

General:

- **NSBH** - Not-So-Bottomless-Hole
- **1FA** - 1K Fold Arms
- **MUH** - MAX-UP Heart
- **Language** - 3rd from the bottom (Traditional Chinese)

Peach's Castle

- Self-Explanatory. (Skip initial save block)

Whispering Woods

- Hammer 5 groups of flowers without dropping down the ledge, hammer both trees in a clockwise manner.
- Run through each area up until grabbing the **dry seed**, hammer the tree to the right of the next area for a small confetti bag.
- Run back through loading zones 3 times (turn around instead of running to the other side) then get on the stump.
- Head right and hydrate the seed, then return to regrow grandsappy.
- Next area ? **Block (1000 coins)** above orange flower past the NSBH

Toad Town

- Defeat the Paper Macho Goomba and head up to the broken bridge.
- Pull out the Shy Guy and try to open the manhole.
- Save the other Shy Guy from the Paper Macho Goomba.
- Jump in the pipe, avoid Paper Macho Goomba and enter the warehouse.
- Pull out the Spike, hammer down the box and use 1FA to reveal a door.
- Hammer the trolley to kill the Folded Goombas, grab the **hook** and **walk** to the manhole.

Graffiti Underground

- Turn the light on and run down the first set of stairs.
- Turn the light on in the second hallway and jump over the NSBH.
- Run through the third hallway **in the dark**.
- Turn the valve and jump into the pipe.

Castle Grounds

- Save Luigi.
- Save toad in the tower and open the bridge to Toad Town.
- Head to Picnic Road.

Picnic Road

- After the Koopa cutscene, walk up to the coin arrow and get the ? **Block (Fire Flower)**.
- Hammer dog toad and head to Overlook Mountain.

Overlook Mountain

- Hit the ? **Block (Iron Boots)**.
- Purchase the **orb** for **3,000 coins**.
- Hit bush far left of the save block for an **orb**.
- Catch the big fish for an **orb**.
 - Slide the fish on the left down 4
 - Slide big fish down 2
 - Rotate to match hammer pattern (nice)



- Go behind the NSBH near Folded Paragoomba then up the stairs.
- Steal the last **orb** from the Paper Macho Shy Guys.
- Jump into the pipe you passed by.

Earth Vellumental Temple

- Shy Guy Fight:
 - Slide to make a line on the right
 - Rotate inner ring to match
 - Boots great
- Grab the mushroom before entering (if it spawns), then hit the ? **Block (Fire Flower)** upon entry.
- Dodge Koopa by hole pillar by jumping at the top of the platform. (**confetti x2**)
- ? **Block (Shiny Hammer)** in the next room.
- Damage boost through the fire room.
- Dodge rolling rock at the top or bottom.



Earth Vellumental

- Turn 1 - (Tutorial)
 - Equip Iron Boots & Shiny Hammer
 - Shiny Hammer Nice
- Turn 2 - Fall over
 - Slide left arrow in front of mario
 - Slide right arrow back 3 to outer ring
- Turn 3 - Hit tail
 - >
 - Rotate inner ring left 1
 - Rotate 3rd ring right 3
 - Shiny Hammer Great
- Turn 4 - 1FA
 - Place 1FA in front of Mario.
- Go through the pipe after the cutscene.



Overlook Tower

- Hammer the rock past the set of stairs near the Folded Paragoomba for confetti if needed.
- Use all confetti to fill NSBH inside the tower, then go up the elevator and hammer the pencils.
- Goomba fight:
 - Rotate outer right left 1
 - Slide regular goombas to match
 - Rotate 3rd ring right 1
 - Iron Boots Great on Paragoomba
 - Hammer regular Goomba
- Go upstairs to kill Mini Goombas in the Restaurant.
 - Kitchen:
 - Hammer bin then open fridge
 - 3 on the floor
 - 1 flying from carrot to left wall
 - 1 on plate on top shelf
 - 1 in pan

- 2 above egg
 - Restaurant:
 - 1 behind cart
 - 1 on top right wall
 - 3 floor
 - 1 on table below menu
 - 1 on left wall
 - 1 in plate on top high wall
- Get confetti from the chef and go upstairs.
- Try to open the gate and then stand slightly to the left of the crack in the wall.
- Hammer the ladder button, stand near it and get hit during the final wave of pencils.
- Jump into the streamer.

Coloured Pencils

- Turn 1 - Hit ON Switch & Hammer Back
 - Rotate inner ring left 1
 - Rotate 3rd ring left 1
 - Slide hint envelope out of the path (optional)
 - Shiny Hammer Nice
- Turn 2 - +1 & 2x Fire Flower (if you don't get +1 use 2nd flower on Turn 3)
 - Rotate inner ring left 6
 - Rotate 2nd ring right 1
 - Excellent Fire Flowers
- Turn 3 - 1FA
 - Place 1FA in front of Mario
- Turn 4 - Boots (3 jumps)
 - Place Action Panel in front of Mario
- Break the streamer and leave the tower.
- Fill the NSBH (**confetti x4**) and take the gondola to Autumn Mountain.

Autumn Mountain

- Hammer fish toad and gondola toad.
- Do station clip if you can, if not then follow bobby.
- Go to the bridge, pick up bobby from the canned tuna party then return to the bridge.
- Jump off the bridge after bobby.

Chestnut Valley

- Nothing special just hammer or jump on regular goombas to instant-kill them.
- After hitting bobby down from the tree, fall to the spike area then go to stump.
- Collect bobby and leave.

Water Vellumental Shrine

- Go left and hit the first ? **Block (Shiny Iron Boots)**.
- Fill NSBH (**confetti x3**) and go to puzzle room, check the puzzle and follow the sidestepper.
- Hit back wall for POW Block to flip over the sidestepper with the panel.
- Sidestepper fight:
 - Slide blues across 1 each and rotate into hammer pattern
 - Shiny Hammer reds
 - Great Shiny Hammer blues
- Do the puzzle and grab the Fire Flower upon leaving.

- Head right and avoid the sidesteppers, hit the ? **Block (POW Block)** before leaving and go into the back room, go left and hammer the dragon head.
- Enter the 2nd puzzle room and break the wall at the back left, drop down and break the other wall.
- Sidestepper ambush:
 - Match blues and slide reds into hammer pattern
 - Shiny Hammer, Great Shiny Hammer, Shiny Hammer, EV
- Exit, break the wall and take the left exit.
- **Press X** to pay **3000 coins** to complete the puzzle.
- Or solve it: → ↑ ← ↓ → → ↑ ← ↓ ← ↑ → ↑ → ↓ ↓ ← ← ↑ → ↑ ← ↓ →
↓ →
- Grab both Fire Flowers and take the pipe on the left. (Grab and use a mushroom if not at full health)

Water Vellumental

- Turn 1 - x2, +1
 - Rotate inner ring left 5
 - Rotate 2nd ring left 1
 - Slide x2 panel to outer ring
 - Shiny Iron Boots (4 jumps)
 - Shiny Hammer Great
- Turn 2 - x2, +1
 - Slide x2 to 3rd ring in front of Mario
 - Slide 2nd ring right 2
 - Slide outer ring forward arrow in front of Mario
 - Shiny Hammer Great x2
- Turn 3 - Empty
- Turn 4 - Get Heart, Empty
- BLOCK PLEASE BLOCK
- Turn 5 - 1FA
 - Slide ON and 1FA to outer ring
 - Rotate outer ring right 1

Autumn Mountain 2

- Take the pipe on the right and fill up the lake with WV.
- Check the boat and receive tuna can from the monkey.
- Wake up and escort Spike to the party.
- Collect Bone Goomba, then take the left path underneath the grass to pull out a toad, receive MUH, then drop him off at the party.
- In case you trigger the wave battle:
 - Iron Boots, WV
- Once the can is opened, take it to the monkey north in the field and hammer it.
- Go back to the boat to start epic side-scroller :]] (Bathroom Break)

Eddy River

- Self-Explanatory, avoid taking damage.

Shogun Studios

- Select option 1 to go to Shogun Studios.
- Buy the common pass and go in.
- Follow goomba, **hit the ? Block (Tail)** and leave.

- Head north, right at the first intersection and south through the sliding door, take a left, go inside and get the straw from the Shy Guy.
- Go up to the big door.
- Go far right to the staff room behind bushes, open the left locker and grab goomba head then leave.
- Trade straw to the ninji for shurikens.
- Hit ? **Block (Ice Hammer)** on the way to the Shuriken Dojo.
- Select 2nd option and get exactly 21 points for baseball.
- Go through the gate guarded by Shy Guys (dodge them), or go around back and peel off tape.
- Trade baseball for bone and hit ? **Block (Hurlhammer)** behind dry bones on the left.
- Use a mushroom to walk past shy guys without grabbing their attention.
- Put bone in chain chomps bowl, get MUH and enter the Ninja Attraction.



Ninja Attraction

- Hammer right wall.
- Open chest, pull toad, pull scroll and enter.
- Run to the top right corner, dodge ninjis and hammer the wall.
- Enter the building in the back, fill NSBH (**confetti x4**) and smack the screw to free luigi.
- Jump for ? **Block (Shiny Hurlhammer)** [Red Path].
- Follow Blue Path after and hammer wall.
- Go up stairs and take 2nd path and jump on rats then drop down.
- Hit loose plank and go up stairs.
- Ninji Ambush:
 - Slide lone ninji to match hammer
 - Rotate rings 3 and 4 right 1
 - Hurlhammer x2 and then Tail
 - V 2nd Wave
 - Slide middle column back 1
 - Rotate rings 2 and 4 left 1
 - Hurlhammer x3
- 1FA Top left to right, leave and head to the big door.



Big Sho' Theatre

- Enter and re-enter with goomba head.
- Go in and take a seat.
- 3 games:
 - 1. Stay where you are after each shot
 - 2. Phase 1 jump on shell then hammer, Phase 2 wait for them to stop, jump on shell then hammer
 - 3. Hammer everything
- Save/Heal before Rubber Band if you need.

Rubber Band - (No idea how accurate this is, garbage boss.)

- Every turn - 1FA (Be as close as possible.)
- Turn 1 - Always the same
 - Rotate inner ring left 2
 - Slide double rubber bands back 2
 - Rotate 2nd ring left 3
- Turn 2/3
 - Pattern 1:
 - Rotate 2nd ring left 3
 - Slide the rubber band left of mario down 1
 - Rotate 2nd ring right 4



- Pattern 3: (4 Rubber bands)
 - Slide mario's lane down 1
 - Rotate 2nd ring left 4
 - Rotate outer ring left 3



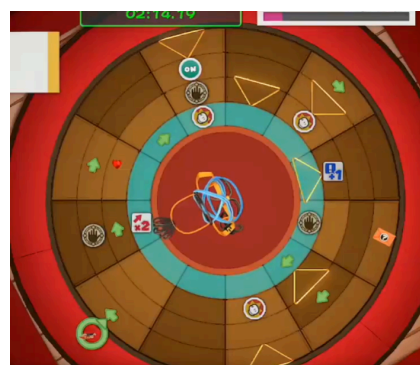
- Pattern 4:
 - Slide ON panel down 2
 - Slide inner ring left 1
 - Slide 3rd ring left 1



- Pattern 5: (4/6 Rubber bands)
 - Rotate inner ring right 2
 - Rotate 3rd ring right 1
 - Slide +1 panel down 1



- Pattern 6: (4/6 Rubber bands)
 - Rotate inner ring left 2
 - Rotate 2nd ring right 1
- Pattern 6: (5 Rubber bands)
 - Rotate inner ring left 1
 - Rotate 2nd ring right 2



Sweetpaper Valley

- Straightforward just mash through text.
- Return to the boat, select option 2, and take the gondola to Toad Town (option 2).

Princess Peach

- Open the chest for MUH at the top of the ship.
- Drop down and enter main door, check the elevator, go left and out the window.
- Enter south door and hit ? **Block (Flashy Hammer)**, go up stairs and through left door.
- Spike Ambush:
 - Reg. Boots on Shy Guys
 - Equip and use Flashy Hammer Great on Spikes
- Grab the lever and go all the way down to the basement.
- Scuttlebug Ambush:
 - Wave 1 - Self-Explanatory sliding
 - Shiny Iron Boots Great & Flashy Hammer
 - Wave 2
 - Rotate 3rd ring left 4
 - Rotate outer ring left 4
 - Slide bugs to make hammer pattern
- Use (**confetti x2**) on the machine, place lever and hammer 3 times.
- Go back outside, enter the main door and use the elevator.
- Enter left door, try to open the safe then take the elevator back down, go far left and out the window again, and out to fight blooper.
- Exit the princess peach, try to go through the fog then return to Sweetpaper Valley (Gondola option 1, then boat option 2).
- Suffer through the cutscene then hammer Olivia.

Breezy Tunnel

- Go left to the mole area, then all the way up top left to find Olivia.
- Leave and go talk to Ghost Bobby in the pile of rocks.
- Go back to Olivia and put on the goomba head.
- Exit and hammer the far right rock near the locked door.
- Use 1FA then get the Boot Car.

Scorching Sandpaper Desert

- Travel to the Streamer and examine the platform, then go to Shroom City.

Shroom City

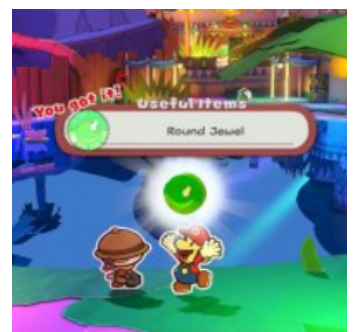
- Go to the hotel and talk to the front desk guy, go right and in first door.
- Leave and talk to the front desk guy again.
- Exit Shroom City

Scorching Sandpaper Desert 2

- Head to the Sun Altar in the main desert area and place the Sun Incense.
- Fight Mega Paper Macho Pokey and free Professor Toad.
- Dig the shiny spot, then Dig **Diamond Jewel** below tower, and do tower.
- Head to the East Desert and Dig **Square Jewel** in the fireplace.
- Return to Shroom City.

Shroom City 2

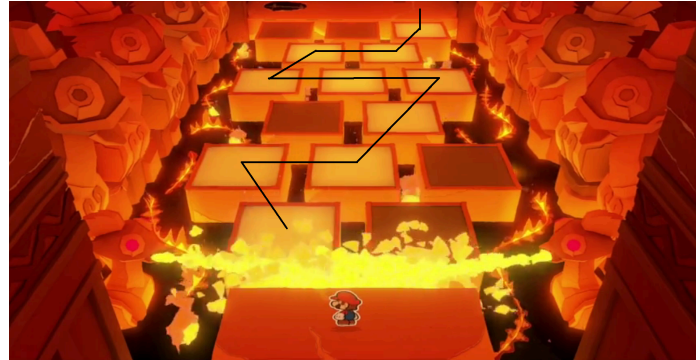
- Head to the hotel, upstairs and read the last mural.
- Head outside and go to lamp snifit.
- Lose (or get lucky) on the first try, pay 1k then bottom right option.



- Free Luigi then go to the hotel suite, then exit the hotel.
- Jump on the seesaw, then dig the **Round Jewel**, grab items and leave.

Fire Vellumental Cave

- Head to main area and rotate statues, select option 3.
- Pretty straightforward, damage boost if you like, there is a bench in the 3rd area.



Fire Vellumental

- Turn 1 - +1
 - Iron Boots x2 (3 jumps each)
- Turn 2 - Same as Turn 1
- Turn 3 - Chest or ON Switch
- Turn 4 - Remaining of the 2 ^
- Turn 5 - 50 Heart
- Turn 6 - WV
- Turn 7 - 1FA

Scorching Sandpaper Desert 3

- Go to West of Temple, Dig **Triangle Jewel** in between the cacti.
- Do the tower here, then head back to the city but take a left to Far West.
- Hit the **? Block (Shiny Hurlhammer)** above the boxes, then fix the tower.
- Now head to Far East and fix the tower, then return to the temple and use EV.

Temple of Shrooms

- Scuttlebug Ambush:
 - Slide scuttlebugs to outer ring.
 - Rotate outer ring left 3
 - Shiny Iron Boots x2
- Dig bottom left sand and use 1FA.
- Examine the text and go to the right side.
- Long Hallway, (**confetti x3 both times**).
- Fight the Mummy Paper Macho Goombas, then save the faceless toad in the next room.
- Do the puzzle:
 - Top left, bottom left, top right, bottom right
- Free toads in the next hallway, keep going then through the path behind the 4th statue.
- In the star room, hammer the button in the middle, fill the NSBH then make a star.
- Shy Guy Ambush:
 - Slide Shy Guys to inner ring
 - Rotate inner ring to match
 - Flashy Hammer Nice x2
- Enter the dance room, then go to the stairs in the back.
- Stairs ambush:
 - Slide Shy Guy and Goomba in line
 - Rotate 2nd ring left 3
 - Shiny Iron Boots (Boo), Reg. Boots and Hammer
- Go down the stairs, then hit the fire pedestal.
- In the next hallway, hit the button on the left before the last statue, then hit the statue with disc for 1FA.
- Go back to the DJ to get the stereo, get the 3 toads on the right, then the left and go in the pipe.
- Take the doorway behind the pipe, get the toad and break the coffin to the right.

- Open the chest for toad, get the 3 in the hallway, 3 in the star room, then take the right doorway in the star room and head back to the coffin room.
- Push open the top right N for a toad, heart coffin for MUH then middle moon coffin.
- Open the coffin for a star, defeat the scuttlebugs for 1FA and free all the toads.
- Open the coffin on the bottom left for the last toad, then head back to the dance floor.
- Heal before talking to the DJ if you are low.

Hole Punch

- Turn 1 - Always the same, move the chest in front of Mario.
- Turn 2 - x2, +1. [6 Different Patterns]
 - Pattern 1:
 - Rotate 2nd ring right 3
 - Slide +1 panel back 3
 - Pattern 2:
 - Slide x2 panel back 3
 - Rotate inner ring right 3
 - Rotate 2nd ring right 6
 - Pattern 3:
 - Rotate inner ring left 5
 - Slide +1 panel down 1
 - Rotate 2nd ring left 1
 - Flashy Hammer Great, Flashy Hammer Excellent
 - Any other patterns - empty turn
- Turn 3 - EV
- Turn 4 - 1FA
- Break the streamer, exit upstairs and head to the sun altar.
- Hammer the pots to use FV, and unfreeze Captain T. Ode.
- Exit and take Pipe 3 to the museum.



The Great Sea

- Get onboard and head to Bonehead Island.
 - **Bonehead Island (G5)**
 - Go right and hit the ? Block (Shiny Ice Flower).
 - Go in left of the skull, make pattern:
 - Lit, Lit, Unlit, Lit
 - Hammer the button in the center, go up and hammer the statue, then examine.
 - Exit Bonehead Island.
 - **Crescent Island (F3)**
 - Head to the dock (confetti x3)
 - Sidestepper fight:
 - Slide sidestepper back 1
 - Rotate 2nd ring
 - Hammer Nice
 - Use EV, open chest for Mushroom Handle, Exit Crescent Island.
 - **Mushroom Island (E4)**

- Hammer tree on left for FV.
 - Go inside, insert handle, go outside and talk to Luigi.
 - Go down to the basement, hammer the left bookshelf, hammer Luigi and open the book.
 - 1FA Top Left - Right x2.
 - Exit Mushroom Island.
 - **Diamond Island (D3, Top Left)**
 - Use EV on the Red Building (option 1) but don't do it, go left.
- **Icevellumental Mountain**
 - Hit ? **Block (Flashy Iron Boots)** near the entrance, avoid Hammer Bro and enter.
 - Self-Explanatory Ice Puzzles
 - Open the chest on the left for MUH before fighting the Sledge Bro.
 - Sledge Bro Fight:
 - Rotate inner ring right 2
 - Slide sledge bro to inner ring
 - Rotate inner ring left 1
 - Shiny hurlhammer x2
 - 1st Ice Puzzle:
 - Hammer the rock against the back wall when sliding right the 2nd time.
 - If you mess up go inside the room to reset.
 - 1FA and hammer ice, grab Shiny Ice Flower and enter.
 - Next room (**confetti x3**).
 - Run up stairs and hammer ice balls.
 - Snow Spike Fight:
 - Slide column with 4 to rings 3&4
 - Rotate 2nd ring right 1
 - Slide to match pattern
 - Flashy Hammer Great x2
 - 2nd Ice Puzzle:
 - Break 3 rocks on the way to ice and get **Shiny Ice Flower**.
 - Slide ice to the bottom left corner.
 - Break 3 rocks along the bottom and get **Shiny Ice Flower**.
 - Slide across, then up and hit rock to change direction and slide down.
 - Hammer the platform above the ice while sliding down then slide up to the platform.
 - Next room (**confetti x3**) and slide down.
 - Hit 1st ? **Block (Flashy Mushroom)** and 2nd ? **Block (Shiny Fire Flower)**.



Ice Vellumental

- Turn 1 - Chest & Fire Flower (Spam A)
- Turn 2 - ON Switch & FV
- Turn 3 - ON Switch & 1FA
- Turn 4 - Shiny Fire Flower Excellent
- Turn 5 - ON Switch & FV
- Turn 6 - ON Switch & 1FA

- Turn 7 - Solve Maze & 1FA
- Exit right after and leave the mountain

Trial of Power

- Phase 1: Jump into the blocks.
- Phase 2: Press A to wind-up hammer and press A again to swing.
- Phase 3: Jump consecutively to push down the nail.

Trial of Wisdom

- IV (option 4)
- Round 1
 - Two lines, with the number "3" in the second line - TRUE
 - Three lines, with the number "4" in the third line - TRUE
 - Everything else - FALSE
- Round 2
 - 3 lines, no numbers or commas - TRUE
 - Everything else - FALSE
- Round 3
 - One of the toads will not have a letter (A, B, or C) in their text
 - Choose the one that mentions that statue

Trial of Courage

- WV (option 2) then IV (option 4).
- Prepare for the thwomp.
- Leave Diamond Island and head to Sea Tower.

Sea Tower

- Go right side the switch to the left at the last platform for moving platforms.
- Go left, hit ? **Block (POW Block)** then go left to the next area, use (confetti x1) then take the path around and chase the sidestepper.
- Knock down the top left mouth and corner, then fight:
 - Rotate inner ring to match reds
 - Slide blues to match
 - Flashy Hammer x2/3, Hammer Nice
- Leave and give the dragon the red orb.
- Go outside and take the elevators to the next area, (**confetti x2**).
- Take right ice path to ice puzzle:
 - Break 2 rocks in the bottom right for **Shiny Fire Flowers**.
 - Slide left, then right and hit first breakable rock late to slide down the middle.
- Fire Puzzle.
- Use 1FA, grab **Shiny Ice Flower** and proceed outside.
- Avoid getting in a battle.



Tape (Use Mushroom if about to use Special)

- Turn 1 - Chest
 - Rotate inner ring right 2
 - Rotate 3rd ring left 3
 - Rotate outer ring left 4
 - Fire Flower
- Turn 2 - Fire Flower
 - Pattern 1:
 - Rotate inner ring right 5
 - Rotate 2nd ring left 1
 - Rotate 3rd ring left 3
 - Pattern 2:
 - Rotate 2nd ring left 6
 - Rotate 3rd ring left 1
 - Rotate outer ring left 2
 - Pattern 3:
 - Rotate 3rd ring left 3
 - Slide top action panel up 1
 - Slide left down arrow down 2
 - Fire Flower
- Turn 3 - 1FA
- Turn 4 - ON Switch or Chest (both if possible, prioritise chest)
- Following turns use FV then 1FA, empty if need better pattern, repeat.
- Break streamer.
- Hit Vellumental Totems:
 - Top left - FV (option 3)
 - Bottom left - WV (option 2)
 - Bottom right - EV (option 1)
 - Top right - IV (option 4)
- Go in the light beam.



Shangri-Spa

- Talk to the toad at the front desk to get the stamp card.
- Enter the first spa, then stamp your card.
- Hit the ? **Block (Legendary Hammer)** and go outside.
- Follow Kamek up to the castle.
- Go back to the first spa after all the text.
- Chargin' Chuck Ambush:
 - Slide middle column back 1
 - Rotate 2nd ring right 1
 - Slide chucks down to match
 - Legendary Hammer Great x3
- Go in the spa, leave and head to the top right spa.

- Say no to the shy guy, head up and jump over the back wall.
- Throw confetti over the hammer bro to skip the fight.
- Go in the spa, then get the stamp.
- Go back across the bridge, hammer the umbrella and purchase MUH from Snifit.
- Head left, say no to the spike and go to the jungle.
- Take a left at the broken bridge and always follow Kamek.
- After the second crossroads, fill the NSBH and hit ? **Block (Legendary Iron Boots)**.
- Keep moving at fight the Piranha Plant for 1FA:
 - Wave 1:
 - Slide 2 Piranhas on outer rings up 2
 - Rotate outer ring right 1
 - Slide remaining 2 to match
 - Shiny Hurlhammer x2, Ice Hammer Excellent
 - Wave 2:
 - Rotate 3rd ring right 1
 - Slide the others to match
 - Shiny Fire Flower Excellent, Ice Hammer Excellent
 - Wave 3:
 - Rotate inner ring left 1
 - Slide the others to match
 - Shiny Fire Flower Excellent, Ice Hammer Excellent
- 1FA then proceed to the next area.
- Follow Kamek, get chased by chain chomp, then hammer leaves for 1FA.
- Climb the ladder and run from chain chomp again.
- Once at the spa, go to it, then head behind to pull vine for 1FA.
- Hit down the plug then hammer it in.
- Get in the spa, stamp your card then leave.
- Head to the south spa, goomba ambush:
 - Do nothing but POW Block on both waves.
- Get in the spa, then get the last stamp.
- Return to the front desk for the VIP Pass.
- Go left and enter the VIP area, when outside try to go in the pipe.
- Go across the outer edge then untape the pipe.

Shy Guys Finish Last

- Press A in the middle of the middle row.
- Ring Scramble
 - Lv. 1 - Self-Explanatory
 - Lv. 2 - Rotate all or Slide all first, then do the other one after to line up
 - Lv. 3 - Rotate, use the tower as a guide
- Race 'n' Place
 - Lv. 1 - Keep track of 1st place
 - Lv. 2 - Keep track of all but only need to place one
 - Lv. 3 - Keep track of all
- Ninji Skills
 - Lv. 1 - There is 1 Ninji
 - Lv. 2 - There is 2 Ninjis
 - Lv. 3 - There is 4 Ninjis, keep track of the non-ninjis
- Bath Math
 - Lv. 1 - Keep track of goombas
 - Lv. 2 - Keep track of goombas
 - Lv. 3 - Always 17 or 21. If the board has a 7, then 21, if the board has an 8, then 17

- Answer no to the host but say yes to Bowser Jr.

Sumo Bros (Aim to attack from the outer ring)

- Turn 1 - Kill enemy with ON Switch, Legendary Iron Boots Excellent
- Turn 2 - EV
- Turn 3 - Kill enemy with FV Panel, Legendary Iron Boots Excellent
- Turn 4 - FV

Bowser's Castle

- After the cutscene go up to Bowser Jr. from left stairs.
- Go through the bottom right door and navigate to the next area.
- Hammer down Olly picture for 1FA, get key from Luigi.
- Head back left for Big Cutout Soldier Ambush:
 - Rotate 2nd ring left 6
 - Slide isolated guy across 1 to match
 - Slide others to make line
 - Shiny Hurlhammer Nice, Legendary Hammer Nice
- Go out to main area for Li'l Cutout Soldier Ambush:
 - Keep rotating to line up
 - Shiny Hurlhammer both waves
- Go up and open the door for Handaconda fight:
 - Phase 1:
 - Rotate 3rd ring left 2
 - Slide top action panel down 2
 - Rotate 2nd ring left 1
 - Legendary Hammer x2, 2 times from ring 2
 - Phase 2 is RPS GL!
- Proceed through the door for Paper Mistake Buzzy Beetle fight:
 - Hammer the koopa heads fired at you
 - Pull Kamek when it's dizzy
 - Hammer once it falls over after spinning at you

Scissors

- Turn 1 - Chest
- Turn 2 - x2, +1
 - Pattern 1:
 - Rotate inner ring right 4
 - Rotate 2nd ring right 3
 - Rotate 3rd ring left 1
 - Pattern 2:
 - Rotate inner ring left 2
 - Rotate 2nd ring left 6
 - Slide x2 panel up 2
 - Legendary Hammer Nice, Flashy Hammer Nice
- Turn 3 - Chest
- Turn 4 - x2, +1
 - Legendary Iron Boots x2 (4 jumps each)
- Turn 5 - Legendary Hammer
- Turn 6 - Shiny Hurlhammer
- Break streamer.



- Free bowser and go in left door from main hall.
- Solve laser puzzle.
- In the boarding room hit button on left.
- For shooting top option for motion controls and bottom for L stick.

Hotfoot Crater

- Jump on boxes to hammer the pole.
- Straightforward, just run to the top.

Origami Castle

- Try to open the castle door then get the from Luigi's car.
- Go in and through the hallway, follow peach and watch cutscene.
- Hit ? **Block (Legendary Boots)** on the left then go up the stairs.
- Hammer 2 tiles for 1FA.
- Fire Bro Ambush:
 - Slide to make lines
 - Shiny Hurlhammer x2
- Run across when Sumo bro turns.
- Sumo Bro Fight:
 - Slide 4 line to be 3 and 2.
 - Rotate 3rd ring to make line.
 - Slide bros to make 2nd line
 - Shiny Hurlhammer x2
- Run across to flattened ? Block, pull up and hammer for 1FA then pull the white at the top.
- Follow the red path, then the blue path inside and jump on the split path and pull tape off platform.
- Hammer down jagged bridge and fight Ice Bro:
 - Rotate 3rd ring right 6
 - Slide up ice/hammer bro 4
 - Rotate 3rd ring to match
 - Shiny Hurlhammer x2
- Use 1FA, then go back out and use 1FA to move the red path.
- Follow the red path again and walk to back of the next room.
- Pull up flattened ? Block and take the pipe back to the start.
- Take the middle path, go right and trigger sumo bro, then hammer koopa for 1FA.
- Use 1FA to pull up room, go up stairs for Sledge Bro Ambush:
 - Rotate 3rd ring left 6
 - Slide hammer bros down 2
 - Rotate 3rd ring to match
 - Legendary Iron Boots x2
- Exit and use 1FA to fix the red path again, dodge Paper Macho Koopa Troopa.
- Hammer tile on olivia and tile bottom left of room for 1FA.
- Hit bottom left, top left, top middle, top right.
- Hit 2nd ? **Block (Flashy Mushroom)** if needed.
- Go up the stairs and hit down the olly statue in the next room.
- Open the door and hammer the wall.



key

Stapler

- Turn 1 - Chest, +1, Shiny Ice Flower x2
- Turn 2 - 1FA (If opened chest), chest +1 if not
- Turn 3 - +1, Shiny Ice Flower x2 (1FA if missed on turn 2)
- Turn 4 - x2, +1, Legendary Boots x2
 - Pattern 1:
 - Slide x2 panel down 1
 - Rotate 2nd ring right 1
 - Slide +1 panel down 5 to outer
 - Pattern 2:
 - Slide +1 panel up 4
 - Rotate 3rd ring left 1
 - Pattern 3:
 - Slide arrow up 3 on mario's line
 - Rotate 2nd ring left 4
- Hammer Bowser.



Olly

- Phase 1:
 - EV
 - IV (4) and 1FA
 - WV
 - EV (1) and 1FA
 - FV
 - WV (2) and 1FA
 - IV
 - FV (3) and 1FA
- Phase 2 - Bowser Sumo
- Phase 3: Complete the puzzle and dodge his attacks!
- Split after the last text box on Luigi.
- gg :)