This document will record all the strats used in the Super Mario 64 - 70 Star Blindfolded Speedrun. By Bubzia.

* Current 16 Star WR/PB in 38:58: <https://www.youtube.com/watch?v=DnlDJWlonmg&list=PLgIDB87U34Ncsgo_sis3akkqk2Ab4wUTe>

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# 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

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

**EarlyGame**

BOB - Behind Chain Chomp's Gate (1) 0:55

BOB - Boss (2) 1:48

BOB - Koopa (3) 1:38

BOB - Island (4) + Cannon 1:14

BOB - WingCap

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

CCM - Lil Penguin (10) 0:47

CCM - Slip Slidin’ Away (11) 0:54

CCM - Wall Kicks Will Work (12) 0:32

(CCM big penguin) 58

If CCM big penguin then CCM head 59

PSS - Star 1 (fast) (13) 0:52

PSS - Star 2 (normal) (14) 1:11

JRB cave 50 3:14

(JRB ship) 51

If JRB ship then JRB cannon 52

If JRB ship then JRB eel 53

If metal cap then JRB jetstream 54

**Basement**

BBH - Secret of the Haunted Books (15) 0:36

BBH - BigBoo (16) 1:06

BBH - MerryGo (17) 1:18

BBH ghost hunt 49 2:03

BBH reds 71 2:31

BBH big eye 1:36

HMC - Switch (18) 0:41

HMC - Nessy (19) 0:30

HMC - Toxic (20) 1:06

HMC - A-Maze-Ing Emergency Exit (21) 0:47

Toad1 + Vanish Entrance (22) 1:26

Vanish reds 2:37 (bad, 45s improvement)

HMC - Watch for Rolling Rocks (23) 0:33

MIPS (24) old mips

SSL - Talon (25) 1:25

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

SSL pillarless 67 3+min

SSL secrets 4+min

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 maybe also for 31 1:30ish 4

DDD - Board Bowser´s Sub (31) 2:27

DDD caps 2:30 / 2:00 very inconsistent but hey

**Upstairs**

WDW shocking arrow 45 0:22

WDW top of town 46 1:19 with backup/safety strat / needs practice last beatcount section

WDW secrets (slowish?) 2:12

WDW cage lift 1:36 52

WDW reds + cannon (slow) //really long probably

Wdw cannon + vanish 3min something super hard

SL bully 40 0:30 TODO very inconsistent yet

SL labyrinth 41 0:12

SL boxstar 42 0:51

SL igloo 2:20

SL head 0:34

Toad2 33/ TTM to THI 0:30

TTM boxjump 35 0:23

TTM breezeless 36 0:29

TTM reds 1:33

TTM top 37 1:45/1:30

TTM waterfall 1:17

TTM monkey 2:34 //katun advice backup for second monkey catch TODO

THI pirania plants 0:38

THI top box 39 1:48

THI secrets 2:27

(THI reds) 66

Mips2 32

**Tippy**

1 TTC reds 60 1:05 consistent/0:49 risky

2 TTC pendelum 61 1:29

3 TTC pointer 1 62 1:24 // 5s improvable

4 TTC midcage 2 63 1:20 //10s improvable

5 TTC highcage 65 2:13

TTC top 64 (long) 3min ish

Toad3 34 / TTC to RR 0:35

RR triangles 68 0:44

RR swing 69 0:49/1:02 second cue

RR reds 70 1:53

RR ship 63 1:54

RR carpet

**Green count: early 16 + basement 22 + upstairs 21 + tippy 10 = 69**

**Movement**

WingCapSwitch

HMC to Vanish 1:16

WDW to SL 0:19.95

SL to TTM 0:24

THI to MIPS 1:16

Exit Stage to TTC 0:51

TTC to TTC (stop) death 0:21

TTC to TTC (stop) star 0:17/0:22backup

TTC to RR (+toad) 0:35

Backup tippy to RR 0:21

Backup upstair to SL 0:19

Backup upstair to TTM 0:14

Backup upstair to THI 0:14

Exit course to JRB

RR to BitS

THI reenter star

THI reenter death

TTM reenter

BitDW (Bowser 1) 2:37

BitFS (Bowser 2)

BitS (Bowser 3)

# Splits

## BOB - Behind Chain Chomp's Gate (1)

Reset

Mash Start+A into intro cutscene

U Mash 3TB, U 2LJ till sand sound, CL into LJ into mash lakitu 5TB

CR UW, check UR/UL for door (mostly UL)

TB into DW, U into LJ, UW, UR till door

U,2LJ into BOB TB

CL, U, 3TB, LJ, UW, CR, 7-8WSS into run, 5-6S into punch for box

U till path sound, CL, U 2FJ, 3FJ with righttap

// if you get hit by a goomba, exit stage and retry or reset

U till elevator sound goes into left ear, after that still ~10S U, max till grass sound

2CR, FJ U till chainchomp sound, CL, 2FJ, U till 2-3 chainchomp sound (corner)

Stop, slow uptap into crouch UR a bit into uncrouch U (boxclip):

If continuous WS: U punch (regrab box) and repeat

If WSC: punch BF D into star

If box breaks:

(backup) 2CL UWC, punch, 3BF, 3punch, CR,CD, start beatcounting at chainchomp sound,

D at 4, FJ at 10, GP at 11(slightly after red sound), quick 2GP into cutscene

U LJ 1s U, ULC, punch , D BF into star (<https://clips.twitch.tv/ImpartialDepressedTofuFutureMan>)

(second backup) 2CL UWC into katun24´s strat: J, BFF x2, P x2

CU, W > chomp on beat (not first) + 1, BL\_7 (PB), J\_BL\_0.75, BS\_2 x3, F > MAX, P, L\_1, J [1][[1]](#footnote-0)

//Or just reset for faster times since first star

## WF - Shoot into the Wild Blue (2)

Mash 4TB, BF into BOB TB

Exit stage

RW,FJ kick, U into door

1s U into 2FJ into WF

3TB, 1s U, FJ UR into tree, U 3 tree sounds, U FJ into water sounds, LW, 6beats UL

Check LC, if yes then U till coin, U SJ into slide, immediately UR tap till slide again ,U DJ dive rollout, CL, LWC, SJ,BF, D SF U WK R into star

## WF - Chip Off Whomp´s Block (3)

TB U SJ into WF TB

3beats R,PB U, 2beats U FJ UW, neutral DJ (R) into LG getup //R because if you are in the corner you will grab the left ledge first

Mariocam, P, U till coin, U 5LJ, 6th LJ UL into slide

//you might get stuck on the sign, then just get behind it (whomp sound) and improvise a way to the slope leading to the teleporter

Lakitucam while sliding, RW URWC, search the teleporter

Mariocam punch, wait a bit, U LJ UL into pole

lakitu cam into U till 1up sound, FJ U into LG getup, U into cutscene

4TB, 2fast steps(of the boss) into FJ GP

10fast steps into FJ GP

3fast steps into FJ GP

Starspawn into CR, R FJ into star

## WF - To the Top of the Fortress (4)

3TB BF into WF TB

3beats R,PB U, 2beats U FJ UW, neutral DJ (R) into LG getup

Mariocam, P, U till coin, U 5LJ, 6th LJ UL into slide

Lakitucam while sliding, RW URWC, search the teleporter

Mariocam punch, wait a bit, U LJ UL into pole

lakitu cam into U till 1up sound, FJ U into LG getup,

//same way up as Star 3

UW, 2.5 beats R, neutral SJ U taps until LG, getup

U 2-3WS, neutral SJ, CL, R SF L WK L

CR UW wait till top, FJ U, 1s D, 2.5beats R, SJ into star

## WF - Blast Away the Wall (5)

TB U SJ into WF TB

1s U FJ UR into tree,

U 2CL until 2flaps SJ (shortest jump) into text

3TB R until steps, 2-3S FJ hold A for owl

3.5-4flaps into release

UW till LG, getup, punch UtapW,punch, BF, 3punch

Slow D into LG, BF 2CL,punch,slowD into LG, CR,CL Utap into D into star

## WF - Fall onto the Caged Island (6)

TB U SJ into WF TB

1s U FJ UR into tree,

U 2CL until 2flaps SJ (shortest jump) into text

3TB R until steps, 2-3S FJ hold A for owl

4flaps neutral,

4flaps R,

13flaps neutral release into star

//if missed go RW/LW punch SJ into star

## CCM - Slip Slidin’ Away (7)

TB U SJ into WF TB

Exit stage

U LJ lefttap into door

1s U 2LJ into CCM

CR, TB, U LJ into tree, CL, U till coin,FJ dive L into slide

CU,B cancel, 6beats U, PB R, 3beats R, PB D, ~4beats D into neutral, ~ 8beats into UR (sometimes you wont get into the hole, its unlucky), U till slideend jump sound, PB(!) neutral during fall,URW, FJ kick, Ltap, CU B cancel U into door

Starspawn, CR max, 5beats L, PB U, 2-2.5beats SJ into star

## CCM - Lil Penguin

CL, U LJ into tree, CL, U till coin, FJ neutral into ledgegrab getup, 7punches, turnaround tap, backflip, 3punches, Rtap, 3 puches into grab, change stop cam, CR, lock, 10 beats R, 2 beats no lock, 5 beats up, 2beats R into U till penguin talk, mash into star, cup b cancel, neutral DJ U into star

## CCM - Wall Kicks Will Work (8)

//<https://youtu.be/YghIEUSSRpM?t=752> reference for MCs

TB U SJ into CCM TB

L, CR at MC, FJ at MC, R at MC, kick at MC, FJ at MC, RW,URWC , SJ, 5BF,CL max,

R SF L WK full neutral LG getup

CR, Lock cam, start counting R LJ at 3beats into star

## PSS - Star 1 (fast) (9)

2TB, BF into CCM TB

!change options back to mariocam

Exit stage

Mariocam, punch, U LJ till bowser door TB,

Lakitucam RW,URW,RW into door

UW,RW 5WS FJ U into PSS

//<https://youtu.be/YghIEUSSRpM?t=841> reference for MCs

Hold U during entrance,

FJ L mariocam at MC, U kick neutral at MC, short Ltap, into U lakitucam till slide end

After starspawn CR, UWC (might need an URC at end)

Punch, 5BF, wait 1s, lefttap, 4BF, 1-2punch, SJ into star

## PSS - Star 2 (normal) (10)

Mariocam, punch, U LJ till bowser door TB,

Lakitucam RW,URW,RW into door

UW,RW 5WS FJ U into PSS

//<https://youtu.be/YghIEUSSRpM?t=841> reference for MCs

Hold U during entrance,

FJ L mariocam at MC, U kick neutral at MC, short Ltap, into U lakitucam till slide end

After starspawn CR, UWC (might need an URC at end)

Punch, 2BF, wait 1s, lefttap, 4BF, 2punch, SJ GP into star

## BitDW (Bowser 1)

Mariocam, punch, U LJ till bowser door TB,

Lakitucam LW,ULW,LW into door

Punch U LJ dive into BitDW

//<https://youtu.be/YghIEUSSRpM?t=1089> reference for MCs

Immediately R into TB mash

FJ at MC, 2 kicks at MC (might also time it with coin sound time difference)

RW, punch, wait for MC into BF L , wait for MC BF L

CR, 3beast U LJ UL, CL UW,BF,2CR punch,

U 4LJ till UW, 2CL, UC, U start beatcounting:

CL at 1

CL at 2

LJ at 6, LG get up, CL

Start beatcounting: U at 1 into LJ at 2 mash LJ into LG getup

CR, UW, U start beatcounting:

FJ at 1

FJ at 4, start 1

FJ at 4.5, start 1

FJ at 4.5 into LG getup

Rtap, 2BF( last with L tap)

3beats U into FJ onto switch,

4(UW FJ), UW neutral FJ LG getup punch into pipe

Bowser 1:

3TB, CL, wait till 2nd step, L 4.5-5beats, wait 3 steps into punch grab release L till mario sound fadeout repeat until bowser hit,

Wait till bowser dying sound, R into TB mash, mario cam, wait for key to fall down, U into key

## SSL - Shining Atop the Pyramid (11)

TB U divekick into BitDW

Exit stage

U 13S, UR into door

CD,CL, UW CL mash into door

UW, CL, 3UW into URW into RW into door

UW 2CL, UW CR LJ,

ULWs till ground sound into UL FJ into SSL TB (improvise here a bit, you will get used to it)

2punch,3BF, U TJ over slope, D after slide sound, D into slope into URW,

PB neutral at WS at the very end, BF let him get up

2BF CR, 4flap beats U into LJ few steps into FJ dive into star

## HMC - Watch for Rolling Rocks (12)

CU, B cancel, DW, UW with Ltap into infinite U, FJ bonk UW into door

U FJ dive into HMC TB

CR U upon entering, LJ, LJ circle analog, LJ U, check ULW/URW for door

1-2S U 6LJ mash (Rtap at 5th), URW into mash CL till no wall, UW into ULWC

Punch, R FJ WK L WK UR/U,

Lockcam UL FJ into star

//if no hit: UW ULW till bugged “silent” corner, punch BF into star

## HMC - A-Maze-Ing Emergency Exit (13)

TB BF into HMC TB

CR U upon entering, LJ, LJ circle analog, LJ U, check ULW/URW for door

CU, Bcancel, Utap, 3punch, 5BF (might kill scuttlebug, if not dead it fell down or it will come after you so kill it with a DJ)

2CR, slow D into LG getup, DJ (neutral first, up second) U WK UL into LG getup

CR mash wait 2-3s

slowR into LG getup, wait 2-3s, 2CL (with sound!)

Start beatcounting:

L at 1,

lock cam at 2

LJ at 3

Go neutral upon landing, 2punch SJ into star

## BBH - Secret of the Haunted Books (14+15)

U TB, 1.5-2S FJ UW into infinite U, punch for toad

3TB starspawn, SJ get star, 2TB R into HMC TB

!change options back to mariocam

Exit stage

13S U into UR into door

U LJ into ghost sound, LJ ULW into door

Mariocam wait 3-4s, U 2LJ with Rtap, D SF GP into ghost kill

DJ into BBH TB

TB, U LJ Ltap, U LJ into door

BF punch R SF L WK UL onto floor2 sound

UW/ULW into URW into door (find it somehow)

CU, lockcam, B cancel, U DJ kick, LW, change options to mariocam, BF into star

## MIPS

TB, CU, B cancel U into door

U 2LJ dive into door,

UW, CL, 3UW into URW into RW into door

UW,CL,UW till mips UW, Ltap UW (into water wall), ULW till no wall, UW till slow W, URC, punch, Rtap, punch, mariocam, lakitu cam, 2BF, 2CR(2sounds), start beatcounting

U at 1, dive at 4 into mips 2TB starspawn

Punch grab mips

35S D, neutral wait 2-3s,

35S U, neutral,

15S R, wait 2-3s

110S U (120S for safety)

While U: Mariocam, 2CD, neutral 4(release, punchgrab), CR

3.25-3.5S U crouch, turn analog 150 degrees), punch regrab mips

Lakitu cam, 10S D,

D FJ into 30S D,neutral

50S U into CL mash till sound (1!)

30S U, slowly 4 CR,

FJ 10S U, mariocam, CD, neutral, 2(release,punch regrab),

30S U into neutral, 13(release,punch regrab)

13-16S U into crouch U a bit into lakitu cam UWs into DDD

## DDD - Board Bowser´s Sub

TB hold A, 4swims neutral, 4swims L, 4swims neutral, 8 Pswims U,

10-11Pswims neutral, 10Pswims D, into neutral for surface,

14-15Pswims neutral into clam sound, 3-4 Pswims neutral into 3-4Pswims D into surface

Wait for neutral

Hold A for 5swims, 3.5-4 swims R, 4 swims neutral, analog slightly D to stay overwater into 20Pswims

D, 1-2s DR, D FJ onto sub,

Slow U into LG getup CU, B cancel, 5punch,

slow L into LG getup, CU, B cancel,

U DJ LG get up

Ltap, CU, B cancel, lockcam, U with kicks till sub land sound into 2LJ

Rtap, BF, Dtap, BF,RW, U LJ UR into star

## BitFS (Bowser 2)

//<https://youtu.be/YghIEUSSRpM?t=2578> reference for MCs

TB, 5BF into BitFS

2CL, change options to mariocam,

Wait for MC beatcounting into:

U at 1

LJ mash at 7 (2 LJs)

FJ at 23

R at 24.5-25

U at 26

FJ at 28 (right after heart)

Continue U into pole, U get to top FJ D, FJ, LJ into pole, all the way U, get to top wait for MC

FJ D

Start beatcounting at MC:

U at 3

SF U at 4, start at 1

D at 3,

SF D at 4 into LG getup

Wait for MC into 12beats D

4beats L,

8beats U,

4beats R,

2beats U into 3LJ mashes into LG get up or instantly up there into FJ pole

U Wait for MC, FJ UL, LW, U WK D WK UR into U fall down, 2LJ U into bowser2

//or backup 1WK U into LG left ledge into straight U LJ UR into U into bowser2

3TB CL, wait till slide over, 3punch, 2step, punch grab release L till mario sound fadeout repeat until bowser hit,

Wait till bowser dying sound, R into TB mash, mario cam, wait for key to fall down, U into key

## BitS (Bowser 3)

TB, 2BF Ltap into BitFS

Exit stage

Mariocam U LJ into door,

UW into ULW into door

UW, CD,RW, punch wait 3-4s

2CR, D into BLJ, get through door,

//backup: mariocam into 10punches, 10S U into ULW into door, lakitu cam, D into door, CU, UW, CD … repeat

listen which side you are on with clock sounds and choose corresponding side, URWC, punch, 2BF,

4(RW,FJ),RW, UW into FJ UW into door

Mariocam punch, U till endless music, PB neutral, lakitu cam, Dtap, 2CU mash , 2CD mash, D into BLJ,

//If failed: RW into URW, punch, CR,CL D into BLJ repeat

Up there: UW into ULWC, SJ, BF R into BitS

//<https://youtu.be/YghIEUSSRpM?t=2969> reference for MCs

R upon entering, 6 MC timed jumps into LG getup,

Start beatcounting:

R at 1,

LJ mash at 2,

LJ at 17

Dive at 20 into bonk

UW LJ after bonk ,

If no goomba: 4beats L into FJ into 4beats L FL LW,

If goomba: URWC, 4beats L into 2LJ mash, LW,

8beats DW, BF at 8 over flame, RW

// you have to improvise a lot here with the goombas, you have some time until the next MC

Wait for MC, start beatcounting:

L at 1

FJ at 4, start at 1

FJ at 4 into neutral stop,

BF R at MC,

R at 1,

LJ at 4

Kicks up the slope till dive, R till fire, L into LJ onto moving platform

Neutral wait till LG, 4(LW (2S)//only the first two times//, FJ LG), getup,

L at 1

LJ at 9 into pole

2CL, 20beats U, FJ into instant LJ into pole, U till coin into FJ dive UW,

LW till fire, UW,RW, punch, BF,DW,BF,3punch,BF, 2CR

Wait till MC start beatcounting

BF at 9

R at 15 till 17

BF L into neutral at 20

BF L into neutral at 27-28

4beats L PB neutral, UW

FJ at 1,

Dive at 7

//BlessRNG for goombas

URC for stair check,

2CL, punch, LW 3FJ, LW FJ into LG getup punch into bowser3

U, 3TB, PB neutral at 4.5 bowser steps wait for run attack

Get hit, punch grab, 2 slow analog spins left into release

Instant D, PB R at 3rd landing sound,

PB neutral at 1.5 bowser steps wait for run attack

Punch grab release

Instant L, PB D at destroy area sound

PB R at 2nd bowser step

Instant dive into grab

Cycle analog for max speed, release right before/into the swoosh sound

Wait for dying bowser, R into 4TB mash star spawn

Rtap, 2BF L

EZ GG WP NO RE

# 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

1. [1] https://docs.google.com/document/d/11\_yrbokTwXsUhRs8epz3KNDDhF4xgnrmct1woniESvQ [↑](#footnote-ref-0)