# SM64 - All Cannons Blindfolded Strats by Bubzia

## Splits

### BOB (2)

King + ChainChomp

ChainChomp+Cannon: CDR, Buffer till music cue into talk, R walk x beats, 4LJ into U till fence, normal strat

### WF(7)

Cannonless

OrderChange: KING

TOWER

On wild blue cannon: tree into neutral FJ U hold getup, U+2CR, 3LJ (first UR , second neutral, 3rd UR into R), punch for bobomb

Backup:R/DR into water, DL -> L normalize, L J into U 4beats punch for bobomb

UL till fence into U into run into UR dive rollout x2 normal strat

OWL

### JRB (8)

WFexit: DR LJ into UR J kick U for door

R wall J kick into door, 3LJ into painting

JRB Ship:

Cannon: probably same as ship beginning into exit stage

### CCM (11)

Wallkicks

Slide: from slide exit: get bomb with elevator: CR max lock, Zbuffer1U 10release lock, 12 neutral, CL J U after x beats, D ESS BF, normalize with tree, get slide star: from tree: CL max U FULL J for 13 beats A into star

Penguin

### Bowser1

### SSL

Talon+Cannon: Talon as usual, after star spawn go to bobomb: normalize at tree

CR, lock, Zbuffer 2.5LJ getup, Zbuffer 2.5 LJx2, 7UL 8LJ into tree, CR max into U tap FJ R getup punch x2 for bomb talk; CLx2 (maybe BF GP for kill), Zbuffer 2.5LJ 8J 8.5UL star

Pyra

Get more stars in HMC and LLL + mips, normal DDD+FS

### Upstairs

WDW:

THI:

SL: normal igloo entry

TTM:

RR: