This document will record all the strats used in the Super Mario 64 - 50 Star Blindfolded Speedrun. By Bubzia.

# Abbreviations

**Stagenames:**

BOB = Bob-omb Battlefield

WF = Whomp´s Fortress

CCM = Cool, Cool Mountain

PSS = The Princess´s Secret Slide

BitDW = Bowser in the Dark World

SSL = Shifting Sand Land

HMC = Hazy Maze Cave

BBH = Big Boo´s Haunt

DDD = Dire, Dire Docks

BitFS = Bowser in the Fire Sea

BitS = Bowser in the Sky

**Inputs/Movement:**

TB = TextBox

U,D,L,R = Analog Stick Directions (up,down,left,right and corresponding combinations UR = upright etc.)

C + Direction = camera c-button direction

Direction + W (+C) = until wall f.e. UW = up until wall (also applicable with Corners : UWC = up until wall until corner)

Direction (+W) + C = Corner of two walls (determined by the swoosh or no sound)

WS = Wall Slide Sound

S = steps

LJ = LongJump

FJ = FullJump (A Pressed as long as possible)

SJ = ShortJump (A Pressed a bit)

DJ = DoubleJump

TJ = TripleJump

SF = SideFlip

BF = BackFlip

WK = WallKick

LG = LedgeGrab

Pswim = Perfect swim

PB = PauseBuffer

MC = MusicCue

Number x + s = x seconds

# RouteNotes

maybe

**EarlyGame 16**

BOB - Boss

BOB - Koopa + Cannon

BOB - Behind Chain Chomp's Gate

WF - Shoot into the Wild Blue (5) 0:25

WF - Chip Off Whomp´s Block (6) 1:01

WF - To the Top of the Fortress (7) 0:49

WF - Blast Away the Wall (8) 0:44

WF - Fall onto the Caged Island (9) 0:26

WF reds sub 2min ish TODO repractice with new ending

PSS - Star 1 (fast)

PSS - Star 2 (normal)

BOB - Island

//BOB - WingCap

CCM - Lil Penguin

CCM - Slip Slidin’ Away

CCM - Wall Kicks Will Work

CCM reds // fast 1:40

CCM big penguin

If CCM big penguin then CCM head

**Basement 19**

BBH ghost hunt

BBH - Secret of the Haunted Books

BBH - BigBoo

BBH - MerryGo

BBH reds //todo time

HMC - Switch

HMC - Nessy

HMC - Toxic

HMC - A-Maze-Ing Emergency Exit

Toad1

HMC - Watch for Rolling Rocks

SSL - Talon (25) 1:25

SSL - Shining Atop the Pyramid (26) 0:42

LLL - Log (27) 1:05

LLL - BigBully (28) 1:06

LLL - Reds (29) 1:08

LLL - VulcanoElevator (30) 1:06

// LLL - Upper Vulcano 2:07

LLL - Tiny Bullies TODO

MIPS

DDD - Board Bowser´s Sub

**Upstairs 15**

WDW shocking arrow

WDW top of town

WDW secrets

WDW cage lift

SL bully

SL labyrinth

SL boxstar

SL head

Toad2

TTM box jump

TTM breezeless

TTM reds

TTM top

TTM waterfall

TTM monkey maybe fast to

THI pirania plants

THI top box

THI reds

THI secrets

# Notes

* PB after reaching corners for safe corner positions
* I personally dont time SFs,DJs and TJs etc. with beats so you need to practice and get a feeling for them
* These strats mostly do not contain any diagonal movement since I played on a xbox360 controller, so I cannot PB or even singlehanded do normalized directions.
* Start Game with a reset and clear gamefiles
* I highly suggest to read strat documents next to an actual run executed, since it gives a better idea of what is meant in the document
* Huge shoutouts to zserf and katun24 for helping with these strats and giving ideas/motivation to realize this run
* Also huge shoutouts to the Blindfolded Brotherhood in general, love you guys