In the initial set of edits, I covered a lot of ground, and did most of what I was willing & able to do. However, there are a few more edits to add for various reasons, which shall be covered here.

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**SHIT I’VE DONE**

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**17 - One in the Stink:** I brought the clouds in 0A to high priority to conceal the sprite (hopefully it works). I gave the blocks higher priority, because they don’t seem to blend well behind the clouds (if they do, maybe this can be adjusted).

**5B - Kino Red Switch palace:** I added a dotted-line block to the top of 18. This should help prevent you from being a tard and dropping the spring down there, then jumping in after, creating a borderline soft lock (you have to forfeit). I also made it symmetrical to the existing dotted-line block.

**9C - Powered Supply Fortress +:** I brought the pillars in 09 to the highest priority in order to conceal the sprite (again, hopefully it works).

**125 - Yamaku’s Shed:** I added an alcove with a muncher to 06. This way, if you accidentally get stuck bouncing on the spring, it’s easy to take a hit and retry. While not exactly a softlock, it’s considerably difficult to escape the ‘spring chimney’ if you blunder your way into it. I wanted to add 2 left-facing munchers, but I couldn’t find them anywhere in map16; they must’ve been used for custom tiles. So, I had to make do, and added a single upside-down muncher. I also included a dotted-line block to prevent the very unlikely scenario of the spring getting caught on the ledge.

**126 - Sadist Course EX:** I scrambled the blocks (because I think it looks cooler that way), while maintaining the condition that having any one color activated denies entry. I still think the blocked midpoint is a bit much, but this seems to be set in stone, so I left it as is. If anons decide differently, I can provide an alternate .mwl with an accessible midpoint.

**12C - Kino Red Switch intro:** I polished up the barrier so it looks proper (I’m assuming it’s there in case of de-spawning). Again, I would’ve added left and right facing munchers if they were available.

**12E - Dear Nintendo:** I created additional architecture in 01 as background decoration to support the munchers. That’s one of my pet peeves: munchers should not be free-floating.

**130 - Meteor Wave:** I shifted the shell in 0B over by one tile. This should prevent the glitch in which the angry koopa is defeated by the shell (I didn’t alter the architecture, since it's more complex than it seems at first glance).

**152 - Meteor Wave outro:** I added grey cement blocks to the right of the goal orb, so it looks like the passage is blocked off, rather than just ending in an invisible barrier (I also shifted the small slope over to accommodate).

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**SHIT I HAVEN’T DONE**

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In addition to stuff mentioned previously (wizard boss polish, path from tricky treasure to parabeetles, etc):

**B - Storehouse:** Since I did my own thing with the last room of Bender’s Big Score and added a goal orb, the post-game hint given here may have to be adjusted accordingly.

**5C - Kino Red Switch Palace:** The KINO spam text should be changed to the following (for 12C-1 on overworld message box editor):

an authentically international absolute language of cinema

KINO

KINO KINO KINO

KINO KINO

**9C - Powered Supply Fortress +:** Once you enter the boss fight, there should be a shortcut door from the spawn point, as in other boss levels.

**10D - UwU Fortress:** Instant retry should send you to the beginning of your current sublevel (the checkpoints can stay in case you exit the level).

**131 - Ampharos Hell:** Add instant retry! Also, I can only hop onto the first grinder by scrolling the camera, I wonder if that’s intended?

**Overworld:** Minor issues, as mentioned on the doc. Most significant is that if you take a star-road or pipe as your first action after loading a save, it sends you to the soft-locked bonus game (probably because transportation tiles on the overworld are labelled 0).

as of 1/25/2022