe back up to Rogueport

## Charlieton

- Farm for **Mega Rush**
- You can buy other stuff to increase your odds for later checks
  - You need to keep **90 coins** if no Mega Rush

## Glitzville

### Souvenir Shop

- If you bought any items from Charlieton, **store** (down 2):
  - **All Charlieton items** (top)
  - **1 Dizzy Dial** (top)
  - **1 Dried Shroom** (top)
  - **1 Mushroom** (top)
  - Also get the Life Shroom in Twilight Town storeroom if you do this
- **Buy:**
  - **1 Power Punch**
  - **3 Point Swaps**

Glitz Pit arena (bottom floor) (second option [B] after leaving)

Left door to backstage

Grubba's office (first door after camera turns)

Second option (B) after Grubba shows you around (option before doesn't matter)

### [Bookcase Jump](#)

Read paper (bottom desk drawer)

Dupe Shine Sprite in storage room [9-10/42]

### Badge menu (0 free BP)

- Equip **Mega Rush** (A)
- Equip **Power Rush** (down 1 -> A) (1 more down input for each extra badge)
- Swap to **Goombella** (left 1)

Right to arena (make sure Goombella is out)

### Macho Grubba

- Turn 1
  - Mario: Jump x2
  - Goombella: Point Swap (top) on Goombella (left 1)
- Turn 2
  - Mario: Power Bounce x4 (up 1)
  - Goombella: Headbonk x2 (top **on Attack**)
- Level 3.71

### Peach Intermission

- Right to TEC
- Elevator to Sublevel 2
- First door to the right
- Second locker from the right
- Changing area
- Talk to Grodus (to the right)
- Changing area

## Bowser Intermission

- Check rightmost bush

Shine Sprite above invisible coin block to the right of plants [11/42]

Blimp to Rogueport, grate to sewers

Shine Sprite in TTYD room (via Pit of 100 Trials room) [12/42]

Stand on TTYD pedestal

[Jump Storage](#) from email outside Frankly's (get Koops stuck in front of the fence)

Talk to **Darkly**

Grate to sewers

Super Jump or Double Jump to Twilight Town pipe (last chance for Shine dupe)

## Twilight Town & Creepy Steeple

Talk to shopkeeper's wife (do this after pig mayor if you're not going for Shop Key Skip)

Talk to gatekeeper

Mayor's house

[Jump Storage](#) from gatekeeper pig cutscene (get Koops stuck in front of the fence)

If **no Jump Storage**: [Shop Key](#) past fallen log

[Black Key](#) in shed

Shop Key Skip (or unlock the door)

- If you lost the Life Shroom OR stored items, get the Life Shroom in the storeroom

- Tube Curse in black chest [3/4]
- Boo's Sheet
- Jammin' Jelly (toss Mushroom, up 4)
  - If you want to keep the Mushroom for Magnus 2.0, toss the Dried Shroom here and the Dizzy Dial in Riverside Station (both should be up 5)

Email after leaving shop

Swap to Flurrie (right 1) while accelerating in Tube Mode

Proceed to Creepy Steeple

Shine Sprite behind tree past Hyper Cleft [13/42]

If you are **not in Peril**: Jump into the well and get Peril from the Buzzy Beetle (3 damage)

Swap to Koops (left 1) while accelerating in Tube Mode at the steeple entrance

Push statue, fall down

First option after freeing Boos

Second option (B) to Boo in main room

Bottom door, hit red switch once (Koops)

Steeple Key upstairs

Top door, hit red switch twice (Koops)

### Partner menu

- Swap to **Goombella** (left 1)



Upstairs to Doopliss

### Doopliss

- Mario: Power Bounce x7 (up 1)
- Goombella: Headbonk x2 (top)
- Level 3.95

Back to Twilight Town, blank name for Doopliss (Start -> up -> A)

Superbombbomb in leftmost bush

Give Superbombbomb to Vivian

Back to Creepy Steeple, fall in the well (if no Peril, take damage from a Buzzy Beetle)

Shine Sprite in well [14/42]

Shine Sprite past pushable wall [15/42]

### Parrot room

- Power Plus in left chest
- The Letter “p” and Steeple Key in boxes to the left

Back to Doopliss, spell his name (ランペル)

- Up 1 -> left 1 -> up 2 -> A
- Down 2 -> right 1 -> down 1 -> A
- Left 1 -> down 1 -> left 1 -> A
- Up 4 -> left 1 -> A
- Right 2 -> down 2 -> right 3 -> down 1 -> A
- Start -> up -> A

Back to Doopliss' room (hammer red switch once)

### **Doopliss** (again)

- Power Bounce x7 (up 1)
- Level 4.20: **Upgrade BP to 9** (right)

### **Peach Intermission**

- **Quiz:** 2, 1, 3, 2, 3

### **Bowser Intermission**

- Clear 2-1
  - 154 is best possible time

First option to Mayor Dour, less text

### **Badge menu** (0 free BP)

- Equip **Multibounce** (up 1 -> A)
- Unequip **Power Bounce** (up 1 -> A)
- Unequip **Mega Rush P** (up 1 -> A)
- Equip **Power Plus** (L -> A)
- Swap to **Yoshi** (left 1)

Back to sewers, left to Fahr Outpost

Shine Sprite behind tree past Ice Puffs [16/42]

Double Dip P in hidden block

Back to sewers, down to blue pipe rooms

Left blue pipe to Poshley Heights, get on Excess Express

**Excess Express, Riverside Station, & Poshley Sanctum**

Talk to conductor all the way to the left

Talk to Pennington in kitchen

Examine floor in front of Cabin 003

Talk to Heff T. in Cabin 003

Galley Pot in drawer

Talk to Pennington in Cabin 006

Talk to Sylvia, first option to Bub

Talk to Bub twice for hints

Talk to conductor for hint

Autograph from engineer

Shine Sprite from Bub for giving Autograph [17/42]

Talk to conductor, first option to agree to find missing blanket

Hide to reveal Ghost T. (right 1 for Vivian, left 1 for Yoshi)

Talk to Ghost T., first option to agree to find diary

Ragged Diary in storage car (talk to conductor)

Blanket from Ghost T. for giving Ragged Diary

Mushroom from conductor for giving Blanket (toss Mushroom, top)

- Hug the left wall to minimize the chance that the Mushroom lands back on you

Dupe Shine Sprite in Cabin 005 ([method](#) applies to Shines that can be Hammered)  
[18-19/42]

Sleep in bed

Talk to Pennington in Cabin 006

Vital Paper in Cabin 001

Talk to Pennington to give Vital Paper to Businessman

Reveal "Zip Toad" in Cabin 005 (right 1 for Vivian)

Briefcase, Gold Ring, and Shell Earrings from "Zip Toad"

Give Briefcase to Businessman (A)

Station Key from Toad near drawbridge

Tube Mode to switch to reveal stairs to gear room

[Gear room movement](#)

Station Key across gears

Blow posters away (left 1 for Flurrie)

P-Up, D-Down in maze

**Partner menu** (while turning in Tube Mode)

- Swap to **Koops** (left 1)

**Goomba** (first)

- Koops: Failed Power Shell (down 1)
- Level 4.23

**Goomba** (second)

- Koops: Failed Power Shell (down 1)

- Level 4.26

### **Goomba** (third)

- Koops: Failed Power Shell (down 1)
- Level 4.29

Hit each switch the number of times labeled on them

Shine Sprite above stairs [20/42]

Ultra Boots in chest [2/2]

Swap to Yoshi (right 2) while entering Paper Mode above the grate

Elevator Key behind fences

Dupe Shine Sprite past Ruff Puff outside ([lure Ruff Puff down](#)) [21-22/42]

Thunder Rage in hidden block upstairs (toss Dried Shroom, up 4)

Elevator in lobby, hammer Smorgs away, flip switch, hammer second switch

Back to Excess Express

Sleep in bed

Talk to engineer

Left to storage car, pole to top of train, ride Yoshi to the right

Email in dining car

### **Smorg**

- Guard the claw attack

- Turn 1
  - Yoshi: Thunder Rage (up 2, or up 1 if you lost the Life Shroom from Chapter 1)
  - Mario: Spin Jump (down 1) (hit both Action Commands)
- Turn 2
  - Yoshi: Thunder Rage (top)
  - Mario: Spin Jump (down 1) (hit both Action Commands)
- Turn 3
  - Mario: Spin Jump (down 1) on Smorg (right 1) (hit both Action Commands)
- Level 4.66

Leave Excess Express

**Inn Coupon** behind pasta stand

**Shine Sprite** outside Poshley Sanctum [23/42]

Blue pipe to sewers, right blue pipe to Keelhaul Key

## Keelhaul Key & Pirate's Grotto

Jump Storage from **Keel Mango** in tree (continue trying on the Courage Shell if necessary)

Super Jump on top of the Shine Sprite to the left of the clifftop

**Dupe Shine Sprite** (example vid soon?) [24-25/42]

**Ice Power** below bridge

**Shine Sprite** below palm tree [26/42]

- You could get Jump Storage from the Inn Coupon to dupe this Shine, not recommended because it is pretty tough and you would risk falling in the water at 1 HP

**Badge menu** (right after checking Spite Pouch bush if Super Jumping) (0 free BP)

- Unequip **Power Plus** (down 3 -> A)
- Equip **Power Bounce** (R -> A) (1 more down input for each extra badge)
- Equip **Ice Power** (L -> A)
- Equip **P-Up, D-Down** (down 1 -> A)
- If you're **not Super Jumping** for Bobbery Early, swap to Goombella (right 2)

[Bobbery Early](#) ([Super Jump](#) is fastest)

**Embers** (Bobbery)

- Mario: Multibounce (**up 2**)
- Level 4.90

Hammer the tree to knock Bobbery down

**1 Coconut** in tree in background (toss Keel Mango, down 1)

**Chuckola Cola** from Flavio (give **Coconut**, top)

Give Chuckola Cola to Bobbery, hammer to wake him up

[Pirate's Grotto Early](#)

**Shine Sprite** above ship **[27/42]**

- You could get Jump Storage from one of the springs to dupe this Shine, not recommended because it is pretty tough and you would risk falling in the water at 1 HP

Climb cliff to storage room (don't need to do Gate Handle Early)

[You can hover to get past the Bill Blasters](#)

**Storage room**

- **Grotto Key** on ledge

- Shine Sprite above barrels to the left [28/42] (skip this Shine if you did an extra dupe)

Dupe Shine Sprite at clifftop ([use a Hammer spin to hit this Shine](#)) [29-30/42]

Shine Sprite above water to the right before spikes [31/42]

Swap to Bobbery (left 2) while accelerating in Tube Mode

Shine Sprite above hidden coin block [32/42]

You can avoid the next Bill Blasters when applicable by [hugging walls while in Paper Mode](#)

- Top wall for first set, bottom wall for second

Black Key from Embers

**Embers** (Boat Curse)

- Mario: Multibounce (up 2)
- Level 5.14: **Upgrade BP to 12** (right)

Boat Curse in black chest [4/4]

Enter Paper Mode when taking loading zone near Bulky Bob-omb (to avoid Bill Blasters)

Tube Mode back to the right, leave Pirate's Grotto ([you can jump around the bridge Bill Blasters](#))

Jump Storage from **Thunder Rage** in block on top of cliff

- If **no JS here**: Toss Fire Flower to get JS for next dupe, toss Inn Coupon for JS afterward

Blue pipe to sewers



**Dupe Shine Sprite** next to right blue pipe [33-34/42] (if 2 extra dupes, just get this Shine normally)

Jump Storage from **Fire Flower** in left block (toss Inn Coupon, down 2)

Up to East Rogueport

Super Jump (Paper Mode) from bottles near Darkly to Ishnail's rooftop (or pay Gus 10 coins)

**Shine Sprite** above Ishnail's rooftop [35/42]

- You can try to land on top of this Shine to dupe it, the worst that can really happen is that you land back on the ground and will have to pay or pass Gus. This one can be tricky to land on though, so counts will assume you do not dupe it. If you do get this dupe, skip the Shine behind the houses in West Rogueport.

[Clip into Bobbery's house](#)

**Shine Sprite** in Bobbery's house (back room) [36/42]

**Shine Sprite** above crates to the left [37/42]

Fall in the water to spawn outside the Trouble Center

If you paid Gus and took on Ms. Mowz's trouble already, you can spawn at the pipe faster:

- [Option 1](#): Store a Goombella textbox, ride Yoshi off, close textbox when you touch water
- [Option 2](#): Flurrie Superslide off Ishnail's house to fall out of bounds

## Trouble Center

- First option to listen to the explanation (this is required for some reason)
- **Ms. Mowz's** trouble (up 3)

Right to Blooper room, pipe to Hooktail Castle

Up Arrow in chest behind cracked wall in spike room

Green block up, second green block up, [Spring Jump to rafters](#)

Attack FX B in chest in Hooktail's room (use Flurrie to reveal it)

Shine Sprite at the top of the castle [38/42]

Drop yellow block, fall down with it to get back to the entrance

Pipe to Blooper room

Pipe up to East Rogueport

Attack FX B from Ms. Mowz on Zess T.'s rooftop

Shine Sprite in West Rogueport backyard [39/42] (skip this Shine if you did 3 extra dupes)

Dupe Shine Sprite behind wall to the left of Westside Goods [40-41/42]

**Recommended:** Enter and leave Westside Goods (to prevent a game crash in Chapter 7)

- You can hit the conveyor belt switch with Bobbery later if you forget to do this

Grate to sewers, right to underground town

[Teleporter Room Early](#) (can get [Jump Storage](#) from pillar Star Piece)

## X-Naut Fortress

Card Key in tile room (left) (if you're not doing Elevator Skip, get this after Elevator Key)

Read red note (fourth door to the right, or first one past second elevator)

Card Key in Grodus' office (right)

### No Elevator Skip

- Elevator (second to left) to Sublevel 1 (down 1)
- **Access code:** 014029
- Elevator Key from **66th Annual Quirk Quiz**: 3, 4, 2, 3, 1 (if necessary: 3, 4)
- Elevator to Sublevel 2 (down 1)

[Elevator Skip](#) (or elevator to Sublevel 3, first option)

Card Key in tile room (left)

You could get Jump Storage from the HP Drain for Conveyor Belt Skip, though fence clip is probably faster to set up your HP for Magnus 2.0

[Conveyor Belt Skip](#) (fence clip) ([if you fall in jail, you can escape](#))

- Guard the PhD's attack if 9-10 HP, Superguard if 6-8 HP
- If you have the Mushroom, any amount of HP can work
- If **no Mushroom**, you need **1 HP** or **5+ HP** (Heart Block or Life Shroom if necessary)
- **1 HP** (with Mushroom), **4-5 HP**, or **9-10 HP** requires an extra badge equip
  - Unequip **Ice Power** (down 1 -> A)
  - Unequip **P-Up, D-Down** (down 1 -> A)
  - Equip **Power Plus** (down 2 -> A)

[Background Skip](#) (throw Bobbery at the stairs switch)

If **1 HP** and **no Mushroom**: Swap to Vivian (left 1)

## Magnus Von Grapple 2.0

- 6-8 HP (or 2-3 HP)
  - Guard and Defend the drill attack if 6 HP, one of these if 7 HP, neither if 8 HP
  - Turn 1
    - Mario: Swap to Vivian (top -> up 1) or Defend (down 2)
    - Partner: Swap to Flurrie/Vivian, or Mushroom on Mario if he's at 2-3 HP
  - Turn 2
    - Mario: Power Bounce x5 (up 1)
    - Partner: Swap to Yoshi
  - Turn 3
    - Mario: Power Bounce x5 (up 1) on Magnus 2.0 (left 1)
- 9-10 HP (or 4-5 HP)
  - Guard and Defend all drill attacks if 4-5 or 9 HP, only one for one attack if 10 HP
  - Turn 1
    - Mario: Swap to Vivian (top -> up 1) or Defend (down 2)
    - Partner: Swap to Flurrie/Vivian, or Mushroom on Mario if he's at 4 HP
  - Turn 2 (**skip to Turn 3 if you're already at 1 HP**)
    - Mario: Defend (down 2)
    - Partner: Swap to Vivian/Flurrie
  - Turn 3
    - Mario: Power Bounce x5 (up 1)
    - Partner: Swap to Yoshi
  - Turn 4
    - Mario: Power Bounce x5 (up 1) on Magnus 2.0 (left 1)
- 1 HP
  - Guard the drill attack

- Turn 1
  - Mario: Power Bounce x5 (up 1)
  - Yoshi: Mushroom (down 2) on Mario (Veil if Vivian is out)
- Turn 2
  - Mario: Power Bounce x5 (up 1)
- Level 5.53

## Bowser Intermission

- Check Sanctum lock

Elevator to Sublevel 4 (down 1)

Right to TEC

Elevator to Sublevel 2 (A)

Teleporter back to sewers (second door to the left)

Left for email (go for [Jump Storage](#))

Shine Sprite above pillar behind Dazzle [42/42]

Up to Rogueport

## Merlon

- Talk to Merlon **directly** to show him the Up Arrow
- Ultra all partners [7/7]
  - **Yoshi** (down 3) first (\*\*not actually sure if this is the play here tbh\*\*)
  - **Vivian** (up 3) OR **Flurrie** (down 2) last

Pipe to east sewers

**Item menu** (while entering Paper Mode)

- Use **Jammin' Jelly** (down 1)
- Swap to **Yoshi**

Stand on TTYD pedestal

## Palace of Shadow

[You can run between all Bombshell Bills and skip each set of Bombshell Bill Blasters](#)

**Boo's Sheet** in hidden block in fire bar room

**Partner menu** (before running into Dark Bones)

- Swap to **Goombella** (left 3)

### Dark Bones

- Mario: Multibounce (**up 2**)
- Goombella: Rally Wink (up 1)
- Mario: Jump x2 on Dark Bones (right 2)
- Level 6.46: **Upgrade BP to 15** (right)

**Badge menu** (0 free BP, or 1 if you unequipped Ice Power earlier)

- Equip **Power Plus** (down 4 -> A) or **P-Up, D-Down** (down 2 -> A) (want both on now)
- Swap to **Yoshi** (right 3)

Skip Bombshell Bill Blasters

**Get First Struck** by a Bombshell Bill to get closer to Peril (7 damage unguarded)

**Endless hallway:** Down -> down -> up -> up -> down -> up -> down

**Fall in the water** outside Riddle Tower twice to get to 1 HP

- Hit a respawn trigger, holding straight right to the fence will respawn you above water
- Getting Peril here is ~1-2 seconds faster than the spike room after Palace Skip

[Palace Skip](#) (third hallway is ~20 seconds faster probably, but no floor below the loading zone)

For full safety (if **bad Bomb Squad spacing**), you need **4 total Life Shrooms + Boo's Sheets**

Inventory should be as follows (order may vary, Life Shrooms aren't strictly necessary):

- Boo's Sheet
- Fire Flower
- Thunder Rage
- Boo's Sheet
- Point Swap
- Point Swap
- Power Punch
- Dizzy Dial (this is not used, can toss the Dizzy Dial for Life Shroom)
- Honey Syrup
- Life Shroom

## Groesus

- Yoshi: Fire Flower (down 1, or down 2 if Life Shroom after Palace Skip)
- Mario: Power Bounce x6 (up 1)
- Level 6.86

## Bowser & Kammy Koopa

- Turn 1
  - Yoshi: Boo's Sheet (top, or down 1 if Life Shroom) on Mario (left 1)

- Mario: Power Bounce x5 (up 1) on Kammy (right 1)
- Turn 2
  - Mario: Power Bounce x4 (up 1)
  - Yoshi: Honey Syrup (up 2, or up 1 if you lost the Life Shroom from Chapter 1)
- Turn 3
  - Mario: Power Bounce x5 (up 1)
- Level 7.38: **Upgrade BP to 18** (right)

### Badge menu (0 free BP)

- Unequip **Ice Power** (down 1 -> A) unless you did this in Chapter 7
- Equip **Double Dip P** (down 2 -> A)
- Equip **Charge** (R -> up 1 -> A) (1 less up input for each extra badge)
- Swap to **Goombella** (left 3) if Gloomtail Warp, **Bobbery** (right 2) otherwise

[Gloomtail Warp](#) (saves ~2 minutes optimally) (swap to Bobbery [right 2] on the spring)

### Shadow Queen (first phase)

- Turn 1
  - Mario: Power Bounce x4 (up 1)
  - Bobbery: Bomb Squad (down 1)
- Turn 2
  - **Danger** (i.e. lightning hit Mario)
    - Mario: Power Bounce x5 (up 1)
    - Bobbery: Swap to Ms. Mowz (top -> down 1)
  - **No Danger** (i.e. lightning hit Bobbery)
    - Bobbery: Point Swap (down 2-3) on Mario (left 1)
    - Mario: Power Bounce x5 (up 1)

### Shadow Queen (true form)



- As long as you have 2 Life Shrooms, you should be guaranteed to survive this phase
- Mario: Jump x1 on Right Hand
- Partner: Swap to Goombella
- If this phase ends with any partner other than Goombella out, Jump x2 after Life Shroom (do not bother attacking with non-Goombella partners)

### Shadow Queen (final phase)

- Turn 1
  - Mario: Charge (down 2)
  - Goombella: Double Dip (down 1)
    - **Thunder Rage** (top or down 1)
    - **Boo's Sheet** (A or down 1) on Mario
- Turn 2
  - Goombella: Double Dip (A)
    - **Point Swap** (top or down 1) on Mario (left 1)
    - **Power Punch** (down 1 or A) on Mario (left 1)
  - Mario: Power Bounce x7 (up 1) on Shadow Queen (right 1)
- Turn 3
  - Mario: Power Bounce x6 (up 1) on Shadow Queen (right 1)
  - Goombella: Multibonk x6 (**down 2**) on Shadow Queen (right 1) if double 6-cap
- Level 7.39

Timing ends on the circular fade to black before credits start (first fully black frame)

## **Viable backup Shines** (ordered by when you would pass them in the route)

Water switch room (Great Tree)

- Compared to perfect Water Switch Skip with “weird jumps”: ~37 seconds
- Compared to perfect Water Switch Skip without “weird jumps”: ~22 seconds
- If you do not go for Water Switch Skip: ~2.5 seconds

Plane panels (Great Tree): ~22 seconds

Treasure room (Creepy Steeple): ~13.5 seconds

Outside General White’s house (Fahr Outpost, can dupe this one): ~1 minute\*

- \*I think this timing might have included the entire Fahr Outpost trip? Been a while since I did it lol, if this is the case then this detour would probably be less than 1 minute (subtract out the time spent getting the other Shine and Double Dip P). I might eventually revisit this.

Inside Poshley Sanctum: Too long lol

Spania room (Rogueport Sewers, 3 Shines, all dupable but good luck with that): Also too long lol

Blooper room (Rogueport Sewers): ~30 seconds

- You could do an Extended Yoshi Hover for this one to save ~3-4 seconds lol