

# How Speedrunners Beat Robots

Greg d'Eon  
UDLS

November 2024

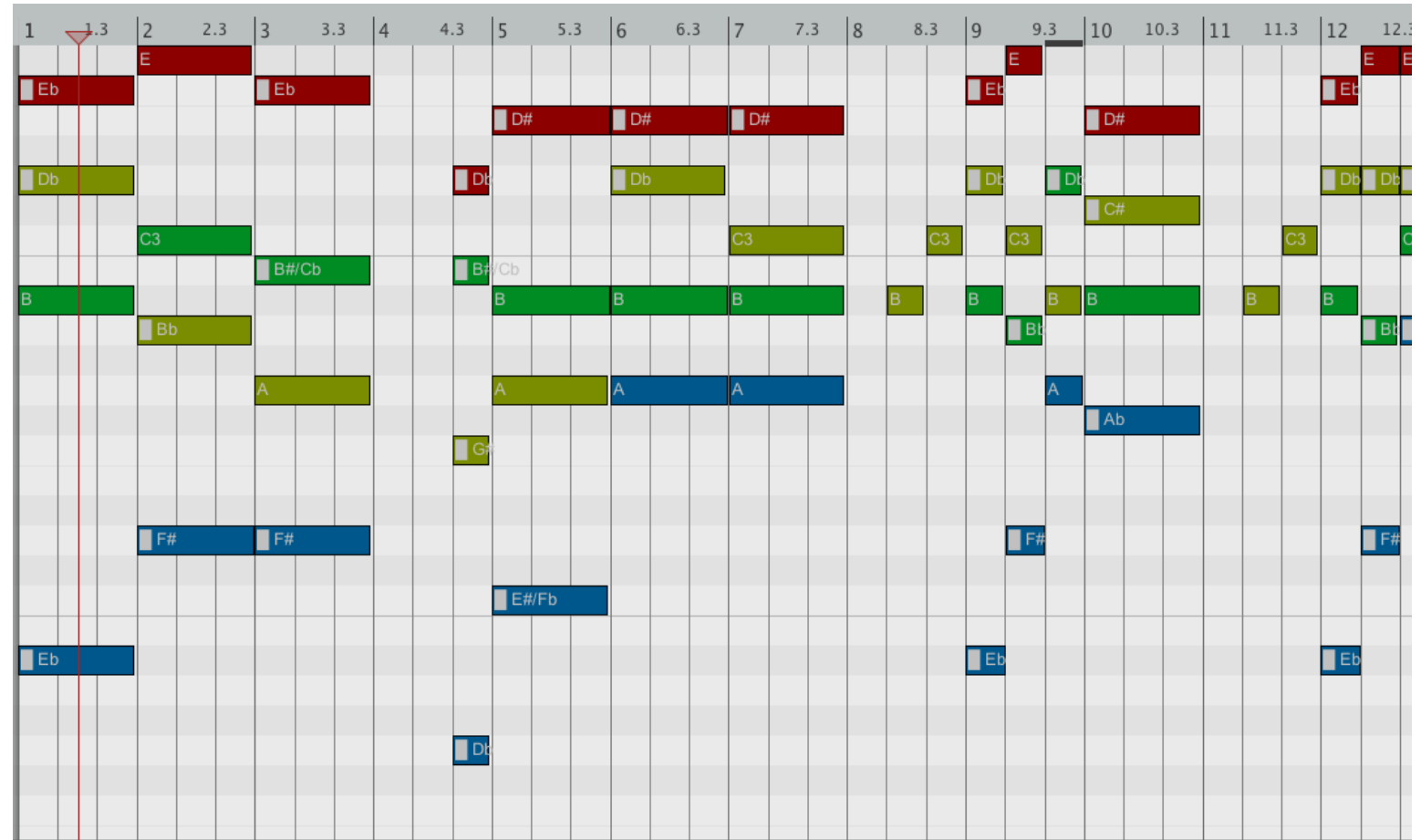




# Speedruns



# Tool-Assisted Speedruns



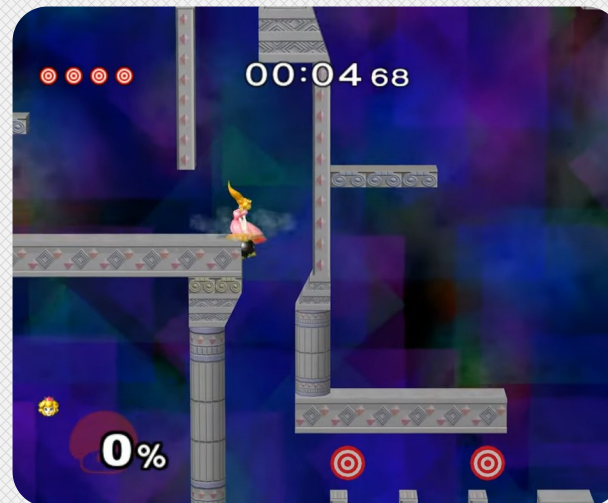


# Tool-Assisted Speedruns

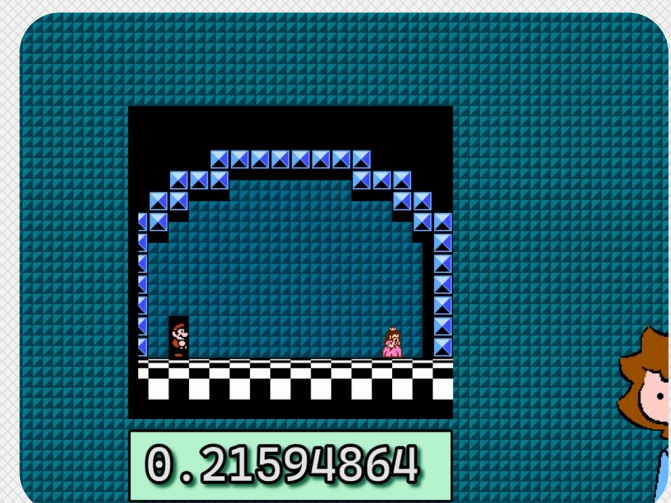
## Precision



## Luck



## Code injection











[https://  
issmmbeatenyet.com](https://issmmbeatenyet.com)

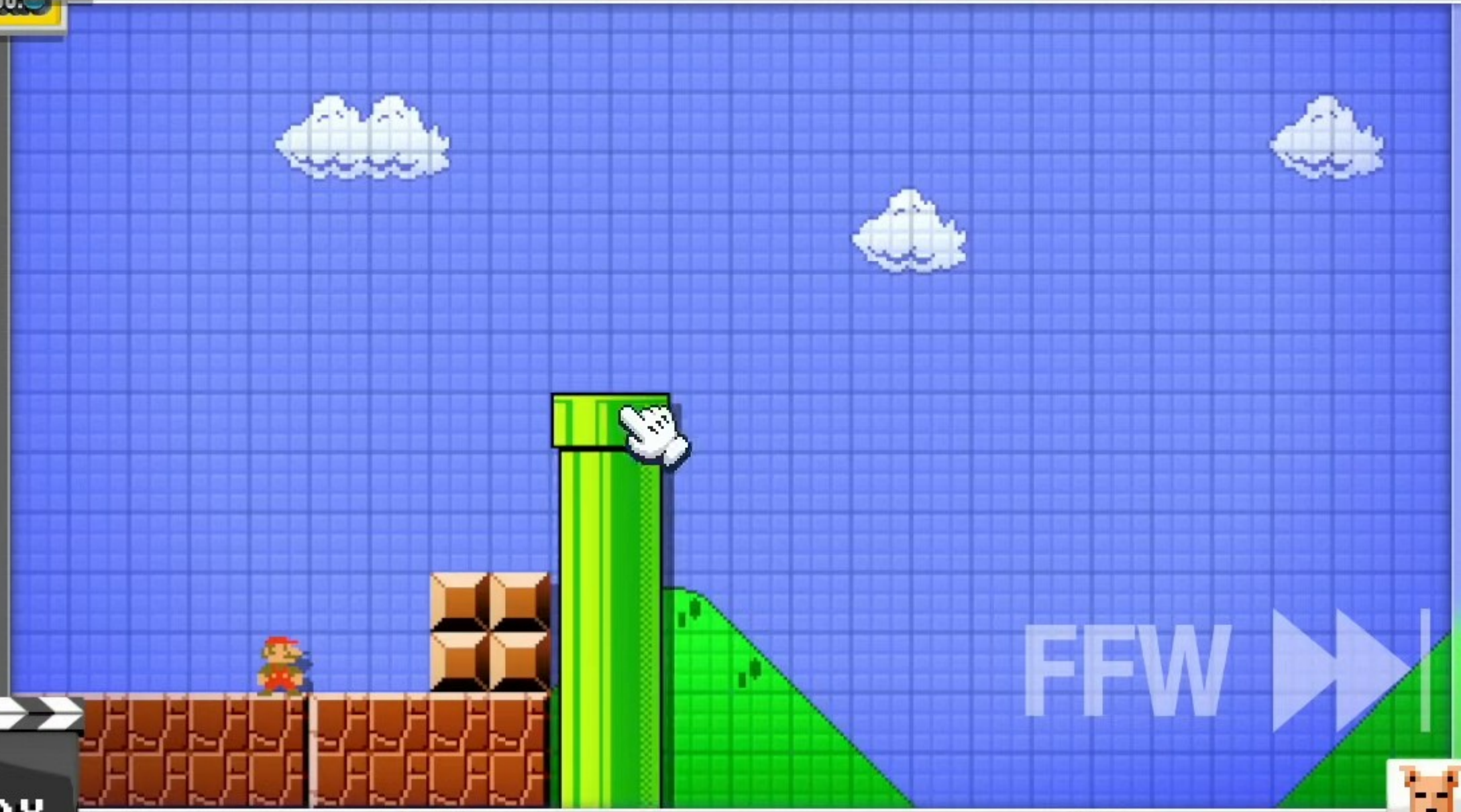
IS SUPER MARIO MAKER BEATEN YET?

**YES**

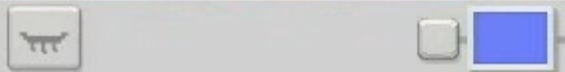


**SUPER MARIO BROS.**

Game Bros.



FFW











Hot Courses

Popular Courses

New Courses

Detailed Search



## The Unforgiving Desert



♥ 17    🚶 652

📁 Standard    📁 Themed

🇺🇸 TylerDaPig

I'm sorry in advance. (EXTREMELY HARD)



World Record



🕒 01:00.030  
Bad kind

Clear Rate

0.00%

Course ID

H35-PR3-VXF

📄 Download

📄 More info

💬 View comments **8**

🚩 Report

👥 Play Together

🎬 Play

By clear rate

Search



# Team



## Announcement of Discontinuation of Online Services for Nintendo 3DS and Wii U software

**Applies to:** Nintendo 3DS, Nintendo 3DS XL, Nintendo 2DS, New Nintendo 3DS, New Nintendo 3DS XL, New Nintendo 2DS XL, Wii U Deluxe, Wii U Basic

---

Thank you very much for supporting our products.

At 5pm PDT on April 8, 2024, online play and other functionality that uses online communication was discontinued for Nintendo 3DS and Wii U software, including software exclusive to New Nintendo 3DS. This also includes online co-operative play, internet rankings, and data distribution.

You can find more information about badges for decorating the Nintendo 3DS HOME Menu using Nintendo Badge Arcade [here](#).

We sincerely thank players for using the online services of Nintendo 3DS and Wii U software over a long period of time and apologize for any inconvenience.

---



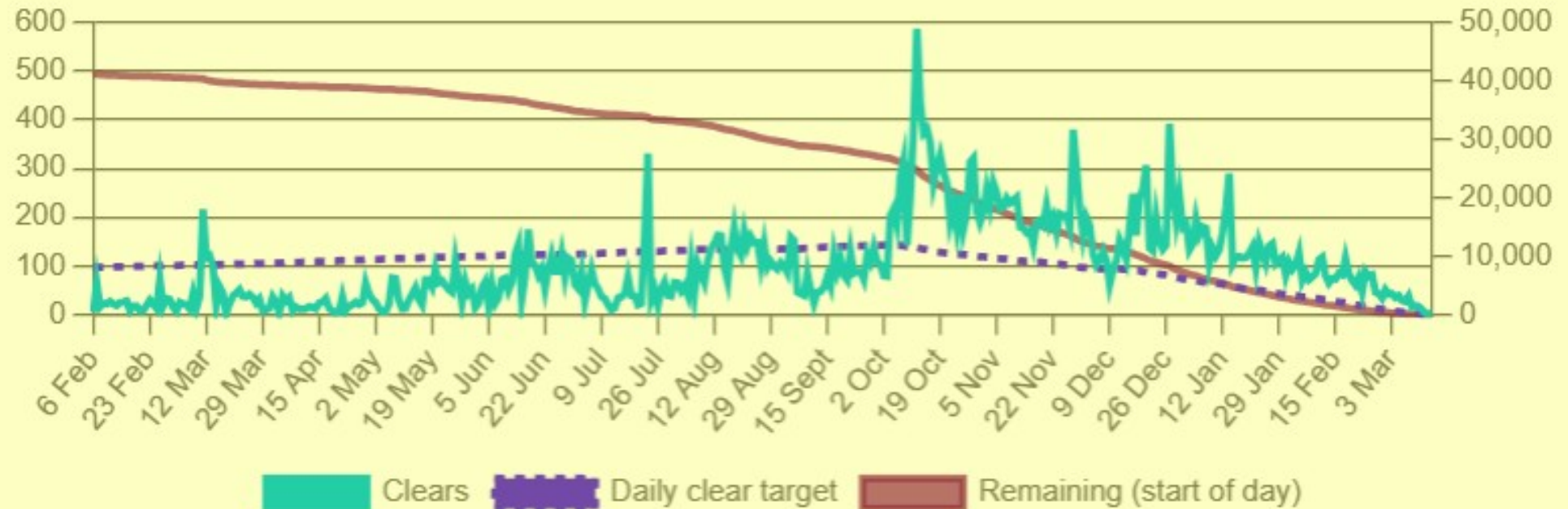
# Team



## Clears over time ?

DAILY

WEEKLY





## The Last Dance



そう

今回のクリアタイム 01:48.630

ベストクリアタイム 01:48.630



スタートからやりなおす

おわる



**Team 0%**

@Team0Percent



1 level Left! Yamada beat final dance leaving Trimming the Herbs as the the last level left to clear

12:16 PM · Mar 15, 2024 · **354.6K** Views


アップしよう、少し難しいスピードラン!!










 BEHIND THE SCREENS

# How to cheat at *Super Mario Maker* and get away with it for years


Creator says he "was just at the right place at the right time" to abuse TAS techniques.

KYLE ORLAND - 11 APR 2024 03:45 |  60



→ The Frankenstein's monster of a GamePad hack responsible for the creation of *Trimming the Herbs*. Credit: Ahoyo





100%  
clear!

Jeffie Today at 17:25


@everyone WE DID IT!

  EVERY LEVEL IN SUPER MARIO MAKER 1 IS CLEARED!  

Trimming the Herbs was in fact a TAS, making 'The Last Dance' the final level cleared! Ahoyo published a statement regarding this which you can read here: [# tth](#)


We ask you not to harass Ahoyo or anyone else over this and not cause any unnecessary drama. Keep the discourse healthy and rational.

[@Yamada\\_SMM2](#), who cleared 'The Last Dance' and with that the final uncleared level in Super Mario Maker 1, on March 15 2024, also earns the custom 'Last Choreographer' role.

 TOO GOOD TO BE TRUE

# *Super Mario Maker's* “final boss” was a fraud all along

"Team 0%" declares a bittersweet victory as Trimming the Herbs' creator comes clean.

KYLE ORLAND – 26 MAR 2024 04:00 |  75



Preclimb: 194 (44)

000004010 6489

[ ( ) ( ) ( ) ( ) ( ) ]

Climb: 46 (11) Last Section 3/5 Last Section 4/5: 5 (4) Last Section (2) Nai: 1











# The A Button Challenge



**Operations That Mainly Use The A Button**

**Regular Jump**  
A  
Press once  
Jump and stomp on some enemies.

**Ways To Jump High**

**Continuous Jump**  
A + A  
Jump once, then press the A Button again as you land.

**Triple Jump (With Forward Somersault)**  
A + A + A  
While running, jump repeatedly, and as you land, press the A Button again and again. You need speed to do this.

**Side Somersault**  
← + A  
While running, press the A Button as you make a U-turn.

**Wall Kick**  
A + A  
Jump toward the wall, and jump again as you hit it.

**Using The Z Button...**

**Backward Somersault**  
Z + A  
Crouch (where you are) and jump.

**How To Jump Great Distances**

**Long Jump**  
← + Z + A  
As you run, press the Z Button to "Crouch & Slide" and press the A Button to jump. The distance you'll jump depends on how fast you run.

**SUPER MARIO 64**

10

11



**www.sm64.com**

[Main Page](#)

[Latest News](#)

[Records](#)

[Fastest Star Times](#)

[Miscellaneous Info](#)

[About This Site](#)

**Main Courses**

[Bob-omb Battlefield](#)

[Whomp's Fortress](#)

[Jolly Roger Bay](#)

[Cool, Cool Mountain](#)

[Big Boo's Haunt](#)

[Hazy Maze Cave](#)

[Lethal Lava Land](#)

[Shifting Sand Land](#)

[Dire, Dire Docks](#)

[Snowman's Land](#)

[Wet-Dry World](#)

[Tall, Tall Mountain](#)

[Tiny-Huge Island](#)

[Tick Tock Clock](#)

[Rainbow Ride](#)

**Other Courses**

[Tower of the Wing Cap](#)

[Vanish Cap Under the Moat](#)

[Cavern of the Metal Cap](#)

[The Princess's Secret Slide](#)

[The Secret Aquarium](#)

[Wing Mario over the Rainbow](#)

[Bowser in the Dark World](#)

[Bowser in the Fire Sea](#)

[Bowser in the Sky](#)

[Outside the Castle](#)

[Inside the Castle](#)

[Castle Courtyard](#)

# A BUTTON CHALLENGE

In this challenge, we attempt to minimize the number of times that you must press the A button. The counting starts as the level begins, and ends when the star is obtained. In a single press there is no limit to how long you may hold down the button, and the count is increased when the button is pressed, not released.

The following is a list of the best known scores for each star. Numbers that appear in brackets are scores that we think are possible, but haven't been done yet. (Because it is tricky / I haven't gotten around to it yet.) Most of the scores are from the actual console, but I'm going to allow the use of emulators and save-states for the tough ones that are possible, but have too many tricky parts.

A big thanks goes out to Josiah (aka Ad infinitum ad hoc) from the GameFAQs [SM64 board](#), who posted his scores for most of these stars. (I probably would've forgotten about this challenge otherwise.) Also thanks to Alex Penev, who posted about his challenge to get all the stars in Cool, Cool Mountain with only 1 press.

## Bob-omb Battlefield

Big Bob-omb on the Summit	0
Footrace with Koopa the Quick	0
Shoot to the Island in the Sky	1
Find the 8 red coins	1
Mario Wings to the Sky	1
Behind Chain Chomp's Gate	4 (1)
100-coin star	1

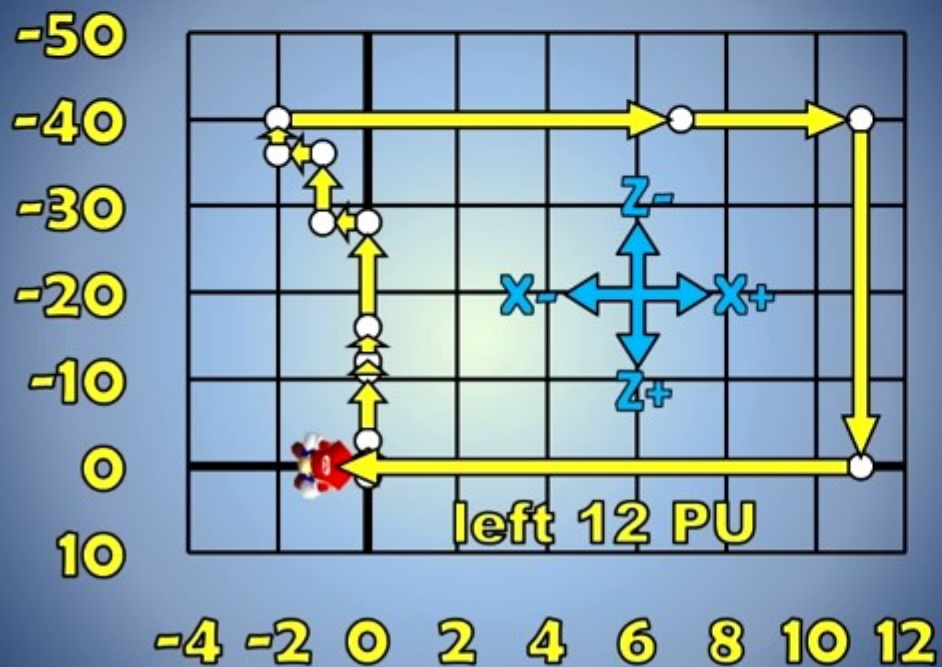
Standard View



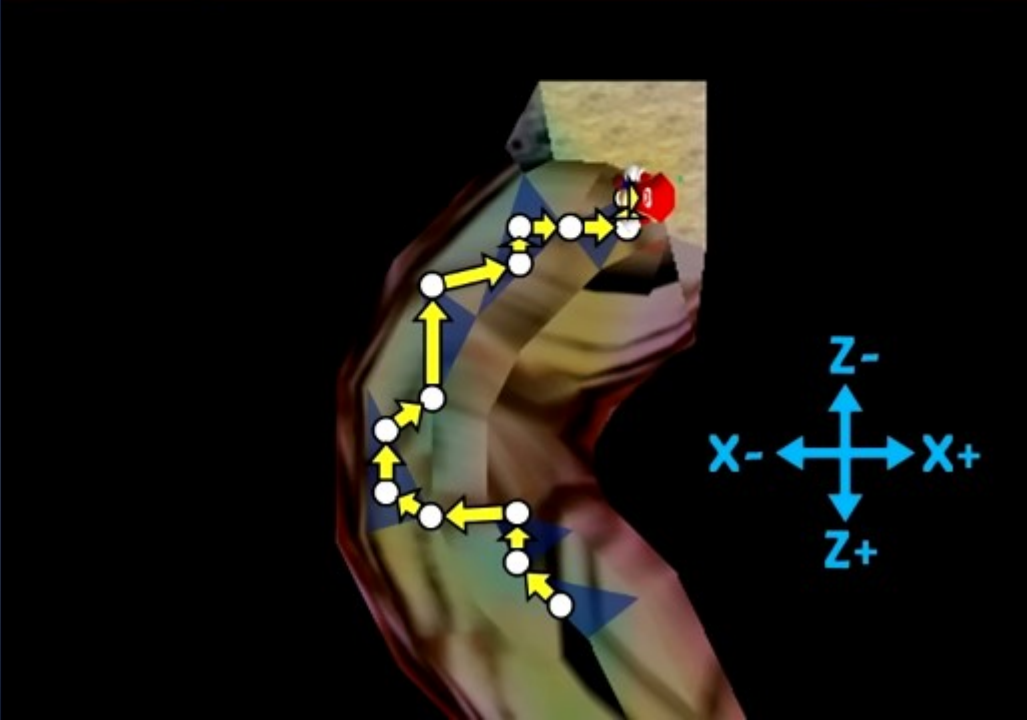
Relative View



PU Map




Relative Map





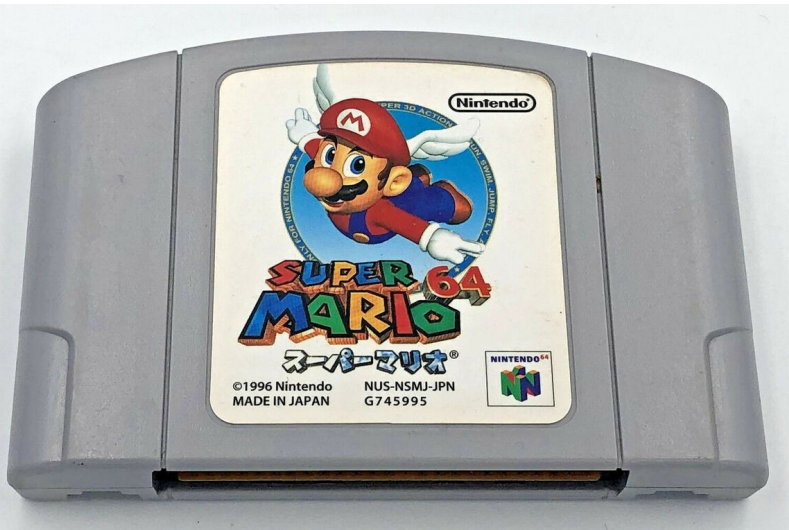
# A Presses (120 stars)



16 x 



13 x 








# A Presses (70 stars)



# A Presses (70 stars)



1 x 



?



1 x 







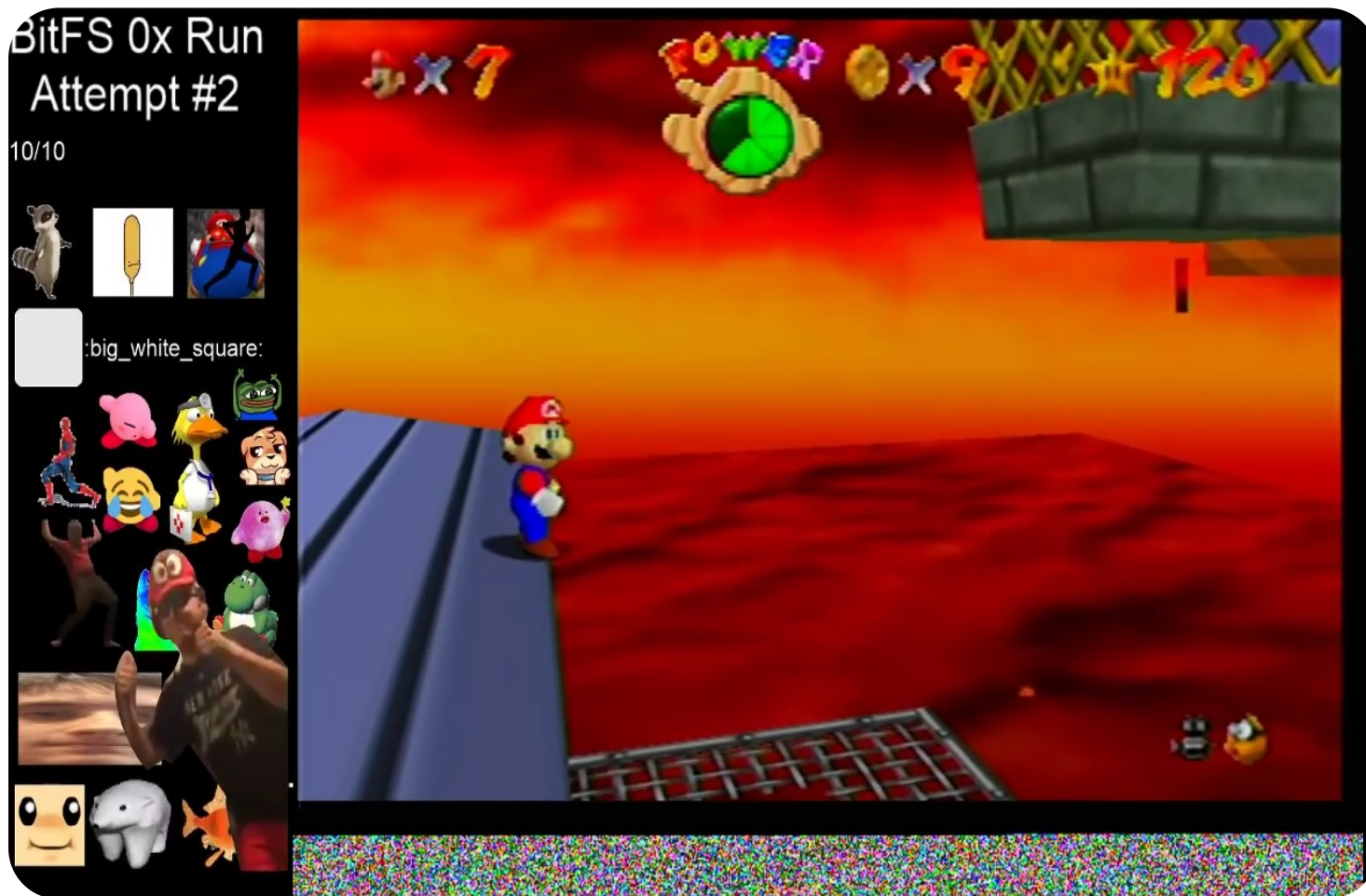




```
y -= sins(t) * 0.58;  
t += 0x100;
```



3 days later...





Super Mario 64 Any% 0xA		
CCM 2 + HOLP (19)	-0.34	1:36:16.62
BBH (24)	-11:03.72	2:02:34.88
HMC + CotMC (28)	+4:18.97	2:32:02.84
JRB (32)	+8:32.35	2:54:18.21
HOLP --> WF + HOLP (38)	-1:02:57.25	3:25:03.69
SSL 2 (41)	-	3:56:24.67
LLL (47)	-	4:11:29.38
DDD (49)	-	4:28:18.23
Enter BitFS (49)	+1:21.03	4:28:26.76
BitFS (49)	-	82:33:39.76
WDW (54)	-	83:51:24.74
TTM (61)	-	84:14:55.18
SL (68)	-	85:01:23.26
100 lives (69)	-	85:22:13.70
Go to BitS (70)	-	85:39:17.13

Clear 0xA

**86:48:28.75**

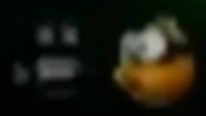
Previous Segment

**86:48:28.75**

PB: -  
Best: - 1:09:11.61




- mrulnbrow LETS GOOOOO
- ECPmath GG
- Zans64 GGS
- gg gg
- Jorisocli OMG
- gg gg
- bb1799 double ad is ridiculous
- kattahua GG
- Ff303 gg
- anderium HISTORY HAS BEEN MADE
- Luzifer323 THE HALF A-PRESS MEME DIED FOR THIS #1
- GGs
- AbUnderscored gg
- NotMeowMix GG
- Arzeker gg
- snoceary2 ITS DONE




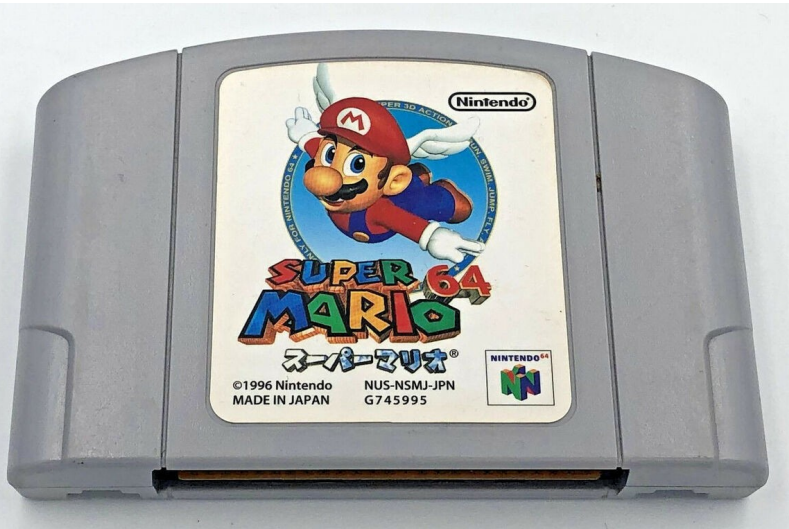
# A Presses (70 stars)




1 x 



0 x   
(humans only)



1 x 







*The End*