Super Mario 64 - All Bosses Category Extension
(Popularized by Zeas44 and Sarahsteranka)
Join the Discord for Resources and Discussion

CATEGORY RULES
- Defeat all star-granting enemies/bosses across the stages
- Beat the game
- SBLJ is banned to skip the 30 Star door
- Timing starts on reset and ends upon collecting the final star after defeating Bowser (intro skip is allowed)
- All new run submissions require a VOD (Twitch Highlight or YouTube vid)

Bosses would include:
Bomb-Omb Battlefield: King Bomb-Omb
Whomp's Fortress: Whomp King
Bowser in the Dark World
Big Boo's Haunt: Ghost Hunt Boo, Carousel Boo, Balcony Boo, Eyeball
Shifting Sand Land: Eye-rock
Lethal Lava Land: Both Big Bullies
Bowser in the Fire Sea
Tiny-Huge Island: Wiggler, Piranha Plants
Snowmans' Land: Bully
Bowser in the Sky

For the purposes of the category extension; a "boss" would be classified as a creature - with the ability to deal damage to Mario, and/or that despawns from the level upon defeat- that you defeat or eliminate to earn a star.
Something like the MST extension only includes miniboss battles that play the typical boss music, have text boxes, etc.
This classification allows for the inclusion of enemies like the bullies, the eye in BBH, etc.

EXAMPLE ROUTE
BOB (2) - Bomb King + Bomb Clip
WF + PSS(9) - 16 Star No LBLJ Whomps and Slides

CCM(11) – Wallkicks + Lil Penguin
DW(12) – Reds
VC – No reds, just cap
BBH(16) – Ghost Hunt, Carousel, Balcony Boo, Eyeball
SSL(17) – Eyerock Fight
LLL(19) – Big Bullies
MIPS
DDD(20) – Sub
FS
THI(22) – Wiggler + Plants
SL(23) – Bully
BLJ's .
BitS

LEADERBOARD

Runner	Personal Best
Smc5	25:07
BigCheese	25:12
Avataur	25:53
Drewey_TV (DreweySR)	26:33
mAf1sss1 (mAf1sss)	27:16
AirBrush45	28:57
SaySurprise	29:11
LikelyLana	29:49
Zeas44	30:06
BlueHavenGaming	30:57
alex7456	31:20
Horhay_SFM	31:31
iMaCH	31:46

Krystenxo	32:18
Zans64	33:04
Blackvike2	33:51
Sarahsteranka	37:16 (can't submit lol OpenEmu lol)