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Subject: Re: Super Mario Frustration

Posted by [JohnDoe](#) on Tue, 02 Mar 2010 12:08:41 GMT

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OK I watched it...I'm a little further than that dude...I agree that it's impossible to pull off a perfect run without savestates. That dude still has pretty ridiculous jumping accuracy for supposedly playing it for the first time...but then again the first jump of 1-2 is fucking him up and I find that one rather easy. I'm going to beat it using savestates now...too hard to pull of these jumps in succession while figuring out the puzzles for the first time.

That Super Kaizo World stuff is ridiculous...not sure if I'm a fan of being forced to use savestates for every micro-jump, tho.

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