FS lavaboost cycle:

Kick LJx3, count from music beginning:

10CL11CR, 16J tap, 17 DJ 18 dive 19 rollout 20 UR 22 DL 25DR 26R 27L 28J (sideflip), 29+30CRx2, U hold, till wall then neutral, on new music cycle recount and J Zbuffer 10D, 12J 13WK U 15.5 LJ 38 stop,

Wait for music cue, L tap BF before second high note twice second one UR. Then D DR into corner

New BOB King:

UR buffer 9 step sounds, PB 3L PB, instant grab; rethrow BF at 4 5.5L 6.5punch x2 (be sure to turn around properly)

TODO route 2022

BOB secrets 46 if perfect

BOB koopa timing 1:28 without cannon

//Ghost hunt : 1:20 + 8 seconds reentry : same as koopa

//Ghost hunt 55 + reentry

BOB cannon shot timing, eventually replace with a bit slower star or ESS; definitely do

TODO time ghost hunt + merry eventually

PSS practice

Firesea fast cycle

BLJ practice

Lakitu Skip practice

Bomb clip practice

LLL reds practice

General all practice

HMC lock cam rolling rocks

Wii VC 31 Star

BOB King

BOB Koopa

BOB Chainchomp

WF change to mario cam last star

PSS1+PSS2

Wing

BOB Change to lock

CCM

DW

BBH

HMC

SSL

LLL Reds - Boss - Log - vulcano1 - change mario - vulcano 2

**Start - BoB:** 3x mash, U into UR tap 2 steps into 4 LJ, lakitu text mash into U find the door

D hold till wall, U 2LJ into UR door

2LJs into painting

Backup: reset into BOB: UL into U UR,

**BoB**: timed CD into CL 2LJ,2xdiverollout, LJ U till fence into 2beats CL, 2beats CL LJ, 5beatCL, lakitu stop cam, in corner, CR,punch 3punch lock cam, at 5 beats after bark L 11J,12GP mash, 2CL into L 2UL LJ mashed for wallkick star

**BOB-WF: save quit UR buffer 2nd note LJ into door**

**Cannonless**: LJ to tree, CL,J,3.5J, 6LJ,,7UL,7.5LJ,10J dive rollout L J DJ mash into U wall till grab getup, CL, 2 punch into ESS up DJ kick ESS D grab getup , backflip CL punch, ESS D grab getup x2, with second D hold for cannonless

**Blue**: LJ to tree, 4U J, count: 1 3CR, 4LJ, 5UL,6LJ,9.5U,10dive UR, U rollout dive, (2 dive rollouts) into UL till fence, buffer A into kick punch; wallkick: on feel

**Boss**: LJ to tree, CR,J,3.5J,5LJ, 7LJ mash, 11 neutral, 13 UR wall neutral,

UR buffer during cutscene LJ pole, CR, 25-30crawl into Jdive 2stomps,9-10stomps,JR,JUR/JU,3-4stomps

**Tower**: LJ to tree, CR,J,3.5J,5LJ, 7LJ mash, 11 neutral, 13 UR wall neutral,

UR buffer during cutscene LJ pole, CR, 25-30crawl into Jdive

bonk,CL,Utill wall into J grab,either L punch DJ wallkick or 1,2,3 rhythm,

Wait a tiny bit, lock cam, jump on top into U hold J D into star

**Owl:** LJ to tree,2CL,2ndflap neutral J,R buffer J hold on 2nd flap, ,2neutral flaps ,2R flaps ,12 letgo GP buffer A for kicks

**WF - CCM: no savequit** ?

**CCM Penguin:** CL, J to tree, CR, 5up, timed jumps dive into penguin (1J,3.5Jdive,5neutral), count: 1R 7U till 17,J,4R,J, (15GP)walk down till penguin,

Ukick, UL kick , U CR mashv till wall,DL till after crawls into LJ for star

**CCM Slide:** CR,U LJ tree, CL, coin sound into J dive U enter

CUP, b mash, 6U into DR, on 15 U, (17U,7UR,2UL,U)hold up till wall into J kick, ULbuffer into L door

CRmash into UL LJ star

**CCM Wallkicks:** Lhold, timed jump all the way down, from corner

J, 5 BF, CL mash into wallkick (2R,L,4A)neutral after wallkick, getup, CR,lock, R on 3 LJ

**CCM - DW:** R buffer save, till wall, U into J kick J dive rollout, door

UL Jkick over fence, sideflip to bowser 1

**DW**: A, 3LJ,6LJ,9J,11.5DJ. 15LJ,19 punch, 21BF, 28BF, (backup 23BF,31BF) JLtap, buffer3.5UL LJ into bridge U

CL,J dive rollout,

2nd crystal: CR,timed 1CR,5LJ, CL

Pausebuffer 2U into 2LJ mash getupCR, U till wall listen for goomba

UJ,4J,4.5J,4.5J getup

CRx2, U,3CLx2,4J, 4 x getup LJ into pipe

Bowser1: CL,7Lbuffer into wait for 3rd step into 1-4 tail dragging on 2nd bounce hold R

**DW-HMC:s**avequit, LJ UR at the end, UR hold fall dive rollout ,basement star door, U wall, CL into instant J run a bit into LJ wallkick mash dive rollout UR into door

2URsteps LJ, UL dive rollout U,UR tap for corner

7water steps into LJ

All of HMC: CD,CRx2, LJ, lock LJ 360 LJ U into door in the beginning

**HMC Nessy:** lock 2UR into 2LJ ,J getup into R/DR , CL, 4U, 1J,2B,neutral, 4U,3CL,3UL,1dive

**HMC Amazing:** CUP, 4R, lock, b, U till wall UR into DJ GP for kill, BF, 2puch, BF, Utap, timed DJ wallkick timed U L LJ into 3 punches JGP for star

**HMC Rolling:**  lock 6 LJ ( 1 after coins, to R tap on 4-5), R LJ UR, till corner, punch, 1R,2L,3J,4J, dive rollout into star //learn timing

Backup if entered door: just L, door R UR corner

**SSL pyra:**

3-4steps R buffer into buffer UL,buffer neutral into BF, CR punches till box, on box first two jump L into neutral, 2 J L CR into 8U LJ 10 A dive star

**HMC to SSL:** UR buffer in door till wall, UL LJ U LJ 3stepsUL J dive rollout into SSL

**SSL to LLL:** A D LJ into U switch U till wall into J UR into LJ into LLL

**LLLVulcano:** count bully steps: 3punches, 1U2LJ,UL tap 12.5LJ, ULtap15UL, 16neutral, CL, 1U J 4dive rollout

16J 20J UR hold into vulcano

R9neutral,23.5U,24J (24-25),CRx2,6U,neutral4,3U,Utap, RJ. CL8JdiveUL, change to mario cam at the end

**MIPS from LLL:** mario cam, 7punches,5.5U,1.5UR,0.5U double dive into mips, else backup

5U,2UR,5U,2UR,5U TODO, mario cam, CDx2,4punchgrab, CR, 3steps U into mips door, lakitu, D J,9D, 4U,2UR,1U,J,16U,J, CR, 3J L , 2U, 4grabcombo, pausebuffer UL into Z for clip

If grab fail: rollout into U wall, R wall, U wall ( if sound bug: bit UL ? TODO) punch BF punch buffered sideflip dive grab, 7CL,1CR, 4UJ6J,CL into combo

**DDD:** UL+A buffer till sound cue (start of 2nd); 2neutral, 6U,8neutral,9-10D, top of water

6neutral, 7U till shell

From shell:12 neutral, 3-6D top of water,5ESSD swims into jump out,

U wall into CR mash till wall, UR buffer corner,mario,punch,5BF,punch,R UL buffer wall,CD,punch

7BF on 6th with D (2BF), 1L LJx2 UL

If missed out of water jump: 2-3R into jump out for too far left, 2x DJ kick over fences into CR mash

**DDD-FS: hold U during save screen**

**Firesea:** 1-4,1-4,1,6.5, 23.5,25UR,28UL,30R,33D,35A, U,44U,46J, restart at 50

13LJ,28LJ, 34U,35A,3637.5D,38A,

On riding: on 3rd high note/ or ½ long note: 4D,3L,2UL,6UwallULwall, 4.5,2.5,3LJ,

On grab: triple jump dive into window or grab pole into mash tests, L wall into up wallkick hold up into U LJ Rtaps after 3 fall sounds into J dive for entry

**Bowser2:** CL, wait for hit, 3 punches, on second step punch grab into combo on 2nd bounce hold R

//2 textboxes: 8J,10GP for no dmg, 2-3 step

**BLJ:** 2backflip into UL tap , reexit, mario cam wait a bit ULJ into door

U wall into UL hold till door

Buffer 2 URkicks into R wall, pausebuffer into D BLJ

Fail: mario cam 10punches CUP,B,punches into 14U till wall, lakitu 2backflip L into DL, just R back into door

Success: clock sound, release BLJ into U/UR till corner

Punch 2BF,Rwall ,JR,4JUR,U, into stardoor

Mario cam punch, U LJ till sound, lakitu CD, BLJ,

Succes: UR,UL corner checks into BF R/L

Backup:

**Sky: CR twice for cool effect** timed jumps 1J 3J 5J dive, on box: 1,2LJ,16LJ,19DL 20J 22UR,23J, 25U 26J dive rollout mash U, make cycle, on cycle: L J L J BF

L2.5J,7.5J 9neutral 11.5BF D tap,

4D LJ DRtap into kicks till dive (tiny bit UR to recenter), R till flame into L LJ ,land x2 stop till grab

L into heart and cycled jumps,1 (less than 2)2LJ into neutral A mash till pole, pole glitch getup 4CL red coin into J dive , land into UL LJ U till wall, position for music cue: last of the 4 music cycles into 2.5nd beat BF; next one is 9 beats after reset TODO TEST for other cues with emu savestates

BF R at 2

R at 8 till 10

BF L into neutral at 14

BF L into neutral at 21-22

4.5L pausebuffer,U into wall check for goomba

UJ into dive at some point up check UL for corner

**Bowser3:** 3TB, U hold till 5th (silent first) step, grab tail after run into 4 U->L beats, D hold 3rd land sound, buffer R till 1.5 steps of bowser, grab tail into Lbuffer till earthquake sound, Dbuffer till 2nd step, bufferDR dive for tail, L->U for 11 beats into 4 tail combos L with 6 beats, spin and throw at right frame for win

R into talk, R tap into BF L for big star

GG

Other stages/obsolete:

**PSS:**

**U,15UL,20R,21UL,28UR,29L,30J, 30, 32UL, UL39dive 15U**

**//HMC-LLL:** LJ U into infinite run punch, get star from toad, CL? TODO UDJ kick wall, R wall,UL L door, U wall CL, U LJ U/UR LJ UR TODO

**If both PSS stars are in the route: new direct mips catch from HMC needed, else still LLL faster, maybe go to LLL and reposition cam somehow**

UL wall LJ UL notch into double dive

**//HMC: Xmas:** lock 2UR into 2LJ ,J getup into R/DR ,URbuffer,CUP, lockcam,b, triplejump wallkick on second jump U into timed wallkick: after wallkick 6UL into 1 neutral 2DR neutral R dive TODO practice hardcore

If failed wallkick: just R DR into door, L door

If no hit: swim Jdive into U wall, release lock into UL/UR for straight angle into switch backup