
Subject: Super Mario Frustration
Posted by [JohnDoe](#) on Tue, 02 Mar 2010 01:08:39 GMT
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<http://www.youtube.com/watch?v=in6RZzdGki8>
Download: <http://www.filefront.com/listing/pub2/Mario-Forever/Modifications>

I doubt any of you misfits has enough talent to beat this no homo...took me 2 continues (300something deaths) so far to get to the 2nd level middle checkpoint and I'm genetically alpha.

Subject: Re: Super Mario Frustration
Posted by [cmatt42](#) on Tue, 02 Mar 2010 01:25:59 GMT
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Thank goodness I have like... 'W'... blue sky lives there.

Subject: Re: Super Mario Frustration
Posted by [R315r4z0r](#) on Tue, 02 Mar 2010 01:30:12 GMT
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I saw this video a while ago and I laughed the entire way through.

So funny.

Subject: Re: Super Mario Frustration
Posted by [DRNG](#) on Tue, 02 Mar 2010 02:00:51 GMT
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I was looking for this video!

FLAME STICK!

Subject: Re: Super Mario Frustration
Posted by [Altzan](#) on Tue, 02 Mar 2010 02:20:49 GMT
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WHO PUT THAT THERE? WHERE DID THAT COME FROM?

This is great

Subject: Re: Super Mario Frustration
Posted by [slosa](#) on Tue, 02 Mar 2010 03:31:51 GMT
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I vaguely remember watching this. I could never force myself to watch that monstrous 20 minute video.

Subject: Re: Super Mario Frustration
Posted by [R315r4z0r](#) on Tue, 02 Mar 2010 04:14:54 GMT
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That's the thing I said before I first watched it. But it sucks you in. It's just so hilarious.

I remember getting so frustrated at those kinds of games. I used to do almost exactly what that guy was doing whenever he screwed up. Everything ranging from the high-pitched "what!?" to the random unprovoked obscenities.

Subject: Re: Super Mario Frustration
Posted by [zeratul](#) on Tue, 02 Mar 2010 04:51:37 GMT
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This made me laugh when i first watched it... i watched about 10 mins of it still made me laugh but i see shit like this on a daily bases.

I also raged when i died in Mario. Kinda sad how the pacing enemies manage to kill.

Subject: Re: Super Mario Frustration
Posted by [_SSnipe_](#) on Tue, 02 Mar 2010 06:12:13 GMT
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This was posted here a whiles back...still worth it...still funny

Subject: Re: Super Mario Frustration
Posted by [Goztow](#) on Tue, 02 Mar 2010 07:18:42 GMT
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This is very old... but still hilarious!

Subject: Re: Super Mario Frustration
Posted by [Zion](#) on Tue, 02 Mar 2010 09:05:56 GMT

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Indeed very old, and very overdubbed too...

The person narrating it didn't actually play it, and it the video was first available on Tohou.

"Hueeeaaagh... Holy leap of faith... Holy leap of... FUCK"

Subject: Re: Super Mario Frustration

Posted by [JohnDoe](#) on Tue, 02 Mar 2010 10:22:51 GMT

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No Mario fanboys here that can't resist the nostalgia urge to teach Bowser a lesson emulator style? Operation 4th attempt is underway.

Why is everyone confirming the video being old? I said so in the OP, but that's not the point. Does the guy beat the 2nd level? I didn't watch it all the way as I don't want to spoil the stage. It's hard to believe anyone could beat this game on their first try (127 lives)...this guy is either a speedrunner or he's intentionally falling for traps the first couple attempts.

Subject: Re: Super Mario Frustration

Posted by [Zion](#) on Tue, 02 Mar 2010 10:45:45 GMT

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After watching it a few times, i can tell that the original video terminated in the middle of World 1 - 2, the overdub just sounds like he got pissed the fuck off and ragequitted.

I have also seen other videos where users have actually done the entire rom, most likely using savestates though. It's a bit like Super Kaizo World romhack for Super Mario World, which Proton Jon kindly played through.

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.

Subject: Re: Super Mario Frustration
Posted by [JohnDoe](#) on Tue, 02 Mar 2010 13:07:21 GMT
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k beat it...it's not too bad with saves...pretty sure it'll take a few weeks to beat it without them

Subject: Re: Super Mario Frustration
Posted by [Altzan](#) on Tue, 02 Mar 2010 13:32:01 GMT
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I pretty much gave up on superhard hacks after I tried Super Metroid Impossible, myself. There's a vid on Youtube of a guy playing through that as well.

Subject: Re: Super Mario Frustration
Posted by [SSADMVR](#) on Tue, 02 Mar 2010 14:20:09 GMT
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If this game was on a gameboy I'd beat it.

Subject: Re: Super Mario Frustration
Posted by [Zion](#) on Tue, 02 Mar 2010 14:49:29 GMT
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JohnDoe wrote on Tue, 02 March 2010 12:08...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.

What part of overdub do you not understand?

The video was just a video of some random guy playing it, there was no voice over, just the audio from the game. Some guy decided to voice over it (reallisticly mind you, takes skill to make it seem that real) and chuck it on youtube.

Also, good job on completing it, i've never bothered myself, although i've tried Kaizo World and it's training in controller snapping frustration.

Subject: Re: Super Mario Frustration

Posted by [JohnDoe](#) on Tue, 02 Mar 2010 15:17:31 GMT

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Zion wrote on Tue, 02 March 2010 15:49JohnDoe wrote on Tue, 02 March 2010 12:08...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.

What part of overdub do you not understand?

The video was just a video of some random guy playing it, there was no voice over, just the audio from the game. Some guy decided to voice over it (reallisticly mind you, takes skill to make it seem that real) and chuck it on youtube.

Also, good job on completing it, i've never bothered myself, although i've tried Kaizo World and it's training in controller snapping frustration.

I know it's overdubbed...I'm talking about whoever is playing it. He's clearly falling for every single trap and then clears them with relative ease on future attempts. He almost cleared half of the game on his first attempt and still had over 30 lives left...that's very impressive. I just can't believe someone would get that far without having some serious prior training in SMB or by faking it. I'm just thinking out loud btw..

Subject: Re: Super Mario Frustration

Posted by [The Party](#) on Fri, 19 Mar 2010 15:45:54 GMT

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I hate how you can't never save on the NES.

Subject: Re: Super Mario Frustration

Posted by [nikki6ixx](#) on Fri, 19 Mar 2010 16:20:34 GMT

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The G-Man wrote on Fri, 19 March 2010 09:45I hate how you can't never save on the NES.

That's simply because you're a pussy.

Subject: Re: Super Mario Frustration

Posted by [zeratul](#) on Fri, 19 Mar 2010 18:28:01 GMT

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a 17 day bump? damn....

Subject: Re: Super Mario Frustration
Posted by [The Party](#) on Fri, 19 Mar 2010 18:35:18 GMT
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Thanks for adding to it scrub, besides there is no rule that says I cannot bump a large topic.

Subject: Re: Super Mario Frustration
Posted by [GEORGE ZIMMER](#) on Fri, 19 Mar 2010 19:30:03 GMT
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The G-Man wrote on Fri, 19 March 2010 09:45I hate how you can't never save on the NES.
Pussy.

Also, I've yet to actually try this. I played Sonic when I was younger, so I never really was much of a Mario kid. Still, I hear this is HARDCORE MOTHERFUCKER mode for Mario fans. I might give it a try sometime, when I feel like getting my ass kicked royally by a videogame.
