

# 120 Star Practice Changelog

## 09:09:08 WR -> next run

- new HMC Blue coin Switch, LJ L through the coins for more time
- HMC pre blue, no lockcam through pit into L U UL corner
- HMC reds TJ unref U full notch wallkicks
- SSL Red oasis air red from standstill 3D,5DL,5L,7GP into tree
- MC mario cam stargrab dive into wall (wait for pan)
- WF 100+reds: move a bit further for plant bounce
- TTM + CCM camera thingy with releasing anchor
- RR100 + Rainbow : max DR cannonshot into pole for repeat (do 3R ESS first)
- RR Reds: from pole to TJ : J dive rollout, UL LJ L LG
- SSL100 new pokey kills and new coin route
- SSL Top + Eyerock crawl instead of 9v ESS turns
- CCM100 bigger L tap in slide
- WDW 100: lock cam BEFORE water crystal downtown, DRwallalign into PBkick 3punches D ESS for ledgegrab on top of downtown pillar house
- THI stuck in buggy corner BIG: test for jump height into L kick 5BF UL real corner
- THI LJ bridge: DR tap neutral on beat 6
- THI wiggler: go instantly for the slider star grab (with netural slidekick possible)
- THI Koopa manip: one jump over the edge, ESS R ledgegrab, 2nd jump over the edge (confirms the position)
- THI chukuya manip: if you hear that chuck turns, get up normally into U ESS tap BF L into punchcancel UR punch grab
- DDD100: blue coin switch, 1 fullJ 2 GP 8.5 PB DR into D ESS camera, unlock D tap, BF UR instant normalization
- BOB100: new tree + ring: 2.5 Ljx3 U into LJ UL tree, full N J to ring, CL max lock cam , punch x3, Zbuffer L 2 coins, UR 2 coins , R 3 coins D LJ into tree, anchor CL, UR J from tree into U J UR into tree, continue to cannon
- BOB 100: chainchomp red with bob music: on bark start: 4ZbufferL, 8D 9LJ DL tap for coin
- BOB 100 first pole backup: kick corner, 2 backflips, 3 punches, ESS U, 4 BF

## 24th Sep -> 29th Sep

- pressing B out of water does not preserve PITCH, pressing A does in SSL oasis
- backup WC box and setup: 1Zbuffer3R 4J GP ; out of cannon either daserbyte: lockcam CUP L mash A for tree or bubzia: neutral B out of water into C DRmax into DR water, punch U J into tree

- SSL Reds: Beginning: 4LJ neutral landing after first coin, then R kick J UR DJ TJ dive mash GP over hill
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