

Shifting Sand Land (SSL)

- [Free Flying For 8 Red Coins \(SSL Reds\)](#)

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Established Strats

First coin: U tap, 2xpunch, CLCC DL, 4xpunch, U 4 LJ mash dive rollout into coin, D 4LJ with last bit DR, UR press into kick DJ TJ J dive over slope, normalize fence DR D , kick corner, BF, CR, Zbuffer U 3LJ mash x2 7L 10 J GP WC, J DL U tap A for sign,

After sign normalization1: anchor CR lockcam Zbuffer U 9neutral, full J DR, CRx2, L ESS getup, mario cam switch, Zbuffer U 1, 4J, 10.5 PB neutral, J kick lakitu cam CR max, L ESS tap into flight 5D 6neutral 10R 11.5 neutral 17 GP (hit coin 2),

After landing1: anchor CL, L ESS ledgegrab, bit less than full J R, U 4 , neutral on coin ESS rest if needed, Zbuffer D 5 neutral, R ESS; mario cam CD, Zbuffer U 3.5LJ, 8 CR, delayed 9 CR, and then CR every beat till cannon

Backup if missed cannon: lakitu cam D hold slide getup into send full left with U tap

Cannon1: Shoot cannon neutral, land, CR max, Zbuffer L 5 neutral, CR max, R ESS tap, kick neutral R Triple into 1 beat U 1 UR punch for sign, CL max, Zbuffer DR 5.5 neutral J GP, for WC

Backup if missed WC or not instant: CL max, 5 UL punch for sign and repeat

after WC: CR, full J L land neutral, punch x2, U ESS tap, strat flight 15.5 D 23 neutral (PB), 3 beats GP, CR full J L, ESS L ledgegrab getup, U LJ slide on pyramid into U ESS A for sign, anchor D ESS tap, J UR full, J GP for WC refresh, J DL into U ESS A for sign

after sign normalization2: J tap U / UL for ledgegrab on sign, CR, L ESS tap, flight into 4.5 D 8 neutral crash into ground, during slide hit anchor CR, Zbuffer U 4UL 5U until pillar sound, J neutral for angle, mario cam, Z buffer U for straight line, hear 5 coins and anticipate 5-6 steps on second pillar, go neutral and let mario finish walk animation until footsteps change, confirm if coin above you, then lakitu cam into U ESS tap flight 4U (FULL), 6 L 11 GP, switch lockcam, lock in to 1-2 J U for

tree, use oasis sound change as backup

IF PILLAR COIN IS MISSED: go instantly to warp, Zbuffer R 4 neutral, J D GP for WC, enter cannon R, max R shot neutral, after getup in water punch, J DJ UL into tree, do 100 coin getup on pyramid: anchor, 1U2neutral landing, lakitu neutral cam, lock, Zbuffer U 4 LJ 8,9 kick UL kick x2, land neutral, D ESS tap into flight for coin, GP at 12 for tree

after tree: anchor CL, climb up to top angle, Z release, CUP wait for pan, lock, Zbuffer U 5LJ neutral before landing, get to land with punch or A hold, Zbuffer D J DR tap DJ dive rollout J neutral for tree, warp

after warp: hold R for cannon (speed up via DR tap after few beats), neutral shot, CD CL max on landing (be careful of goombas), lock cam, UL till first few steps stone into L hold for box wall, J getup, punch x2, D ESS, GP red cutscene, CUP lock, Zbuffer U 7neutral, D ESS tap, neutral kick TJ dive D till getup, CL, J D into DL for star

Additional Star Info

Ideas / Snippets

Single Star PBs / References

RTA Reference (Stage RTA):

Runner	Time	Notes	Video
Bubzia	5:19.88		https://www.youtube.com/like/n6Q5DYm5u20?t=8224

Discord Discussion

<https://discord.com/channels/439533103933816833/1423700002890453063>