

Just a few notes.

- **Warning:** 16 Star is a very basic category, if you want to take the game more seriously, it is highly recommended to learn 70 Star first or definitely after getting sub 20 in 16 Star.
- Most of these videos are taken from Toastrider's 120 Star guide. Other contributions were also made by other people too
- This guide is meant for new players interested in speedrunning Super Mario 64. This guide will assume a basic level of knowledge of the game - if you do not know how to wall kick, it would do you best to play through the entire game before you start to speedrun it. When starting out, it is recommended to start with either easy route and easier strategies and simply finish runs. Then gradually work your way up to harder strats as you get better at moving Mario. However, keep in mind that most of your time gained is going to come from better movement, not from using better strategies. Because there are so many different possible routes for 16 Star, I will list many possible routes sorted from easiest to hardest. It's highly recommended to start with route Easy 2 first. Strategies for each individual star can be found below all of the routes. Should you need additional help, join the Super Mario 64 discord [here](#).
- If you're playing on emulator, it is recommended to play on Project 64 version 1.6 or 1.7. Versions 2.x are banned. Emulator has a lot of lag in DDD but this can be fixed. Go into the emulator settings > untick advance options > rom settings > change Counter Factor from 2 to 1. Restart the emulator and the lag will be fixed.
- Note that RTA timing begins from power on (or reset in the case of VC and emulator), and ends upon collecting the big star at the end of the game. You can download the Livesplit timer [here](#).

Good luck & have fun!

Super Mario 64: 16 Star Guide

Abbreviations

- BoB - Bob-omb Battlefield
- WF - Whomp's Fortress
- JRB - Jolly Roger Bay
- SSL - Shifting Sand Land
- HMC - Hazy Maze Cave
- LLL - Lethal Lava Land
- CCM - Cool Cool Mountain
- BBH - Big Boo's Haunt
- DDD - Dire Dire Docks
- WDW - Wet Dry World
- THI - Tiny Huge Island
- TTM - Tall Tall Mountain
- SL - Snowman's Land
- TTC - Tick Tock Clock
- RR - Rainbow Ride
- CLess - Cannonless
- Pless - Pillarless
- BitDW - Bowser in the Dark World
- BitFS - Bowser in the Fire Sea
- BitS - Bowser in the Sky
- N64 - Nintendo 64
- EMU - Emulator
- VC - Vanish Cap / Virtual Console (Wii)

○ (70) *Denotes that the part of the run is the same as the standard 70 routes.*

(The star select order in some stages matters due to actors loading, backups, the cannon being open/closed among other things. I recommend doing them in the order that is shown.)

Routes

Easy:

Lakitu Skip -[Beginner](#) -[Beginner 2](#) -[Intermediate](#) -[Advanced](#) -[Advanced 2](#) -[Expert](#) -[Comparison](#)
Castle Movement -[Video](#) (mario cam as soon as possible, longjump, jumpdive)

Bob-omb Battlefield

1: Behind Chain Chomp's Gate >>> [Beginner](#) - [Intermediate](#) ([tutorial](#)) -[Alt Cam 1](#) -[Alt 2](#) -[Alt 3](#)
-[Alt Movement](#) -[Advanced](#)

Whomp's Fortress

2: Blast Away the Wall (CLess) -[Video](#) -[Another ledgegrab spot](#) -[Plank Push](#)
3: Fall Onto The Caged Island >>> [Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#) - [Expert wall clip](#)
-[Some backups](#)
4: Shoot Into The Wild Blue >>> [Beginner](#) -[Advanced](#)
5: Chip Off Whomp's Block >>> [Beginner](#) -[Intermediate](#) -[Advanced](#)([Alt Movement](#))
6: To The Top Of The Fortress >>>[Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#)([Alt Movement](#))

Cool Cool Mountain

7: Li'l Penguin Lost >>> [Video](#) -[Video 2](#)
8: Wall Kicks Will Work >>> [Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#)

Bowser in the Dark World >>> [Video](#)

Shifting Sand Land

9: In The Talons Of The Big Bird >>> [Video](#) -[Advanced](#)
10: Shining Atop The Pyramid >>> [Video](#)

Lethal Lava Land

11: 8-Coin Puzzle With 15 Pieces >>> [Beginner](#) -[Intermediate](#) -[Advanced](#)

Hazy Maze Cave

12: A-Maze-Ing Emergency Exit >>> [Video](#) -[Alt Movement](#)
13: Toad Star
14: Watch For Rolling Rocks >>> [Beginner](#) -[Advanced](#)
15: Swimming Beast in the Cavern >>> [Beginner](#) -[Advanced](#) ([Tutorial](#))

All routes converge at this point, go to the last page for the rest of the route.

Medium:

(Potentially ~8 seconds faster than Easy)

Lakitu Skip -[Beginner](#) -[Beginner 2](#) -[Intermediate](#) -[Advanced](#) -[Advanced 2](#) -[Expert](#) -[Comparison](#)
Castle Movement -[Video](#) (mario cam as soon as possible, longjump, jumpdive)

Bob-omb Battlefield

1: Behind Chain Chomp's Gate >>> [Beginner](#) - [Intermediate](#) ([tutorial](#)) -[Alt Cam 1](#) -[Alt 2](#) -[Alt 3](#)
-[Alt Movement](#) -[Advanced](#)

Whomp's Fortress

2. Blast Away the Wall (CLess) -[Video](#) -[Another ledgegrab spot](#) -[Plank Push](#)
3: Fall Onto The Caged Island >>> [Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#) - [Expert wall clip](#)
-[Some backups](#)
4: Shoot Into The Wild Blue >>> [Beginner](#) -[Advanced](#)
5: Chip Off Whomp's Block >>> [Beginner](#) -[Intermediate](#) -[Advanced](#)([Alt Movement](#))
6: To The Top Of The Fortress >>>[Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#)([Alt Movement](#))

Cool Cool Mountain

7: Li'l Penguin Lost >>> [Video](#) -[Video 2](#)
8: Wall Kicks Will Work >>> [Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#)

Bowser in the Dark World

9: Red Coins >>> [Beginner](#) -[Advanced](#) -[Autism](#) -[Alt route](#)
- [Missing switch and getting burned backup](#) - [Easier missing switch backup](#)

Shifting Sand Land

10: In The Talons Of The Big Bird >>> [Video](#) -[Advanced](#)
11: Shining Atop The Pyramid >>> [Video](#)

Lethal Lava Land

12: 8-Coin Puzzle With 15 Pieces >>> [Beginner](#) -[Intermediate](#) -[Advanced](#)

Hazy Maze Cave

13: Toad Star
14: A-Maze-Ing Emergency Exit >>> [Video](#) -[Alt Movement](#)
15: Watch For Rolling Rocks >>> [Beginner](#) -[Advanced](#)

All routes converge at this point, go to the last page for the rest of the route.

Hard:

(Potentially ~35 seconds faster than Medium, not recommended for new players)

Lobby Backwards Long Jumps (LBLJs) >>> [Tutorial](#)

Bowser in the Dark World

- 1: Red Coins >>> [Beginner](#) -[Advanced](#) -[Autism](#) -[Alt route](#)
- [Missing switch and getting burned backup](#) - [Easier missing switch backup](#)

Whomp's Fortress

2. Blast Away the Wall (CLess) -[Video](#) -[Another ledgegrab spot](#) -[Plank Push](#)
3: Fall Onto The Caged Island >>> [Beginner](#) -[Intermediate](#) -[Advanced](#) -[Expert](#) - [Expert wall clip](#) -[Some backups](#)
4: Shoot Into The Wild Blue >>> [Beginner](#) -[Advanced](#)

Shifting Sand Land

5. Inside the Ancient Pyramid - [Pillarless\(Tutorial\)](#) -[Advanced](#) -[Expert](#) -[Legend](#) -[Medium Bomb](#)
6: In The Talons Of The Big Bird >>> [Video](#) -[Advanced](#)
7: Shining Atop The Pyramid >>> [Video](#)

Lethal Lava Land

- 8: 8-Coin Puzzle With 15 Pieces >>>[Beginner](#) -[Intermediate](#) -[Advanced](#)
9 Red Hot Log Rolling >>> [Advanced](#)
10: Boil The Big Bully >>> [Beginner](#) -[Intermediate](#) -[Intermediate 2](#) -[Advanced](#) -[Ending Backup](#)
11. Elevator Tour In The Volcano >>>[Beginner](#) -[Intermediate](#) -[Advanced](#)

Hazy Maze Cave

- 12: A-Maze-Ing Emergency Exit >>> [Video](#) -[Alt Movement](#)
13: Toad Star
14: Watch For Rolling Rocks >>> [Beginner](#) -[Advanced](#)
15: Swimming Beast in the Cavern >>> [Beginner](#) -[Advanced](#) ([Tutorial](#))

All routes converge at this point, go to the last page for the rest of the route.

Dire Dire Docks

16: Boarding Bowser's Sub >>> [Video](#) - [Advanced](#)

Bowser in the Fire Sea >>> [Beginner](#) - [Advanced](#)

Backwards Long Jumps (BLJs) >>> [Tutorial](#)

Bowser in the Sky >>> [Beginner](#) - [Intermediate](#) - [Advanced](#) - [Expert](#) - [Manamo](#)

Bowser throws - [Video](#) - [Video 2](#)