

The Secret

"The Lakitus are throwing Lakitus!" Editor Tab

Original Written by [Valteri](#) Jan 02, 2014 5:32 pm (UTC+4) in SMBX forum

Original source: <http://www.supermariobrosx.org/forums/viewtopic.php?f=35&t=425>

Collected by Wohlstand 6 march 2014

This secret The Lakitus are throwing Lakitus! Level Editor tab was one of the new things in the last update of SMBX. It has all the NPCs that the editor couldn't access before, like the NPC projectiles and other miscellaneous stuff. It also has this infamous rideable airship piece that a skillful user can use really creatively, although it is really glitchy.

Here's a picture of the secret tab:



The way to find this tab was first revealed to beta testers only, but it was soon found by a regular SMBX user. His way to find the tab is complicated, and I'm going to reveal the actual way now.

1. Test the level. You can also do it after you've done the following steps, but it takes less time if you do step 5 in the real time level editor (in the testing mode).
2. Open the NPCs window.



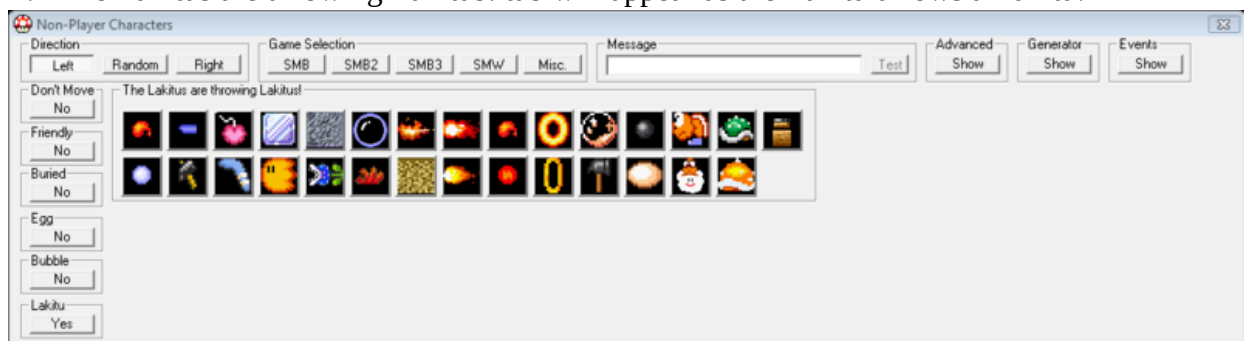
3. Set Lakitu to Yes.



6. Wait until the Lakitu throws a Lakitu.



7. The Lakitus are throwing Lakitus! tab will appear as the Lakitu throws a Lakitu.



8. Done. You can now go back to the editor mode by pressing Esc, and the tab will be there.

Note: do not place a Lakitu that throws Lakitus in a level permanently. It spawns more Lakitus exponentially, and will eventually cause the game to crash or be unplayable. If you placed the Lakitu and then saved and tested, remove it as soon as you get the tab. If you placed the Lakitu in the real time editor, either press Esc before before they crash the game or type wariotime. It will turn them all into coins. :D

Also, here's what the secret NPCs do (in order):

NPC name	Description
Player Fireball	Falls down and poofs when touches the ground. Kills an enemy in contact.
Link's Sword Beam	Floats in the air for a second, then poofs. Kills enemies in contact.
Peach Bomb	Falls down and explodes when touches the ground. Kills enemies in contact.
Ice Yoshi Ice Cube	Nothing.
Ice Flower Ice Cube	Animates with two 32x32 pieces of the graphic as the frames when holding with the cursor, but is invisible after placing in the editor and in the playing mode. However, the player can hold it and throw it at enemies.
Bubble	Pops.
SMB3 Bowser Flame	Floats in the air. Hits the player in contact.
SMW Little Flame	Floats in the air. Hits the player in contact.
Venus Fire Trap Fireball	Floats in the air. Hits the player in contact.
Rinka	Floats in the air for a moment, then starts moving towards the player. Hits the player in contact.
Wart Bubble	Falls off screen. Hits the player in contact.
Snifit Bullet	Floats in the air. Hits the player in contact.
Blue Beach Koopa	Walks, cliffturns, kicks the shells on its way. The only difference to the one in the SMW tab is that this one can't kick the SMB3 carryable bricks.
Larry Koopa Shell	Chases the player for a while, then turns into Larry Koopa.
Airship piece	The player can ride it.
Iceflower Iceball	Falls down and poofs. Freezes an enemy in contact.
Hammersuit Hammer	Falls down. Kills enemies in contact.
Toad Boomerang	Flies ridiculously fast off screen.
Yoshi Fireball	Flies left or right and kills enemies on its way.
Toothy without the pipe	Nothing. Is invisible.
Herb without contents	Floats 16 pixels higher than the actual Herb. When picked up, the player gets an invisible object in his/her hands. When thrown, the player can jump on it and get bounced off it, and it will fall off screen. It can't hurt enemies.
Diggable Sand	Can be digged. The only difference from the block version (the unsecret version) is that the poof effect doesn't go up. It just poofs at the place where the sand would be if the player could hold it.
Ludwig von Koopa Flame	Floats in the air. Hits the player in contact.
Volcano Lotus Fireball	Slowly falls off screen. Hits the player in contact.
Larry Koopa Magic Ring	Floats in the air. Hits the player in contact.
Hammer Bro. Hammer	Falls off screen. Hits the player in contact.
Birido Egg	Falls off screen. Hits the player in contact.
SMW Lakitu	Flies around in the top part of the screen and throws Lakitus that throw more Lakitus (they spawn exponentially).
Ludwig von Koopa Shell	Chases the player jumping a bit for a while, then turns into Ludwig von Koopa.

Most of these can also be thrown by Lakitu, buried or put to a generator.

I hope this helps. If you have any questions, post them here.