

STARTER GUIDE



Making the Most of Your Odyssey: A Kingdom Traveler's Guide

It's only fitting that Mario's grandest, globe-trotting adventure features Mario's biggest set of abilities! Hop right in with standard running and jumping, Mario's bread-and-butter since time immemorial, and add in more moves as you go along.

All of Mario's controls are presented here in a chart for at-a-glance reference, and elaboration on using these abilities follows.

Travel Cheat Sheet—Controls at a Glance

ORIENTATION

Action	Single Player Controls (dual Joy-Con or Pro Controller)	Two Player Controls (horizontal Joy-Con)	Notes
Camera Control	C to move, SL / SR to reset	L + R to move, ZL to reset	Camera sensitivity adjustable in Settings

GROUND MOVEMENT

Action	Single Player Controls (dual Joy-Con or Pro Controller)	Two Player Controls (horizontal Joy-Con)	Notes
Run	ZL	L	Move stick gingerly to tip-toe or walk, push stick all the way to run
Crouch	Hold ZL or ZR	Hold SL or SR	Causes ground pound in midair
Crouch walk	Hold ZL or ZR + C	Hold SL or SR + C	—
Roll	Hold ZL or ZR + tap Y or X or flick controller	Hold SL or SR + tap L or R or flick Joy-Con	Tap button or shake controller repeatedly to increase rolling momentum

HOPS, SKIPS, AND JUMPS

Action	Single Player Controls (dual Joy-Con or Pro Controller)	Two Player Controls (horizontal Joy-Con)	Notes
Jump	B or A	L or R	Hold the Jump button for max height, tap it for a shorter jump; move analog stick in midair to adjust Mario's trajectory; get a running start for a slightly longer and higher jump
Double jump	While landing from standard jump, press B or A	While landing from standard jump, press L or R	Hold the Jump button for max height, tap it for a shorter jump
Triple jump	While landing from double jump, hold C and press B or A	While landing from double jump, hold C and press L or R	Requires precision and momentum, triple jump must be aimed in the same direction as double jump; hold the Jump button for max height, tap it for a shorter jump
Backward somersault	Hold ZL or ZR + press B or A	Hold SL or SR + press L or R	Mario must be relatively still to produce a backward somersault instead of a running long jump; limits midair tackle direction
Side somersault	While running, move C in opposite direction + B or A	While running, hold C in opposite direction + L or R	Requires precision with analog stick on the 180 degree turn; limits midair tackle direction
Running long jump	While running, hold ZL or ZR + tap B or A	While running, hold SL or SR + tap L or R	To roll upon landing, hold Crouch button
Wall slide	Jump against most vertical surfaces	Jump against most vertical surfaces	Not possible after roll, tackle, or running long jump; some slick walls prevent wall sliding
Wall jump	While Mario is sliding down a wall in midair with his hand planted, press B or A	While Mario is sliding down a wall in midair with his hand planted, press L or R	Dive jump won't work after wall jump
Ground pound	In midair, tap ZL or ZR	In midair, tap SL or SR	Won't work during running long jump or tackle
Ground pound jump	During ground pound impact, press B or A	During ground pound impact, press L or R	—
Tackle	After initiating ground pound but before impact, press Y or X or flick controller	After initiating ground pound but before impact, press L or R or flick Joy-Con	To roll upon landing, hold Crouch button



CAPPY			
Action	Single Player Controls (dual Joy-Con or Pro Controller)	Two Player Controls (horizontal Joy-Con)	Notes
Cap throw	Y or X or flick Joy-Con	⊕ or flick Joy-Con	Hold Cap Throw button to hold cap in place (two second max)
Spin throw	Tilt both Joy-Con pads or the Pro Controller quickly to the side, or press Y or X during spin	Tilt horizontal Joy-Con quickly to the side, or press ⊕ during spin	—
Upward throw	Flick both Joy-Con or the Pro Controller upward	Flick Joy-Con upward	Hold Cap Throw button to hold cap in place (two second max)
Downward throw	Flick both Joy-Con downward, or press Y or X or flick controller during ground pound impact (Pro Controller)	Press ⊕ or flick Joy-Con during ground pound impact	Hold Cap Throw button to hold cap in place (two second max)
Homing throw	Throw cap (any method), then flick controller in desired direction	Throw cap (any method), then flick controller in desired direction	Cap will home in on an available target nearby; if no targets are near, cap throw length extends in direction of controller flick

COMBOS			
Action	Single Player Controls (dual Joy-Con or Pro Controller)	Two Player Controls (horizontal Joy-Con)	Notes
Cap jump	Throw and hold Cappy, then run into him	Throw and hold Cappy, then run into him	Cap jump from the ground is automatic when running into Cappy on hold
Catch jump	Any cap throw, then B or A just after catching Cappy	Any cap throw, then ⊕ or ⊕ just after catching Cappy	On ground, results in extra-high jump; in midair, causes Mario to spin while hovering briefly
Dive jump	In midair, throw cap, press ZL or ZR then hold Y or X	In midair, throw cap, press SL or SR then hold ⊕	Can be done once per airborne period; cannot be done after wall jumping or releasing a Captured creature in midair, but CAN be done after jumping off a pole or launching off a hat trampoline

MISCELLANEOUS			
Action	Single Player Controls (dual Joy-Con or Pro Controller)	Two Player Controls (horizontal Joy-Con)	Notes
Spin	Rotate ⊙ quickly in two circles	Rotate ⊙ quickly in two circles	Press Cap Throw button for spin throw, press Jump button for spin jump
Spin jump	During spin, press B or A	During spin, press ⊕ or ⊕	Descends slower than a normal jump, steer spin jump with analog stick
Quick descent	During spin jump, press ZL or ZR	During spin jump, press SL or SR	—
Spinning ground pound	During spin jump, hold ZL or ZR until impact	During spin jump, hold SL or SR until impact	Upon impact, press Cap Throw button or flick controller to start a high-speed roll
Spinning ground pound jump	During spinning ground pound impact, press B or A	During spinning ground pound impact, press ⊕ or ⊕	Same as ground pound jump
Hold item	Press Y or X near grabbable object	Press ⊕ near grabbable object	—
Throw item	Press Y or X for short throw, flick controller for long throw	Press ⊕ for short throw, flick Joy-Con for long throw	—
Swim	⓪	⓪	Cap can still be thrown while swimming
Descend	ZL or ZR	SL or SR	Water-based ground pound, descend to the seafloor and Mario will begin walking on it
Ascend	B or A	⊕ or ⊕	The classic <i>Super Mario Bros.</i> swimming stroke
Water dash	ZL or ZR then Y or X or flick controller	SL or SR then ⊕ or flick Joy-Con	Interrupts water-based ground pound with water dash, like tackling in midair
Ledge clinging	⓪ left or right to shimmy along handholds, up or B or A to climb up, down to let go and fall	⓪ left or right to shimmy along handholds, up or ⊕ or ⊕ to climb up, down to let go and fall	To cling to a handhold, step off a ledge slowly or jump just short of the lip of a floor above
Pole climbing	⓪ up or down to ascend or descent, left or right to rotate around the pole	⓪ up or down to ascend or descent, left or right to rotate around the pole	Jump or tackle toward a pole to hug it; shake controller to ascend faster; press Jump button to leap away from pole toward Mario's back

Control Schemes

Like most games on Nintendo Switch, *Super Mario Odyssey* can be played in several different controller configurations.

One Player

Ideally, *Super Mario Odyssey* is intended to be played with dual controller grip, a separate Joy-Con pad in each hand. Be sure to keep a solid grip on the Joy-Con controllers, and attach the wrist straps if they make the pads more comfortable to hold securely. Of course, playing with handheld mode on the go is great too! The Pro Controller offers the most comfortable configuration for players docked to a TV.

Two Players

Two friends can play together on one console with Joy-Con pads held horizontally, Super NES-style. When using a horizontal Joy-Con, attaching the wrist strap makes the controller more comfortable to hold for most players, along with making it easier to press SL and SR.

Super Mario Odyssey changes a little bit with two players. One player pilots Mario, and the other player pilots Cappy, for a globetrotting cooperative team-up! Mario controls like single player mode as long as he's wearing Cappy, but Cappy can choose to flit away from Mario's head and act on his own at any time. Mario without Cappy still has his own full assortment of jumps, rolls, and spins, but he'll lose ready access to his cap throws and Cappy-aided jumps, the catch, cap, and dive jumps. Also, note that Mario's camera controls are handled by the horizontal Joy-Con's \oplus button instead of the right stick and shoulder buttons.

Cappy, as a magical spinning hat, can move much more freely than Mario. Cappy can jump repeatedly in midair, mounting platforms and floors Mario either can't reach, or can't reach without some plumber acrobatics. Cappy can simply jump-jump-jump repeatedly in midair to glide up. Cappy can also mount his own offense with his own spin on Mario's ground pound attack. Cappy should move around gathering coins, demolishing foes, and scouting for Mario.

Most importantly, Cappy flying on his own still serves as a cap jump launchpad for Mario, so players can work together to get Mario wherever he needs to be. Better still, Cappy can literally lift Mario up into a bonafide double-jump by flying over Mario then jumping twice! This unique co-op jump is only possible in two player mode and can only be initiated by the Cappy player.

Motion Controls

Motion control sensitivity when aiming is adjustable at any time in Settings from the Pause menu. Don't be afraid to try all variations of this setting! If Joy-Con (or Pro Controller) motion controls don't feel natural to you at first, adjust the sensitivity until it suits you.

Motion controls also feel slightly different when using split Joy-Con, a single sideways Joy-Con, or a Pro Controller. With split Joy-Con, Joy-Con (R) feels sort of like a laser pointer when aiming is possible. Pro Controller motion aim feels more like tilting and pitching a steering wheel. Both offer similar motion precision, but get there with a different feel.

Waggle Beats Mashing

Rapid waggle and button-mashing are not equals. In just about every case where you can either press a button rapidly or shake the controller repeatedly, you'll get better, quicker results from waggle. When rolling, tapping Cap Throw rapidly to pick up speed isn't nearly as fast as shaking any controller in rhythm to Mario's forward tumble. It's quicker to climb trees and poles by shaking a controller rather than just holding up on the stick.

When Capturing a Poison Piranha Plant, you can spit ink faster by shaking than by pressing a button. Paragoombas and Parabones can be made to flap their little wings much more furiously with waggling than with mashing. And so on.

Playing mostly or entirely with buttons is still fine. If you need a straightforward Cappy throw at a target Mario is facing, the Cap Throw buttons will do. Some speed challenges are going to be easier if you're rolling and climbing faster via motion controls, of course. And some moves are largely limited to motion controls. For the X or Y button to send Cappy spiraling around Mario in a protective spin throw, you must first start a grounded Mario spin by rotating the stick in a 720 motion. With motion controls, you need only tilt the controller(s) suddenly left or right. Cappy spins off in the direction you choose. Without motion controls, the move is simply not immediately at hand.

Plumber Power

The controls are built off the classic basics that trace all the way back to *Super Mario Bros.* on the NES and *Mario Bros.* in the arcade. At heart, Mario is still running, jumping, bouncing, and tossing objects in pursuit of Bowser, and his standard moves are enough to get through most of the challenges found throughout the kingdoms of the world. But there are also many variations of his classic movements, some accumulated along the way in classic games like *Super Mario 64* and *Super Mario Sunshine*, and some all-new. Mario was originally named Jumpman in his first appearances, so it's only proper that our favorite spring-legged hero travels the world with just about every kind of jump he's ever had, and some new ones too.

Run




Tried and true, let Mario's potato-shaped feet carry him to the next destination. Push the stick all the way for a full-speed scamper. When it's wise to slow down, like crossing a narrow beam above a pit, push the stick slightly to walk.

Mario doesn't have a Dash button like in 2D *Mario* games. (Unless you find yourself in an 8-bit pipe...) When you want Mario to move faster than running allows, use rolling, long jumps, triple jumps, and dives.

Camera Control



If you'd like to adjust the view, tap either L or R to instantly reset the camera behind Mario. (In certain situations, this focuses the camera on something else, like a boss.) You can also manually adjust the camera's angle with the right stick. The right stick's camera sensitivity setting can be adjusted in the Settings portion of the Pause menu.

In two player mode, there are no L or R buttons, so camera control is handled by  on a Joy-Con held horizontally. (Where the X button is with an upright grip in one player.)

Jump



From standstill



From running start

Mario wasn't originally named Jumpman for nothing! Tap the button quickly for a short hop, or hold the button down for a max-height jump. Run before jumping for a little extra distance and height, and move the stick in midair to control Mario's trajectory.

Squashing Stuff Since 1985



Damage most enemies just by jumping on top of them. If the enemy has a hat on, the hat must be knocked off first before Mario's weight will hurt them.

Some enemies and objects have a symbol on top like an impact, a clear clue that ground pounding will be effective.

Enemies with spiked helmets or shells can't be jumped upon without taking damage. Some enemies can be defeated once this spiked top is knocked off, but for enemies like Spiny, whose shell can't be removed, you just can't count on Mario's weight to crush them like with most foes.

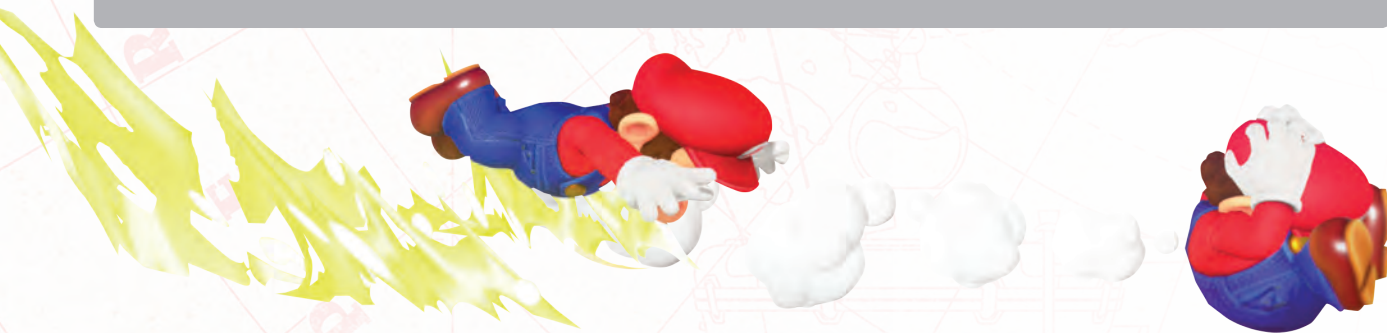


Crouch & Crouch Walk



Hold the shoulder button and Mario shrinks down as small as possible, practically hiding under Cappy. Mario is a smaller target while crouching. Move the stick while crouching to crouch-walk. Some openings are so small that Mario can only squeeze through thanks to crouch-walking.

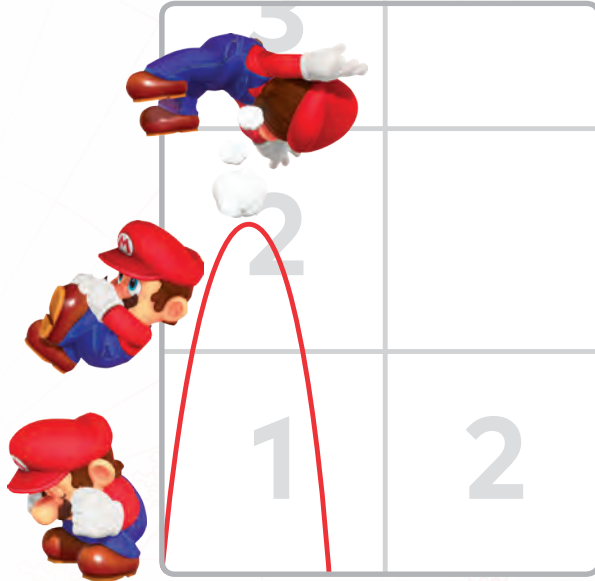
Roll



The fastest way for Mario to travel on his own is by rolling across open ground. Start a roll by crouching, then pressing the Cap Throw button or flicking the controller. Mario tumbles forward. To keep rolling, continue holding the Crouch button, while repeatedly pressing the Cap Throw button or shaking the controller. Shaking the controller allows for faster repeat speed boosts than mashing the Cappy button.

Drifting back toward the ground with a running long jump or tackle, hold the Crouch button to automatically roll upon landing. During ground pound touchdown (spinning or normal version), hold the Crouch button on impact and tap a hat throw button (or flick the controller) to skate right out of the ground pound's dust cloud in a high-speed roll.

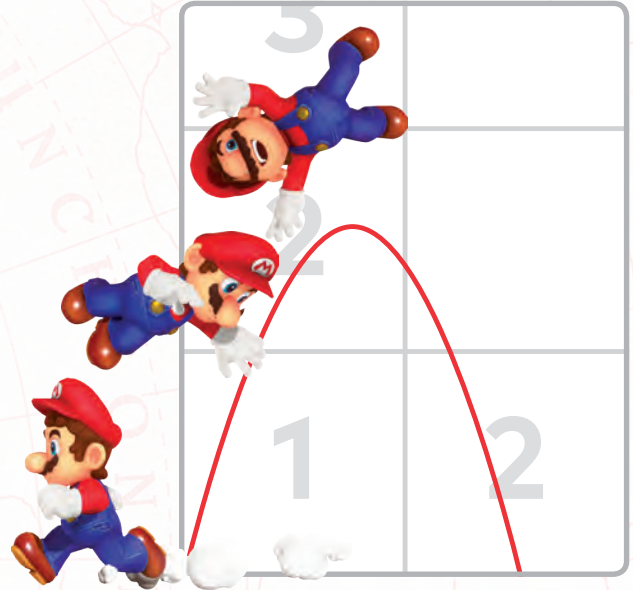
Backward Somersault



Mario vaults up out of a crouching position into one of his highest-reaching jumps. He lands facing his original crouching direction, a few steps back from where he started. When there's a ledge too high for a standard jump, it's often easy to approach the wall, face away, crouch, then backward somersault on up.

If you tackle from a backward somersault, Mario only tackles in the direction he faced when launching from the ground, even if you point the stick in another direction while he's in midair. If you want to backward somersault and then tackle in a different direction, throw Cappy at the top of the jump first. This flips Mario upright into his hat-throwing posture and frees him up to tackle in any direction.

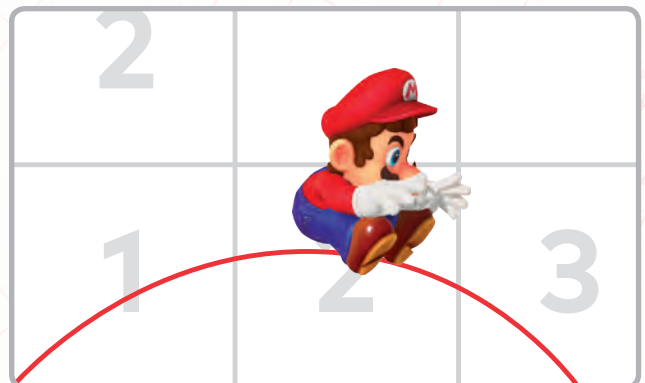
Side Somersault



Jump right after reversing direction suddenly for a side somersault. This reaches the same height as a backward somersault, but travels farther, and ends with Mario turned around. To vault quickly onto a ledge with a side somersault, approach a wall, move the stick directly away from it, then move the stick right back toward the wall and jump. Done correctly, Mario pinwheels up and over.

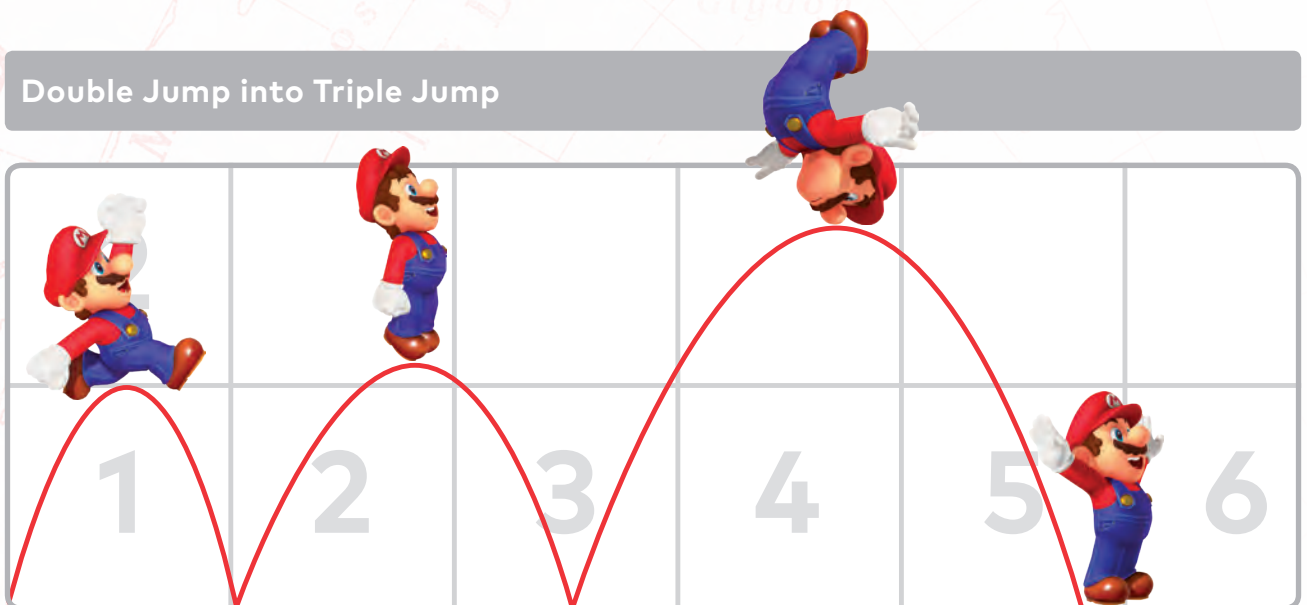
Like a backward somersault, a side somersault restricts the direction Mario can tackle. He'll only tackle in the direction he'd end up facing naturally after the somersault is done. Again, you can get around this by cap-throwing at the apex of the side somersault, which lets you tackle afterward in any direction you want. This is great for setting up a dive jump onto a high platform.

Running Long Jump



Mario's farthest-reaching basic jump is done by entering a crouch while running, then jumping right away. When performing this technique, you're not actually waiting to see Mario enter a crouching position. You just hold the stick in the desired direction, then press Crouch and Jump. Running long jumps can be performed with surprisingly little runway and have great reach, though the worst height of any jump. Perform a running long jump into a wall and Mario bounces off, stunned. Sliding along a wall and wall jumping won't work after long jumping. Hold the Crouch button while landing from a running long jump to transition into a roll. Jump while rolling and you'll also get a running long jump. On open terrain, you can bounce across the landscape rolling and long jumping!

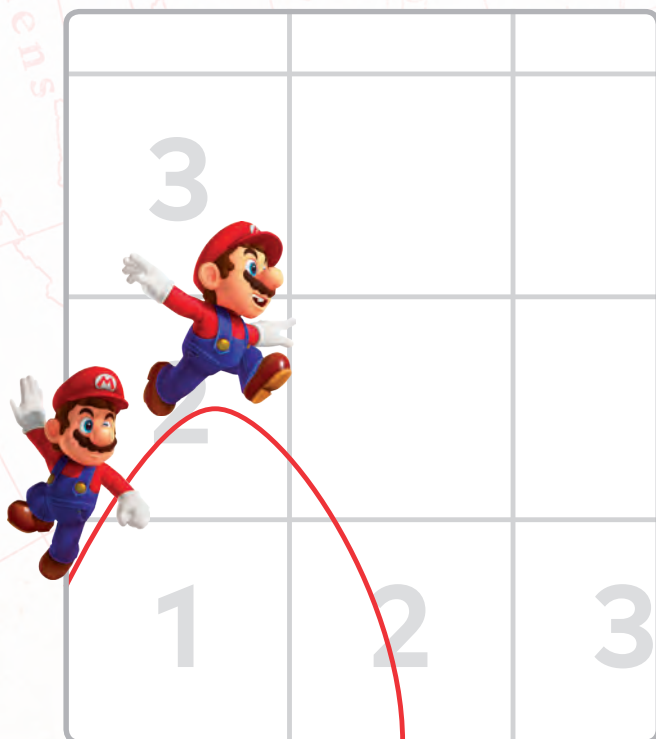
Double Jump into Triple Jump



Jump again immediately after landing from a normal jump and Mario performs a slightly better jump, his arms flat down his sides from the momentum. This double jump can be performed anytime, even standing still or drifting backward.

The finishing triple jump—inch-for-inch Mario's best jump—is also done by jumping again immediately after landing from a double jump, but the requirements are stricter. The first jump can still be straight up and down, but for the second and third jumps hold the stick all the way in one direction and keep it there. You need to pick up enough speed moving forward during the second jump to give Mario momentum for the finale.

Wall Jump



When Mario slides down a vertical surface in midair, he plants one hand and foot to slow his fall just a bit. From here, jumping launches Mario up and away from the wall. Sometimes, two sheer walls will be close enough to each other that Mario can easily wall jump back and forth all the way up the shaft.

After most jumping or airborne actions, Mario can still slide along a wall and wall jump. But if he runs head-first into a wall with a running long jump or tackle, he'll clobber himself and fall all the way to the ground (or into a pit).

After a wall jump, Mario cannot bounce off Cappy in midair until after he lands again. All other airborne actions are possible after wall jumping, and you can try to dive jump, but if you do, Mario simply passes through Cappy.

If Mario plants a hand and starts sliding down a wall just under a platform above, deft footwork can still see him reach the next floor. Wall jump up and away from the wall, then tackle back toward the next floor from the top of the wall jump's arc. Don't tackle too early, or Mario's inertia will still carry him away from the wall no matter which way you aim. To make sure this doesn't happen, throw Cappy first, then pounce onto the landing zone.

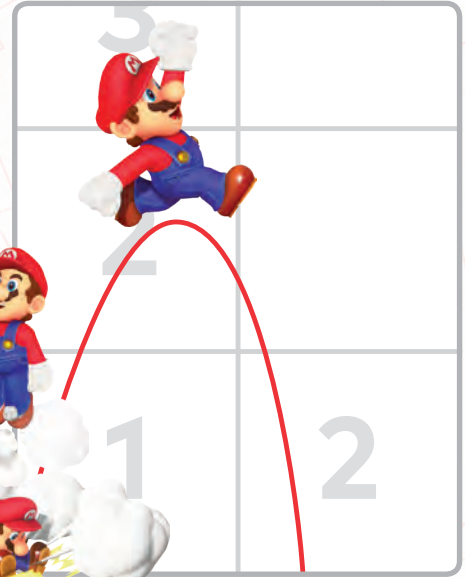
Ground Pound



From midair, Mario gathers his squat form and cannonballs straight down, landing with a forceful thud that kicks up dust in all directions. This delivers more force than merely jumping on something. Bricks and boxes can be broken from above, and some enemies can only be defeated with ground pound attacks on their noggins.

Upon impact, you can initiate a downward toss with the Cap Throw button, or a high-speed roll with the Crouch and Cap Throw buttons together.

Ground Pound Jump



Jump immediately after slamming down with a ground pound, while surrounded by dust, for a ground pound jump. Mario turns the impact force into extra upward springing power, launching higher than a regular jump. The ground pound jump is Mario's second-highest standard jump after his triple jump, edging out somersaults and cap jumps by just about a plumber's toe.

Between the ground pound jump, back/side somersault, and cap jump, you have four short-notice high jumps that are not quite as good as a triple jump, but which don't require as much space to pull off.

Tackle



From midair, while Mario gathers himself and descends for a ground pound, press the Cap button or flick the controller for a tackle instead. Like with crouching before a running long jump, you don't have to visually confirm Mario is winding up his ground pound move, you can just fluidly press the Crouch button then the Cap Throw button in midair.

Mario flops toward the ground quickly during a tackle, but it also adds a fair bit of horizontal distance gained before landing. It's also the fastest way for Mario to suddenly change directions across a short distance, so hopping and tackling to the side can work as an evasive maneuver. Hold the Crouch button upon landing from a tackle and Mario transitions right into rolling, keeping the momentum going. Tackle into a wall, though, and Mario bounces off, like when long jumping or rolling into a vertical surface. Ouch!

With most airborne moves, you have options afterward, but a tackle means commitment. A tackling Mario is ground-bound for sure. Tackling into the top of a vulnerable creature can hurt them just the same as jumping on them can, but it's harder to aim. As an attack, it's probably better for catching rabbits than taking on Bowser's minions!



Cappy the Bonneter

The biggest addition sits atop Mario's head—his new friend Cappy replaces his trusty old red plumber's cap, helping him out in many ways. Mario's travel partner is on an adventure of his own, roused from Bonneton to track down his sister Tiara, who just happens to have been dragged into Bowser's clutches on the same misadventure as Peach. Cappy the cap can do it all. He slices and dices with throw attacks, and he can become a hovering trampoline for Mario on the ground or in midair. Most startlingly, he allows Mario to "capture" certain other creatures, temporarily inhabiting their bodies through ghostly Cap Kingdom magic, giving Mario all kinds of unique and useful abilities.



Cap Throw



Thanks to Cappy, Mario is more capable as a fighter than ever. Aim Mario with the stick and toss Cappy with either the Cap Throw button or a brief flick of the controller. Cappy can also be thrown in midair and even while swimming.

During normal throws, Cappy flies away from Mario's hand a little bit farther than the distance of a normal jump. When Cappy strikes a Capture-vulnerable creature, control transfers to the new creature. Cappy striking a non-Capturable target knocks the target back, perhaps defeating them, depending on their durability.

When Cappy returns to Mario, toss the cap again immediately for a slightly quicker toss. This can be done again after the second consecutive throw for a kind of "triple throw," the fastest Cappy attack. This is most useful against incoming enemies or projectiles that can be knocked back, since Mario can dish out hat deflections very quickly with good timing on repeat throws. Quickly knock back one sturdy foe over and over, or deftly deflect several incoming boss hats back to back.

Putting Cappy on Hold

Hold the Cap Throw button during a toss and Cappy continues spinning at max distance for up to two seconds before returning to Mario. During this time, Cappy can still block incoming projectiles and damage things near him. For example, hold Cappy after throwing him into a multi-hit coin block and he'll rapidly drain the block of all coins by spinning against it.

More importantly, holding Cappy turns the trusty living hat into a temporary platform. Jumping off Cappy from the ground is called a cap jump. Bouncing off Cappy in midair is called a dive jump, where you first toss Cappy while jumping then tackle toward him.

Toss Cappy onto certain knob-like structures and you can keep him spinning indefinitely with the same method, by holding the Cap Throw button. This works atop things like lampposts, flagpoles, and ornate bannisters.



Spin Throw



Mario throws Cappy in a protective spiral. Spin throws are immensely useful, so get used to performing them on-demand. If using dual Joy-Con, snap them both to the left or right together. If using a single horizontal Joy-Con or the Pro Controller, snap either to the side like suddenly turning a car's steering wheel. Done correctly, a spin throw is unmistakable, with Cappy circling Mario repeatedly, picking up coins and bashing baddies along the way.

Aside from using motion controls, a spin throw can also be performed by starting a grounded spin (spin the stick twice quickly) before tossing Cappy. During a spin, grounded or jumping, any cap toss will be a spin throw. (Note that this doesn't apply to Mario's spin after launching from a flower-like hat trampoline, though.)

Cappy can still capture creatures during a spin throw, but can't be held in place.

Upward Throw

Mario hurls Cappy almost straight up, slicing the air above Mario higher than his standard jump. Naturally, you can throw Cappy even higher still by jumping and performing an upward throw at the apex.

You'll need motion controls for an upward throw. Thrust the controller up evenly and suddenly, without tilting it. If using split Joy-Con, make sure to raise them both.

Upward throws are most useful for grabbing coins or hearts that are out of Mario's reach. Upward throws can also reveal invisible blocks. Cappy can be held at the end of an upward throw, though it's hard to take advantage of this with a cap jump unless you quickly side or backward somersault up into the hat.

Upward throws can also prove quite useful in games of beach volleyball...



Downward Throw



Done in midair or right next to a drop-off, a downward throw is the opposite of an upward throw, with Mario hurling Cappy almost straight down. Like with upward throws, this tends to be most useful for grabbing risky coins or fishing for invisible blocks.

Downward throws on flat ground are different. Cappy rolls away from Mario like a sawblade, striking farther along flat ground than a normal cap throw.

Doing downward throws anytime requires a split Joy-Con grip, thrusting both Joy-Con down at the same time. A downward throw cannot be done with motion controls on a Pro Controller or a horizontal Joy-Con pad. A downward throw can still be done without motion controls by ground pounding first, then tapping Cap Throw during the impact. This just requires a little premeditation. Also, be careful not to hold the Crouch button during the ground pound impact, or Mario will high-speed roll out of the dust cloud instead.

Things, Places, and People to See

There are several kinds of currencies, collectibles, and pick-ups to watch out for, along with items of interest, landmarks, hazards, and helping hands to be found throughout the globe.



Hearts



Heart pick-ups replace one heart on Mario's health gauge. They'll often be found by bashing certain blocks, or ground pounding peculiar spots.



Much more valuable than a normal heart, this power-up increases Mario's max health to six hearts! Get knocked back to three or fewer and the bonus ends. Life-Up Hearts are rarer in the environment than hearts, but can also be purchased in Crazy Cap's shop. They can also be revealed by scanning the Princess Peach bridal amiibo!

Mario's normal max health is three hearts, or health points. Taking a hit depletes one heart, and losing all hearts will K.O. Mario, while knocking some change out of his pockets where he gave up the ghost. Don't worry, he'll reappear from a nearby checkpoint or entrance, ten coins lighter. (If certain things were accomplished, like Power Moons or keys revealed, but not yet acquired, they'll have to be uncovered again.)

Mario can survive terrifying falls no problem, if he lands on solid ground. He won't even lose any hearts, but watch Mario shiver absorbing the impact! Fall into a deep pit, though, and he'll be instantly K.O.'d, permanently losing 10 coins.

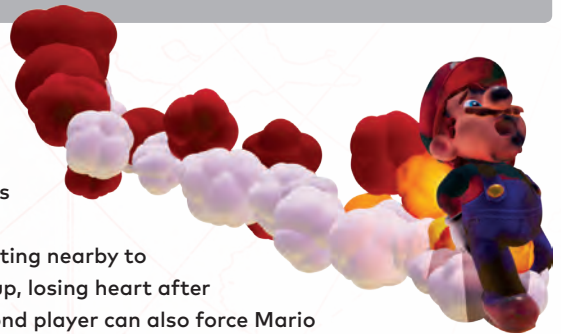
Assist Mode



With Assist Mode on, Mario's max health is six hearts, by default the same as after picking up a Life-Up Heart. Pick up a Life-Up Heart during Assist Mode, and Mario has nine hearts! In a pinch, resting in one spot replenishes his hearts over time. From a plummet into the abyss, he is carried back up in a lifesaving bubble, which deposits Mario back on trustworthy ground but depletes a heart.

In addition to these health bonuses and penalty removals, designed to make the grand adventure a little easier, a guidance arrow also shows up to point the way toward the next objective. Assist Mode can be enabled or disabled as desired.

What happens when Mario falls into hot or bubbling liquid depends on the liquid. Some vats of boiling liquid are merely extremely hot, and falling into them sends Mario scrambling for higher ground, his behind smoking. You can throw Cappy to extinguish Mario, otherwise, you can't stop him running while he cools down, you can only steer his direction, so keep him away from further contact with the hot stuff while Mario cools down. If there's no safe footing nearby to flee to, it's possible to get stuck bouncing repeatedly in smoking hot soup, losing heart after heart until poor Mario succumbs to the heat. In 2-player mode, the second player can also force Mario to cap jump, extinguishing the flames. It's worth noting that in Assist Mode, Mario doesn't bounce off the lava on fire, but instead will bubble back to land.



Some especially noxious liquids are simply lethal on contact, though, and touching them instantly depletes all of Mario's hearts, leaving a ring of coins behind where he fell. Where lots of toxic sludge abounds, you may find some creature, like a Jaxi for example, that you can ride who can pass unscathed over (or even through) the poison brew.

Coins



Gold coins are plentiful across the world. They're left behind by busted blocks and defeated wildlife. They're found hovering in line formations or lying in big piles. Ground-pounding a curious molehill or crack in the floor often reveals a ring of coins around Mario, easily collected all at once with a spin throw. Clobbering a boss also usually reveals a similar ring of gold coins as a reward. The point is, there are a lot of gold coins about.

Collect as many as you can, because you'll want lots of coins to spend on Crazy Cap's item stock, on Hint Toad's Power Moon clues, and on the nickel-and-diming you'll inevitably experience through occasional clumsiness, since Mario drops 10 coins when he falls into a pit or runs out of health!

Single coins go directly into Mario's pocket. Multi-coin blocks can cough up to ten coins. Coin rolls also grant ten coins. Passing through a coin ring is worth three coins. The outlines of Regional Coins you've already retrieved are worth two coins; the outlines of retrieved Power Moons are worth five. With full health, picking up hearts grants five coins too. With coin piles, well, it all depends on the size of the pile!

Regional Coins



A fixed number of purple coins are hidden throughout each kingdom. Smaller kingdoms usually have 50 purple coins to find, while the biggest kingdoms have 100. These special coins are the local currency, legal tender toward unique local items at Crazy Cap's, the souvenir shop.

Like Power Moons, picking up Regional Coins replaces them with an outline where they once floated. Sending Mario or Cappy through the outline awards two gold coins.

Crazy Cap's Shop

Gold and purple coins can both be spent at Crazy Cap's.

Gold coins can be used in any shop, but purple Regional Coins can only be spent in the kingdom where they're discovered.

There are different stocks of items for gold and purple coins. The stock of gold coin items available grows as you travel to more regions of the world, and as you gather more and more Power Moons. Regional Coin item stocks are unique to each kingdom and unchanging. If you've discovered all the purple Regional Coins in a kingdom, you can afford to clean out the purple item stock!



Power Moons



Mario's goal is to track down Bowser, and he needs Power Moons to do it. Beating the stuffing out of the Koopa king and getting Peach back are the goals, but most of the work toward those goals involves digging up Power Moons. Power Moons are mysterious sources of energy that can be used to power up Mario and Cappy's sweet ride, the Odyssey. The more Moons you funnel into the Odyssey, the more places it can go.

Moons Over Mario

Picking up a Power Moon refills Mario's hearts. Picking up a Power Moon underwater also refills oxygen... this can be a lifesaver when diving for treasure! Once you've acquired a Power Moon, return to the area later to find the dotted outline of a Power Moon in its place, like with Regional Coins. Picking up this outline grants five coins, and still refills hearts and air.

During the first visit to each new kingdom, some Power Moons need to be collected from that region for the Odyssey to refuel and repair for the journey forward. Depending on the condition of the Odyssey and the progression of the story, you may or may not be able to travel to previous kingdoms while collecting prerequisite Power Moons in a newly-discovered kingdom. The number of required Power Moons to progress is indicated by dotted outlines found just under your coin and health tallies in the top-left corner of the display. In addition to collecting Power Moons, you usually have a local objective to complete before you can move on.

Moon Shards

Some Power Moons are broken into five smaller chunks. To assemble that Power Moon, you must gather all the shards. When picking up pieces of a shattered Power Moon, an indicator onscreen shows how many shards are left to collect. When all five Moon Shards are in hand, the Power Moon appears nearby in the environment, ready for Mario to collect.



Power Moons—Return Trips



After the initial batch of Power Moons is assembled and any imminent local threats are addressed, Mario and Cappy can return to search for more Power Moons. After the local main objectives are attended to and the Odyssey is fueled and ready to go, the locals surely still have more errands for travelers looking to extend their stays. During return trips, many things about the kingdom change, with new enemies, locals, items of interest, and Power Moons available to investigate.

Of course, you can expect that things will change again once Mario finally tracks down Bowser and Peach! There are new secrets to discover in each region for a long time.

Buried Treasures



Some items, Hearts, and Power Moons are strewn about in plain sight. Most are hidden to some degree. The usual methods—busting blocks and squashing enemies—nets you plenty. But many hidden items are tucked away in some unusual spots indeed. To help find them, you can rely on Power Moon names acquired from Talkatoo, which are usually clues, and you can look for several telltale hints that something can be found nearby:

- Conspicuous marks or cracks in the ground
- Glowing effect in an unusual spot: emanating from a rock, shining up from a spot on the ground, glowing around a Cappy perch like a bannister or spire, even trailing from a patrolling enemy
- Rumble sensation from the controller when standing above peculiar spots on the ground
- Mario's gaze: in the presence of invisible items or blocks, he sometimes gazes at the unseen object
- Mario's inquisitive foot: over seemingly unexceptional patches of ground, Mario curiously toes the turf



Rarely, there's no immediate cue or clue that something valuable is hidden. In these cases, you have to use the hint art paintings found in each kingdom to discover deeply buried Power Moons in other places!

Cat Mario and Cat Peach



Apparently fossils lasting all the way since the 2D, 8-bit era, these strange hieroglyph-like symbols can occasionally be found plastered on out-of-the-way patches of wall. Striking Cat Mario with Cappy grants 10 coins. Striking Cat Peach awards a Heart.

Brick Blocks



It wouldn't be a *Mario* game without some bricks to bust apart! Jump up from underneath or ground pound from above to test the integrity of blocks.

Most brick blocks shatter, clearing the space. Cleared blocks can open the way to platforms above or pathways below. In rare cases, you won't want to bust a block because you need it as a platform. In these cases, usually some baddie like a Bullet Bill is looking to break them for you, so watch out!

Steel Blocks

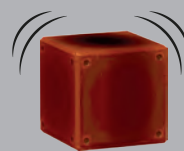


Some specially-treated bricks snap into steel instead of breaking apart. They're safe to use as platforms to stand on, cling from, or wall jump off. But nothing removes these blocks once they've hardened.

Hidden Blocks



Some blocks are invisible! They won't be revealed until something strikes them. A cap toss from the side, a jump from underneath, a ground pound from above, the usual. You can also reveal these blocks by ground pounding nearby, which causes them to appear reflective for a moment. Once uncovered, invisible blocks become unbreakable steel blocks. Invisible blocks are usually suggested by subtle hints, like a tiny shadow underneath a high-altitude Power Moon, or three blocks floating at normal jump height in a line. It's worth somersaulting up from the central block of just about every triple-block you find across the kingdoms!

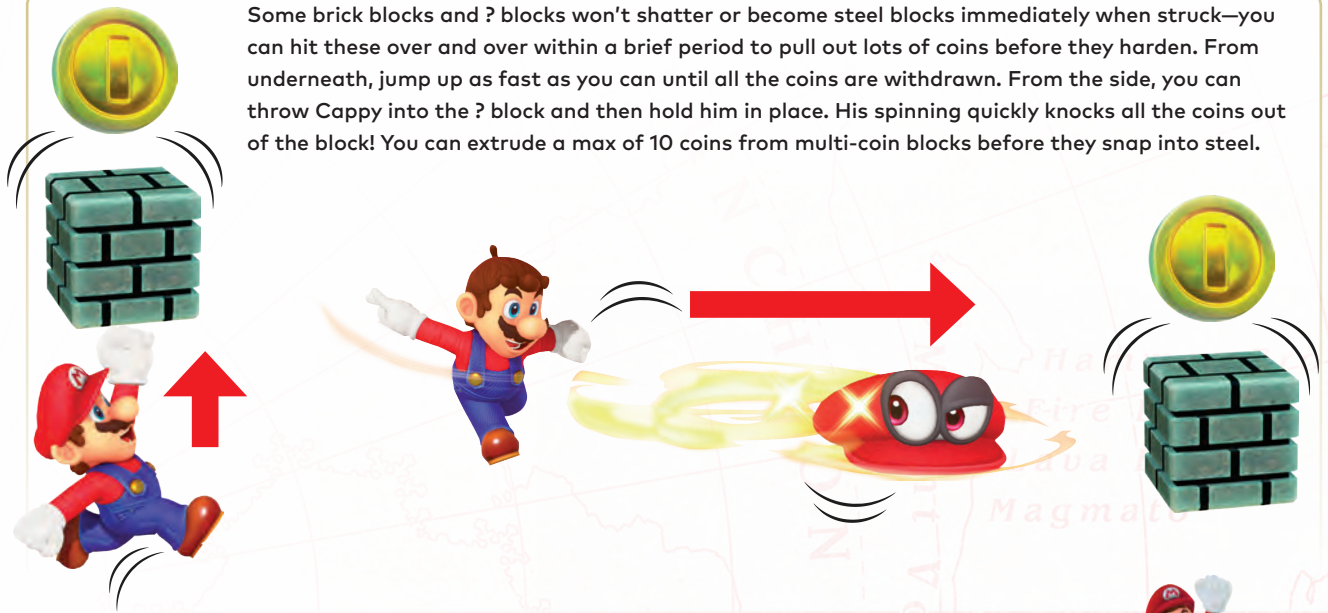


? Blocks



? blocks won't break apart when struck, but you won't know what you're going to get until you hit them either. ? blocks usually become steel blocks while spitting out a coin, but sometimes spit out a Heart, Life-Up Heart, or roll of coins, too.

Multi-coin Blocks

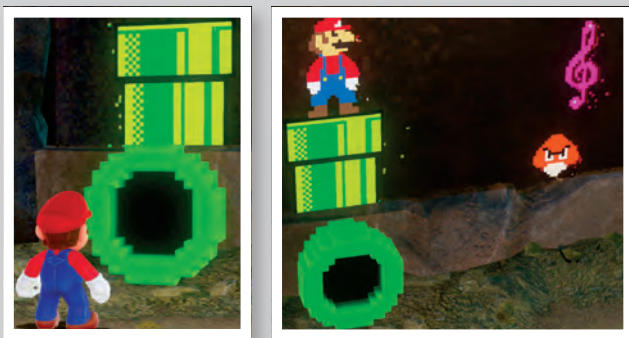


Pipe

Mario's squat form is just the right size and roundness to slip down pipes and see what's on the other side. To enter a pipe, either run into it from the side or climb atop it and crouch. You may also find pipes sprouting from the ceiling, which can be entered by jumping in from below.



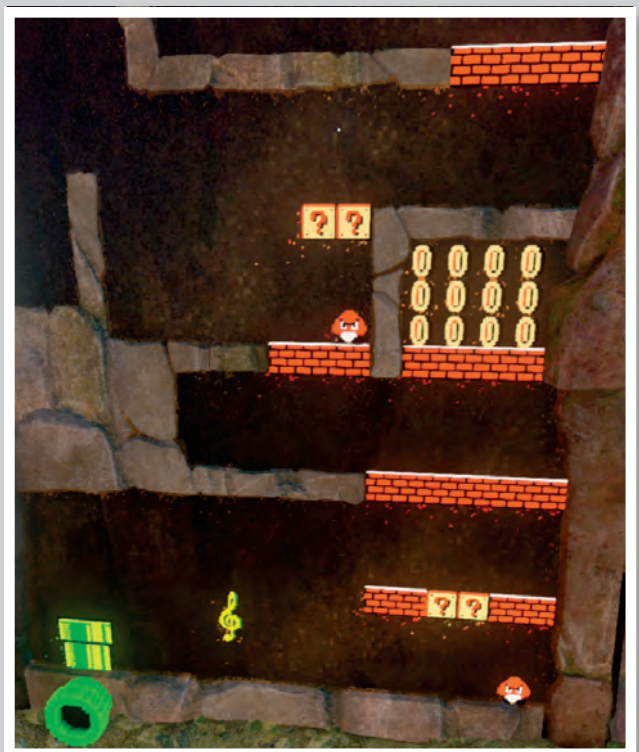
8-bit Pipe



Conspicuously blocky pipes spirit Mario away into a land from the past, flat retrosapes where Mario appears and controls just like in *Super Mario Bros.*!

Run left or right with the stick, hold down to crouch (or just press the Crouch button), dash old-school-style by holding down a Cap Throw button, and jump as usual.

Environments are full of hazards from the NES era, but with *Super Mario Odyssey* twists!












Cap Kingdom

Welcome to Bonneton

REGION AT A GLANCE

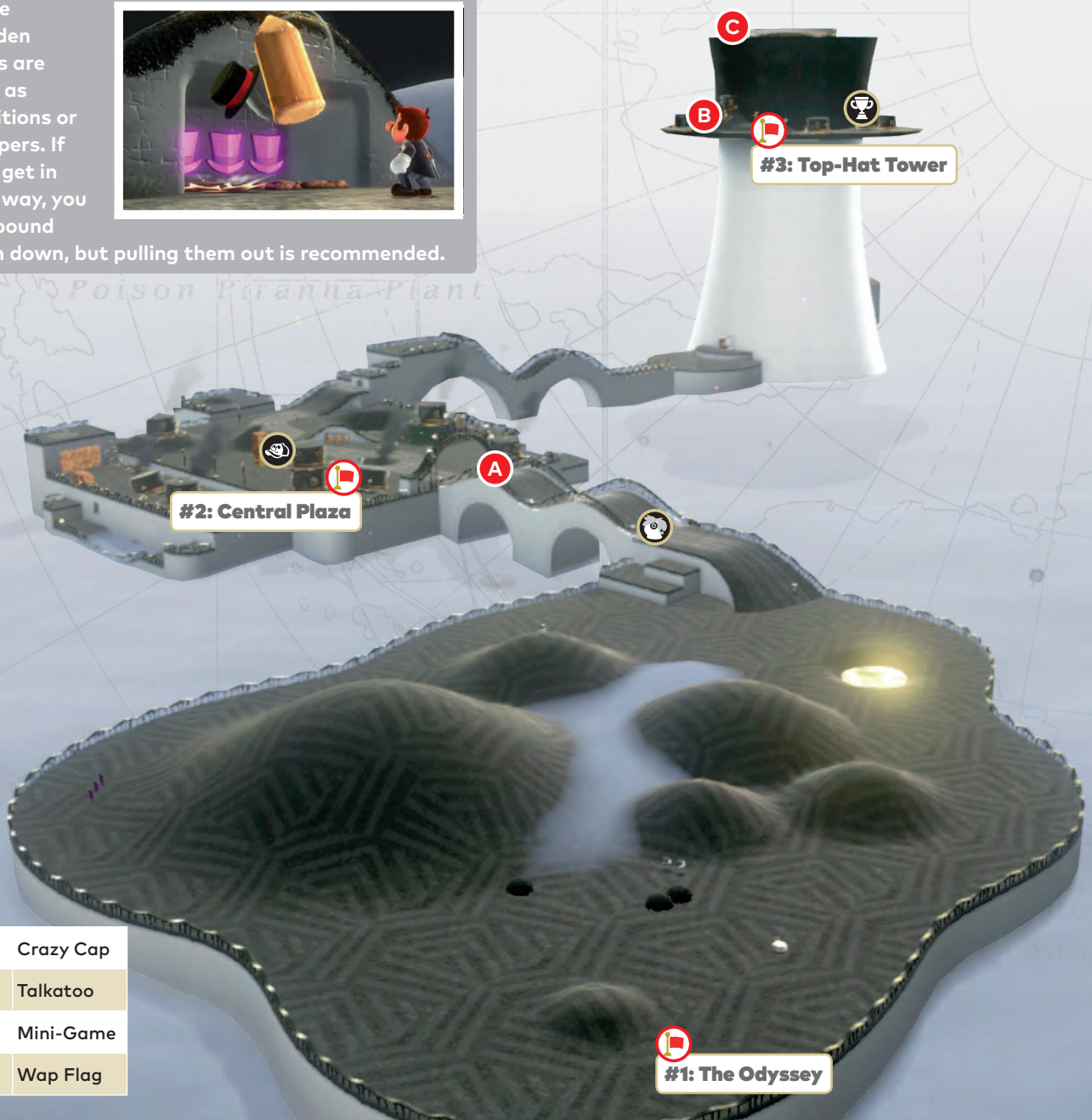
Population	Middling
Size	Smallish
Locals	Bonneters
Currency	Hat-shaped
Industry	Hats, Airships
Temperature	Average 71°F

INDIGENOUS FLORA & FAUNA

	FROG Can Capture? Yes		SPARK PYLON Can Capture? Yes		PARAGOOMBA Can Capture? Yes		BINOCULARS Can Capture? Yes
	MINI GOOMBA Can Capture? No		SPINY Can Capture? No		BONNETTER Can Capture? No		

Posts the Stand Out




These wooden posts are used as partitions or stoppers. If they get in your way, you can pound them down, but pulling them out is recommended.



#2: Central Plaza

#3: Top-Hat Tower

#1: The Odyssey

	Crazy Cap
	Talkatoo
	Mini-Game
	Wap Flag

WORLD'S BEST HAT STAND

This eye-catching tower is famous in Bonneton, both as a landmark itself and for the spectacular view from the "brim."

Visitors are allowed inside, but many creatures call the tower home, much to the surprise of first-timers.



EXTREMELY MOBILE HOMES

In town, you will immediately notice the unique dwellings shaped like hats. These constructions double as both house and airship for the Bonneters, who take great pride in them.

Some of the larger "houseboats" even have two stories. As private dwellings, you can't just stroll inside, but the natives don't mind people climbing on top of their homes. Perhaps being atop private property comes naturally to these hat-like people.



THREE KEYS TO THE KINGDOM

1. Appreciate the distinctive architectural style based on hat silhouettes.
2. Enjoy the romantic glow of the moonlit, fog-shrouded streets.
3. Chat with the kind and ever-courteous Bonneters.

A SPECTACLE OF A BRIDGE

The bridge that connects the Central Plaza and the hills is called Glasses Bridge. It's a long, double-arched structure whose bottom is hidden in a sea of clouds. When you see it, you'll understand its affectionate nickname immediately. Many tourists enjoy the speedy thrill of rolling across the undulating structure; be sure to give it a try.



OLD-FASHIONED LIGHTING

These unique lights only appear in Bonneton. Since the area gets so dark every time the moon goes behind the clouds, the lights are designed to be switched on with a simple turn of the lantern. The elegant design of these lampposts draws many tourists. They're even lovelier when turned on, so do give each one a spin as you pass by.



THE "SOMETIMES" BRIDGE

The bridge connecting Central Plaza to Top-Hat Tower is built to retract in an emergency. If this happens during your visit, don't panic—just use the switch to restore the bridge.





Mario's Itinerary

The Golden Path



The "Mario's Itinerary" section of each walkthrough chapter contains straightforward, objective-based tips on completing each kingdom's main tasks. Only those collectibles needed to advance to the next kingdom are discussed in this section. Refer to the "Extend Your Stay" portion of each chapter for comprehensive assistance concerning the collectible coins, Power Moons, and numerous secrets scattered throughout the world.

A Cappy of the Cap Kingdom

Mario is roused by a mysterious inhabitant of the Cap Kingdom known as a Bonneteer—and he's got a fragment of Mario's hat! Get a feel for the movement controls as you run and jump after the escaping top hat. Crest the hills and make your way north over Glasses Bridge to the Central Plaza.



The hat's name is Cappy and he's got a bone to pick with Bowser too. Not only did Bowser take off with Peach, but he also kidnapped Cappy's sister, Tiara. Cappy proposes that he and Mario team up to go after Bowser together. Sounds like a plan!

When ready, ascend the steps near the wooden crates and toss Cappy at the switch to retract the Sometimes Bridge.

Toss the cap at the Mini Goombas that appear near the entrance to Top-Hat Tower—it's easier than jumping on them. Then hit all six plants with the cap to make the flowers blossom. Do it quickly to earn a Heart before entering the tower.

The area inside Top-Hat Tower more closely resembles a platforming level that Mario fans have come to expect. Gather up the coins from the blocks and the floats, then approach the frogs.

Of all the uses Cappy is good for, his ability to capture another creature is top on the list. Toss Cappy at the frog to take control of it.



Capture the World

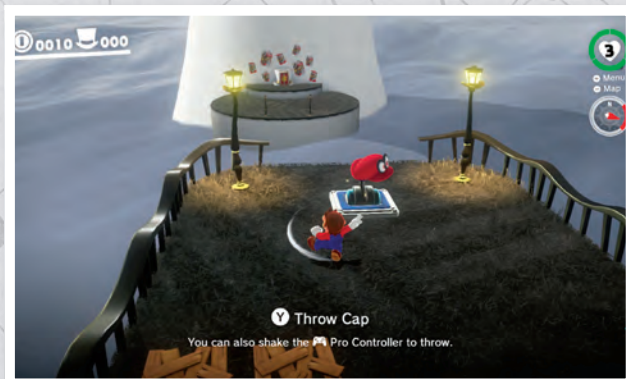


There are dozens of creatures that Mario and Cappy can capture and each has its own unique special ability or move. Experiment by tossing Cappy at everything you see—both friend and foe—to see what works.

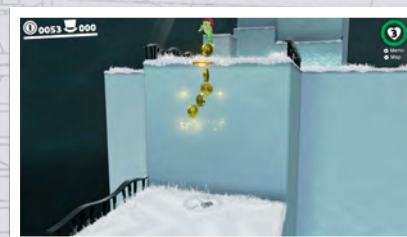
B To the Top of Top-Hat Tower

Bowser's henchmen destroyed the airships of Bonneton, but Cappy knows of an old airship in the adjacent kingdom. To reach it, you must make your way to Top-Hat Tower.

Practice throwing the cap at the wooden posts and lamps as you cross the Central Plaza. Cappy automatically yanks any posts out of the ground, allowing Mario to collect the coins behind them.



Use the frog's incredible jumping ability to leap through the rings floating off the ground. Continue up the tower, past the Mini Goombas, using the rings as your guide. As a frog, Mario can defeat Mini Goombas by just hopping into them.



Shadow Play

Always pay attention to the shadows cast on the ground, as they often indicate rings, platforms, or collectibles that you may not otherwise see. Sometimes the tiniest of shadows is your only clue that a secret collectible is floating high above.

End the capture near the door and open the chest with a toss of the cap to obtain a Life Heart. This gold and striped Life-Up Heart doubles Mario's health to six segments. Exit the inside of Top-Hat Tower through the red door.

Activate the flag for Top-Hat Tower once outside (now Mario can warp to this location) and proceed counter-clockwise around the brim of the top hat.

Numerous Bonneters warn of the damage done by Bowser's henchmen. They need you to reach the top of the tower to stop them. Follow the coins up the ramp to the top.



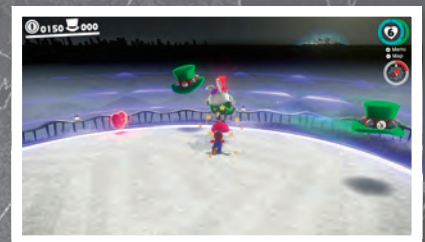
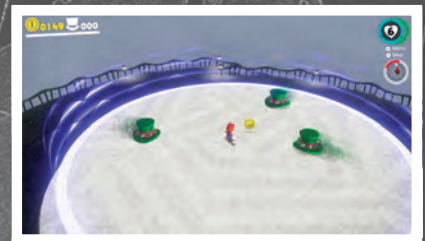
BOSS: TOPPER



Topper attacks with three spiked top-hats atop his head. Repeatedly toss Cappy at Topper as soon as the battle begins to knock the hats off his head one by one. Dodge his hats as they spin across the ground and make your way toward the fallen Broodal. Leap atop his head to score a hit.

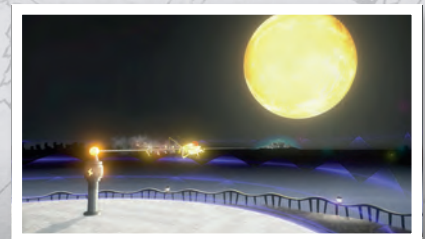
The three hats spin across the arena as Topper recovers. Toss Cappy at the hats to destroy two of the three (and release a Heart) then continue to throw the cap to defend against the third hat.

Topper reappears with all three hats and the process repeats. Rapidly toss Cappy at the Broodal to knock his three top-hats from his head. Topper flees across the arena once his hats are gone, making it hard to jump onto him. Hit him with Cappy to stun him then, once again, leap onto his head to score another hit. Mario only needs to land two hits to defeat this first Broodal.



C The Kingdom Next Door

Defeating Topper causes a Spark Pylon to appear. Toss Cappy at the pole to capture it. Spark Pylons allow Mario and Cappy to zip along an electrified wire, in this case transporting themselves all the way to Cascade Kingdom.





Extend Your Stay

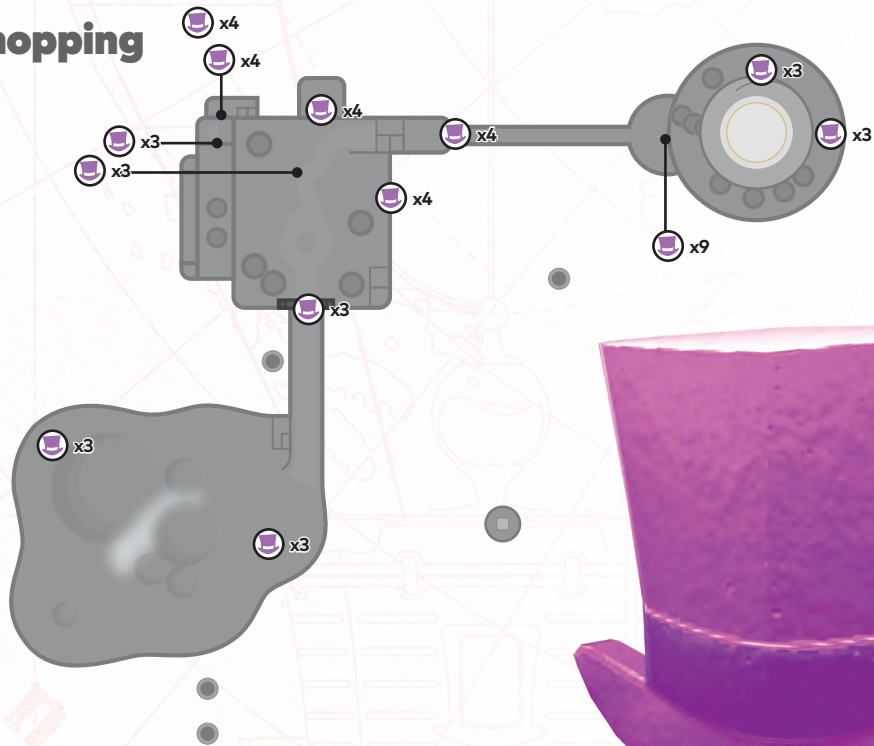
Come Back Soon!



Mario and Cappy can return to Cap Kingdom as soon as they visit Sand Kingdom. Return to collect Power Moons, Regional Coins, and even buy some special Bonneton-themed souvenirs and outfits. Mario won't be able to collect every Power Moon from an area until after Princess Peach has been rescued, but many can be found at any time.

Souvenir Shopping

Cap Kingdom contains 50 Regional Coins in the form of purple hats. All 50 Regional Coins can be found any time after your initial visit by returning aboard the Odyssey once you've reached Sand Kingdom.

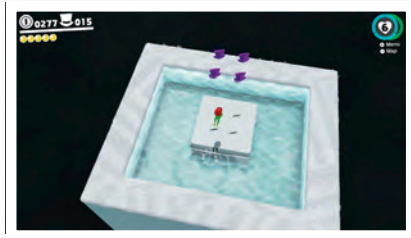




Local Currency

There are four Regional Coins inside the Frog Pond area, high on a wall. Follow the instructions for Power Moon #10 to enter this area.

Enter Top-Hat Tower and capture a frog. Hop back toward the entrance and note the Regional Coins high above. Leap from the blocks on the right to activate the invisible blocks above them. Leap from there up to the four purple coins. There are five more Regional Coins in this area.



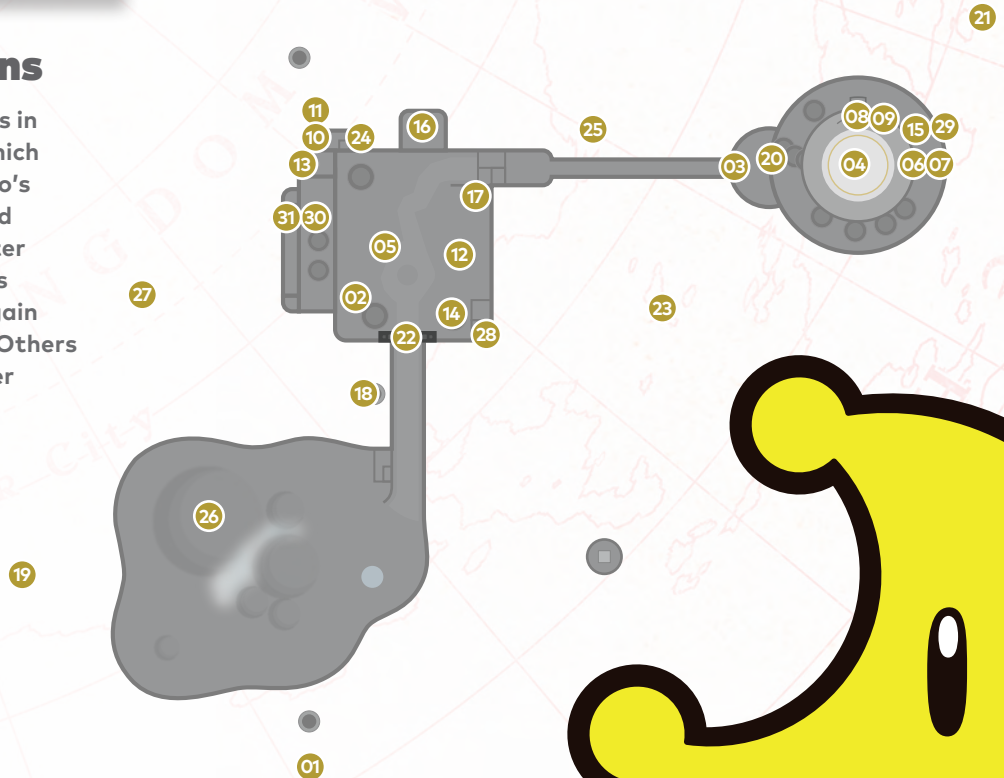
There are also three Regional Coins inside the push-block level at Top-Hat Tower (see Power Moon #08). Round the first corner to the next Spark Pylon and pause at the node atop the purple coins. Drop onto the blue block, grab the coins, then recapture the Spark Pylon.

The final three Regional Coins are inside the poison peril area of Top-Hat Tower. Follow the instructions for Power Moon #07 to find them.



Power Moons

There are 31 Power Moons in Cap Kingdom, none of which are available during Mario's initial visit. Return aboard the Odyssey any time after completing the objectives at Cascade Kingdom to gain access to some of them. Others can only be obtained after defeating Bowser.



Paragoombas Take Flight



Paragoombas have made their way to Bonneton in Mario's absence. Knock their top hats off then capture them to fly through the mists surrounding Bonneton. There are several top hat islands in the mist containing coins and Regional Coins. Capture the Paragoomba nearest Glasses Bridge to explore the rest of the area. Paragoombas can only fly at an altitude slightly higher than the land they last touched down upon. If you want a Paragoomba to fly high, you need to bring them to higher ground first.



01 Frog-Jumping Above the Fog

Capture a frog and leap over the railing east of the Odyssey to the top hat in the mist. Leap to the second top hat near the three blocks. There's an invisible block above those three. Jump to the higher block and, from there, leap straight up to the Power Moon.



04 Good Evening, Captain Toad!



Return to the top of Top-Hat Tower to find Captain Toad. Captain Toad can be found in each kingdom Mario visits and he always has a

Power Moon to hand over when you find him. He's not always this easy to find, so don't get too used to it.

02 Frog-Jumping from the Top Deck

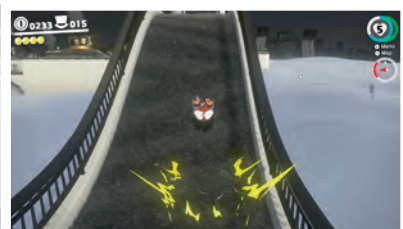


Capture a frog and hop over to Central Plaza and make your way onto the two-story top hat home. The Power Moon is

hovering high above this top hat, but the frog's normal jump isn't enough to reach it. You need to shake the controller and perform the frog's high jump ability to grab it.

03 Cap Kingdom Timer Challenge 1

Throw Cappy at the scarecrow at the bottom of Sometimes Bridge to activate the first Timer Challenge. Mario won't have Cappy



to assist him in his race to the Power Moon, but he's capable of plenty of useful moves to reach it before time expires. The quickest way to get back up the bridge is to perform a forward roll while shaking the controller to make Mario roll faster. Roll as fast as you can up the bridge to get the Power Moon.

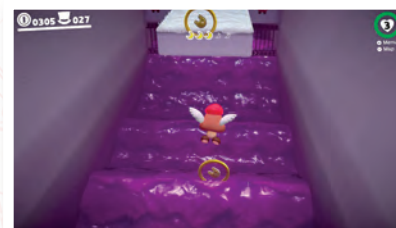
05 Shopping in Bonneton

Make your way to Central Plaza and talk to the yellow Crazy Cap merchant to access the inventory of items sold for standard



coins. The Power Moon for Cap Kingdom costs 100 coins.

06 Skimming the Poison Tide

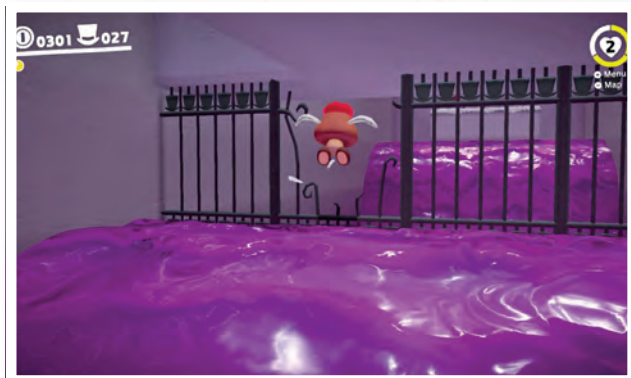


Leap from the top of Top-Hat Tower's north side (or capture the Paragoomba atop Sometimes Bridge) to reach the ledge halfway

up the north side of Top-Hat Tower. Enter the red door and capture the Paragoomba inside. Carefully fly through the four rings above the poison tide to collect each of the Moon Fragments. The fifth Moon Fragment is up ahead, near the white platform. Collect the Power Moon that appears, but don't leave just yet!

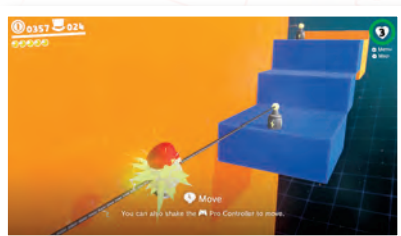
07 Slipping Through the Poison Tide

Follow the instructions for Power Moon #06 and make your way across the poison tide to the far white landing. Continue using the Paragoomba, wait for a wave of poison to pass, then drop off the side. There's a hole in the fence below the white platform. Fly through it to reach a secret area of the level. Grab the purple coins and fly back to the white ledges. Climb the stepped platforms with the Paragoomba to reach the Power Moon.



08 Push-Block Peril

Make your way to Top-Hat Tower and enter the red door on the brim of the hat, near the sliding platforms. To find the Power Moon here, you must navigate a complex level of sliding blocks and tricky Spark Pylons. Numerous coins lurking off the wire may seem difficult to collect, but they're actually easy to reach. Mario can jump from the power line without falling, so long as he hasn't yet reached one of the nodes. Where this level gets tricky is when it comes to exiting the Spark Pylon.



Pause at the node and wait for the blue steps before exiting the Spark Pylon.

Pause at a node to wait for the blocks to slide into position, else Mario will likely fall to his demise. Patience is critical in this level!



The trip back across the level from right to left on the upper blocks is even trickier, as pairs of blocks slide in and out above

and beneath one another. Leap onto the lower of the pair, then leap straight up to the higher one as it slides out. Climb up and jump to the lower block in the next pair as it slides from the wall.

09 Hidden Among the Push-Blocks



Follow the tips for Power Moon #08 until you reach the upper level of the push-blocks. Cross the push-blocks until you reach the orange

platform near the L-shaped block. Turn around, wait for the block to extend, and grab the Power Moon in the alcove.

10 Searching the Frog Pond

Drop off the ledge in the northwest corner of Central Plaza and go through the door (this door was blocked by rubble during Mario's

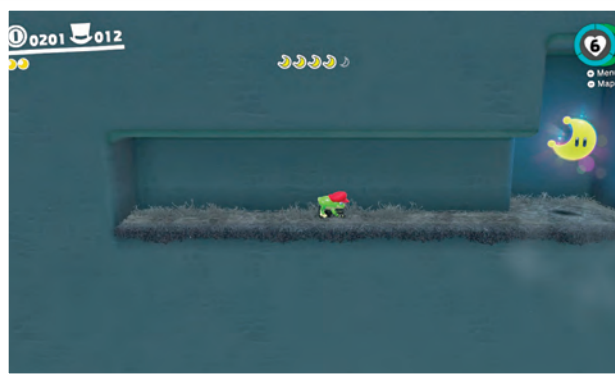


initial visit). There are five Moon Fragments inside this level to find. Collect all of them to make the Power Moon appear.

Grab the one in front of the entrance and then capture a frog and leap onto the entrance area to collect a second. Make your way around the perimeter platforms high on the wall to find the third Moon Fragment. The trickiest one to spot is inside an alcove on the platform above the square ring of coins. The final Moon Fragment is atop the tallest platform in the center of the area.

11 Secrets of the Frog Pond

Follow instructions for Power Moon #10 to enter the Frog Pond and capture a frog. Make your way to the white platform sliding back and forth beneath the narrow wall. Leap from the sliding platform onto the narrow top wall and, from there, into a recess on the wall above to find a Power Moon.



12 The Forgotten Treasure

Approach the Bonneter atop the home on the east side of Central Plaza to learn of a misplaced treasure. Cappy tries to recall where he left it by offering suggestions. First look under the pile of nearby crates by Crazy Cap. Next, drop off the western side of Central Plaza and run through the narrow strip of fog below the homes. Run across Glasses Bridge to check Cappy's next suggestion and continue south to the large hill near the Odyssey. Run to the top of the hill to help Cappy remember. From atop the hill, walk straight toward the moon and feel for the rumble in the controller. Note the two steps near Glasses Bridge and ground pound left of the upper step to find the Power Moon.



13 Taxi Flying Through Bonneton



Capture the Binoculars in the northwest corner of Central Plaza and look to the moon. Scan the fleet of airships flying past for

one that looks a little different. Zoom in on it as it sails past the moon to discover it's actually a flying taxi! Spotting this anomaly earns you a Power Moon.

14 Bonneter Blockade

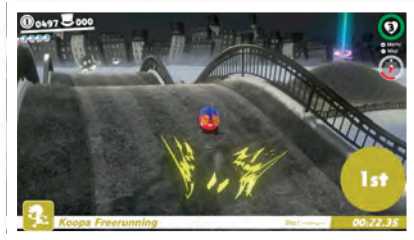
Return to Central Plaza once the Bonneter homes have been restored and speak to the Bonneter in the southeast

house. He says he's guarding a Power Moon and isn't afraid of anything. Test his courage by returning to him as a captured Paragoomba—the Paragoomba on the steps to the Sometimes Bridge is nearest. The Bonneter runs off and the Power Moon is yours.



15 Cap Kingdom Regular Cup

Talk to the Koopa atop the brim of Top-Hat Tower to begin the Koopa Freerunning race. To win, you need only be the first to reach the beacon atop the hill near the Odyssey. The race begins atop Top-Hat Tower. Triple jump off the edge into a dive jump and roll across Sometimes Bridge while actively shaking the controller for speed. Triple jump and dive jump your way through Central Plaza then roll across Glasses Bridge. Sprint and jump over the smaller hill to reach the finish line before any of the other Koopas. If this race feels easy to you, don't get cocky. There are plenty more challenging Koopa Freerunning events in store!



16 Peach in the Cap Kingdom



Return to Central Plaza after defeating Bowser and continue north to the overlook where the four flowers grow. Princess

Peach and Tiara are standing atop the hill there. Talk with her to receive a Power Moon from her travels. Look for Peach in each of the Kingdoms as you continue to travel.

17 Found with Cap Kingdom Art

The Hint Art appears on the side of Sometimes Bridge in Central Plaza after the town has been restored. Snap a picture of it and study the pattern. The black sky and blue circle should tip you off that it's an image from the Moon Kingdom. Take the Odyssey to the Moon Kingdom and approach the eight characters standing in a row. Stand behind them so the patterns of their outfits match those in the photo. Ground pound behind the second from the left to find the Power Moon.



☾ Moons from the Moon Rock

Once you've defeated Bowser and return to Cap Kingdom, Cappy draws Mario's attention to the mysterious Moon Rock on an island to the east. Fly as a Paragoomba over to the mysterious cube, release the capture, and strike the Moon Rock with Cappy. This releases an additional 13 Power Moons for you to discover.

18 Next to Glasses Bridge

One of the easiest Power Moons in the entire game, this one sits atop the hat next to Glasses Bridge.



Jump down (or fly over as a Paragoomba) and snatch it up! You can be sure not all the Power Moons emerging from the Moon Rock will be this obvious.

19 Danger Sign

Okay, maybe this one is just as simple. Capture a Paragoomba and fly south from the Odyssey toward the danger sign.



The Power Moon is sitting atop the sign rising up out of the fog. You can't miss it!

20 Under the Big One's Brim

Warp to Top-Hat Tower and carefully climb over the railing directly above Sometimes Bridge. Position the camera so you can see the Power Moon beneath the brim and dangle Mario directly above the Power Moon, with the camera behind him. Press down on the controls to have Mario let go of the railing, falling right into the Power Moon.



21 Fly to the Edge of the Fog



Leap off the brim of Top-Hat Tower near the Koopa to land on the ledge tucked behind the north side of the tower. Capture the Paragoomba there and fly out into the fog north of the tower, toward the faint glow of a Power Moon. Use the in-game map to pinpoint the location of this well-hidden Power Moon. Other Paragoombas can be used as well, but the one specified here is closest to the target. You'll have to descend into the fog to grab it.

22 Spin the Hat, Get a Prize

Run across the metal arch atop Glasses Bridge near Central Plaza and throw Cappy at the large hat emblem in the center. Spin the hat emblem well enough to earn a Power Moon.



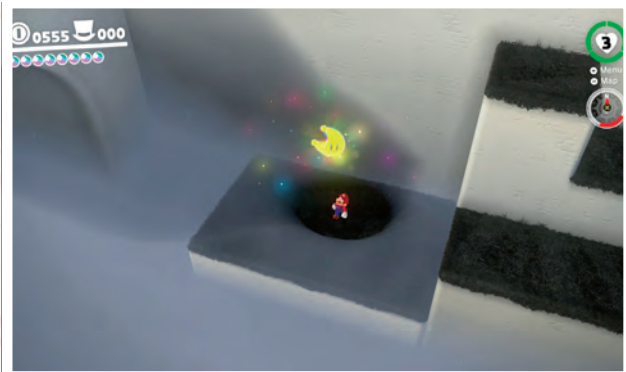
23 Hidden in a Sunken Hat



Capture a Paragoomba and fly due north of the hat with the Moon Rock. Note the glowing spindle atop the hat and throw Cappy at it. Perform a throw-and-hold so Cappy continues to spin atop the spindle until the Power Moon is released.

24 Fog-Shrouded Platform

Locate the glowing spot on the lowermost platform on the north side of Central Plaza, near Sometimes Bridge. Ground Pound the glow to unearth a Power Moon hidden in the fog.



25 Bird Traveling in the Fog



You may notice on the in-game map that one of the Power Moon locations seems to be moving. That's a bird! The bird flies a

lap around the perimeter of Cap Kingdom, skimming the surface of the fog at speed. To catch it you need to intercept it with a Paragoomba. And the easiest way to do this is by lurking along the wall near the Odyssey, not far from the two sunken hats by the three blocks. Wait for the bird to approach and fly out toward it as it nears the danger sign. Provided you follow straight behind it without dipping below it, Mario and the Paragoomba can snag the Power Moon from behind.

26 Caught Hopping Near the Ship!

Locate the rabbit atop the tallest hill near the Odyssey and sneak up to it and hit it with Cappy. Continue tossing Cappy at the rabbit as it flees down the hill to slow it as it runs. Chase after it while hitting it with Cappy to give Mario a chance at catching it for a Power Moon.



27 Taking Notes: In the Fog

Capture a Paragoomba and fly off the western side of Central Plaza toward the glowing treble clef above the hat. Fly through the note facing north to get a start on capturing the notes that appear. Follow the line of notes around the danger sign before time expires to earn a Power Moon.



28 Cap Kingdom Timer Challenge 2

Throw Cappy at the scarecrow to initiate the Timer Challenge. A key floats above one of three rising and falling blocks. Ignore the yellow blocks and dive jump onto the white block as it begins to rise. Leap to get the key then turn and dive jump back toward the scarecrow to snag the Power Moon before time expires.



29 Cap Kingdom Master Cup

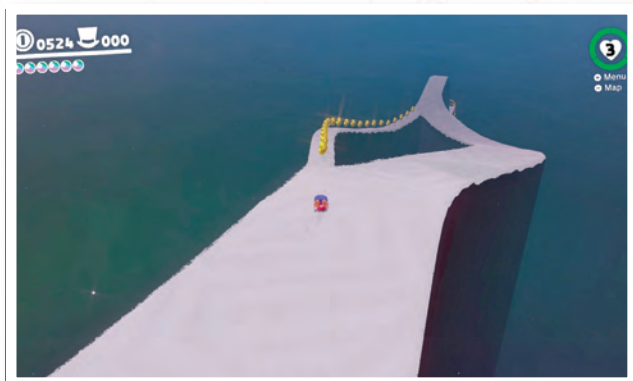


Return to Koopa atop the brim of Top-Hat Tower to take on the Master Cup race. This time a Golden Koopa has joined the field of Roving Racers and, unlike the others, this one can really jump! You're going to have to race your cleanest, fastest line to beat him. The course is the same, as is the strategy. Triple jump and dive jump off the tower and through Central Plaza, but roll as fast as you can across the bridges while shaking the controller. Don't worry, the guardrails keep you from falling off. Long jump from the first hill to the finish line!

30 Roll On and On



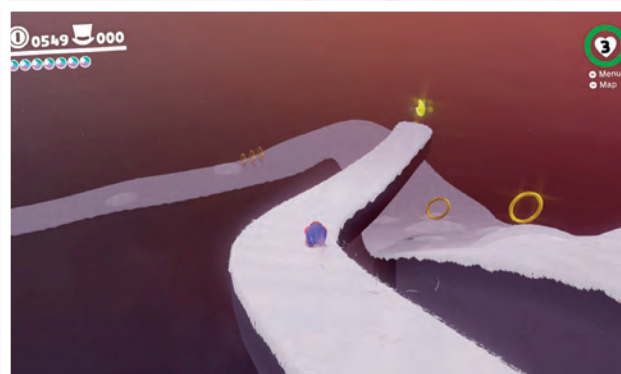
Descend the square warp pipe in Central Plaza to enter this challenge level. Approach the edge of the hill and begin rolling—Mario can't help but roll here. Avoid the Spiny enemies crawling about and steer Mario through the rings for extra coins. Survive the entire course without falling off (coins are optional) to reach the Power Moon at the bottom. You can earn extra coins by shaking the controller before leaping from the final jump. This helps Mario fly through all of the rings at the bottom.



31 Precision Rolling



Follow the instructions for Power Moon #30, but this time stay to the left near the beginning. The path gets very narrow after the third Spiny, but there's a Power Moon at the end of this challenging route. Keep your balance and steer Mario along the precarious edge to the reward.





ONLY IN THIS COLLECTOR'S EDITION



Premium Hard Cover

Exclusive hard cover guide with premium finishes.

Exclusive Double Sided Poster!

Comprehensive Walkthrough

Visit every location, beat every boss, and solve every puzzle with both solo and co-op strategies.

Detailed Maps

Explore the expansive world with detailed maps of each and every kingdom!

Secrets, Power Moons, and Mini-Game Coverage

Discover everything the game has to offer as you journey to save Princess Peach.

In-depth Adversary Coverage

Meet old foes and new challenges with strategies to handle everything from the smallest Goomba to the largest T-Rex!

Free Mobile-Friendly eGuide

includes a code to access the eGuide, a web-access version of the complete guide, optimized for a second-screen experience.



www.primagames.com



www.nintendo.com

TM & © 2017 Nintendo.

VISIT
WWW.PRIMAGAMES.COM/SuperMarioOdyssey
FOR MORE DETAILS AND PURCHASE OPTIONS,
OR SAVE 15% OFF THE FULL EGUIDE WITH
PROMO CODE: **REWARDS.**