

Introduction

This document is currently public and anyone is free to edit it. However, if this doc gets vandalized like the previous I will lock it and you will have to message **Black60Dragon#3317** to request access.

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

You can find the official patch notes [here](#).

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

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

Name System Examples

Anonymous (Ano)

Black60Dragon (BD)

Redd and NightmareSans34 up late at night working together to find glitches together as one was on the old version (redd & NightmareSans)

New Additions

Ninji Speedrun is a new mode found in Course World, where you compete against other players to set World Records on official Nintendo courses.

There are also 8 new Ninji-themed **Mii costume parts**.

New Course Parts

- Dash Block (3D World)
- Frozen Coins
- Master Sword
- P Block
- Pokey / Snow Pokey (snow theme)
- Spike / Spike Ball or Snowball (snow theme)

Maker Profiles now display the **total number of likes** you have received. In addition to this, it appears that how **Maker Points** are calculated has changed slightly with multiple people seeing a sudden increase in points. According to Nintendo,

“Makers are now less likely to lose Maker Points when uploading a new course. As part of this change, Maker Points may revert to their value prior to installing this update.”

There's a new **Intro-Screen** based around the Master Sword power-up.

Course Searching has been refined. It is now possible to search by:

- Date Uploaded (Within 30/90/365 days)
- Number of Plays (100/500/1,000/10,000 or fewer plays)

Confirmed Changes

Non-Theme Specific

GLOBALLY PATCHED

Levels with [Item Smuggling](#) between the original 4 game styles and 3D World are now detected as corrupt and automatically deleted. This includes night themes in 3D World. (BD)

However, a [new method has been found](#).

[Coin Corruption Glitch](#) no longer works. The coin is now automatically deleted, and the course is no longer detected as corrupt using this.

Playing corrupt levels with friends online is no longer possible.

LOCALLY PATCHED

Autoscroll Wall Clip Glitch: where downwards Autoscroll in a Vertical Subarea was able to push the Player through walls without killing them. This was done by stopping the Autoscroll with Scroll Lock and then breaking the Scroll Lock.

Slight Up-Press with the joystick (unknown if local or global). (BD)

Original 4 Game Styles

Globally Patched

[Moonstomping](#) no longer works ([Jurween](#))

The previous [Black Hole Glitch](#) method has been patched. This can now only be created in a “[glitchless](#)” way.

Locally Patched

[Cut-off / Overlapping Tracks](#) no longer work locally. The method for creating extra segments in tracks by dragging from the toolbar no longer works (old levels are flagged as corrupt) (some old levels are not flagged as corrupt and can be messed around within the editor with new items <https://t.co/fLKEhjlatq> <https://t.co/M1emXX4VR0>)

[Upwards Spike Top Momentum](#) involving 2 Spike Tops and 2 Bill Blasters/Cannons and a Note Block ([Æ](#))

[Stack Flipping](#) is fully patched out now ([Louis & Pacman](#))

[Dry Bones Shell Disappearing](#) is locally patched now. ([Obsidian](#))

3D World

Locally Patched

Backward Tree Boosting has been patched. ([BD](#))

Buffered jumps cheesing Skipsqueaks has been patched, unknown if local or global ([Louis](#))

Crate Regrabs (Stationary) no longer work. However, this is still possible to do when the Crate is bouncing upwards. ([BD](#))

Crate/POW 1F Ground Pound -> Long Jump has been patched. ([BD](#))

Still Working

[Bowser/Thwomp Slope Momentum Glitch](#)

BD

[Boom Boom Teleportation Visual Glitch](#)

BD

[Dry Bones Shell/Stump Clipping Glitch](#)

BD

[Boom Boom Helicopter Silliness](#)

Redd56 & NightmareSans

[Thwomp Launcher Vibrators in Non-3DW](#)

Redd56 & NightmareSans

[Launcher Enemy Clip \(Pokies as well now\)](#)

Redd56 & NightmareSans

[Blaster Clip with Turn Blocks in SMW](#)

Redd56 & NightmareSans

[Ouching Winged Bricks](#)

Redd56 & NightmareSans

[3D World Semisolid Clipping](#)

Redd56 & NightmareSans