

# Super Mario 64: Bingo Guide

- This guide is meant as a reference for people wanting to get into SM64 bingo. SM64 bingo is relatively simple and very easy to get into. One only needs to know 16 star and have some basic casual knowledge to get started. That said, knowing 120 star is very helpful as every star is fair game on a bingo board.
- If you don't know 16 star, it is recommended to learn the basic 16 star route first as mips clip and bljs are required for any reasonable bingo route, see this [16 star guide](#). Check [Toastrider's 120 star guide](#) for the basic RTA routes for the other 120 stars.
- The goal of this guide is to mention all the stuff you might not know from normal RTA that you may encounter in a bingo. Unlike toast's guides most of the videos in here won't display the most optimal movement, I just wanted to demonstrate the various routes that pop up in bingo.
- If you would like to submit videos to this guide with better routes or movement please feel free to pm me on discord (Alaris#6379).
- As bingo is a race category, it is recommended to [make an account on SpeedRunsLive](#).
- This guide is maintained by Alaris#6379. If you notice any dead links or errors, contact me on discord. If you need any general help, feel free to ask in the [Super Mario 64 discord](#).

## Bingo Rules

- Bingo is timed the same as normal RTA categories (with the exception of Lockout bingo), timing starts at power on (or reset) and ends after grabbing the final bowser star with all goals completed.
- Each variation of bingo can be done solo or with teams. In team bingo the goals are divided among team members but each goal must be done completely by one person, e.g. one person opening 2 cannons and another opening 3 cannons would not count as 5 cannons for that team.
- Typically the bingo card is kept hidden until after the race starts and the routing/choosing is done during the intro
- LBLJ and SBLJ are banned. Mips Clip and other forms of BLJ are allowed.

## Bingo Variations

- Standard - Pick a single row/col/diag and complete the 5 goals
- Double - Pick two (possibly intersecting) rows/cols/diags. This is my personal favorite
- Triple - Pick three (possibly intersecting) rows/cols/diags
- Anti Bingo - Each team picks for another team, presumably picking slow rows or ones that play into weaknesses of the other team
- Double Anti - First row is picked by another player/team then one picks a second row to compliment the first (bad) row
- Blackout - Each team completes every goal on the card
- Lockout - Each team competes for all the goals on a given card, the team which completes the goal first is awarded the tile and the other teams

cannot get credit for that goal. The team with the most completed tiles wins (beating the game not necessary).

### Goal Clarifications

- Lose Mario's Hat - your hat must be gone when you grab the final bowser star.
- X Lives - Your life count must be at least X when you grab the final bowser star.
- Win 3 Character Races - Koopa the Quick in BoB, Rematch with Koopa the Quick in THI, and Penguin Race in CCM. You must win the races and collect the star.
- Defeat all 4 Minibosses - Bob-omb King in BoB, Whomp King in WF, Hand Boss in SSL, Wiggler in THI.
- Peach's Slide x2 - you must collect both stars from Peach's slide (not the same one twice).
- 1 star from each course means the 15 main courses, not Bowser stages or secret stages.
- X coins in one stage - you must collect a star while carrying at least X coins.
- HMC stars - only includes the 7 stars listed on star select, does **NOT** include metal cap
- Open X cannons - Activate the cannons in X levels by talking to the pink bobomb. NOTE: each level counts as 1 cannon!
- X stars in stage - 100c counts towards total, along with the 6 stage stars, if only one star is needed you could get 100c star and exit stage

- Top Floor Toad Star - top floor toad appears after you collect **35 stars**, which most newer bingo players don't realize. This added baggage often makes the row much slower than expected

### Star Count Requirements

- 1 Star - Access WF and Princess' Secret Slide
- 3 Stars - Access JRB and CCM
- 8 Stars - Access Dark World
- 10 Stars - Access Wing Cap
- 12 Stars - Access BBH and spawn HMC Toad
- 15 Stars - Spawn MIPS 1
- 25 Stars - Spawn Upstairs Toad
- 30 Stars - Access DDD without MIPS
- 35 Stars - Spawn Tippy Toad
- 50 Stars - Spawn MIPS 2 and access Tippy without BLJs
- 70 Stars - Access BITS without BLJs

### Castle Secret Stars

- 1. Princess Secret Slide
- 2. Princess Secret Slide - Under 21s
- 3. Secret Aquarium
- 4. Wing Cap
- 5. Dark World Reds
- 6. Metal Cap
- 7. HMC Toads
- 8. Vanish Cap
- 9. Mips 1
- 10. Fire Sea Reds
- 11. Upstairs Toad

- 12. Cloud Stage Reds
- 13. Tippy Toad
- 14. Bowser in the Sky Reds
- 15. Mips 2

## Cannon Locations

Check link for pics/movement for each cannon

- 1. [BoB](#) - Requires star #1 ([cannon + bomb clip](#))
- 2. [WF](#) - Do stars #1 and #2 ([cannon + wild blue](#))
- 3. [JRB](#) - Do star #1 ([cannon + jet stream](#))
- 4. [CCM](#) - Always accessible ([lil penguin + cannon](#))
- 5. [SSL](#) - Always accessible ([talons + cannon movement](#))
- 6. [WDW](#) - Enter at highest water level ([with arrow lifts](#))
- 7. [THI](#) - Always accessible ([cannon + secrets](#), [cannon w/ death](#))
- 8. [TTM](#) - Always accessible ([with death](#), [with star 1](#), [with mountainside](#))
- 9. [SL](#) - Always accessible ([with snowmans head](#), [with igloo \(need vanish\)](#))
- 10. [Cloud Stage](#) - Always accessible ([cannon with fall damage death](#))
- 11. [RR](#) - Always accessible ([with death](#), [with cruiser](#))

## Coin Counts per Stage

- 1. BoB 146 - BoB 120 is about a minute slower than 100c
- 2. WF 141 - fastest stage to do 120/130/140c
- 3. JRB 104 - 100c w/o ship is coin perfect
- 4. CCM 154 - probably second fastest 120/130/140c
- 5. BBH 151 - 130/140 only possible if you do star #1
- 6. HMC 139 - not recommended to do more than 120c
- 7. LLL 133 - 120/130 not recommended
- 8. SSL 136 - 120/130 not recommended
- 9. DDD 106 - extra 5 coins in front of the sub at the bottom

- 10. SL 126 - avoid coin goals unless youre a god at dupes
- 11. THI 191 - despite the high number of coins, avoid this
- 12. TTM 146 - don't do 140c here, 120 could be fast
- 13. WDW 152 - relatively fast stage for 120/130/140
- 14. TTC 128 - all coins route for 120, risky
- 15. RR 146 - more than 120c not recommended

### Losing Mario's Hat

Note: losing mario's hat cause him to take more damage and also makes the save screen animation much longer (slowing down all subsequent stars), so it's better to do this late in the bingo if possible

- SSL - grab talon's star and klepto will attempt to steal your hat
- TTM - grab the monkey immediately after clipping or get blown off the mountain near the slide entrance
- SL - get blown off by the snowman

### Vanish Cap Goals

A common mistake I see people making is forgetting to get vanish cap when their route requires it, so I thought I would list out all the goals that require vanish cap

- BBH - 'Eye to Eye' or All Stars (you can get 6 stars in BBH w/o vanish)
- DDD - Collect the Caps or All Stars (you can get 6 stars in DDD w/o vanish)
- WDW - "Race through Downtown" or All Stars (you can get 6 w/o cap)
- SL - Igloo star or All Stars, technically you can get 6 stars in SL w/o cap, but if it's any more than 5 in SL i'd recommend getting the cap since igloo is really fast
- 3 cap stage stars - obviously :p

### Wing Cap Goals

Wing cap takes only a few seconds to get (especially if you don't need the star), also the heavenly lights in lobby causes a lot of lag on N64 so it's often worth getting.

- BoB - All Stars or Mario Wings to the Sky
- SSL - All Stars or SSL Reds (100c can be done with shell)
- Cloud Stage Star - to get the star you need wing cap, you don't need it for the cannon
- 3 cap stage stars - obviously :p
- 12 Castle Secrets - wing cap is so fast you shouldn't skip it

## Strats/Routes

In this section, I list alternate star and 100c routes that may be faster for a given bingo route. Please keep the following in mind:

- Every bingo requires at least 8 lobby stars (to open DW) and 15 basement/lobby stars to spawn MIPs (and hence also DDD sub).
- If you have no lobby goals you have to get 8 stars anyways to open DW, hence you should the standard non-LBLJ 16 star route.
- Since you need 8/15 stars anyways, slower lobby/basement goals may cost less towards the total length of your bingo.
- If you need to grab the MIPs star (for X total stars or castle secrets), it may be worthwhile to save on the star before MIPs and *don't save* on the MIPs star in case you lose MIPs in the 30 star door.
- Doing the fastest star per stage is roughly 2:30 faster than doing star #1 (calculated by adding up igt from the ideal run)
- For the fastest 3 stars in each stage consult the 45 star route

## Bob-omb Battlefield

\_\_\_\_\_Note: you always need at least one star in BoB

- [BoB Reds with Cannon](#) - If you have to get both the Bomb King and BoB Reds or need to open the cannon anyways. Safer and easier than next route.
- [Bob Reds no Cannon](#) - If your only BoB goal is BoB Reds
- [BoB 100c no Cannon](#) - If BoB 100c is your only goal, this is rarely faster than doing the cannon since you need a star in BoB anyways, see below.
- [BoB 100c no Shell](#) - Koopa Race is a long star so it can be worth skipping

## Whomp's Fortress

- [WF Reds](#) - If this is your only goal in WF and you don't need extra WF stars to reach 8 for DW
- [WF 140c](#) - All coins route, you can miss one coin
- WF 130c - All coins route but skip the first piranha and the boxes
- WF 120c - All coins route, skip both piranhas and boxes
- [WF 100c w/ Whomp King](#) - If you need WF 100 along with all 4 minibosses and/or 1st star in each stage. MST route.

## Jolly Roger Bay

- [100c w/o Ship](#) - fastest way to get 100c in JRB, requires every accessible coin
- JRB Cannonless - fastest 3 stars in JRB: ship clip + cannonless + jet stream, otherwise open cannon before jetstream

## Cool Cool Mountain

- [CCM 100 w/ Slide](#) - If CCM 100 is only goal, or need 4 stars in CCM.
- [CCM 140 w/ WKWW](#) - more lenient on coins but riskier in term of dying
- [CCM 140 w/ Slide](#) - probably better route for bingos, however it is coin perfect meaning you have to chase all rng coins and kick back up the slide if you forget one
- CCM 140 w/ Penguin Race - not recommended unless you skip the 100c star, since grabbing it makes finishing the race difficult (you spawn 100c on the slide)

### **Big Boo's Haunt**

Note: Vanish cap is only needed for star 6 (eye to eye), so it is not recommended to go out of your way to get it unless it's already a part of your route, you can adapt the routes shown to use vanish cap (copy rta movement basically)

- [BBH 100 w/ Boos](#) - If BBH 100 and 1st star in each stage are needed
- [BBH 100 w/o Cap](#) - If BBH 100 is only BBH goal
- [BBH Reds](#) - If you need 3 stars in BBH.
- [BBH 140](#) - Can alter this route if you have vanish cap

### **Hazy Maze Cave**

- [HMC Reds](#) - If you have to do hmc reds but not 100c,
- [HMC 100c w/ Beast](#) - does blj clip, easiest reds room movement, fast RTA route for just grabbing 100c
- HMC 120c - collect all coins in reds room, do maze route with extra 4 coins, blj clip then clip to beast coin ring, end with metal head area scuttlebug.
- [Easiest HMC 100 route](#) - no blj clip, doesn't do fast reds, ride the elevator if you're afraid of the lj

### **Lethal Lava Land**

- [LLL 100 w/o shell](#) - normally you need to do the first 4 stars in LLL to spawn the shell, this lets you skip these stars and is only about 20s slower than the normal 100c. Only the outside movement is different from normal RTA LLL 100. ***STRONGLY RECOMMEND LEARNING THIS ROUTE***
- Log Rolling w/o Cap/Shell - check 16 star route

### Shifting Sand Land

- [SSL 100 w/ shell](#) - since you need 10 stars to get wingcap it may be faster to do this route
- [SSL 100 w/ Eyerok](#) - grab extra coin outside, skip a secret inside, sideflip onto the platform to enter eyerok area
- [SSL Secrets](#) - 4 in SSL or 6 in SSL

### Dire Dire Docks

- [DDD 100 w/ Sub Star](#) - avoids having to do front sub, this is the fastest way to incorporate ddd100 into a bingo route. probably worthwhile if you're doing 5 in ddd without vanish cap

### Wet Dry World

- WDW 140 - [route 1 \(107c before downtown\)](#), .
- WDW 130 - Skip both boxes and line of 5 near the beginning, do [this movement](#) for the second half (100c+reds route).
- [WDW 100 w/o secrets](#) - it's faster to do 100c by itself and s+q to lobby

### Tiny Huge Island

- [THI Reds](#) - I forget if this is ever useful but here it is
- [THI 100 w/ Wiggler](#) - THI 100 and 4 Minibosses

### Tall Tall Mountain

- [TTM 100c w/o Reds](#) - if you only have to do TTM100 it's faster to skip reds and spawn star on the slide and die after, you can slow down for a safer star grab, or try to instantly ground pound the star, which will stop your speed and allow you to jump for it again if you miss

### Snowmans Land

- [SL 100c no cap/dupe](#) - this route is only barely faster than getting vanish and doing normal SL 100 but is way, way harder, not recommended.
- [SL 100c w/ dupe](#) - if you're confident in your duping abilities, not recommended

### Rainbow Ride

- [RR 100 \(by itself\)](#) - coin perfect, need both lakitu coins (or farm the goomba, a bob-omb or spawn the reds star)
- RR 100 w/ cruiser - same as the above route, but you do movement to cruiser instead, need 85 coins (preferably 87) before reaching ship (5 lakitu coins + ring of 8). You can also pair this with the cannon star to get 5 more coins from the chuckya

### Secret Stars

- [Vanish Cap \(no reds\)](#) - If you long jump off the top and butt slide on the edge of the ledge, you can change your angle in the air to catch an earlier cycle.