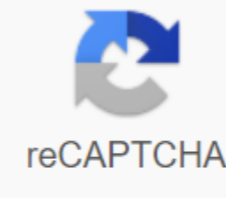I'm not robot

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Satin smooth wax warmers

Edit Comments Author: Thank you guys for the first page :D EDIT2: Yay, 3 days!... again >< EDIT3: yay for the most popular presentation of the week! Thank you so much to those who enjoyed this film. I've read all the reveiws and people are complaining about the speed of the game. I think it's good, and the only way I could change it is to make the FPS lower, which will lower the reaction time of :D Also, since this game uses passwords, you would have guessed someone posted all the codes in their review. Well, the wait's over! Lord_Of_Ketchup posted all the passwords in its review, so check them if you're stuck. Speaking of passwords they must be capitalized or will not work. Also, a lot of good ideas for anouther game. I could use a little if I can be bothered to do a BB2. Hey guys, I finally learned how to play games. Here's my first game, Bullet Bill. You can control a Bullet Bill with arrow keys through each of the 8 levels, hitting John, Louis, or the flag at the end. It's ment to be challenging, so I hope it is. YOU NEED FLASH PLAYER 8 FOR THE GAME FOR THE WORLD I hope you enjoy playing! Newgrounds accounts are free and registered users see fewer ads! 1 2 3 4 5 6 7 8 9 10 ... 63 ... 114 Pretty hard but a lot of fun. This was the game I was going to lose my shit would this count as a hell bullet game? This fangame and its sequels were a great inspiration to me to get into the Super Mario Bros. hacking. It's definitely a classic. And I'm not just saying that because it's a game where you play like a Bullet Bill. The use of Daft Punk was a great touch as well. Page 2 Help Pico save the Newgrounds Museum! Zombies are on the loose and only Pico can stop them! An incredible pseudo-3D remake of the original Pico's School game from 1999! Clone worms with Pico characters. Blow up that ground! Play like Pico and waste like many like bad guys as you can! The latest video game quiz challenge: NES! Build a cute creature, then release it from a great height. Splat. Shoot enemy soldiers before they can. Do your duty to humanity by slaughtering chavs! Defend your drill from lunar rovers as you pull out the moon for gold! The first part of the RPG Last Wizard series, challenging and fun! An impeccable mix of Space Invaders and zelda! These rocks! Balance your jellies for as long as possible! Addictive microgames each in four seconds or less! It's like WarioWare! Use accuracy and timing to detonate fireworks over the city! You have to trap Jezz atoms in smaller spaces by building walls! Control your hero and defeat the enemy on three long missions! Gross! What is floating in the intestine? The moment you've been waiting, you brutally kill an emo boy while whining. Lift a virtual animal, in flash! Part one of a point and click game! Try grabbing fat and twisting your nipples as many times as possible in 60 to 60 The zorro team helps new Hork City residents handle all problems. Cubrius is a puzzle game with a fresh touch and arcade-style gameplay! It makes its way into every level to hit the Mario Bros. Great fighter/shooter hybrid with hard action! It sounds like a time crisis hardcore shooter, but it feels like an interactive comic book! Animate a stick figure using a joint pattern! A fun demo of Ragdoll physics where you dodge missiles and see where you get hit. Create and build your own pixel monster and fight against the 30 pre-made pixel bosses! Help Hopper collect eggs and chicks to become an Easter bunny. Because you love koopahs. Controlling a giant laser is as fun as I had always hoped! Gavin's back for more golf fun. But this time Seth the goblin is out to get Gavin. The latest video game quiz challenge: Atari! This is a really cool breakout game with some hypnotic twists! A horizontal sliding shot upwards, and a pretty smooth one at this! Help farmer McJoy avenge his murdered cows in this action-packed and hilarious game! UFO Joe and his fellow aliens are bored. Lemmings meets Worms meets RPG. 100% destructible terrain! It starts easy, but it gets hard! You'll pull yourself to play until the final boss for sure! An advanced modern war game real-time strategy made in Flash. Have the courage to solve Chinese puzzles, over 75 levels! Warning: this is addictive! Fun and fast game. Use your spells to save the castle. Hack enemies and explore ancient crypts in this RPG. Use various units to defeat the vile orcs! First chapter of what will become a great adventure! Final Fantasy/Phantasy star style RPG. Play the Bullet Bill character and guide it safely through a variety of landscapes while avoiding hitting any of the platforms. When you beat this version, try our Bullet Bill 2 game. Check the html5 game version in the future. Bullet Bill Sei Bullet Bill bookmark and your mission is to hit both Mario and Luigi. Hit bricks and goombas to get points. Don't crash into the platforms and hit the flag at the end to get a big point bonus. Rate this game 5 - Impressive 4 - Very good 3 - Good 2 - Just OK 1 - Sucked 0 - Don't Bother (882 votes) Bullet Bill 3 is another sequel to the popular Bullet Bill series. Lead one of Mario's oldest enemies through levels, avoid obstacles, fight bosses, and reach the end of the level. Enjoy Bullet Bill! Controls: Mouse - Move Font, Left Click - Use Adjust Game Screen Size 100% Reset Made Super Mario Bros, perhaps the most important video game in history, has a presence very strong. The large community of players and the duration of the game have led to an incredibly optimized speedrun that is full of non-stop action and confusing and breaking tricks of the game. The most complicated of all these tricks takes place in 8-2 - a trick called the bullet Glitch. You can see the trick performed at 3:42 in the world record video below (video time, not game time). Overall, the trick saves 0.7 seconds, which may not seem like much, but in a highly optimized game like this, failing this trick means the record can't be yours. The trick seems to be crushed by Mario between the Bullet Bill and the flagpole, with the level then teleporting Mario to 8-3. Here's how it works. Final screens Once a player grabs a flagpole, the game takes control of them and moves in autopilot, running Mario to the right until he reaches the castle door. How does the game know when it reaches the castle door? Well, the lock to the immediate right of the door is a solid block, and the game simply checks repeatedly to see if Mario has a solid block to his right. Once a solid block is detected, it teleports it behind the background layer, making it look as if it had entered the castle. The timer then runs down and the layer ends. The Bullet Bill glitch tricks the game into autopilot while Mario is to the left of the flagpole, so he interacts with a solid block to his right immediately - the base flagpole. This is why Mario is teleported behind the tree after the glitch is executed, as the tree is the background layer. Hitbox Hitbox Hitbox in Super Mario Bros are pretty weird. The game checks for collisions between Mario and objects every other frame. This means that if you run in a wall, you can actually clip into it if you hit on the right frame, but the game will then eject out on the next one. That's exactly what's going on with bullet bill glitch. Speedrunners are cutting into the block just far enough to grab the post, the game begins to control the solid blocks to their right, but the game expels them to the left of the block at the same time. Keep in mind though, the pole itself is a block above the base of the flagpole, so players need clips in the block while in mid-air, so that Mario's bottom half is in the block, while Mario's top half is grabbing the flagpole. This is incredibly accurate, but that's where the Bullet Bill comes in. If speedrunners where they should run and jump in the flagpole, it would be impossible for them to jump low enough to be in the right position, but bouncing enemies gives less height than jumps. Bullet Bill Bounce Players are not always squeezed between the Bullet Bill and the flagpole, although that may be what it looks like. In Super Mario Bros, if a player clashes with an enemy, the game simply controls whether Mario has any downward momentum. If you will register as a stomp - even when the enemy is above Mario - and the enemy will die. With the Bullet Bill Glitch, speedrunners are bouncing to the bottom of the Bullet Bill. Enemy hitboxes are much smaller than they appear, as seen in the photo above. Over. the game only controls the collision every two frames, speedrunners are able to clip through the top right of the Bullet Bill hitbox and land in the lower right corner of it, meaning they are almost on the ground when they bounce. This means that there is a huge element of luck at play, such as 50% of the time, the two-frame collision cycle will work to have the two collide when Mario hits the top right of the hitbox, too soon. Framerules Why does this save exactly 0.7 seconds? Super Mario Bros only checks if a layer is completed every 21 frames or every 0.35 seconds. This means that if you beat a layer of a frame in a framerule, instead of beating a 20-frame layer in a framerule, the following layer will still be loaded at the same time, so no time is lost. Jumping to the flagpole as usual, Mario will hit the castle block two framerules later, resulting in 0.7 seconds of time loss. Enemies in the game are not random. The game counts to see how many frame rules have passed since the last console reset, and enemy spawn models are based on that number. That's why you can see speedrunners waiting on the title screen for 8.52 seconds before you start. This is specifically to wait for a framerule that offers a good Bullet Bill, as well as generous enemy layouts. If a speedrunner lost a frame rule on an earlier level due to an error, the Bullet Bill would not appear at the same time in 8-2. MORE: Super Mario Bros has 256 World Cups, not 8. Here's how to play the other 248 WoW Shadowlands launches Thanksgiving week, those poor developers related topics The Author Gavin Burtt (103 published articles) More by Gavin Burtt Burtt