Hello, ladies and gentlemen! This will be a short highlight video about the recent world first blindfolded 120 Star completion by me. I will go over the entire run in terms of splits and highlights and try to commentate over it in order to explain my thought process during these sections and cover eventual explanations for mistakes etc. Let us start!

In the beginning, we first go to BOB and get the first 3 stars, nothing too special. We need to split BOB into two parts as we need the Wingcap for later stars like 100 coins, but that only spawns from 10 stars on. Thats why we instantly move on to CCM.

CCM will be the first stage in the run that we fully clear. We start with the infamous „Penguin Skip“ . Unfortunately it took me a total of 5 tries until I finally got it. It is a frame perfect input to delay the start of the race towards the end of the slide, so a few retries are definitely expected.

**show 100 coins slide**

The rest of CCM is also included in 70 Star, besides the 100 coin star. That one is actually one of the easier ones, thanks to a new strategy for the slide that was found very recently.

**show blue coin switch star grab at end**

After the shortcutted slide we have just enough coins to reach 100 with all the overworld coins.

Next up is the Darkworld Reds. Fortunately, it is a quite easy star in blindfolded.

In the beginning, we cheese a red coin with a cool ledgegrab strat that gives us just enough distance to still reach the hitbox of the coin.

The later reds require a global music cue, as the platforms are bound to cycles that I need to keep track of. The rest is relatively easy.

The next stage clear is WF. Again a stage that is in 70 star with 5/7 stars. We first tackle the infamous „Cannonless“. And succeed in it first try!

Next, there is the 100 coins + reds. In 100 coins, I had a first very unfortunate death with 53 coins. I fell down after a mistimed slidekick and messed up the backup.

The second attempt went much smoother though, and I managed to get both stars with relative ease.

WF has a lot of coins so this star is very forgiving in terms of RNG.

After WF, we quickly get both Secret Slide stars and finally activate the Wingcap switch.

In the revisit of BOB, we tackle the first really challenging star: BOB 100. It involves multiple rounds of normalizing at the sign in the beginning of the stage and going back up to the island in order to collect the coins from the air. For that we use very precise beatcounts. And here is also the first very crazy backup of the run.

During the first flight, I did not manage to collect all 5 secrets as I was supposed to.

Thats why on the second round, the cutscene starts to play in the middle of my beatcount. This of course messes up my timing on when to groundpound for the next 3 coins, but luckily enough I perfectly substituted the cutscene waiting time in my head and managed to perfectly groundpound the coins kind of by feeling.

After grabbing more coins throughout the stage, I ended up at the pole section, which is very random. Unfortunately, my RNG was only decent, so I had to still go out of my way and farm some lone coins from Goombas at the end.

And very luckily, the very last backup Goomba that I had available gave me the 100th coin and with that the star.

LLL

After BOB, I moved on to the arguably hardest star of the entire run. LLL 100. I steeled my mind, expecting to grind this star alone for 1 or 2 hours. Then, I started the first attempt.

First, I cleared the red coin section in time to get the coins from the puzzle completion.

Then comes the blue coin RNG from the eyeball. It is around a 50% chance to reset the star here because the coin flies away.

Coins under the bridge, perfect.

Bully Platform 1, with the new dodge strat that avoids fighting the bullies, flawless.

Box Jump to the second bully platform, and this one is the incredibly much harder one: somehow survived.

Next up I need to get 8 coins from the eyeball with incredibly precise movement. Nailed it.

Then the scary big bully fight. Absolutely no problem.

With that, we slowly go into the Vulcano and this is the point, where things went really wrong really fast. This particular bully here is supposed to die with this setup I perform here, but instead, I hit a very unfortunate frame in which he sticks out the most from the platform and hits me instead. This is incredibly rare; I would say a 1 in 30 chance. That confuses me quite a lot and I start thinking what the hell just happened and how I can possibly relocate myself. I return to the corner and redo my setup, but I get instantly hit by the bully again who tries to get back to his original position. And that is where I get really confused, because in theory that should only happen if I get knocked onto the upper platform. In reality though, the bully fell down onto the lower platform and blocked the position I need to take for my setup. The only possible thing I could imagine, is that I am in fact on the upper platform and the bully just targets me when I am not in the corner. The problem was that I did not know how many coins I can skip at this point, and there were 2 coins on the platform that I normally should get. But when I decide to just skip them, I hear the fake wall crushing down and immediately realize my position again. So, I went back, grabbed at least one of the two coins and proceeded my way into victory, as I perfectly spawned the 100 coin star on the next coin row. That was a first try LLL 100, something you will probably not see any more for a very, very long time.

After LLL, I tackle HMC. Here are again quite a lot of easy stars, and then a very difficult HMC 100 coins + reds.

HMC 100 features probably the hardest blue coin switch in the entire game. It involves a very particular camera setup and then a very specific pseudo beatcount with pausebuffers to avoid the mole. After that, I grab all the red coins with the new 100% lock cam setup and proceed into the basement with the elevator clip, in order to grab the last few coins. And here comes probably the craziest backup in the entire run. I accidently miscount 1 beat and land way further on the platform than I should. The good thing is, that I instantly notice my mistake and its influence on my positioning. Knowing what went wrong, I could at least attempt to fix my position. The problem: during the repositioning I accidently slide down into the water... And from here on it gets really messy. I did now want to reset at this point because I knew I should already be very close to 100 coins. I usually spawn it in the next room from here on. But I never failed this way and had to completely improvise. In my head, I thought I can maybe swim to the edge of the water and then reposition my camera along the wall, basically like in DDD, so I can potentially run a circle until I reach the part that is open. What I did not know is that you actually cannot stand on the seam between wall and water. It was incredibly lucky that I somehow ended up at the platform with the switch and then just performed my plan. I go into CUP mode, turn a bit left, lock the camera and just running straight forward. I still cannot believe that this actually worked and that I then so easily found the elevator. After that, my camera and position was obviously completely wrong too for the next room, but I just had to scan along the walls until I found the door and that’s it. First try HMC 100 with an amazing backup!

During Metal Cap Reds, I encountered a very rare camera bug that I have never seen before at the very end before the last few coins. Usually, the camera should stay locked in place and align me with the next underwater coins, but for some reason it decided not to. In the second attempt, it worked as planned though.

We then get the Vanish Cap and of course try the stylish „Siglemic“ trick... Without any success unfortunately.

Next up was BBH. A very easy stage for once in the midst of the craziness that is basement. The only interesting star is 100 coins, which I combine with Merry Go Round, but even that is mostly just an extended red coins with some more coins.

Interesting was this backup of the roof star. I missed the longjump onto the roof and just improvised with some kicks and a jump and perfectly manage to catch the star. Might not look very special, but that was peak blindfolded backuping.

Then we start the overall hardest stage in the run: DDD. Same as BOB, we need to split this stage into 2 parts, due to Firesea removing the submarine from the main area. We first only get the cap and the submarine star.

Firesea Reds is the hardest of the 3 Bowser Stages, as it involves very tight music cycles to catch the platforms and to cross the lava field on the upper floor. After some failed lava boost attempts,

I finally get up onto the elevator, catch the next platform cycle, and then nail the rest of the stage too.

And that is when the real pain that is DDD Manta Ray begins. It is an incredibly precise star combined with broken hitboxes of the rings that you need to swim through. At first, I miscounted my angle quite a few times, and every retry means dying and reentering. It took me a total of 2 game overs, around 25 tries and a total of 15 minutes to finally get safely through the rings and collect the star.

There is no time to breathe though, as DDD Chests is also an incredibly precise star. It involves some crazy tech with normalizing on the seam between water and the walls with neutral slope jump dives and very calculated camera manipulation. This star alone took me around 10 minutes.

And then the probably second or third hardest star of the run: DDD 100. During this star, you need to collect almost every single coin of the stage. You have a total of 5 coins that you are allowed to miss. And unfortunately, I missed quite a lot right at the beginning. That’s why I had to pause for a second, and count every single coin in the stage, because I was not sure anymore if it was 4 or 5 coins that you can miss. After that, there was the infamous pole RNG, since the pole cycles only align 2/3 times for a safe re-grab. I got really unlucky twice in a row and fell down, but after some more backups it worked out too. The rest of the coins went very smooth. Yet again another first try completion of an extremely hard star.

Then things went downhill quite a bit. During SSL 100, which is also in the top 5 hardest stars,

I had a very good first attempt, but then it died due to a very unfortunate controller notch mistake right before entering the pyramid. The controller did not input straight to the left, so my position after the box was off. After that, it took me around 40 more minutes to finally get this star. Since we pair SSL 100 together with Secrets, I still had to grab the SSL Reds star separately. For that I had a new strategy for the second to last red coin, but unfortunately, the strategy did not quite work out as I had planned. Because of that, I had to do a 300 IQ backup all the way back to the pyramid while grabbing the coin, then reset my stored flying angle at the oasis, and then take another backup route with the canon to the star spawn location.

Next was WDW. This stage is actually considered one of the easier ones, but due to the „tunnel of doom“, a section during 100 coins in which you have to perfectly do an angle change underwater and swim to the downtown area, I died a couple of times with 75 or more coins. The rest of the stage went quite smooth with the exception of some minor mistakes.

Then comes THI, a stage that contains many, many horrible stars. First of all, 100 coins is heavily random due to the positioning of the big Goombas in the stage. I managed just fine with the recent reroute that pairs this star with Wiggler and takes a bit of a longer route around the island for some more safety coins. It all worked out rather well. Another first try 100 coin star. Then there was still the one and only „Koopa the Quick Rematch“. This star was the reason I had to give up the second run attempt at 102 stars after 11 hours of gameplay. This time, it all seemed hopeless again, as in the first attempt RNG struck me and a Goomba blocked the way before I could even attempt my beatcount. The second attempt though, went much better. We got safely past the RNG Goombas, and not a single RNG ball hit us. Just as practiced, we grab the star after only 2 attempts. As a fun fact, I was told that, without the stage entry times in which I once got lost and had to reset, this run actually beat the current THI Stage RTA World Record. Pretty cool if you ask me!

TTM was up next, and once again, I had an amazing 100 coin star. TTM has a special feature in which you can respawn inside the slide after you make it once there. This is very useful for 100 coins since the majority of coins as well as the hardest part of the star lies in the slide. The first slide attempt unfortunately failed because its extremely precise to count. The second attempt though made it out of the slide in one piece, then proceeded swiftly to the crazy box, the mushrooms of death, in fact everything until the climb went quite smooth. Then, there was I believe the first and only big memory loss mistake in the entire run. I just for the life of me could not remember how the geometry and the setup for this climb was. Left in the dark, I tried some backup ideas and somehow, with more luck than reason, made it back to my original route. From there on it was only seconds until I managed to finally grab the star.

And with that, we have also already reached SL. In practice, SL 100 was never that much of a problem, but during this run, it just absolutely destroyed me. For reference, this is the most RNG heavy star in the entire run, as we collect most of the coins needed from enemies that drop the coins kind of randomly. I had 2 brutal deaths with 78 and 97 coins. After an entire hour and 5 minutes of attempts, I finally managed to grab the 100 coin star in this stage. Unfortunately, I missed the shell red coin, which you only have one try to grab, so I still need to spend another 15 minutes to redo the red coin star separately.

The last part of the run was approaching, and with that the infamous Mario Wings Over The Rainbow Stage. People always ask me how this star is possible blindfolded. The answer is extremely precise beatcounting, especially for the final red coin. After one little mishappening in the beginning before even getting an attempt going, I nailed all the precise flight beatcounts, successfully pulled of the new lock cam strats which allow for a much easier reentering of the cannon, and then proceed to the last flight, which is equivalent to a 1-2 frame trick, as the angle changes you have to perform are so incredibly precise.

And with that I got ,yet again, one of the hardest stars in the game basically first try.

Rainbow Ride featured some highlights like a perfect „Bubzia Cycle“, a second try carpet ride, which is by the way the longest beatcount in the entire run featuring a beat sequence of approximately 130 beats, and decent other stars as well. 100 coins gave me some trouble in both RNG like the lakitu only dropping 1 coin onto me and own mistakes like missing the wallkicks for the blue coins once, but besides that went through quite smoothly.

The final stage in Tippy, TTC, also went quite well besides the 100 coin star. I dont know if it was tiredness or yet again an instance of the so called YEP clock, but I started to have a little meltdown during 100 coins because of bonks I have never experienced before, camera angles that should not happen like that, and many many more silly things. After a short while and the incredibly scary jump of life and death with 94 coins, I managed to grab the 100 coin star safely and combine it instantly with the Thwomp star as well.

Now, I got asked quite often, why I went to BITS to get the red coin star right after TTC, even though I still have some other stars left. The answer is, that I need to check if I really have 120 stars with the open cannon in the courtyard, because it already happened quite often that I randomly forgot one star during one of my runs. And for that you have to get BITS reds anyways and quit out. After some initial trouble with misremembering an audio cue for the elevators, I also managed to grab that star without big problems.

From here, we only had 9 stars left. The secret Aquarium was one of them. How we get this star blindfolded is basically a precise angle turn in the beginning, and then beatcounting our way to get the first 4 red coins in one go. The remaining 4 reds can actually be normalized with holding the upright notch from the corners. This star took around 10 retries.

With that, I entered the last stage: JRB. And wow it was an amazing completion of this stage. First of all, I managed to open all the chests inside the ship first try, which is incredibly difficult and one of the hardest swimming sections in the entire run. Then after grabbing some easier stars like the Jetstream and the Chests in the cave, I tried a new strategy for the Eel Star which I have only routed a few days prior to the run. And it worked beautifully like a charm. Also, the pretty inconsistent MLG 360 noscope cannonshot to the pillar worked first try.

And then 100 coins + reds came up. And while quite slow, we managed to get coin by coin, back up some crazy swimming mistakes, getting closer to the 100, and then finally spawning the star and grabbing it. In fact, I somehow managed to collect EVERY SINGLE coin in the entire stage. Not a single miss.

With 119 stars, we entered the dreaded Wingcap Reds. The hardest star in the entire run. I prepared mentally, and began my first attempt.

Incredibly close. By some kind of universal luck and skill boost, I somehow was incredibly good at flying that day. Attempt after attempt was incredibly close to grab the hard red coins number 5 and 6.

And then, after only 7 attempts and a total of 18 minutes of gameplay, I managed to grab all 6 red coins in the air and land safely on the platform. For reference, this star took around 1 hour and 20 minutes alone in the first run attempt, and during my practice run WITH savestates, it took me almost an hour too. All that was left is to set up my position on the switch, and fly for the last 2 remaining coins. But in exactly that moment, I made a horrible mistake. I accidently triple jumped and started a flight sequence instead of grabbing the button for normalization. I noticed it instantly and goundpounded to save my position, but the real issue was, that every flight sequence overwrites your stored flying angle. And I have ever only tested this strat with the stored angle from after the 6th coin. With no other choice but to just go for it, I renormalized by re-finding the box, set myself up, and started the flight.

Magically, it still worked even with the wrongly stored angle. I landed just in front of the star due to an early beatcount and nerves, but of course I had a normalization backup in my sleeve, and after some more slowwalking, the moment finally came.

The worlds first collection of all 120 stars while blindfolded.

To confirm that I have actually all the stars in my route, I had to now reset my console and check if the cannon in the courtyard is open. As I ledgegrabbed the canon, a wave of relief from all the worries, all the physical and mental exhaustion came over me, and with newly found strength I entered the final bowser stage once and for all.

But then, just as I was about to speed through the stage, this one Goomba just said „NOPE“. And knocked me down again from the very top. Thanks to some buggy collision, I somehow landed still on the upper platform before the elevators. Unfortunately, I only know a few certain music cues for the cycles of that elevator. But not all hope is lost.

The legendary elevator skip done live in the world’s first blindfolded 120 star run.

All that was left after that was the last bowser fight. This fight is very infamous for its last blindfolded throw which is basically frame perfect.

I get the first hit without problem, and also the second one comes flawlessly. Following my audio setup, I successfully grab Bowsers tail. And then... I start spinning.

The rest, ladies and gentlemen, is history…