

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>

Revision #11
Created 2026-07-03 10:23:14 UTC by Bubzia
Updated 2026-07-17 08:57:57 UTC by Bubzia