

Strategies

All Strategies sorted by stages!

- [Bob Omb Battlefield \(BOB\)](#)
 - [BOB ChainChomp](#)
 - [BOB 100 Coins](#)
- [Whomp's Fortress \(WF\)](#)
- [Cool, Cool Mountain \(CCM\)](#)
- [Jolly Roger Bay \(JRB\)](#)
- [Shifting Sand Land \(SSL\)](#)
 - [Free Flying For 8 Red Coins \(SSL Reds\)](#)
- [Lethal Lava Land \(LLL\)](#)
- [Hazy Maze Cave \(HMC\)](#)
 - [HMC 100 Coins](#)
- [Dire Dire Docks \(DDD\)](#)
- [Big Boo's Haunt \(BBH\)](#)
- [Wet Dry World \(WDW\)](#)
- [Tiny Huge Island \(THI\)](#)
- [Tall, Tall Mountain \(TTM\)](#)
- [Snowman's Land \(SL\)](#)
- [Rainbow Ride \(RR\)](#)
- [Tick Tock Clock \(TTC\)](#)
- [Bowser Stages](#)
- [Cap Stages](#)
- [Castle Movement](#)
- [Test Page](#)
- [SM64 Strat Page Template](#)

Bob Omb Battlefield (BOB)

All stars of Bob Omb Battlefield

Bob Omb Battlefield (BOB)

BOB ChainChomp

Behind Chain Chomp's Gate (BOB ChainChomp)

Established Strats

BEGINNER - LockCam Groundpounds

Info

Difficulty: Beginner

Time: 14.53

Reference

<https://www.youtube.com/embed/YE47OUnZP4w>

Explanation

Counts: 3TB, CL, CD, CUP, CD, 5LJ U (if hit reset), U till fence, L LJ, U after landing until wall, R until wall, UR corner, PBneutral, punch wall, 3punch, CRmax, switch to lock cam, hold lock cam, wait for chain chomp sound then immediately beatcount (1chainchomp sound, 4Zbuffer L, 11J,12GP). Jtap GP x2 more, wait for cutscene, CLmax, switch back to mario cam, L LJ into UL mash A for more LJ and wallkick into star

ADVANCED - Bubzia's BombClip

Explanation

CD+CL on entry on beat 1+2, LJ x2, J dive, LJ x2, reach fence and beatcount: 1 CR, 2 UL tap (small), 4.5 punch neutral for bomb, L walk 2-3 steps, Jump + throw, regrab D into CL D tap. jump

tap 3 times U into throw, backflip L notch into UL, either instant stargrab or corner, backup from corner: CL L kick DJ D GP (or old backup PB neutral, DJ kick DL)

Additional Star Info

Usually the first star that you need to grab in any category. Difficult for beginners but important to master. Spend lots of time practicing this one! It does barely cost time to try for a bombclip if you are confident, use the beginner strat as the backup if the bomb blows up or you cannot manage the regrab. Since this star is basically in every category, make sure to practice it a lot.

Ideas / Snippets

Johannes faster backup

<https://www.youtube.com/embed/Qbcxe04JZi0?si=UtiUDjX37o3BMu52t=111>

"slightly faster backup for missed star grab, from corner: pb kick, jump D + gp"

Nora TJ strat

<https://www.youtube.com/embed/uDjr8h4pdDQ>

"my old strategy was to double jump over the chomp, which involved very precise timing, but i misremembered it, found a way to triple jump over the chomp and then realized I found something more consistent. once you reach the fence, wait for mario to "scratch" the wall four times (sound cue). hold left (might want to buffer the stick input unless on keyboard) and start to beat count. after 3.5 beats tap C left, and on beat 5 kick (must press A+B on the same frame, if you hold A you will dive) do a 1 or 2 frame double jump and triple jump as fast as possible. HOLD NEUTRAL UPON LANDING, that comes down to muscle memory ultimately. then do a punch cancel jump holding left (punch cancel is imperative as it keeps your angle but moves forward faster), if you ground pound at the correct time (also muscle memory) you will be on the log and from there it should be easy."

Single Star PBs / References

RTA Reference (70 Star):

https://www.youtube.com/embed/cfbEjVEw_Yw?si=xWDrA-Q7yR7NYvmcstart=87

Runner	Time	Notes	Video
Tylord	12.53		https://youtu.be/eYwSAVaKD-M https://www.youtube.com/watch?v=safgmyJUuDk
Haribo	12.70		https://youtu.be/az3dTAY0xvQ
Bubzia	13.43		https://www.twitch.tv/bubzia/clip/DrabFairGnatAliens-gRhw9agoDm-gvgYb

Discord Discussion

<https://discord.com/channels/439533103933816833/1397977663401889862>

Bob Omb Battlefield (BOB)

BOB 100 Coins

BOB 100 Coins

Established Strats

Full Star

Start with BombClip cam angle, LJ R tap into dive for box, 6-7 steps R into D break box with Z instant BF for coins, ledgegrab box punch x2, FJ R GP normalize on box L again, 2xpunch J GP DJ for coins. Important: Reset if less than 2 coins here or so. try to listen for the coin sounds.

Additional Star Info

Requires Wingcap and very slow star.

Ideas / Snippets

Single Star PBs / References

RTA Reference (120 Star):

Runner	Time	Notes	Video
Bubzia	10:45.47	2nd slowest star in the game?	https://www.youtube.com/live/OZ-zqPK3X28?t=4062

Discord Discussion

<https://discord.com/channels/439533103933816833/1317662892904022026>

Whomp's Fortress (WF)

Cool, Cool Mountain (CCM)

Jolly Roger Bay (JRB)

Shifting Sand Land (SSL)

Free Flying For 8 Red Coins (SSL Reds)

Free Flying For 8 Red Coins (SSL Reds)

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>

Lethal Lava Land (LLL)

Hazy Maze Cave (HMC)

HMC 100 Coins

HMC 100 Coins (HMC 100)

Established Strats

Full Star

after dropdown: CUP mash, lock, kick U into UL U corner, punch, delock, CLC L, UR kick till wall into LJ J U , N / D slowdown after jump for snuffit kill and coins

...

Blue Switch: R 1J 2kick, 9PB neutral, kick, 1BF 2GP 8UL, 9U 11.5L, 18 (after 3rd coin) U 3 beats PB neutral into J kick for coins

...

ToxicStarRoom: CLCC DL punchx3, cup cancel, U for 5 coins, sideflip R DJ kick for bat kills, LJ D into delock R wall UR U door

BatGroup: CLCC punchx4 UL punchx2, 1cancel U, 9UR 9.5 J GP metal cap

Additional Star Info

Ideas / Snippets

Single Star PBs / References

RTA Reference (120 Star):

Runner	Time	Notes	Video

Discord Discussion

<https://discord.com/channels/439533103933816833/1395422273720291349>

Dire Dire Docks (DDD)

Big Boo's Haunt (BBH)

Wet Dry World (WDW)

Tiny Huge Island (THI)

Tall, Tall Mountain (TTM)

Snowman's Land (SL)

Rainbow Ride (RR)

Tick Tock Clock (TTC)

Browser Stages

Cap Stages

Castle Movement

Test Page

Behind Chain Chomp's Gate (BOB ChainChomp)

Description: Usually the first star that you need to grab in any category. Difficult for beginners but important to master. Spend lots of time practicing this one! test this is a test

drawing-1-1783408702.png

<https://www.youtube.com/embed/YE47OUnZP4w>

drawing-1-1783324739.png

Collapsible text:

Collapsible
yoyo whats up
drt

img uploads:

[120 star grind 185.jpg](#)

Strats:

Beginner: <https://www.youtube.com/watch?v=YE47OUnZP4w>

3TB, CL, CD, CUP, CD, 5LJ U (if hit reset), U till fence, L LJ, U after landing until wall, R until wall, UR corner, PBneutral, punch wall, 3punch, CRmax, switch to lock cam, hold lock cam, wait for chain chomp sound then immidately beatcount (1chainchomp sound, 4Zbuffer L, 11J,12GP). Jtap GP x2 more, wait for cutscene, CLmax, switch back to mario cam, L LJ into UL mash A for more LJ and wallkick into star

xdgx				
xcvbw	xcg			
xcv	xcv			
xcv				

- sdf
- sdf
- sdfgyoyo
-

SM64 Strat Page Template

FULL STAR NAME (BOB
ChainChomp)

Established Strats

BEGINNER - LockCam Groundpounds

Info

Difficulty: Beginner

Time: 14.53

Reference

Video link

Explanation

Beatcounts Section 1-2

Backup:

General Backups

ADVANCED - BombClip

...

Additional Star Info

Ideas / Snippets

Single Star PBs / References

RTA Reference (70 Star):

Runner	Time	Notes	Video

Discord Discussion