This is a complete list of all the edits I’ve made to the CancerBeta ROM of /v/orld 3. I approached every change with prudence, my motto for this is “don’t mess with it unless you have to”. Everything I’ve done in the associated .mwl files is carefully considered, and I always respected the original author’s decisions and intent. None of this is set in stone of course, and if some of it needs to be further adjusted or simply left out, then I’m always willing to negotiate.

For some reason, anytime I tried to save changes to the ROM, I had to deal with glitchiness and de-spawns, even if I did one small thing (eg move a platform, change a time limit, or create a goal orb on Bender so I can play Special Zone). As a result of that, and the fact that some levels cannot be replayed, I was only able to play-test some of these changes; but insofar as I tested, they seem to work fine.

At the end of the document, I’ve listed potential changes that were not made.

Questions/comments welcome.

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**CHANGELOG**

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Version 1.2

* Overhauled Bender’s last room (6E)
* Updated text, including Tendies boss door in shit I haven’t done

Version 1.1

* Removed Krab Koin Kontest, since the author submitted his own changes. However, I plan to add the extra coin near the Giant Gate to the next baserom.
* The grinders in Low Grav Glade and Tendies Tower are now properly fixed.
* Updated the text and made it a little more concise.

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**SHIT I’VE DONE**

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**03 - Edge of Page 10:** I moved the falling platform by the checkpoint down a couple tiles, which makes it much more accessible. Without this, you need P speed to make that jump, which is too exacting for such an early level. This platform is important, because you need it to access the key from the checkpoint, so you don’t have to beat the level to get another chance at a key run.

**0F - Wiiide Bridge:** Added a much-needed checkpoint to the short bridge in 0B. My idea is for you to break the tape from the cannon shot, while being able to access it from the normal route as well.

**11 - Cave of Cope:** Took the munchers off the bottoms of the torpedo launchers, for aesthetic reasons.

**19 - Low Grav Glade:** I slightly extended the dotted-line blocks in 10 to prevent the grinders from falling off track after you’ve passed them.

**1C - Midnight Spikes:** Removed a few wooden stakes to take the edge off the difficulty, which is rather high for the forest.

**1E - Temp Temperature:** Nerfed the last half a bit, putting brown blocks in the ice/water section, and added a zigzag to the guiding line to buy more time.

**24 - Doom’s Gate:** I removed most of the coin trail in 0F, not my idea, but another anon requested this.

**3D - Rougeport Sewers, 2:** When I first played this level, I thought the double-jump had to bounce off of a wall for some retarded reason, which gave me trouble until I realized my mistake. So, I modified the second jump to make it obvious to spazzes such as myself that the double-jump works in midair.

I also inserted a reset door into 18 as a secondary exit, in case the required enemy de-spawns. Took me a minute to get it to work, this level has some funky stuff going on with its subscreens. I re-purposed secondary exit 3D to do this, hopefully there won’t be any issues. The only problem I’m aware of is that the text box comes up after resetting, but that doesn’t matter.

**47 - Super Sonic Lava Raft:** I removed the sprite catcher net, because it looks like nerf bars and it’s misleading, and it doesn’t seem to serve a purpose.

**48 - Permaban Fortress, crossroads:** I added pipes as barriers between the islands (in addition to the invisible barriers now above the pipes). I wanted to add thin pipes (like those in beep block city) but the custom tileset did not allow this. This means there are broken exit-enabled objects, but they’re impossible to enter, so that should be okay.

**4C - Biting Cold, fire:** I adjusted the ceiling at the top of the wall in 03 to prevent the player from glitching into the ceiling. see also: 10C

**57 - Super Moot Boy, 2:** I removed a buzzsaw (in accordance with the original testing doc), and I made a ridiculous jump easier by shifting the wall; both of these changes are in 03/04. I also removed the second buzzsaw from 07.

**6B - Bender, 2:** Fixed up the question mark made of coins.

**6E - Bender’s Last Room:** I created a blitz of enemies, extended the time-limit to 42 seconds, and put a goal point question sphere on a high platform. There’s also a bunker of dotted-line blocks to help you deal with the onslaught. Since you enter the room with the cape and a star, it shouldn’t be difficult, just a fun surprise.

**90 - Windy Warship, 2:** Adjusted the on/off blocks in 08/09 to prevent making the skip without P speed. I also added a net next to the black blocks in 09 as a defense against desukoopas getting stuck there (and eventually causing sprite overload). I would’ve preferred putting it on top of the blocks or rotor, but that didn’t work. As it is, it doesn’t entirely prevent the issue, but it helps reduce it.

**9E - Fire in da Hands, 2:** Removed the nerf bars by the muncher tunnel; it’s hard enough even without ‘em.

**A0 - Spiky Midnight, key area:** Nerfed the place by removing most floor spikes.

**A3 - CBT Blue Switch Palace, 2:** Nerfed munchers/black boxes somewhat, and added a redpill to the vestigial V coin area so that it serves a purpose.

**A6 - UwU Fortress, checkpoint:** Added noteblocks so that the cannon launch doesn’t send you straight into spikes (as mentioned on testing docs). Hopefully it works.

**EC - Wizard School, 2:** Added a retry door to subscreen 05, where soft-locks can happen (you can get back up there with P speed, I checked).

**FB - Defiance, midpoint:** Switched the red ! blocks with green. Originally this was star world 6, then it was moved to the snowy area, which created the issue (since you haven’t had an opportunity to activate red ! blocks at this time, assuming normal progression). I chose green because that works best in the current location.

**FF - Defiance, 2:** Added donut blocks alongside the landing area, so that it’s no longer a cheapshot. I also removed the coin above the yellow ! block which caused so much trouble.

**101 - Key Below Door:** I moved the reset door away from the subscreen border, so that it doesn’t glitch out and send you to the bonus game (I cleared 05 and set secondary exit 336 to 04 instead). I deleted the single V coin, since there should always be either 0 or 5. Finally, I removed the leftmost muncher by the pipe/p-switch, for reasons already stated in the testing docs and in posts (it’s too difficult to use that area as a runway with that muncher present, especially twice), and replaced it with a grey block.

**103 - CBT Blue Switch Palace 1:** Nerfing and redesign here and there.

**104 - Super Sonic Lava Reef:** Changed V coins from tiles to objects so that they don’t respawn, and you can’t cheat your way to 5.

**105 - Do Americans Really?:** Added donut blocks to OE to address testing doc complaint (that you can’t react to the situation). Spaced out the barriers and added a golden block in 16/17 for a minor nerf (again, in response to criticism).

**10C - Biting Cold, ice:** I adjusted the ceiling at the top of the wall in 03 to prevent the player from glitching into the ceiling. see also: 4C

**10F - Sticky Stinkhole:** Added a yellow ! block (w/ mushroom) to 0F. I also removed a few munchers (and added one nearby) to accommodate.

**111 - Lamp of Time:** Added nerf bars to the start, to prevent partially cheesing the level with the cape.

**112 - Mega Moot X:** Flipped the munchers in 17-18 upside-down for aesthetics. I also increased the time limit from 300 to 400 (to account for exploration + going from start to finish).

**115 - Peak of Delusions:** I deleted a wooden stake in 06 that blocked your movement while retracted. I wanted to put a checkpoint nearby (just before the ice cubes) but I see now that it won’t work.

**116 - Tendies Tower:** Added a column of dotted-line blocks to 16 to prevent the grinder from attacking you (and de-spawning) when starting at the midpoint.

**118 - Windy Warship, 1:** Changed two very pesky black blocks into harmless brown blocks. I also made the jump in 03 a little easier.

**11A - Door Door:** Increased the time limit from 400 to 500. In my experience, playing from the start to the giant gate means finishing with under 100 seconds even at a decent pace, so I decided to give an extra margin.

**11B - Origin of Life, 1:** I changed the alternating item in 09 to a star/triforce. You already have to go on a quest just to access this item, making it random on top of that is too much. However, I did not edit the textbox with its vague hint about a “blessing”.

**11E - Hellmari Tower, 1:** I added a checkpoint to 05. I think it fits there, based on my experience of playing through this. It should be placed so that you can bounce off a bullet to hit the tape, if there are any issues, it can always be adjusted. I also made a minor change to the noteboxes in 0D, since getting caught between them while small costs a life.

**13A - Super Moot Boy, 1:** I removed the blades from the climb to the checkpoint in 09. It’s hard enough already, I think it makes sense to cut a bit of slack for the player once they reach the end of the first part. I also removed an extra buzzsaw from 07, since an incorrect spawn can make that jump exceedingly difficult (08 on the other hand is fine, it’s the climax of part 1, and the spawns tend to be better).

**13B - Defiance, 1:** Added a yellow mushroom block by the exit in 0D. Since the author doesn’t want a checkpoint here, I thought this would be a good compromise. I also shifted the buzzsaws in 07/08 to prevent the spawning problem described in the testing doc.

**13C - Hellmari, 3:** Added an extra feather to 0E. That should help offset the difficulty of the tunnel without altering it directly.

**13E - Hellmari, 5:** I removed the obstructing tiles from around the checkpoint in 0B. The checkpoint itself seems unusual, but I didn’t mess with it.

**140 - Hellmari, 2:** Shifted the checkpoint in 00 over a few spaces. Hopefully you’ll now hit the tape without any inputs; if not, more editing will be needed. Realistically, there’s no way you can react to the initial setup quickly enough without prior knowledge.

**147 - Origin of Life, 2:** I made the necessary adjustments to fix the corner death glitch.

**176 - Permaban Fortress/Scooby Lamp:** Minor nerfing in 06, changing spike islands to dotted-line blocks. It’s already a tough sublevel, and that part was especially tricky to deal with.

**1C0 - Round Two:** Added two yellow mushroom blocks, as requested by the original testing doc, to 01 and 09 respectively.

**1CA - Tendies/Wart Pepe:** I modified the arena so that 1. two thirds of the bridge is solid, and only the closest 3 tiles are donut blocks, and 2. instead of a muncher on the pillar, there are now two red ? blocks. This should make the fight much more manageable while still retaining the core concept.

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**SHIT I HAVEN’T DONE**

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These are some of the changes I was unable to make. This is not an exhaustive list by any means, just the most significant; you’ll find more on the testing docs.

**113 - Tricky Treasure:** There should be a shortcut leading back to Parabeetles. Since there are no more exits/events available, this should be added to the existing exit. another anon says: just place the layer 1 path as a layer 1 event, and have moving left enabled on the tile for tricky treasure

**22 - Virgin Castle:** My wizard boss needs polishing, as I said: this came out awesome, but difficulty should increase more gradually, with an additional increment of 2x shot speed/normal shell speed at 2/5 hits. If it’s too difficult to invert shell return for a normal-speed shell, I’d be willing to compromise -- give him just 2x shot speed at 2/5, then fast shell return comes in at 3/5. Additionally, he sometimes spawns on top of yellow/grey tiles, so he needs a condition added to prevent this, i.e. he can only spawn when there’s a flat surface with two vertical empty spaces above it. Sprite work has been done at least.

**10 - 1002 Spikes:** Invert the control scheme so that L is down & R is up.

**137 - Candy Château:** The pipe glitch (which I think was fixed), and the fact that completing the secret exit doesn’t let you advance in Star World as it should. Also, the secret pipe has priority over the tulpa, which helps reveal its location.

**14 - Wizard School:** The fire spell occasionally passes through enemies. Also, adding an icon for the loaded spell to HUD, although I think this is being done now, which is cool.

**20 - SOUL Jungle:** After bullets are deflected by a wall, they can still damage you; they should become harmless like in the original game.

**1D - March of the Mootykins:** The sprite reacts to directional presses (backwards and down), which looks a bit silly. Also, the enemy glitching into borders, as mentioned in the 2nd testing doc.

**114 - It’s A Feature:** In the second half, instant retry should return you to the checkpoint, not the beginning of the level. Otherwise, instant retry becomes less efficient than taking a loss and re-entering the level after the checkpoint.

**24 - Doom’s Gate:** Glitch/Design Flaw: Near the end, where the shells ricochet, the timing is sometimes off so that you take a death instead of bouncing as you’re supposed to. Also, I wanted to do a creative troll with this level, but the on/off blocks are invisible so that won’t work.

**116 - Tendies Tower:** The door to Pepe should be a proper boss door.

**11C - Freshly Grown Green Switch Palace:** I was thinking, the terrain from Top Man’s Spinning Greenhouse (from mm3) would be a great addition. In particular, it could replace the munchers used as decoration, the square by the pipe, and could be inserted into large solid areas. I’m not saying retile the whole place, but it would really compliment the theme. I’m told that this is already being implemented, which is great, but I thought I’d put this here nonetheless.

Update: I noticed some interesting changes to the final screen. I generally approve of this, especially making the drop longer. But where are the marijuana leaf sprites? You should bring those back; we might as well go all out on the theme. With the current setup, they could be added to the shelves.

**08 - Plains of Joy:** another anon says- A minor thing, but I want the secret exit section to give you a 1-up when entering the sublevel, like most trial-and-error heavy levels do.

**13A - Super Moot Boy:** I think the controls could be improved by being more ‘sticky’. What I mean is, once you stick to a wall, you should have to either jump or slide off the bottom to break the connection (ie directional presses shouldn’t break it). I think that would go a long way in making this easier to deal with.

**112 - Mega Moot X:** The spurdo-holes are very graphically glitched. The charge-up sound should be much more subtle or even removed. It would be cool if the “life lost” jingle were replaced with the corresponding sound from MMX.

**10D - This Is Nice Castle/UwU Fortress:** Instant retry should send you back to the start of the sub level (checkpoints can remain for when you quit the level).

**11E - Hellmari Tower:** L+R Glitch (which is being addressed), getting killed by entering corners when small, and other issues. I think the boss’s attacks should be slowed down by 5-10%.

as of 12/23/2021