

# Strategies

- [Project Blindfolded Ocarina of Time \(Ganonless \(Volvagia warp\)\) by twitch.tv/katun24](#)
- [Bubzia's OoT Notes](#)
  - [2022 Bubzia Ocarina of Time - any% Blindfolded \(WW route\)](#)
  - [Ocarina of Time - any% No IM/WW Blindfolded by Bubzia](#)
  - [2020 Ocarina of Time - any% Blindfolded \(WW route, No Collapse Skip\)](#)
  - [Ocarina of Time - Ganonless Blindfolded Notes](#)
  - [2023 Bubzia Ocarina of Time - any% Blindfolded \(GIM route\)](#)
  - [2026 Bubzia Ocarina of Time - Any% Blindfolded \(WW Marathon Route\)](#)

# Project Blindfolded Ocarina of Time (Ganonless (Volvagia warp)) by twitch.tv/katun24

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Phase A (DONE) - strat all segments individually

Phase B (DONE) - full run: 06:13:48 > <https://www.twitch.tv/videos/256438102>

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## SETTINGS

game version: Zelda no Densetsu - Toki no Ocarina (J) (V1.0)

emulator: Project64 1.7.0.50.Ver.23 (default settings except controller plugin to allow GC controller input, see below)

graphics plugin: Jabo's Direct3D8 1.7.0.57-ver5

controller plugin: N-Rage's Direct-Input8 V2 1.83, button configuration same as on GC

controller setup: - official Nintendo Gamecube controller with 'GC Controller Adapter for Wii U' (3rd party)

- Gamecube USB Adapter Driver - v3.2.1 - left analog stick deadzone = 15% (0% in other programs)

- TocaEdit X360 Controller Emulator 3.2.8.77 (2015-10-04) 64-bit

in-game settings: - sound: surround

- z targeting: hold

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## NOTATIONS AND ABBREVIATIONS

\_5 = for 5 beats of the music (example)

\_5e = for 5 beats of the enemy music (example)

\_5f = for 5 footsteps (example)

\_5s = for 5 swim sounds (example)

\_5t = for 5 timer sounds (example)

AIM = charge projectile weapon (weapon) in target mode (hold Z + hold CL/CD/CR + [direction], release CL/CD/CR)

ATK = swing sword (B)

B/\_B/D/\_D = move backward (down)

B-BR = move between backward and backward-left (example) (hold between backward and backward-left)

BF = backflip (tap down + tap A)

BL/\_BL/DL/\_DL = move backward-left (down-left)

BLANKA = perform blank A (A + NUT (1 frame later))

BOTTLE = use bottle (CL/CD/CR)

BR/\_BR/DR/\_DR = move backward-right (down-right)

BSH = backwards sidehop (D (hold analog stick halfway down) + tap A)

CAM = turn the camera (tap [direction], Z) (CAM\_B = CAM\_R x2)

CHU = pull out bombchu (CL/CD/CR)

CHUL = pull out bombchu and launch it (CHU, PUT)

CLIMB = climb a block (F, A > climb)

CRAWL = enter a crawlspace (A)

CU = C-up to normalize camera angle (C-up x2)

CUCCO = use cucco (inventory item) (CL/CD/CR)

DIVE = dive (hold A)

DLG = go through dialogue (A, mash B > no dialogue) (options)

DOOR = open door (A)

DRO = diagonal roll (after backflip/sidehop) (Z + A)

DROP = drop from ledge/ladder/vines (A)

EQUIP = equip [item] in menu

F/\_F/U/\_U = move forward (hold up)

FCAST = cast Farore's Wind (CL/CD/CR)

FL/\_FL/UL/\_UL = move forward-left (hold up-left)

FR/\_FR/UR/\_UR = move forward-right (hold up-right)

FWARP = warp to Farore's Wind spot (CL/CD/CR, DLG)

FWIND = cast Farore's Wind and warp to the spot (FCAST, FWARP)

FWSAVE = cast Farore's Wind and save (FCAST, SAVE)

GORT = equip goron tunic (EQUIP (goron tunic))

GRAB = push/pull a block (hold A + F/B)

HEAR = change the camera angle with C-up by listening

HKS = use hookshot/longshot (CL/CD/CR)

JS/\_JS = jumpslash (have weapon drawn, Z + A)

KOKT = equip kokiri tunic (EQUIP (kokiri tunic))

L/\_L = move left (left)

MAX = [motion] until you can't go further

MENU = open/close menu (start)

NC = normalize camera angle against wall F + mash Z

NRO = neutral roll (do not have sword drawn, Z + A)

NUT = use deku nut (CL/CD/CR)

PB = pause buffer for timing (MENU, MENU + timing)

PCS = power crouch stab (S + mash ATK)

PCUCCO = use pocket egg or pocket cucco (CL/CD/CR)

PLAY = play an ocarina song with ocarina items + dialogue (mash BOTTLE > catch, DLG, BF + BOTTLE + ATK, note buttons, DLG)

PUT = put down object (A)

R/\_R = move right (right)

RESET = save and reset (SAVE, reset)

RO = roll forward (hold F + mash A)

SAVE = save the game (MENU, B, A)

SH = sidehop (tap [direction] + tap A)

SHOP = shop dialogue + buy item (F\_1, DLG, buy item at [direction1]-[direction2])

SRO = normalized sideways angle roll (D (hold analog stick halfway down) + tap A\_1.25, Z)

STICK = pull out deku stick (CL/CD/CR)

W = wait (hold no button)

WARP = play a warp song and warp (PLAY, DLG)

Z = Z-target (Z)

ZRO = normalized diagonal angle roll (SH\_[direction], DRO\_1.25, Z)

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## PROCEDURES

[castlerupees] {Market Entrance} FR

{Hyrule Field} NRO x5, Z\_L > MAX, Z\_B > MAX, tap R, Z\_F > bonk, R

[foresttomarket] {Zora's River} Z\_L > climb, (Z\_FL\_, Z\_L\_, Z\_BL\_ x2) > splash, Z\_L > dry, Z\_BL

{Hyrule Field} W > day, Z\_F > path, Z\_R > wood, Z\_FR

[kokiristart] {Link's House} DLG, CU, L > slow, UL

{Kokiri Village} DLG, NRO x2, tap Z\_F > ladder, DROP, BF > MAX

[lwpondtodomain] {Lost Woods} [lwpondtoriver]

{Zora's River} F > MAX, BF, PLAY (zelda's lullaby), F

[lwpondtoriver] {Lost Woods} CAM\_L, SH\_R, F > MAX, DIVE\_ (F\_4, FL)

[navidive] >> Z + (mash STICK > jump, mash CU > DLG)

[owl] >> DLG (bottom)

[reload] >> Z\_B x2

[resettolwcentre] >> RESET, [kokiristart], B > climb, Z\_FL\_24f, FR > climb, Z\_F\_24f, Z\_BL

{Lost Woods} F > grass x3, SH\_R (> wood, > grass x3), F > wood

[resettolwpond] {Lost Woods} [resettolwcentre], SH\_L, F

{Goron City} B

[tottokakariko] >> RESET, F

{Temple Path} B > slow, BR

{Market} R\_24f, F

{Market Entrance} FR

{Hyrule Field} [gatetokakariko]

{Death Mountain Crater}

[bolerotogc] NRO x7, SH\_L x14, CAM\_L, HKS > pull, Z\_FL

[dmctofiretemple] WARP (bolero of fire), Z\_ (F > jump, FR > climb), mash DROP\_F > land, B

{Fire Temple}

[daruniatovolvagia] <Darunia Room> CAM\_B, Z\_B > slow, RO > climb, RO\_FL > door

[todaruniaback] <Entrance> [firetempleentrance]\_L

<Darunia Room> Z\_F > slow, CAM\_L, F > climb, SH\_R > MAX

{Great Fairy's Fountain}

[greatfairyfountain] F > MAX, BF, CAM\_B, PLAY (zelda's lullaby)

{Hyrule Field}

[gatetokakariko] F\_8f, CAM\_L, F\_60, SH\_L >>

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GLOBAL BACK-UPS

deku nuts (10) (child) {Kokiri Shop} SHOP (R-DR)

deku stick (child) {Kokiri Shop} SHOP (R-UR)

magic (adult) {Death Mountain Crater} [bolerotogc]

{Goron City} Z\_B

{Death Mountain Crater} CAM\_R, F\_3f, S + ATK, BF, Z\_R

rupees (child) {Hyrule Field} (from Market Entrance) [castlerupees]

zora's river to kakariko village {Hyrule Field} CAM\_FR, F > slow, SH\_R

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## FULL ROUTE

### 01xx - KOKIRI

0100 - >> [kokiristart]

0110 - {Kokiri Village} Z\_FR\_10, Z\_F > slow, SH\_L, SH\_R x2, DRO > crawl, Z\_F > MAX, BF

Z + (L > MAX, F > MAX) (if hit: W\_8, Z), SH\_L, BF, SH\_R, DRO > open (KOKIRI SWORD), RESET

0120 - >> [kokiristart]

0121 - {Kokiri Village} ZRO\_L x2, SH\_R x3, F\_16, SH\_L > DLG, SH\_L

0130 - {Kokiri Shop} SHOP (R-UR) (DEKU STICK)

### 02xx - MARKET

0200 - >> [resettolwcentre]

0210 - {Lost Woods} F > grass x3, SH\_R > MAX, tap R, NC, Z\_FL > MAX, SH\_R, BF, tilt Z\_BR > hang, tap U, [navidive], L

0220 - >> [foresttomarket], [castlerupees] x2

0230 - {Market Entrance} BL

0231 - {Market} BL\_9, W, F > MAX, DOOR

0240 - {Bazaar} SHOP (R-BL) (HYLIAN SHIELD), SHOP (R-BR) (DEKU NUTS), EQUIP (hylian shield), B

### 03xx - ZELDA



0300 - {Market} BL\_9.5, F

0310 - {Hyrule Castle} F > [owl], W > night, Z\_B > slow, Z\_R

0311 - {Market} F

0320 - {Hyrule Castle} SH\_R >> DLG x2 (WEIRD EGG), CAM\_BR, Z\_F > vines, Z\_F > slow, SH\_L x6, Z\_F\_20f, Z\_BL > grass, Z\_B > slow

Z\_BL > MAX, SH\_L x2, CAM\_BL, Z\_F > water, Z\_BR > MAX, R > climb, NRO, Z\_L > MAX, SH\_R, CAM\_R

CUCCO, DLG x2, SAVE, Z\_BL > MAX, Z\_R > MAX, GRAB\_F > MAX, [blockside]\_L + S, Z\_BR > MAX, CAM\_L

SH\_R, GRAB\_F > MAX, SH\_L, NRO, CAM\_R, GRAB\_F > MAX, CLIMB, F > MAX, W > day, (tap L/R, F + NRO) > crawl

0330 - {Castle Courtyard} B\_4, mash SH\_L > music loop, (FL\_16, R\_2, F\_2) x2, FL

0340 - {Zelda's Courtyard} mash RO > DLG (ZELDA'S LETTER), Z\_F > SONG (ZELDA'S LULLABY)

B\_0320 - {Hyrule Castle} (after malon) CAM\_R, F > vines, Z\_F > slow

(after falling in water) W > MAX, HEAR (water behind), NC, Z\_L > MAX, Z\_B\_6s, Z\_R > up, R > climb

R\_0320 - {Hyrule Castle} (after boxes) CAM\_B, SH\_L x3

B\_0330 - {Hyrule Castle} (after getting caught) CAM\_L, SH\_L x2, F > MAX, CLIMB, F > MAX, NRO

04xx - BOMBCHUS

0400 - {Hyrule Field} DLG, BF, SH\_L

0410 - >> [castlerupees] x2

0411 - {Market Entrance} FR

0420 - {Hyrule Field} [gatetokakariko]

0430 - {Kakariko Village} B

0431 - {Hyrule Field} W > die, DLG, B

0440 - {Kakariko Village} Z\_F > MAX, SH\_L x3, Z\_F > water, Z\_B > MAX, tap B, tap U > top, NUT, [navidive], FL > walk, F

0450 - {Bottom of the Well} SAVE, Z\_F > MAX, CRAWL\_F > MAX, (STICK, BLANKA, CRAWL) > no crawl, Z\_R > MAX, Z\_B > MAX, CAM\_B (single turn)

Z > target, S + CU, S\_10, S + tap Z\_10, CAM\_FR, S + Z\_10, SH\_R, JS, BF, (SH\_L, BF) x2, JS\_ (1.5e, 1.75e), SH\_L, CAM\_L

Z\_F > soil, NC, SH\_R > slow, Z\_ (W, B\_12, W\_8, BR\_4, B\_3, F > slow), NC, BF, CAM\_R, NRO > open (BOMBCHUS), RESET, B

0460 - {Kakariko Village} EQUIP (kokiri sword), Z\_F > MAX, SH\_L x2, Z\_F

05xx - SCALE

0500 - {Hyrule Field} F\_8f, Z\_FL > slow, Z\_L > climb, CAM\_B, Z\_B > slow, Z\_R > MAX, FR > top, NRO x5, SH\_R >> MAX, F

0510 - {Lake Hylia} CAM\_L, SH\_R > climb, CAM\_BR, Z\_F > slow, Z\_R\_8f, CAM\_FL, W > cuckoo, NRO > door

0520 - {Fishing Pond} CAM\_FR, NRO > DLG, Z + (BL > slow, BF, SH\_L x2, F\_8f, ATK, ((ATK, tap R > bite, (if jump: W\_1e; else: GRAB\_B)) > no reel) > catch)

DLG, HEAR (stream), F > slow, NC, Z\_ (L/R > water, NC, SH\_L x2, Z\_F > slow), CAM\_BR, Z + (SH\_R x11, F > slow, DLG (GOLDEN SCALE))

DLG (bottom), F > slow, CAM\_R, Z\_FL > MAX, CAM\_L, SH\_L x2, DOOR

0530 - {Lake Hylia} Z\_F\_22s, W, R\_3 (PB), Z, DIVE\_F

06xx - BOTTLE

0600 - {Zora's Domain} B\_1, DIVE\_B

0610 - {Lake Hylia} F\_4s, DIVE\_F > DLG (LETTER IN A BOTTLE), Z, B\_8s, DIVE\_B

0620 - {Zora's Domain} B > MAX, CAM\_FR, Z\_B

0621 - {Zora Shop} B

0622 - {Zora's Domain} CAM\_FL, BF\_5, Z\_FL\_12, BF, CAM\_L, RO > DLG, Z + BOTTLE, F > slow, NC, Z\_BL > slow, Z\_F > MAX

SH\_L >> MAX, Z\_B > land, SH\_L >> MAX, SH\_R x4, mash BOTTLE > catch (FISH)

07xx - MAGIC

0700 - >> [resettolwpond]

0710 - {Lost Woods} F > [owl], HEAR (music), Z\_BL

0720 - {Goron City} CHUL, CAM\_B, Z\_B > climb, SH\_R > slow, Z\_B > slow, SH\_R > slow, Z\_F > slow, SH\_L x2, Z\_F

0730 - {Death Mountain Trail} Z\_F > slow, SH\_L, Z\_FR > goron, Z\_B > slow, Z\_BR > slow, SH\_L x3, B > climb, Z\_F > climb, CAM\_R, CHUL x2, Z\_F > climb

FL > climb, SH\_L x2, F > climb, CAM\_B, Z\_B > MAX, SH\_L x3, L > MAX, tap S\_U > shield, Z\_FL > slow, CHU + F

0740 - {Great Fairy's Fountain} [greatfairyfountain] (MAGIC METER)

08xx - FARORE

0800 - >> [resettolwpond]

0810 - >> [lwpondtodomain]

0820 - {Zora's Domain} Z\_FR\_11, Z\_FL\_16, Z\_ > MAX (L, R, F, L, B, L)

0830 - {Zora's Fountain} NRO, SH\_R > slow, CAM\_BR, F > MAX, CHU + F

0840 - {Great Fairy's Fountain} [greatfairyfountain] (FARORE'S WIND)

09xx - ADULT

0900 - >> [resettolwpond]

0910 - {Lost Woods} [lwpondtoriver]

0920 - >> [foresttomarket]

0930 - {Market Entrance} BL

0931 - {Market} BL\_12, F

0940 - {Temple Path} L > slow, FR

0941 - {Temple of Time} B

0942 - {Temple Path} F

0950 - {Temple of Time} CAM\_BR, NC, ZRO\_R, BF, SRO, Z\_B > slow, SH\_L > slow, Z\_F\_8f, SH\_L > slow, Z\_BL > MAX

BSH\_(1.5f or 1f), Z\_B\_1f, BF\_1f, Z\_L\_0.5f, JS\_L > DLG, RO > DLG (MASTER SWORD) (LIGHT MEDALLION)

10xx - HOOKSHOT

1000 - >> [tottokakariko]

1010 - {Kakariko Village} F > MAX, SH\_L, F > MAX, Z\_R > MAX, NRO > DLG (POCKET EGG), F > MAX, Z\_B\_4, SH\_L, F

1020 - >> [reload]

1021 - {Graveyard} ((SH\_R x4, Z\_F\_2f, SPIN, Z\_F > slow, SH\_R, (SH\_L x2, Z\_B\_1f) (+ reverse x3)) > DLG (MAGIC JAR), HEAR (windmill), F) > magic jar

Z\_FL > poe, Z\_BL > MAX, NRO x4, CAM\_R, F > MAX, GRAB\_B > MAX, CLIMB, NRO >>

1030 - {Dampe's Grave} F > DLG, CAM\_B (quick) + W\_4t, Z\_t ( B-5, SH\_L-5, SH\_R + W-1, B-5, (SH-2\_, B-3) (R, L, R), L-4, F-4, SH\_L-6, F-4,

BF-1, SH\_L-2, F-6, R-2, F-7, mash SH\_L-3, BL-3, mash SH\_L-3, F-2, FR > MAX )

BF x2, CAM\_L, F > climb, Z + NRO > DLG, CAM\_FR, NRO > open (HOOKSHOT), RESET

11xx - GORON

1100 - >> [tottokakariko]

1110 - {Kakariko Village} Z\_ > slow (F, FL, L, B), Z\_FL > steps, Z\_ (L > slow, F > slow, L)

1120 - {Death Mountain Trail} Z (F > slow, FR > stuck, R > slow)

1121 - {Dodongo's Cavern} B

1122 - {Death Mountain Trail} >> F > hit, Z\_BR > fall, SH\_R >>

1130 - >> [reload]

1131 - {Goron City} (Z\_F > jump, Z\_B > slow, NRO, CAM\_L, CHU)\_23, PUT > DLG, NRO > DLG (top, bottom) (GORON TUNIC), GORT

CAM\_FL, Z\_F > MAX, CAM\_FL, NC, SH\_L x2, F > slow, SH\_R x2, F > slow, GRAB\_B > MAX, SH\_L, Z\_FR

1140 - >> [reload]

1141 - {Death Mountain Crater} Z\_FL > MAX, NRO > hang, tap U, CAM\_B, AIM (HKS) (D\_1) > shot, F > SONG (BOLERO OF FIRE), [dmctofiretemple]

R\_1131 - {Goron City} F > slow, SH\_L, F > slow, BF, SH\_R, F > slow, GRAB\_B > MAX, SH\_L, Z\_FR

12xx - FIRE

{Fire Temple} --FARM MAGIC DURING SEGMENT--

1200 - <Entrance> [firetempleentrance]\_L

1201 - <Darunia Room> DLG, Z\_F > slow, CAM\_L, Z\_F > slow, R > open, [goroncell]\_L (SMALL KEY), RESET

1210 - <Entrance> [firetempleentrance]\_R

1211 - <Lava Lake Room> CAM\_FL, F > climb, W\_1, FL > climb, CU, F > slow, DOOR

1212 - <Left Lake Key> [goronbentcell]\_R (SMALL KEY), RESET

1220 - <Entrance> [firetempleentrance]\_R

1221 - <Lava Lake Room> Z\_R > MAX, Z\_FR > slow, Z\_BR > MAX, B > climb, NRO x2, CHU > boom, F > slow, DOOR

1222 - <Right Lake Key> Z + [goroncell]\_R (SMALL KEY), RESET

1230 - <Entrance> [firetempleentrance]\_R

1231 - <Lava Lake Room> Z\_F > slow, OPEN

1232 - <Fence Room> SH\_R x3, HKS > pull, S\_U, CAM\_L, NRO, SH\_R, GRAB\_F + S, NRO, W > bonk, B > slow, DOOR

1233 - <Block Room> FWSAVE, F > slow, CAM\_L, F > climb, FR > climb, CU, F\_3e, FR > climb, Z\_FR > MAX, CAM\_L, Z\_FR > MAX, CAM\_FR (no Z)

PCS > switch, (Z, CAM\_L)\_6.5t, CHU, Z\_B > fastest timer x5, S\_1.75 (PB), B-BR (PB) > land, HEAR (flame), NC, Z\_R > MAX

SH\_L, Z\_B > gate, FWARP, F > jump, NRO x4, CAM\_R, NRO > key (SMALL KEY), CAM\_R, F > slow, Z\_R > MAX, F > slow

1240 - <Boulder Room> Z\_R > climb, CAM\_FR, NRO > door

1241 - <Fire Wall Room> SH\_L > climb, F > climb, SH\_L x3, CAM\_L, SH\_R x4, F > climb, CAM\_FR, NRO > door

1242 - <Empty Tunnel> Z + [fdoor]

1250 - <Rising Flame Room> SH\_R >> hit + S, SH\_L x2, DRO x2, SH\_R > MAX, CAM\_FR, NRO > door

1251 - <Compass Room> [exitroom]

1252 - <Rising Flame Room> (SH\_R, SH\_L, DRO) x2, Z\_F > slow, Z\_R\_1.5, mash SH\_R > hit, FL > MAX, DOOR

1253 - <Song Of Time Room> [exitroom]

1254 - <Rising Flame Room> FWSAVE, SH\_L, Z\_FR > slow, Z\_F > MAX, SH\_L x6, BF x2, SH\_L x3, F > switch

L\_4t, F\_2t, FR\_6t, F > slow, Z\_FR > MAX, CHU > boom, Z\_FR > MAX, CAM\_FL, NRO > door

1260 - <Flare Dancer 1> [flaredancer], F > climb, W > bonk, FR > slow, RO\_FR > door

1261 - <4F Room> SH\_R > MAX, CAM\_BL, F + S, NRO, SH\_R, CAM\_R, CHU, PUT > switch, CAM\_L, F > MAX, R > MAX, DROP, CAM\_R, SH\_R, DOOR

1270 - <Hammer Room> SH\_L x3, Z\_F > climb, Z, SH\_L > switch, F\_5.5t, FR\_2.5t, F\_1, FR\_12.5, F\_3.5, NC, OPEN (MEGATON HAMMER), FWARP, F > slow

1271 - <Song Of Time Room> CAM\_B, F > climb, HMR\_JS, [goroncell]\_L (SMALL KEY), RESET

1280 - <Entrance> Z\_FR > MAX, CAM\_L, F > MAX, HMR x3, CAM\_FR, NRO > door

1281 - <Small Enemy Room> [smallenemies], [fdoor]

1282 - <Floor Tiles Room> SAVE, S > no tiles, CAM\_FL, NRO > door

1283 - <Flare Dancer 2> [flaredancer], Z\_L > MAX, CAM\_FL, NRO > door

1284 - <Boss Key Room> HMR\_JS > open, SH\_L, NRO > chest (BOSS KEY), RESET

1290 - >> [todaruniaback], [daruniatovolvagia]

1291 - <Volvagia> F > ctsn, (Z\_F\_7, SEARCH (target), HMR\_JS x2, if stun: (BF\_4, HMR\_JS), SH\_R, Z\_R > hang, W > silent) > kill, SAVE, WARP (bolero of fire)

R\_1201 - <Darunia Room> Z\_FR > MAX

R\_1271 - <Song Of Time Room> Z\_B > slow

R\_1281 - <Small Enemy Room> SH\_L

R\_1291 - <Volvagia> (heart container) Z\_F > lava, SH\_L x2, F

[flaredancer] >> JS, (W > spin, WALK (Z > target), HKS\_5, PCS > hit) > kill, FWIND

[firetempleentrance] <Entrance> F > slow, BF, SH\_[direction] > MAX, CAM\_[direction], DOOR

[goronbentcell] >> NRO x5, CAM\_[direction], Z + [goroncell]\_[opposite direction]

[goroncell] >> F > MAX, NC, Z\_[direction] > MAX, SH\_[opposite direction], JS, CAM\_[direction], NRO > key

[timerfireroomend] >> R > MAX, DROP, CAM\_R, SH\_R, DOOR

13xx - WARP

1300 - {Death Mountain Crater} [bolerotogc]

1310 - {Goron City} Z\_F > MAX, NC, SH\_L, Z\_ > MAX (F, R), Z\_B\_3, SH\_L > slow, F

1320 - >> [lwpondtodomain]

1330 - {Zora's Domain} Z\_FR\_10, Z\_FL > slow, BF, CAM\_R, Z\_F > slow, Z\_B\_5, W, PCUCCO, Z\_F > slow

Z\_B\_8, CAM\_B, S + DLG (EYEBALL FROG), KOKT, WARP (bolero of fire)

1340 - {Death Mountain Crater} (F > no boil, CAM\_R, NC, Z\_ > MAX (L, F, L), BF, ATK\_1t, SH\_R) (if 10 sec: GORT, KOKT), DROP\_6t, GORT, [dmctofiretemple]

{Fire Temple}

1350 - >> [todaruniaback], if no beep: (tap Z\_B > hang, DROP > hit, F > climb, SH\_R > MAX),  
[daruniatovolvagia]

1360 - <Volvagia> mash BOTTLE > catch, DLG, Z\_F > jump x2 + S, CAM\_R, SH\_L, CAM\_R, BF x2,  
KOKT, W\_2t, BF + BOTTLE + ATK, W\_12, ATK

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## RANDOM INFO

- navi text triggers (for navi dives) reappear after dying
- blank A only works if you have not equipped any sword yet in the run
- possible ways to softlock the run:
  - if you equip the sword before getting the bombchus and then save
  - if you waste a bombchu and then save
  - if you mess up anything after getting the eyeball frog and then save
- map movement:
  - > at the start or after a reset, the menu will be on the MAP screen
  - > after a scene transition (incl. FWIND/void) or after a death, the menu will be on the ITEMS screen
  - > always navigate between screens with Z (MAP > ITEMS / ITEMS > EQUIP) and R (EQUIP > ITEMS)
  - > on the ITEMS and EQUIP screens, moving left/right from an arrow will select the topmost of the horizontally nearest option
  - > if there is no option directly between the selection and a side (arrow) but there is one on the column between them, moving towards the side will select the nearest option below it



> final layout of the ITEMS screen:

[STICK] [NUT]

[CHU] [HKS] [FWIND]

[HMR]

[BOTTLE] [PCUCCO] [CUCCO]

> final layout of the EQUIP screen:

[kokiri sword] [master sword]

[HYLS]

[kokiri tunic] [goron tunic]

[KOKB]

- shop layout (kokiri shop + bazaar, relevant items):

- - - [deku stick (10r)]

- - [shield (40r/80r)] [10/5 deku nuts (30r/15r)]

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## RELEVANT RULES FOR GANONLESS ON SPEEDRUN.COM

- Complete the game without defeating Ganon

- You must use Project64 1.6 or 1.7

- You must use the default settings for emulation (graphics plugin, emulator settings, etc.)

- Timing starts when selecting "Yes" on the file select screen

- Timing ends on the first frame of the fade in.

- Any method of starting a run which causes your first pause to begin anywhere other than the Map subscreen is banned. This includes reaching file select from a "no save, no continue"
  - Tricks and glitchles exclusive to 1.0/1.1 cannot be used on emulator to save time << RULE BROKEN (Blank A is 1.0 exclusive)
- 

## RESOURCES

- blindfolded glitchless strats > <https://docs.google.com/document/d/1mt2GNrL95w-7ykBR6qr1Hqz7KTSQGJW7GC6odsx9zOk>
- route comparison to possible other Ganonless route > <https://docs.google.com/document/d/1mAr8zxCglgLmjVX8wvYVSndOPqc1zN2niv1jXjXbLOc>
- Ganonless VC route (old route) > <https://docs.google.com/document/d/1QeBltx8yyIPEkZNVGnLvUR9DGmqu71wVju7xepOWp4s>
- speedrun WR vod > <https://www.youtube.com/watch?v=H8igiwzZxFY>
- ganonless tutorial > <https://www.youtube.com/watch?v=MkS44YJ5ihk>
- Runnerguy's child dungeons route > <https://docs.google.com/document/d/1zgeomHRtliOxy93Ladk0jwuABUXhT4q1aZwmngZ0dm64>
- speedrun info > <http://zelda.speedrun.com/ooot/>
- maps with glitches > <https://rainingchain.com/zelda/ooot/map#DC>
- list of glitches/skips > <https://docs.google.com/document/d/1Y45c7oojcXKxALppDMyhEdreGaldyDUB5AmNHpvVpwc>

# Bubzia's OoT Notes

# 2022 Bubzia Ocarina of Time - any% Blindfolded (WW route)

This document will record all the strats used in the Ocarina of Time - any% Blindfolded Speedrun using the Ganondoor Wrong Warp in Deku Tree. By Bubzia.

## TODO

Deku tree scrubs practice / new setup reentry,QPA,nonQPA for all megasidehops

Backups for collapse skip

Saver fishing / times 4x L tap

Zoras domain fish catch strat fail

Fishing faster talking

Zora no nut baai

New megasidehop from reentry: shieldturn R into LR 3NR,LR NR into 3LR shield into megasidehopSplits

## ExitForest

CUP (Daytime 8000)

3steps left, ULR out of house

Mash for text cutscene

Uptap Z, backflip Dwalk till different footsteps 3 into BF RRNRreZ, 3 UR, 2LR into U hold for fence U hold jump into getup again into jump again mash roll U hold into A for hole

U hold for 5th sound, then Z D BF,2RR into backwalk 3.5 rupee sound, 4RR into backwalk till wood into release Z A for sword, mash TBs

Retarget, 4 steps U into 3 rolls into 6LRnrreZ, UR tap U into hole

MENU: start, zx2, L into A (equip sword)

On exit: hold U into Z target BF into Dwalk till wall into BF 2LR into Dwalk till change of steps +9 release Z into D hold getup retarget, 4RR rupee, 4 LR into U roll UR hold for vines getup into reZ, R turn reZ into 9 LR, 1DR, 6DR

LostWoods: reholdZ, 2NR,9RRnr,6UR mashed, 4RR, Dwalkwall, 9RR,DR,RR,NRreZ,U into jump into neutral grab, Z ,get up, Ztap, navi glitch B mash CUP mashinto hold down A for textbox into portal

Backup: wall behind monument into LR,,punch, DR, slowwalk down till grab

Backup: if no tunnel: 2 RR into normal setup

## HyruleField:

ZorasRiver: Hold up Z during water till get up, 5LR into L hold no Z, retarget wall into RR, UL hold mash B till 4th rupee, then DL 5 pseudo rupee, UL 5pseudo rupee, then fall into release Z hold U till second fall into mash b till blue rupee, then hold up till getup reZ, LR, 2DR, RR,LR,2DR into neutral till red into R swim till rupee into UR 2 rupees into U 2 rupees swim till loading

11U mashed in water till land, 1rolls mashed, LR,RR,NRreZ, DRrollreZ RR into backwalk till second road end, 9RR, backwalk till wall, 5RR, release Z UR into ladder get up with Z, 5.5 steps into 9RR, UL tap into 7RR into cutscene

## LakeHylia1:

DR,NRreZ,DR,NRreZ, backwalk till 1st soft ground,LRrollreZ,backwalk till softground release Z into water, 18Dfastswims,into getup , reZ 2RR into UR into A press on door (if no door: L )

## Fishing:

2NR, RR R hold, Atalk until rod sound, wait a bit,

Downwalk LR downwalk till wall into 5LRnrreZ (target),cast rod

12D taps into hope for fish catch, else recast

After catch: CUP cancel, Z target try to reach for fish

R tap Z into U hold water into R hold till wall, R till wall, U UR into wall, U hold for shopkeeper : if more then 6 concrete steps: L tap a bit before talk U

Get scale, then talk again after first TB(non if Ahold) 2D into finish talk, U hold reZ into D walk into 3RR releaseZ reZ into 2LR into A for door opening

TODO backup if fish escapes for marathon

TODO save reload in fishing pond

## HylvianLake2:

Z,2LR,NR,LR U hold until getup animation

32.5 swims up into A dive to bottle

A, reZ, righttap 90 Z, 9U into dive U into zora loading

## Zora's Domain:

Buffer D mash b until getup water into neutral, 4 rolls into walk till wall reZ,

1LR,4DR into punch for nut cutscene, 2RR U into UL for shop

If instant shop: 5LR,2BF,RR R hold into shop

From Shop: RR nr release Z, neutral punch (rupee 5)

If only nut: 1RR,4BF into punch

If stick nut: 3RR,3DR into punch, cutscene, reZ,2RRnrreZ, RR into release Z punch nut

U roll walk past sign, roll x3 till wall reZ, BF 19 LR, then one more slowly for stairs,

MENU: 1L, stick on Y, 1D bottle on Z (menu gets back to C item after loading zone)

Ltap reZ , talk to the guy with Z

Cutscene

Buffer D walk 5 steps into 2 rolls, reZ 2LR into reZ Ltap reZ, backwalk till wall into 3LR release Z U hold during jump, then after getup from water 3 steps U 3 UL into bottle mash for fish (LR RR if no fish there)

Save game in menu then reset (deku route)

# NewGhoma

Check health for retries QPA

CUP,3L steps into UL into exit

180UZ,4DR,13LR,2DR, 3LR, backwalk into dialogue, A, reZ, backwalk into shop

A,R, A mash for shield,B mash D hold

MENU: 2Z L D,A for deku shield

DR into exit

3LR,DR,3LRnrreZ U mash rolls A till talk

U till wallUR Ztarget wall,9LR

Backwalk with shield till hit, slash into stick RNG

(if no stick: try jumpslash into DR)

180 turnaround into jumpslash for second stick

Then farm until 2 stick gets, U till wall into RR till cutscene

reZ,RR,180,backwalk into dekutree

DekuTree:

OldRoute:Z, RR, 5UR till navi, reZ,U for vines 15climb getup reZ

6RR,4DR,2RR,DR,2RR,RreleaseZ for climb (carefully for count),15U,4R,19U,4L,releaseA

3LR,DR,sword B,180shieldturn,targetenemy, wait for turn, jumpattack, wait for disappearance,

180shieldturn, backwalk into getup, reZ, shielded jumpslash BF mash 3 BF after web, 2RR (if hit do 3BF RR), DR shieldturn into U tap for ladder, do ladder megasidehop

QuickPutAway:

From cutscene:Shieldturn R, 2LR(fast),!7NR!,2LR shield hold, wait for get hit, pull stick, wait for audio que (4.5) and pausebuffer, do quick putaway, then shieldturn R, DR, 3jumpslash, 3 BF into 4RR UR hold for ladder

On reentry: Shieldturn R, 2LR(fast),4NR,2LR shield hold, wait for get hit, pull stick, wait for audio que (4.5) and pausebuffer, do quick putaway, then shieldturn R, DR, 3jumpslash, 3 BF into 4RR UR hold for ladder

MegaSideHopLadderQPA: 1LR nrreZ,2LR, shieldturn L, 2NR, 2LR with shield get hit, audio cue for mega sidehop into LR 2BF RRx2 crouchstab into shield Rturn Z, mash B for jumpslash recoil (if multiple attempt on QPA => no recoil into neutral till water land into no Z D hold land shield into LR U for scrub;

Else from recoil Z 180 into 1-2 L tap U hold for scrubs

MegaSideHopLadderNOQPA: 1LR nrreZ,2LR, shieldturn L, 2NR, 2LR with shield get hit, audio cue for mega sidehop into LR BF 5LR NR reZ onto wall, 180 D shieldturn into BF mash stick, RR Rshieldturn, reZ ,2DR,1LR,2DR 180 turnaround mash sword for recoil

//QPA B1: BF LR BFx2 crouchstab into Rturn tap mash B for jumpslash

Scrubs: FromRecoil: 3BF 180 shieldturn reZ shield hold for hit 1, 4RR wait hit2, 9LR, DR,RR hit 3 into U hold UR (NON Z) mash A for talk (if not 0.5 health: get hit before last talk)

Z,RR(avoid heart),U till slow door, A to enter ghoma

(if no wall after certain steps: 5DR, into 5LR into 2 jumpslash into L reZ enter ghomas room



QPAbackup:

CUPcancel, ULshieldturn cup cancel U 1 roll into Z into LR into U till navi TB into U vines, 6RR into slingshot route, for door after navi NR into enter CUP strat;

Then on exit scrub room: equip slingshot on CR, UR shieldbuffer into U till jump,U till vine into release,

Slingshot into max U into shot kill into reZ shoot till kill, into UR hold for vine into 1L 34U 15L, 2LR, punch x2 into 180 turnaround Z on enemy, jumpslash kill into reZ, 180 shieldturn, backwalk ointo edge, jumpslash into BF mash shield hold 1 BF 1R 4BFs into corner, then release Z and UR buffer release shield for ladder, do megasidehop, then 1LR,1DR,6LR no shield NR into reZ, old stick route from here

Ghoma:

Jumpslash with stick into crouch stab with sword

U into cutscene, Cstick up into D ESS until cutscene

Wait a bit (6th pseudo beat) nut Utap crouchstab x1 into instant nut mash, crouchstab x1, lockon jumpslash into double kill //if missed crouchstab, you can throw another nut and tap U again

Wait for cutscene, die, save and continue for deku tree

## WrongWarp

Slingshot: 2UR, RR 4UR mash U vines,5RR into backwalk till 5 diff steps into shieldturn L, U jump few steps into 4LR till corner, U hold for text into U corner UL Z into 3 UL beats Z A for door

Cup cancel into shield, hit into instant U roll mash talk, after cutscene CUP into U hold for A door

Buffer UR till wall into U till vines, reZ, 2LRNR U into A for slingshot, reZ into U hold for door after 2 jumps,

Z in door U 3rolls for door, UL corner into A open

Z into U till jump, D hold into reZ wall ladder

Megasidehop ladder setup

MegasidehopReentry:

90R shieldturn, 2LR, 5NR into 3LR shielded into megasidehop (mash after first shield hit); 1L 2D into DL hold till getup from water into L for heart into mash LR till door corner mash into long fall L hold (get healed), L land, 2BF into 8LR L tap reZ A for door (if not door TODO)

TODO backflip amount

## WrongWarp

Buffer D into Z go instant neutral after, 2slash, 5DR, jumpslash shield, 2BF,

Drop fish CR, recatch, reZ, wait for audio cue (pseudocount slider 22 beats) B cancel OI, D hold 1-1.5 steps (23.5), CD nut, Z+R hold 6-7 steps nut, after 15steps 6RR, Uhold into corner A enter the door

## Escape

4LR 1U 5LR BF D tap reZ, LR,RRNR,LR,RR reZ, backwalk BFpull sword, do collapse skip TODO check

## Ganon

BIG CUTSCENE D buffer rolls into cutscene

Ganon Phase1: after navi TB :

Quickkill: Buffer shield into Shieldturn R into LR nut, RR LR nut RR, LR nr BF stick jumpslash, shield RR LR DR restick jumpslash quickkill

From here: CUP (hold Z during it) cancel into 2NR,Z,8RR R hold into sword

//Backup if no nuts: do normal fight, then backup for sword with holding U during TB, UR till wall into U renormalize a few times 2LR U hold into notch then backwalk into sword

Second phase start: slash, BF 9LR into retarget U tap into jumpslash for first hit, then normal fight (without slow turnaround), 3 slash into UR turnaround retarget repeat for 4 hits (only jumpslash on 1st hit combo)

Important: on first jumpslash we need to hit the head: for that U hold first then jumpslash with holding, then 2 neutral jumpslashes into U hold for next hit prep, L hold slash

LastInput: L hold slash after 2-4 steps

Old:mash start to equip kokiri sword, Z,L,L,U,A

Perform shieldcombo: nut into UR slash UR, 180Z, shield Ztarget, hit, 2CUP, shield hit, repeat

Going to Phase2: hold up on clearing zeldas TB, hope that zelda is in front, you can hear navi, try to just UR and bonk at the end after 2navis, then seath sword and RR, LR DRrollNR backwalk into sword

Phase2: after sword cutscene, DR,8LR,Ztarget into jumpslash for big hit, then repeat shield combo; though CUP targets are not necessary anymore

Phase3: mash cutscene text till sword glow, Target jumpslash

GG

# Notes

//WESS: 5.5U into UL 9reZ on wall, crouch stab U twice, PB, WESS L into 3.5 turnaround, then 70 hold into reZ backwalk into BF check for slope, then 5 R backwalk into 5 RR repeat till corner + ladder, Z on ladder into 5 steps U into 7RR fall into UL reZ 9 RR loading => does not work as we dont have shield

NutFarm:2UR, 2RRroll, mash attack for 2 hits, jumpslash into RR,LR checks , after getting, U reZ and LR position either 1 or 2

//If no item, D into exit, reZ, D into entrance repeat

MENU: stick on CL, just CL, R(nut) on CD, close

Up to navi talk,

No nutfarm to vine = 10s

One nut farm to vine = 26s with good rng

Mido house + shop = 18s + 5s ; 25s total still better then farm

Get zora nuts x2 , if didnt get you can still farm

Now we have 5 nuts: nut farm opportunities x2 so max 15...

Zora x2 nuts +1 stick + 5 rupees = 30s; 10nuts, 15 with shop, 20 with shop + shop rupee and crawl rupee

OldHylianShieldRouteMarket

13LR (2long), U walk till jump, U1-2swims, 180Z,Ahold dive U into loading

HylianLake3: 180Z U, wait for getup neutral!, reZ, 2NR, 12LR,reZ,3NR,17LR,backwalk till end of bridge, A for talk to owl

Just mash A to get to castle

Cutscene

Need to make cycle for 2 times on bridge

Bridge:2RR,180Z,backwalk 12beats, NR, R90,Uhold for 2 rupees into RR loading

//45g?

LR, UL into A for house, if not A mash on wall till entry

PotHouse: 90RZ,RR,slash,jumpslash, DR,2LR,jumpslash,wait for getup,LR,jumpslash, 2 neutral slash, 2jumpslash,2DR,3neutral,jumpslash,4RR,RreleaseZ A getout

3DLR into market

2NR,Lhold till jump off box into U A mash for door

U A for shop: A,R,R,A buy nuts, L A mash (buy shield)

Rbuffer 10beats R, then U into transition

URR,UR mash into pothouse, repeat farm

UR into field

QUICK BEFORE NIGHT: Z,2UR, 2LR, backwalk onto chain, wait for night into NR , 3RR savequit //85g

Shield(old route, early deku tree)

MENU: 2Z,L,A for sword

Z,180Z,2DR wait for stone, backwalk to wall, 6RRNR,Dwall,release Z A enter crawlspace

Z,12crawls, hold up in getup (3fast), Z into DR,LR,DR,reZ on stone, 2LR,3DR,LR,punch //24g

L,releaseZ uplift getup,reZ, LR,5DR,10LR L getup reZ

RR,Dgrabgetup,11RR,DR,LR,2DRNR,LR,Uhold 2 jumps rupee,

Hold up till 4 grass steps, 2LR, talk with A, Z, 2LR into shop

//if you miss water rupee you can get behind shop

A,A,R,A mash for shield get 3B mash

MENU: Z,L,L,A (shield)

DR exit shop

Ghoma:

3LR,DR,3LR,2UR,LRspam till talk

U till tall Ztarget wall,9LR

Stick Farm: 5DRwshield,2RR,triple slash,jumpattack get stick reZ

OR jumpslash LR get stick reZ, 2RR shielded, jumpslash kill get stick, 2LR repeat until 2/3 sticks OR 2RRhielded kill stick, RR shield upwalk till enemy kill stick U RR into cutscene

Mash AB for cutscene

reZ,RR,180,backwalk into dekutree

DekuTree:

Z, 2UR, 2RRroll, mash attack for 2 hits, jumpslash into RR,LR checks , after getting, U reZ and LR position either 1 or 2

//If no item, D into exit, reZ, D into entrance repeat

MENU: stick on Y, just Y, R(nut) on R1, close

Up to navi talk, reZ, up for climb, getup reZ,

5RR,4DR,RR,DR,2RR,RreleaseZ for climb (carefully for count),15U,4R,18U,4L,releaseA

3LR,DR,sword B,180shieldturn,targetenemy, wait for turn, jumpattack, wait for disappearance, reZ double jumpslash into water TODO get switch; savequit

Rturn90, Uwall till slow, UR, 5LRshielded, wait for attack to go back, NR, wait for attack hit, NR into megasidehop hold D shield until wall, 6LR,U till slow, neutral A for box, push 12x times

NR,Ujump,land UR, stick u taps until burn, 180turn reZ, uphold till second getup,

OoBB1

(up after scream finish into B mash for recoil),(3swimsdown if no recoil), release Z get on vines, 3R,up till end with Z

2LR,2URbonk, UZtargetwall, R Ztargetwall, LRcorner, non Z slash, shieldZ 4RR into vine, 1D,1L, pausebuffer U and A, hold both and mash until OoB water, if fail you will getup onto platform

!DONT PRESS Z! Wait for link to be still then pausebuffer UL , cam needs to lock (8s, 15ticks), on 4.5th swim pausebuffer U 2swims, pausebuffer UL 1swim into Z, 1+2UL swim into 5L(on6th) swim into U fall into pit, land in water, 3DL tap L hold swims with Z into L grab vine, normalize 6Rfall into water, Z,180tap,Z,Utill 2nd getup land, 4-5setups up into 3LR, shield no Z into A mash for putaway, Z fall down into L hold for corner, release Z for vine, 6R normalize on corner

180turn reZ,U till land, RR, LRroll reZ, 2RR, shield, 2-4 NR for 1st scrub hit (be careful with nuts hit), R90turn reZ target scrub, 2nd hit, L reZ, 2LR, get hit till 0.5 hearts (1 after sound), shield into UR A mash for talk

Cutscene

U till slow door, A to enter ghoma

Jumpslash with stick into crouch stab with sword

U into cutscene, Cstick up into D ESS until cutscene

U tap (practice timing) into nut, crouchstab x1 into instant nut mash, crouchstab x1, lockon jumpslash into double kill //if missed crouchstab, you can throw another nut and tap U again

Wait for cutscene, die, save and continue for deku tree

Z,3UR,U big fall, change to L into 3LR on landing, U,A get up

3LR,2DR into fall, hold U till land, 3LR, U (2UR) till slow wall, A to reenter ghoma

Ghoma: 3UR with walk, 2LR, UR into heart container

U reZ, 2DR,2LR,Dwalk till door/slow, 180Z, 2slash,

TODO WW SETUP

GS Clip coords: 88.5203 ; -65.81 ; -45.0356 ; 20461

//with GS clip oob we dont need sticks at all, so we could do late ghoma; potential ghoma death warp setup

TODO check other setups runnerguy supersidehop and b1 skip angle etc. //find setup for that maybe ; supersidehop should be the fastest after b1skip

Button for fire + reset = 35s

1min for getting into water vine with 1st try sidehop

Reenter: 17s

//TODO do video comparison as secondary strat for all dungeons /child dungeons with b1oob

oldForestRoute

Z,180Z,2DR wait for stone, backwalk to wall, 6RRNR,Dwall,release Z A enter crawlspace

Z,12crawls, hold up in getup (3fast), Z into DR,LR,DR,reZ on stone, 2LR,3DR,LR,punch //24g

L,releaseZ uplift getup,reZ, 12LR, release Z L getup, jumpslash into 6LR, Uhold till wall, UR release Z into vines,

TODO

CLEAR Test ganon hit dmg for heartcontainers for equip swap safety

CLEAR Test how many hits each phase with nuts, slingshot and sword jumpslash setup

CLEAR Deku nut (1 chu + rupees lost woods), not needed, ganondorf needs max 20;10. Possibly for stalfos but also not needed with master sword

seed upgrade (slingshot in lost woods) //not needed, slingshot bad

4 heartpieces child; no just 4 hearts for escape , ganon without getting hit

kakariko house heartpiece (adult), man on the roof (child), dodongos cavern top (child), death mountain crater climbwall (child) , ocarina minigame??? Pls no

Fairy after wrong warp or two bottles, stick gone for ghoma, no problem actually

Hyrulian shield + 5 hearts work with fairy dupe safety

Phase 1: slingshot 10hits

Dekunuts 10 hits

Just blessRNG for mastersword else repeat

Phase 2: slingshot 18+hit //last hit needs to be sword

Mastersword

Dekunuts nut into sword x10

Stalfos: 5jumpsslash with nuts; 4 each and then finish them off; mastersword each 2.5hits, so 2 slashes switch

Master sword cutscene fail



Instant deathabuse into mastersword stalfos with 1 potion and OI

Route

Sword

65 rupees + shield + 5nuts;

Get 1x stick for fire;

Ghoma, savequit x2) //kokiri shop 15=5xnuts, 30x10xnuts

Forest Escape through lost woods

Hyrule field -> lake

Lake hylia fishing scale 20 rupees 36 -> 16

Lake bottle

Zoras domain fish + stick (shop 50 rupees red potion; 15 rupees 5xnuts) //5rupee farm

//red potion market = 30 rupees ;

80 rupees, shield + 5 nuts //all depends on nightday cycle, either first to city rupee farm 99 = shield + 5nuts or first fishing then owl to market

New TODO 01.09.2020

Lake UR after soft

Fishing more consistent getting to shopkeeper

Mido + sign 15rupees; time test farming for 10 nuts/ maybe even 15 with b1 or as backup

Can also farm again after ghoma1

Rupee Tests: aftersword reset to mido = 40s

Back through crawlspace +5 rupees = +10s

Shop rupee= 5s

River 17-18 ; forest 20 + 4 green; zora 20;

78 total ;

Needed: 20 fishing ; 40 shield ; 15 nuts; enough but 15x nuts total; 12-13 for ganon; enough for quickkill but no safety p2

New TODO 02.09.2020

DONE Zoras River1 consistency maybe L90Z turn

DONE Zoras Domain nut farm consistency strat

DONE Deku Tree1 web jumpslash consistency strat

DONE Backup failed ghoma take dmg for retry

DONE Backup run from house back to tree

Stalfos beginning script / try consistent nut strat

Escape practice, last room setup and entrances UL/UR

Practice megasidehop

Practice equipswap

LinkHouse to Tree: 4DR,14LR,neutral, NR, 3LR water, L till land, LR till tree

Ghomabackup dmg: after b1stone, LR,2DR get hit,U till wall L90Z, Uwall UR, DR,L90Z,U jump slash into 180, 3LR up wall A for ghoma

Potential b1 skip: <https://www.youtube.com/watch?v=xPg5Tv6-G60>

QPA data: Data: 16384 beginning,

140.333.16384 before LRs

22978 after hit, 6598

23128 after hit,

6742 after shield turn

After cutscene: -4 597

Bad after hit: 95, 177, 6598

Before shield hit: 139,159,

Before Hit: 121, 159, 16384 => 23102

Neede: 93, 180 6742/ 6710

Bad:

# Ocarina of Time - any% No IM/WW Blindfolded by Bubzia

This document will record all the strats used in the Ocarina of Time - any% No IM/WW GSA Blindfolded Speedrun. By Bubzia.

## Route

- Mido House 10 Rupees, 5 behind mido, 5 rupees water, 5shop,shop into deku nuts+stick //TODO redo with new rupee route
- (SQ reset) Kokiri Sword
- Forest Escape WWT into ocarina //TODO 1.0 exclusive now, need to go from field or ISG escape
- Hyrule field to kakariko
- Nighttime kakariko; hylian shield grave into zombie grave deathbuse //refresh navi
- BotW, blank A oobs into Bombchus ; SQ reset //TODO 1.0 exclusive, redo with ocarina dive (if not possible => need to get bombs => strength for dodongo => sarias song forest + ZL (maybe child bomb bag get) to skip whole travel with adult link
- Botw entrance-kakariko-hyrule field //TODO somewhere at child get magic early instead of adult and then back to castle for dins fire
- Hyrule field to castle //need to wait nighttime unfortunately
- Zelda Guards //check chicken skip; only with bombchus //very bad cycle, need to wait approx. 1 whole night for chicken, can open cave already and move boxes closer, its actually ok
- ZL cutscene skip //TODO check if doable
- Door of time skip into adult
- SQ reset ; Castle into Hyrule field into Kakariko
- Graveyard Hookshot, door void out
- 3 kakariko heartpieces
- Bomb bag dodongos cavern //maybe heartpiece above? Probably to much of a detour

- Magic top death mountain // death mountaing also has easy heartpiece // TODO now as child
- Lost woods into mido skip into meadow
- ground jump skip maze into minuet
- SQ reset , castle back to kakariko
- early shadow temple terrace with hovers, around 12-14 bombs + 2chus needed perfectly if maybe safe somehow to reset in need // check dampes house hover into seam ; check bomb refill backup //TODO now with dins fire easier
- //not used anymore but possible dins fire skip Shadow temple door skip with triple bomb push unload
- Get Hoverboots normal
- lsg on sign for truth spinner save
- get silver rupees key //or later hand kill, probably silvers easier
- Go to boat shortcut, fence clip
- Boat ride //TODO check way to survive stalfos // stun with nuts?
- get bosskey with zombie diagonal wake up glitch/dins fire
- Hoverboots superslide over river/ or bow early
- boss quickkill cutscene skip // different on 1.2 VC
- SQ reset, get oobs fairy fountain ganons castle with hovers+slash
- Castle-hyrule field-gerudo
- Bridge skip with hover superslide
- gerudo gate skip
- wasteland
- Enter Spirit temple
- block/strength skip with statue hovers
- Get key1, open door into main room, get hands key, normal until mirror shield
- Finish spirit dungeon normal into minuet
- Forest temple entrance key + stalfos key
- Block of time skip into courtyard megajump
- Forest temple block skips with groundjump + hovers
- Forest temple bow; SQ reset
- Temple of time, get light arrows
- Ganons castle bridge cutscene ;enter
- GC trial skip with staircase hover or statue oobs
- Spin kills frogs, stalfos, quickkill for knights
- Ganondorf fight TODO somehow
- Collapse skip
- Superslide into ganon p1 for sword (faster than hookshot,nuts) else 10 nuts
- Ganon

//TODO ZL cutscene skip doable, need to setup health and loses bombchu tho, and we need deku shield

# Splits

## KokiriForest

Watch cutscene and mash trough deku tree

Watch navi cutscene mash trough navi until get up sounds

3steps left, ULR out of house

Cutscene Mash 1TB

Utap(super slight) 180Z,DR,6beatsD,LR,D into midos house

Midos house: 2steps R,U into Achest,2.5steps R, U into Achest,

L till slow, U into exit (3L into UL)

2RR,D till slow,releaseZ hold D into getup, reZ

2NR,7RR,3DR,sideNRreZ,U into jumps till 5rupees,

2LR, U till mash text with B,U till fall into LR into shop

Shop:3R.Utill coin,5D, UL mash A for shop

A,R,U,AA(mash) for 5nuts,mash with B till exit, 2A for shop again, 2R,Amash for 1stick

Bmash till exit;

Start:Menu: Z,L,CL,L,CR start //nuts CL, stick CR

D into exit shop

No reset: 6NR,16RR, 2DR, 1RR,U into getup,reZmash, just U until 5-6 slow steps on wall, A for crawlspace //38-40s

All the way through

Get up sounds into Z

Fast Cycle: 2NR,2LR,U till wall, quickly,4LR,U till wood step Achest into kokiri sword //slow cycle wait after 1LR for boulder to pass

Mash 2TB with B, Z into Uhold (2UR after sign) till wall, 6LR, sideNR. U till wall into A crawlspace

All the way through mashZ to target rocks for navi? On going out mash CUP navi as fast as possible, when you get navi text wait for text box to come out and CL for nut into WWT

//WWT has bit of RNG on where navi is, if you get the wrong navi angle TODO different strat

WWT: 15D into fast walk, L till after second fast steps, D till jump, ~5D a bit, R into tunnel/wall, if not tunnel then D into tunnel, R to exit

Backup if left Navi: D doesnt lead into fast walk but steady beat

R till slow walk(2jumps), DR into jump,2beatsUR into R, wood steps into UR

If no wood : either U/UR, or if too low DR

Mash saria till ocarina get, mash till hyrule field cutscene

## HyruleField1Child

U (5UR) till wall, Zmash into 2LR,U normalize, 4RR into owl

3TB hold DR mash till fly

//IMPORTANT listen to where the owl flies to!!!

If owl goes right:

LR,sideNRreZ,LR,sideNRreZ, 2RR, 180Z into backwalk 67-70beats, DR,LR,continue holding D into second owl hold DR mash till fly

If owl goes left:

Rtap, LRsideNRreZ,3RR,180Z,backwalk 67beats with 3LR, if slow walk at fence continue till fast walk

If second owl goes right:

Just hold up(5UR) into stairs, if no enemies yet Ztarget wall into RRs into kakariko

If second owl goes left:

R till wall, URroll, 4UR, wall into Z LRs into kakariko

# Kakariko1Child

180Z, backwalk till slow, RR, backwalk till slow, 9LR, backwalk till slow, LR, backwalk into graveyard

18ßZ,backwalk till slow, 3RR,backwalk till fall, LR U into A for gravestone, pull back into let go

RRsideNR, LRsideNR,NR,Lhold into A drop into grave

Grave1: U (3UR) into A chest, reZ, U (4UR) into exit

DR,5LR,backwalk into fall,2RRsideNR,U into A grave pull back into let go

LRsideNR,RRsideNR,Rhold into A drop into grave

3UR neutral into get killed by zombie

Mash for restart

Backwalk into exit

ZU hold until bonk(or quick inair neutral), U till grave wall, 2RR, U till wall (4UR but if slow dampe talk), LR, URs into kakariko

Kakariko2: 180Z,backwalk till slow, 6LR,4NR(first side),6LR,5NR(first side), during 6th NR reZ onto well, U hold into getup //navi dive prepare

Z U jump into neutral on landing, SUPER slow backwalk into hang, get up again, CR stick, wait for navi, navi dive

Hold UL upon clearing TB

Enter BotW

# BotW

Start: Equip Shield Z,L,A , B SAVE



Z,U till wall(1UR), A get through crawlspace, continue holding U into reZ mash on wall

CR stick, blank A, LR,backwalk till after dmg, LR,Ajumpslash, wait animation,RR,DR, target skultullas (quick double Z), release into CUP, shieldturn 90°left, Uhold into A for pot,A again for throw, 2DR,3LR, quick DR, reZ, NR, A mash for double jumpslash, clip oobs with second one, time LR oobs (after links sound) into neutral, on first water sound hold U till land, LRsideNR,LRsideNR,2LR into dmg, RRsideNR,2DR,LR,DR into water hold down, fast cripple swims into normal swim for first clip(aruond 14), then wait for cripple swims again (Uhold starting on 5;end of 4;4.5), if they dont start go neutral for a sec into probably fall hold D again,

//second cripples are slower than first ones

Uhold into room/walk, U till wall, retarget on wall, 2LR,DRroll reZ, Uhold into A on third step for bombchu chest

Start: L,U,A for sword, Rbutton,3R CR for bombchu CR, L CL for ocarina CL save

SQ reset

Z backwalk into exit

## Kakariko2Child to Castle

Just U until jump over sign, go a bit forward into 180Z, backwalk all the way until slow,2RR backwalk into kakariko exit

## HyruleField2Child to Castle

Instant 180Z into LR,backwalk into owl

//Check again in which direction owl flies very important

If owl flies right:

Just U, after some steps(10), Z into 3RR, U onto bridge into !quick RRsideNRreZ, U into bridge getup

If owl flies left:

RRsideNRreZ,RRsideNRreZ,RRsideNRreZ, 3RR, U till bridge sounds (3 steps on bridge),RRsideNRreZ, U into bridge getup

18LR into RR,LR alternates till daytime, just U into castle entrance concrete floor sounds,  
LRsideNRreZ, U into wall, reZ, DR,RRs into town

# CastleTown

Entrance: DLwalk (2rolls) till slow, Lrolls into main area

Main area: D2rolls into wall/slow, Z into shieldbuffer Rhold till slow, super short UL into U hold into castleyard

Cutscene into backwalk into castetown again

Uroll/hold into courtyard again //run into the loading zone

3RR into owl

//listen which direction owl flies again

If owl flies right:

4NR into mash talk,

If owl flies left:

DRsideNRreZ,3NR into mash talk

continue mashing with A for second talk into egg

DRshieldturn into Uhold 10-11hops into Uclimb with Z

Start: Z,L,CR for chicken/egg

reZ,180Z,backwalk into wall

6RR,4DR,10RR,3NR(first side), 2RR, 180Z, backwalk into wall,

Lshieldturn, reZ, Uhold into wall getup, might 5~ cripples //one roll on slowwalk ok

Getup, 180Zshieldturn, backwalk into hang, hold everything till getup animation then go complete neutral, reZ after getting up

3DR into water, Uhold for 2swims into wall, L hold (b mash for speed) until land,

L hold (UL/U) into getup,3LR, backwalk into wall, LRsideNR,RR,

Uhold neutral into A for push, 8push box, backwalk into wall, reZ, NR, Rshieldturn, reZ,U into wall  
neutral A for box, 2push, RRsideNR, Lshieldturn, reZ, U into neutral A for box, 8push,  
LRsideNR,RR,reZ for target, CR for chicken , A mash for talk again // no B since sword atk

Cutscene

LRsideNR,NR,LR,Rshieldturn,reZ, A for box, 9push into neutral //IMPORTANT NEUTRAL

DR,RRsideNR,NR, Lshieldturn, LRsideNR,RR, Rshieldturn, neutral A into box, 5push, release into U  
hold A for getup, reZ, U(roll) hold into wall, (Ltap) into A for crawlspace

## Guards

D into wall, Lsidehops till 45LR // 5loadings,

Backup if caught: 2DR,reZ,NR,Lshieldturn,Uinto box, reZ holdU A getup, U(roll) hold into wall, (Ltap)  
A into crawlspace

//needs to be daytime, if it gets nighttime you have to wait a whole cycle again

Lshieldturn, 3UR(side),1RR(back),9UR(side),Lhold roll into tunnel,LR into walk, Uhold into transition

//TODO check footsteps katun?

Uhold (5rolls), into mashed A zelda talk cutscene

Mash all the way till letter get

After letter: Z into Uhold (rolls after a few steps) into ZL cutscene

Learn ZL, CL CUP CR mash further till hyrule field //after shiek nut

## DoT skip

DR,9LR (mashed) into castletown entrance

Entrance: DLwalk (2rolls) till slow, Lrolls into main area

MainArea: D2rolls into wall/slow, Z into Lhold till slow, 3stepsU(noZ),URhold(noZ) into loading

PreCastle: 4Lrolls into change, 2UR,RR,3URs into castle

DoT skip: from cutscene: NR into setup

From entrance: LR, U8roll(bonk ok), U reZ, into UL corner, DR,reZ,NR,ULshielddturn,U into wall, reZ,LR,RRsideNRreZ, super slow backwalk into NRreZ, DR, Dshielddturn ,2LR,DR into dot skip

Dot skip: super slow backwalk NR into Full D mashed 1frame A sidehop, into timed 1frame sword jumpslash, double B

If sword hits wall, dont punch again, just put sword away, reZ,LR,DR,try again. If it fails completely with angle try to line up with dot again into setup

If you land after the jumpslash, just reZ, 3LRs into cutscene if you made it through, if not after a few LRs check if wall is there with Z L.

If you void out, just setup again and repeat

2TB reZ, Umash rolls into master sword

Ultra long cutscene, mash all the way through till after shiek

Start: D,R,CR for bombchu CR//TODO check again with menu

SQ reset

# Adult1(Hookshot)

Z, Uhold(4rolls) into exit

PreTemple: Z, D3roll, 6RR, Droll into exit

Market: DRshielddbuffer, just hold DR until zombie scream end, shield UR buffer, 2URsteps, shielddbuffer, U4rolls into exit

PreBridge: UR4rolls into exit

HyruleField1ToKakariko:

Rshielddturn, 11-12beats backwalk into 5RR, backwalk till after bridge into 3RR backwalk into stairs, on stairs backflip into kakariko

Kakariko:

Same as child: 180Z, backwalk till slow, RR, backwalk till slow, 9LR, backwalk till slow, LR, backwalk into graveyard

Graveyard:

Z, U(3roll) into getup fence, reZ, 9LR, DR, LR, RRsideNR, Utap, Rshieldturn, A for grave, pull back till sound, release A, RRsideNR, LRsideNR, Lhold into graveedge, complete neutral into A; if troll getup, reZ, backwalk into neutral A for gave

DampeRace:

Z Uhold into Dampe, mash text with A; count timer

3Z, 6U till wall, 6RR, U till wall, 2LR, U till wall, 4RR, U till wall/door sound), 4LR, U till wall/after door closing, 4RR, backwalk till wall, 10RR(stairs watch out), backwalk into wall, wait for door sound if too fast, 3RRsideNR, RR, 4DR, 3LRsideNR, backwalk till wall into releaseZ for grabgetup, reZ quickly(better right after releaseZ 180, 2UR+ 2steps, 11LR, backwalk tap DR, 11LR, 3UR, 4RR, URs into goal, continue U A mash for dampe, if lost lock on strats

Z target, U A roll mash into chest

From Hookshot:

Mash TBs with A!

2NR, RR, 2DR, LR, Rshieldturn, RRquickLR into void out

Backwalk into exit

From Gravestone:

2Usteps, LR, UR, 5RR, UR+2steps into 7RR mash for exit //if no exit check if stuck on wall

From KakarikoGraveyardEntrance:

//TODO house heartpiece ; 20s

DLshieldturn, RR, backwalk into wall, 3RR, backwalk into stairs.5LR.4DR.5LR, backwalk into wall, 5LR, U into box getup, reZ, Ujump neutral on landing, 6LR, DR, LR mash until DM

DeathMountainPass:

180shieldturn, into backwalk with shield(1hit), till wall, URshieldturn into backwalk till slow, wait for boulder to pass into L3steps backwalk into DC

# DodongosCavern

Room1: on a cycle so need to be quick:

Chu (CR) into U till wall, shieldrelease slash into cutscene reZ Uhold into navi text, A into reZ, Uhold for double jump getup, (noreZ), 3RR into dmg quick U hold into getup, Rshieldturn into wait for top reach sound, Then Uhold into slow, continue till super slow wall,2RR Uhold into getup, Uhold into switch cutscene

reZ, Uhold into jump into neutral, 3RR, Uhold into jump neutral, wait for top reach sound, jump , , Uhold into jump jump, 3RR Uhold till wall A for exit

Room2: seathe sword with A mash at beginning, reZ, 180shieldturn, backwalk into wall, 3RR,2DR,LRsideNR,Chu(CR) wait for explosion into cutscene

2xCUP for cam, Rshieldturn, 8DR, Rshieldturn, U(2rolls) till wall, reZ,RR,DR,slash,jumpslash into health (should have 1-2hearts), U short till wall again, 11LR,4DR, 4LR, Lshieldturn into A for Room3

Room3:

Instant Z into hold U, auto grab getup just hold up, continue through cutscene, just A, go neutral in jump for no roll into U wall A for door (before the bats hit you)

Room4:

Seathe sword, Z Just URs, 7 into U till jump, 7 after jump for no music corridor change

180shieldturn into backwalk to ledge, get up into reZ(slowly, cam glitch), 2NR, 180shieldturn, LRsideNRreZ,Uroll into jump getup, hold Z all the way into reZ on standing still, ULshieldturn, Uhold into jump, LR U hold into get up, U hold into chest wall, A for bombbag

//backup if angle bad, reZ on wall behind chest, LR corner, DR,reZ,NR,DR,RR,Uchest

SQ reset

Backwalk out of DC

# Magic

DRshieldturn into backwalk till second slow wall, reZ,2NR,URshieldturn, Uhold(4rolls), till second getup(one glitched;second jump is normal), reZ on wall, Rshieldturn into Z Chudrop, ZChudrop after explosion for second boulder, Uhold into getup ,Lshieldturn, Uhold for 2getups,

180shieldturn, backwalk till meteor end/wall, 180shieldturn, 3RRsideNR, Uhold into climb

Climb: Just U all the time with 2L somewhere close after the first skultula,

//WATCH OUT FOR THE SKULLTULAS, go slow into 1-2 steps if they see you or try to wait them out

After getup: 3LR pull chu U hold into fairy fountain after explosion

Z Uhold(3rolls+steps) into CL Ocarina, play ZL into mash TBs till magic get

On fairy exit, reZ into backwalk out of fairyfountain

# Minuet

//if heartpiece: 6LR,backwalk into crater; LRsideNRreZ, 10RR,180shieldturn, backwalk into grab, letgo into U after a while to grab below, Uhold into heartpiece, just down into voidout, backwalk into exit again ; 50seconds

No Heartpiece: 180shieldturn, 3DR into big fall, hold D till stone (bit after dmg sound end) LR, backwalk until ledgegrab, go neutral (probably will getup, then reZ after still into backwalk neutral ledge again),A for drop, reZ into 6LRmash for goron city entrance

If 0.5hearts: Uhold into jump, neutral at the very end to land on the second level with dmg

2RR, backwalk a bit into corner, 180reZ, Chu(CR) drop hold U into lost woods entrance

LostWoods:

Start: R,R CL, Hookshot on CL

NR,10LRsideNRreZ,LRsideNRreZ,2LR,backwalk into mido, setup Rtap with hookshot

mido skip with single jumps until you hit wood floor, reZ,backwalk a tap into wall,

8LR,DR,6LR,9DR,4LRmashed into SFM

SFM:

7NR into groundjump setup, 2UR into groundjump up fast! (before the fatass hit you),1RR, Uhold 3jump, 180shieldturn, backwalk into grab edge get up reZ for turnaround, 1LR, 6DR(safe), DR, now timed based on fatass hits: LR,DR / RR,DR total of 5 times then 3DRsideNR,RRsideNR,LR,buffer D,Z, and bomb CD for minuet cutscene skip

Save into not continue reset, mash A for start again

# ShadowTempleEntrance

//TODO hookshot jump method

If dodongo heartpiece: 50s slower

If reset: same as adult1Hookshot

Z, Uhold(4rolls) into exit

PreTemple: Z, D3roll, 6RR, Droll into exit

Market: DRshieldbuffer, just hold DR until zombie screen end, shield UR buffer, 2URsteps, shieldbuffer, U4rolls into exit

PreBridge: UR4rolls into exit

HyruleField1ToKakariko:

Rshieldturn, 11-12beats backwalk into 5RR, backwalk till after bridge into 3RR backwalk into stairs, on stairs backflip into kakariko

Kakariko:

Same as child: 180Z, backwalk till slow, RR, backwalk till slow, 9LR,backwalk till slow, LR, backwalk into graveyard

Graveyard:

HookshotHouseSeam: DRsideNR,Uhold A slash Uhold into getup, reZ, 3NR into A jumpslash instantly for ghost kill, 3LR,releaseZ,A for seathe, RR,LRsideNR, Uhold into fence, RR,LRsideNR off fence, LR,RRsideNR,A slash, Uhold into ghost spawn timed A jumpslash into kill, DR,8RR into

Dhold into wall, releaseZ, getup, reZ, 3RR,U jump off, 180shieldturn, seathe sword A, Uhold into get up, reZ, 5DRsideNRshieldhold, ISG with sign, if sign drops you got it; if sign without drop URshieldturn repeat, ISGget:

reZ, U till wall into reZmash, seathe sword A, LR Uhold until get up fence, if still at wall repeat,

Fence: reZ,4RRsideNR, releaseZ ,Dtap reZ, CL hookshot into Dtap shoot till hit, 180tap, Z Dhold, DR, Uhold into edge, Ltap90°turn, backwalk to edge,



Hover:

Count footsteps: 1st Hover: bomb on step, jump on 5

2-6hover: bomb on step, jump on 4.5 exactly timed

Seam:

Rtap turn, noZ, L till seam, Uhold until trap corner (if slow walk U, DR L into edge, noZU hold into trap corner), noZ U into trap corner UL pausebuffer, Z RR Rhold into neutral NR, releaseZ, U into URpausebuffer, LRsideNR,LRsideNR,LRsideNR,neutral pausebufferL into edge,U into edge, neutral pausebufferL into edge, U into edge neutral, U without Z, URstartbuffer, LRsideNR,3LRinto sideNR U hold, release Z, U, URstartbuffer, Z D into edge, 5LR, Lhold into seam, U hold into seam, UL hold alternates into cornerseam, backwalk into seam, slow walk sideNR, neutral, 180tap, reZ, 4NR, Rhold into edge RR mash into shadow early

# Shadow Temple

//Uhold(1roll) into wall, DRsideNRreZ, RR,LRsideNR, CL

Rshieldturn, 5LR

hookshot Dtaps into hook, getup, reZ, 180shieldturn, 2DR into B for navi text, reZ DR, 5RRsideNR, Uhold(1roll after fake) into A for door

Room2:

Z, Uhold 2roll into navi text, B into A for clear, Uhold till wall, 2RR, Uhold 2roll till wall, DR,2LR, Uhold into navi text, Uhold roll into navi text, Uhold into wall, 2RRsideNR, Uhold into navi text, Uhold 2roll into wall/door, A to enter

Deadhand:

Z Uhold into hands, wait till lock on into 3DR mash out of hands, A slash, store jumpslash, release Z, CUP twice for cam, crouch stab him twice, wait for dissapear, Uhold again into hand, repeat with 2DR after lockon (RNG now, he can spawn everywhere, try to mash out of hands as fast as possible always to not lose health), slash for first dmg into DR jumpslash storage crouchstab second dmg kill

Cutscene, seathe A, reZ, Uhold roll mash into hovers chest

Mash text with A, reZ, Uhold (2rolls) into wall/door, A for exit

//TODO backup for chest

//TODO SQ reset for health

Room2.2:

Uhold 3roll till wall, 2RRsideNR Uhold 1roll till wall, LRsideNR Uhold 1roll till wall, RRsideNR Uhold 1roll into wall/door, A for exit

TruthSpinner:

Z, 180Z into backwalk until ledgegrab, getup, reZ, 2LR, Uhold until spinner TB, A mash, reZ, NR, DR, 2RR, ISG till sign sound ( if fail target sign into Lshieldturn repeat), A seathe, reZ

,RR,2DRsideNRreZ, A for push, first one 2push U, go neutral during push for cam

Backwalk into fail or good

Fail: U A repeat

Good: TODO

2nd fail: U A repeat

Good: TODO

3rd good: cutscene into full neutral, LR, reZ, 3NR, RR, reZ, 180shieldturn, start: Z L A into hover boots, backwalk over bridge until wall with 1RR during slope, backwalk till wall, 5RRsideNR 4RR start L A for normal shoes, RRsideNRreZ into A for door //ZUR tap into neutralRtap into A

Room3:

Rshieldturn, 4DR, 8RR, 180shieldturn, Uhold into jump hold up for no dmg, U till wall, RR into corner

Wallclip:

3LR, CUP,Rtap,shield stab, Z jumpslash mash, if through: long fall

Else, reZ on Uwall into 4RRs seathe repeat

After clip, U till wall , reZ, RR corner, 180shieldturn,RRsideNRreZ, DRsideNRreZ,3LR,RRsideNRreZ, LRsideNR,Uhold roll into jump, hold up into wheel grab instant neutral, getup reZ, 2NR,3LR

Start: Rbutton, R,R,D CR, ocarina for bombchus ?

Boat:

CR ocarina, play ZL, buffer D during cutscene into walk, till 2 steps slow into shield, Lshieldturn, wait till end of boat shaking/bells end (enemies should not hit you, they should run of)

Uhold into jump go neutral , try 12URsideNR, Rtap A for door

If not backup: reZwall, Lshieldturn, backwalk into edge, getup, reZ,3NR,Rtap into A for door

PreBosskeyRoom1:

RRsideNRreZ, Uhold (3rolls) till wall reZmash, 6LR,3steps(1roll), 6RR,Uhold till topwall super slow, RR into A for timed bosskey door

BosskeyRoom:

Buffer U during entering, pausebuffer after 1step into UR into dmg A mash slash wall for zombie wake up, glitch trough wall

Continue UR till second zombie cry into neutral, reZ, U reZ, quick 2LR, RR, 180Z, 3A jumpslash into U into chest A //not much time for everything, around 1 seconds to waste

Wait for void out

After voidout, Dhold into A for exit

PreBosskeyRoom2:

RRsideNRreZ, Uhold(3rolls) till wall, reZmash, 9LR, Uhold(1roll) till wall, 4LR A into door

KeyRoom:

Wait for enemy to attack, lockon into jumpslash for kill, quickspins until kill

//TODO if he somehow respawns, try to shield his attack into jumpslash quickspins, 1hit means death

Cutscene

Seathe sword A, U hold mash A for chest (key)

Uhold(1roll) till wall/door, A for exit

PreBosskeyRoom3:

//quick, enemies will kill you

180shieldturn, RR, backwalk into wall (6slower steps), LRsideNRreZ, Uhold(3rolls) into wall, LR A into exit

BoatRoomSuperslide:

LR,Lshieldturn, 3RR superslide setup into hoverboots

Superslide: beatcount, 1bombdrop RR, 3bombdrop, DR 5reZ,6NR7NRshield Amash into start after explosion for hoverboots ; buffer L and R during menu //TODO menu

After landing: start L A for normal boots

180Z reZ wall, 7LR,Utill wall, UL hold into few steps A for enter

LastRoom:

Uhold into jump neutral, 180shieldturn, backwalk into edge, reZ, NR, Rshieldturn, Uhold into jump full U get up, reZ, Rshieldturn, Start equip hovers: R,A , Uhold into ledgegrab get up reZ, URshieldturn, U hold until fixed ground, start: L,A for normal boots, Z A NR mash till enter bossroom

Boss:

Quickkill setup: LRsideNR,LR,RRsideNR,NR,bombdrop, Lshieldturn, wait a bit, D hold into jumpslash fall, quickspin mash until kill

Cutscene

Seathe sword A, LR,RRsideNR, Uhold into heartcontainer

reZ, backwalk into warp

Cutscene mash all the way

# DoubleDefense

Bombfarm:

reZ, Uhold into fence,Ujump (4roll) into fence, Ujump(4roll) ,LR,Uhold (4rolls) into exit

Backwalk back into graveyard

DLshieldturn, 4DR,LR,charged blade into bombfarm, Uhold (4rolls) into repeat

After 2 bomb drops: SQreset

//magic drops sound with refill, use to distinguish

Z, Uhold(4rolls) into exit

PreTemple: Z, D3roll, 6RR, Droll into exit

Market:Lshieldbuffer, release till after zombie scream, shieldbufferU (2roll) into ganons castle

Cutscene

DLshieldturn, 2RR, backwalk until navi

DRsideNRreZ,2LR,Dtill wall, ,DRsideNRreZ, DL shieldturn, Dhold crouchstab second frame pause into hoverboots into fairy fountain ,Z, Z,L,A I think

Start: equip normal boots Z,L,L,A

Uhold(4rolls) into CR ocarina, play ZL

Mash all the way through fairy

# GerudoVillage

SQreset

Z, Uhold(4rolls) into exit

PreTemple: Z, D3roll, 6RR, Droll into exit

Market: DRshieldbuffer, just hold DR until zombie scream end, shield UR buffer, 2URsteps, shieldbuffer, U4rolls into exit

PreBridge: UR4rolls into exit

HyruleField:

DLshieldturn, superslide RR setup

Slide all the way till 3rd cow into LR mash into gerudoBridge

GerudoBridge:

ULshieldturn, RRsideNR,RRsideNR, 180shieldturn, backwalk for 23 beats (gerudo theme),

RR, LRsideNRreZ,RR,superslide setup RR, on landing equip normal boots start: L,A

URshieldturn, RR backwalk into gerudo // superslide setup RR // supersllide saves 2 seconds

GerudoVillage:

DLshieldturn, backwalk into trapped

Trapped/GateSkip:

LRsideNRreZ, NR,CL hookshot all the way up into B mash for jumpslash, 2NR, 180shieldturn, hookshot into slowest Utaps till very edge hit, clip through floor, Rshieldturn, U reZ on wall, DR,RRsideNRreZ, Uhold into getup, DRshieldturn,reZ,Dwalkledgegrab

Learn gate skip blindfolded timing, 3.5 UL into UR reZ LR, frameperfect jumpslash

8UR, URshieldturn, DR, backwalk into desert

TODO

MegaflipGateSkip: from reenter:

LR,Dshieldturn,RRsideNRreZ,Dshieldturn,RRsideNRreZ,Dshieldturn,Beatcount:  
1bombdrop,3roll,5backflip,8megaflip roll

Wasteland: beattimed backwalk over gap, then normal shoes normalized movement

Till spirit TODO

# Heartpiece Stuff

//TODO house heartpiece from entrance is super easy, 180Z,backwalk into 3DR, Lhold into house

HouseHeartpiece:backwalk past anju, 4LR, Uhold jump over fence, LR, 180Z, 2DR, Dhold into release Z into getup entrance

DR into Heartpiece1

U/UL into exit

HouseToGraveyard: LR,Uhold till jumproll, 2LR, 180Z, backwalk into graveyard

//TODO man on the roof with child? Kind of a detour but only like 1min,20s

//dodongo top heartpiece? Kind of a detour 1 min

//Crater after magic?

Dupeing heartpiece man on roof, zfg nsr vod TODO

# Notes

- Started 01062019
- Definitely need n64/GC controller on emu
- Before the game: use 1 character name for frames
- If switching between emu with GC controller or any kind of other controller to n64 etc. check all the shield turn values again. Notches are different and it can mess up angles
- Z on hold, headphone mode

# 2020 Ocarina of Time - any% Blindfolded (WW route, No Collapse Skip)

This document will record all the strats used in the Ocarina of Time - any% Blindfolded Speedrun using the Ganondoor Wrong Warp in Deku Tree. By Bubzia.

New ESA notes:

For extra rupee: 9L 1D U 1RNR, 1R NR after rupee

Failfish1: Cup, look up Z hold cancel, 2BF, 1RR, 1LRNR, target fish into 3BF

Target fish, CUP look up Zhold cancel, Zhold U into water , D hold back to land D hold until slow down (10steps) DR hold until concrete into instant pausebuffer U into slowdown talk to guy get scale

FailFish2 (keep holding DL till water getup into Z), Z into D hold instant stop after land (3-4 swims), L tap into target, 2 BF; 13 taps into catch fish,

R tap target fish, cup cancel,

CUP look up Zhold cancel, Zhold U into water , D hold back to land D hold until slow down (12steps) DR hold until concrete into instant pausebuffer U into slowdown talk to guy get scale

//without rolls: target when getting into water, buffer DL until land into buffer stop, 2BF into cast again, R target cup cancel Zhold U water DR land into UR U till shopkeeper



## Table of Contents

[Splits 1](#)

[ExitForest 1](#)

[Fishing 2](#)

[ExitZora 2](#)

[ExitMarket 3](#)

[Ghoma 3](#)

[WrongWarp 4](#)

[Escape 4](#)

[Ganon 5](#)

[Notes 6](#)

# Splits

## ExitForest

CUP

3steps left, ULR out of house

Mash for text cutscene

Up 180Z,12DR,2RR,NR, reZ, and just up into getups 3xZ spam, 3UR/U till wall,

2LR, up A into enter

Backup: RR corner, Rtap(not getup) into 2DR L90

UZwall,DR,LR,DR,RR,UR into U wall get in for rupees(15)

All the way through

Get up sounds into Z

3NR, 3RR into 5c

4LR wait till rock is close then LR, up 2ruupies, UR till wall, 2RR,DR,U, 6LR, UR, DR, NR, up till chest into A for sword

MENU: 2Z,L,A for sword

Savequit

CUP,2UR,LR into exit

U DR into backwalk till wall, getup reZ, 5RR into rupee 4LR up till wall, UR release Z into vines

6U getup, Z,

R90,8LR,DR,5RR,Dbackwalk into lost woods

LostWoods:reholdZ, 2NR,9RR,7UR mashed, 4RR, Dwalkwall, 9RR,DR,RR,NRreZ,U into jump into neutral grab, Z ,get up, Ztap, navi glitch B mash CUP mashinto hold down A for textbox into portal

Backup: wall behind monument into LR,,punch, DR, slowwalk down till grab

# Fishing

ZorasRiver:Hold up during water till get up, U into UR, Ltap9Z, 3RR, U hold into ZR2 strat

Old:Z, 7LR mashed into water, fastswim L till 4 coins, then fastswim D for 12, 9L till waterfall into 6D till waterfall, 7L after 2nd waterfall,8L into 4D into fall ,downright fastswims till land into D loadingzone //48g 15-20g in river

HyruleField:

7Up in water till land, 3 rolls mashed, LR,RR,NRreZ, DRrollreZ into backwalk till wall,5DR,back till wall, backwalk till next wall, backflip over it, 15RR, backwalk till wall, 6RR,NR reZ up into ladder(only if no enemies, else upright taps into it), get up with Z, 5NR, 15RR, 2UR into cutscene

LakeHylia1:

DR,NRreZ,DR,NRreZ, backwalk till 1st soft ground,LRrollreZ,backwalk till softground into DR mash into water, 18Dfastswims,into D releaseZ getup, reZ, 1UR U 16 steps/after fast corner,A into fishing  
//if no backflip into water: reZ and then Dswims

Fishing:

RR, Atalk, wait a bit, Z 7steps U, talk,x for yes,mash B till sound

Z into D till wall3RRcorner, 4LR,6DR,8LR,lockon B for fishing

Land in water, hold A, slow D 6x, then tiny A taps

//if no bite:

10s wait, Second throw: B repeat

If bite: hold L A and hope no escape ; else reset/reenter fishing game/ TODO backup

2A into random camera position

CUP into search audio cue with navi fish lockon (close fish)

Z hold CUP again at navi goes away left of fish,

U into water, R till soft, UR wall, U till wall 6 steps A talk

talk to him for golden scale

A again, A,2D,2A, Z, D to wall, 2RR, Rtap, 2LR,A to exit

## ExitZora

HyliaLake2:

Z,2LR,NR,LR neutral wait for water position

35 swims up into A dive to bottle

A, reZ, righttap 90 Z, 9U into dive U into zora loading

Zora'sDomain:

Neutral till dive up

Z, hold D till no sound, LRroll,DR,punch(5rupees), U hold into shop

Shop: just back out again

slash,jumpslash,RR,releaseZslash(5rupees),Z,4RR,3DR,slash into stick

RR,RRrollreZ, RR, non Z slash, get nuts, Z 2LR backwalk into shop

Repeat x2 for 15 nuts but with LR,DR,Jumpslash instead pickup cs (2Ujumpslash into LR D shop is also good)

On last time just seathe, 180Z;RRrollNRreZ hold U releaseZ 25stepsUhold till wall,3UR normalization

R90tap,Z,RR,reZ,NR,20DR+Dtap,180Z

MENU:

Nuts CD,L Stick CL, D Bottle CR

X, mash B till cutscene (25weeps)

2CUP after cutscene, 180Z, 2UR, 180Z, backwalk till wall, CR bottle, 2LRroll3NR (fall), RR,reZ,4NR,2RR instant CR for fish //might need to mash a while, or do LR/RR alternates

reZ after caught/ RR position if alternates

Backwalk till wall/no sound, slash pot

LRs into exit

//backup: 3RR,6DR,12RR, backwalk into exit

# Shield

NewRoute:

Zora'sRiver: U hold into Z after 2nd jump, mash fastswims 4rupees U, then 16 L, 3U into fall, 3UL, fall, mash till big rupee, then just U till fall, L/DL into transition

HyruleFieldToKak: Z,R till land, RRrollNRreZ, 180Z, backwalk into owl D option after one B

U Punch with sword

If owl left(no wall): 5RR backwalk into kak; wait till night before backwalk

If owl right(wall): UR till stair, U till wall, reZ RRs into kak, wait for night before RRs

Kak: 180Z,backwalk till wall/skullsound,RR,backwalk till wall, 8LR,backwalk till wall, 2LR, backwalk into graveyard

Graveyard: 4UR, U into getup, Uhold jump mash roll, 2LR,180Z,A pull grave till sound,

LRrollNR,RRrollNR,UR hold into grave

Grave: just UR mash into chest, savequit

# Ghoma

CUP,ULR,LR into exit

180UZ,4DR,13LR,2DR, 3LR, backwalk into dialogue, A, reZ, backwalk into shop

A,R,U, buy nuts, D, A mash for shield,B mash

MENU: 2Z,2L,A for deku shield

DR into exit

3LR,DR,3LR,2UR,LRspam till talk

U till tall Ztarget wall,8LR

Backwalk with shield till wall, LRs into cutscene (get one safety stick with jumpslash x2 RRLR)

//hit is 0.5dmg

Mash AB for cutscene

reZ,2RR,180,backwalk into dekutree

DekuTree:

Z, RR, 5UR till navi, reZ,U for vines 15climb getup reZ

6RR,4DR,RR,DR,3RR,RreleaseZ for climb (carefully for count),15U,4R,18U,4L,releaseA

3LR,DR,sword B,180shieldturn,targetenemy, wait for turn, jumpattack, wait for disappearance, reZ  
U jumpslash shield into jumpslash 2 into waterZ, R90Z, U6swims getup into reZ

LRrollNR, get switch DR,2RRreleaseZ Rjump into U Z target, U/UL taps after each hit till dead

Restart from deku entrance

Megasidehop:

2RR, 90R (shielded), 4LRshielded, wait attack, LR, shieldtap, NR, wait for attack hit x2 count beat,  
2.5beat NR, 3beat(mashed)A LR megasidehop; hold D shield until wall (1heart dmg), 6LR,U till slow,  
neutral A for box, push 12x times

NR,Ujump,land UR, U till wall, reZ,DR,shield,NR,stick into quick putaway mash, LR,DRroll,180Z  
uphold till second getup U till wall, DR, 3LR, quick L90 reZ or wait till enemy doesnt attack, stick  
into shield putaway,mash sword for recoil (1heart dmg), put sword away,

Z, 3DR, 180Z shield, wait for hit, 4RR wait for hit, 9LR,RR,DR get to 0.5 hearts, wait for shield hit  
into UR mash A for talk

Cutscene

Z,RR(avoid heart),U till slow door, A to enter ghoma

Jumpslash with stick into crouch stab with sword

U into cutscene, Cstick up into D ESS until cutscene

U tap (practice timing) into nut, crouchstab x1 into instant nut mash, crouchstab x1, lockon  
jumpslash into double kill //if missed crouchstab, you can throw another nut and tap U again

Wait for cutscene, die, save and continue for deku tree

## WrongWarp

DekuTreeR2:

Z,3UR,U big fall, change to L into 3LR on landing, U,A get up

3LR,2DR into fall, hold U till land, 3LR, U (2UR) till slow wall, A to reenter ghoma

Ghoma: 3UR with walk, 2RR, UR into heart container

reZ, UR,2RR,Uwalk till door/slow, 2slash,5DR,jumpslash shield

Drop fish CR, MENU: equipswap, D Z,R!, bottle over stick //if too many tries regrab fish once

2DR,DR into Ocarinaltems CL+B, wait for audio cue B cancel OI, D hold 1-1.5 steps, CD nut, Z+R hold 6-7 steps nut, after 15steps 6RR, Uhold into corner A enter the door

# Escape

MENU: Z,L,A (HyllianShield)

Z, U into damage, D into damage till death

Save continue into big cutscene, B mash 5TB; Zelda Footsteps

Start:Z, 7LR, beatcount 2UR, U, 10UR,12UR,14UR,16UR,18URUL,22UR,1U,2UR,4UR,6UR,8UR,10UR

If bonk: DR shield into zelda

If no bonk: DRroll into zelda

Cutscene ULhold into transition

Room1:LR,U fall, 4UR, U till jump, 2LR shield wait for zelda, UR into transition

Stair1:UL buffer in transition, jump, 2beats U, 1UL,1U,1UL,2U, just U into transition (maybe UR if fails)

Room2:URwalked(but not much) Z during roll to avoid zelda, 2LR,3UR,2RR, cutscene,U into transition

//if target by accident, just U into UL at wall, UR into transition

Stair2:Buffer UL transition, after 3 steps intro + 3steps (5-6total) ULR into U till jump, then UL mash roll, U into cutscene; U/UL into exit

Stalfos:

U into cutscene1

if hit before: now OI with bottles, 2RR U into zelda2

Else: UR buffer during zelda2

L90Z,LR, stalfos kills

2hits on each with jumpslash into try to target switch

After2 hits OI health and hope its no jumpslash

Always jumpslash into shield wait a tiny bit repeat

After 2kills: OI to full health and try to find zelda with Z and go up to her

After cutscene hold U and Z mash to get zelda's angle

Stair3: ULbuffer in transition, 6steps into U till jump, UL in jump mash roll, after URhold till zelda

UL into transition

Room3: mash4UR U hold till wall,LR, R till zelda, just dmg boost as long as not crit health

LR,Dwalk180reZ, 4RR,Rhold a bit for zelda talk, RR, backwalk 7 beats, 3LR into backwalk Ltaps  
zelda cutscene //if hit try to find her with target

UL into transition

LastCorridor: mash URs4-5, cutscene, 180Z into backwalk till wall (15beats, LR shield wait (7beats),  
cutscene, UR into transition

# Ganon

BIG CUTSCENE mash B till sword

Z, 5UR into cutscene

Ganon Phase1: after navi TB : mash start to equip kokiri sword, Z,L,L,U,A

Perform shieldcombo: nut into UR slash UR, 180Z, shield Ztarget, hit, 2CUP, shield hit, repeat

Going to Phase2: hold up on clearing zeldas TB, hope that zelda is in front, you can hear navi, try to just UR and bonk at the end after 2navis, then seath sword and RR, LR DRrollNR backwalk into sword

Phase2: after sword cutscene, DR,8LR,Ztarget into jumpslash for big hit, then repeat shield combo; though CUP targets are not necessary anymore

Phase3: mash cutscene text till sword glow, Target jumpslash

GG

# Notes



NutFarm:2UR, 2RRroll, mash attack for 2 hits, jumpslash into RR,LR checks , after getting, U reZ and LR position either 1 or 2

//If no item, D into exit, reZ, D into entrance repeat

MENU: stick on CL, just CL, R(nut) on CD, close

Up to navi talk,

No nutfarm to vine = 10s

One nut farm to vine = 26s with good rng

Mido house + shop = 18s + 5s ; 25s total still better then farm

Get zora nuts x2 , if didnt get you can still farm

Now we have 5 nuts: nut farm opportunities x2 so max 15...

Zora x2 nuts +1 stick + 5 rupees = 30s; 10nuts, 15 with shop, 20 with shop + shop rupee and crawl rupee

OldHylianShieldRouteMarket

13LR (2long), U walk till jump, U1-2swims, 180Z,Ahold dive U into loading

HylianLake3: 180Z U, wait for getup neutral!, reZ, 2NR, 12LR,reZ,3NR,17LR,backwalk till end of bridge, A for talk to owl

Just mash A to get to castle

Cutscene

Need to make cycle for 2 times on bridge

Bridge:2RR,180Z,backwalk 12beats, NR, R90,Uhold for 2 rupees into RR loading

//45g?

LR, UL into A for house, if not A mash on wall till entry

PotHouse: 90RZ,RR,slash,jumpslash, DR,2LR,Jumpslash,wait for getup,LR,jumpslash, 2 neutral slash, 2jumpslash,2DR,3neutral,jumpslash,4RR,RreleaseZ A getout

3DLR into market

2NR,Lhold till jump off box into U A mash for door

U A for shop: A,R,R,A buy nuts, L A mash (buy shield)

Rbuffer 10beats R, then U into transition

URR,UR mash into pothouse, repeat farm

UR into field

QUICK BEFORE NIGHT: Z,2UR, 2LR, backwalk onto chain, wait for night into NR , 3RR savequit //85g

Shield(old route, early deku tree)

MENU: 2Z,L,A for sword

Z,180Z,2DR wait for stone, backwalk to wall, 6RRNR,Dwall,release Z A enter crawlspace

Z,12crawls, hold up in getup (3fast), Z into DR,LR,DR,reZ on stone, 2LR,3DR,LR,punch //24g

L,releaseZ uplift getup,reZ, LR,5DR,10LR L getup reZ

RR,Dgrabgetup,11RR,DR,LR,2DRNR,LR,Uhold 2 jumps rupee,

Hold up till 4 grass steps, 2LR, talk with A, Z, 2LR into shop

//if you miss water rupee you can get behind shop

A,A,R,A mash for shield get 3B mash

MENU: Z,L,L,A (shield)

DR exit shop

Ghoma:

3LR,DR,3LR,2UR,LRspam till talk

U till tall Ztarget wall,9LR

Stick Farm: 5DRwshield,2RR,triple slash,jumpattack get stick reZ

OR jumpslash LR get stick reZ, 2RR shielded, jumpslash kill get stick, 2LR repeat until 2/3 sticks OR 2RRhielded kill stick, RR shield upwalk till enemy kill stick U RR into cutscene

Mash AB for cutscene

reZ,RR,180,backwalk into dekutree

DekuTree:

Z, 2UR, 2RRroll, mash attack for 2 hits, jumpslash into RR,LR checks , after getting, U reZ and LR position either 1 or 2

//If no item, D into exit, reZ, D into entrance repeat

MENU: stick on Y, just Y, R(nut) on R1, close

Up to navi talk, reZ, up for climb, getup reZ,

5RR,4DR,RR,DR,2RR,RreleaseZ for climb (carefully for count),15U,4R,18U,4L,releaseA

3LR,DR,sword B,180shielddturn,targetenemy, wait for turn, jumpattack, wait for disappearance, reZ double jumpslash into water TODO get switch; savequit

Rturn90, Uwall till slow, UR, 5LRshielded, wait for attack to go back, NR, wait for attack hit, NR into megasidehop hold D shield until wall, 6LR,U till slow, neutral A for box, push 12x times

NR,Ujump,land UR, stick u taps until burn, 180turn reZ, uphold till second getup,

OoBB1

(up after scream finish into B mash for recoil),(3swimsdown if no recoil), release Z get on vines, 3R,up till end with Z

2LR,2URbonk, UZtargetwall, R Ztargetwall, LRcorner, non Z slash, shieldZ 4RR into vine, 1D,1L, pausebuffer U and A, hold both and mash until OoB water, if fail you will getup onto platform

!DONT PRESS Z! Wait for link to be still then pausebuffer UL , cam needs to lock (8s, 15ticks), on 4.5th swim pausebuffer U 2swims, pausebuffer UL 1swim into Z, 1+2UL swim into 5L(on6th) swim into U fall into pit, land in water, 3DL tap L hold swims with Z into L grab vine, normalize 6Rfall into water, Z,180tap,Z,Utill 2nd getup land, 4-5setups up into 3LR, shield no Z into A mash for putaway, Z fall down into L hold for corner, release Z for vine, 6R normalize on corner

180turn reZ,U till land, RR, LRroll reZ, 2RR, shield, 2-4 NR for 1st scrub hit (be careful with nuts hit), R90turn reZ target scrub, 2nd hit, L reZ, 2LR, get hit till 0.5 hearts (1 after sound), shield into UR A

mash for talk

Cutscene

U till slow door, A to enter ghoma

Jumpslash with stick into crouch stab with sword

U into cutscene, Cstick up into D ESS until cutscene

U tap (practice timing) into nut, crouchstab x1 into instant nut mash, crouchstab x1, lock on jumpslash into double kill //if missed crouchstab, you can throw another nut and tap U again

Wait for cutscene, die, save and continue for deku tree

Z,3UR,U big fall, change to L into 3LR on landing, U,A get up

3LR,2DR into fall, hold U till land, 3LR, U (2UR) till slow wall, A to reenter ghoma

Ghoma: 3UR with walk, 2LR, UR into heart container

U reZ, 2DR,2LR,Dwalk till door/slow, 180Z, 2slash,

TODO WW SETUP

GS Clip coords: 88.5203 ; -65.81 ; -45.0356 ; 20461

//with GS clip oob we dont need sticks at all, so we could do late ghoma; potential ghoma death warp setup

TODO check other setups runnerguy supersidehop and b1 skip angle etc. //find setup for that maybe ; supersidehop should be the fastest after b1skip

Button for fire + reset = 35s

1min for getting into water vine with 1st try sidehop

Reenter: 17s

//TODO do video comparison as secondary strat for all dungeons /child dungeons with b1oob

oldForestRoute

Z,180Z,2DR wait for stone, backwalk to wall, 6RRNR,Dwall,release Z A enter crawlspace

Z,12crawls, hold up in getup (3fast), Z into DR,LR,DR,reZ on stone, 2LR,3DR,LR,punch //24g

L,releaseZ uplift getup,reZ, 12LR, release Z L getup, jumpslash into 6LR, Uhold till wall, UR release Z into vines,

TODO

CLEAR Test ganon hit dmg for heartcontainers for equip swap safety

CLEAR Test how many hits each phase with nuts, slingshot and sword jumpslash setup

CLEAR Deku nut (1 chu + rupees lost woods), not needed, ganondorf needs max 20;10. Possibly for stalfos but also not needed with master sword

seed upgrade (slingshot in lost woods) //not needed, slingshot bad

4 heartpieces child; no just 4 hearts for escape , ganon without getting hit

kakariko house heartpiece (adult), man on the roof (child), dodongos cavern top (child), death mountain crater climbwall (child) , ocarina minigame??? Pls no

Fairy after wrong warp or two bottles, stick gone for ghoma, no problem actually

Hyrulian shield + 5 hearts work with fairy dupe safety

Phase 1: slingshot 10hits

Dekunuts 10 hits

Just blessRNG for mastersword else repeat

Phase 2: slingshot 18+hit //last hit needs to be sword

Mastersword

Dekunuts nut into sword x10

Stalfos: 5jumpsslash with nuts; 4 each and then finish them off; mastersword each 2.5hits, so 2 slashes switch

Master sword cutscene fail

Instant deathabuse into mastersword stalfos with 1 potion and OI

Route

Sword

65 rupees + shield + 5nuts;

Get 1x stick for fire;

Ghoma, savequit x2) //kokiri shop 15=5xnuts, 30x10xnuts

Forest Escape through lost woods

Hyrule field -> lake

Lake hylia fishing scale 20 rupees 36 -> 16

Lake bottle

Zoras domain fish + stick (shop 50 rupees red potion; 15 rupees 5xnuts) //5rupee farm

//red potion market = 30 rupees ;

80 rupees, shield + 5 nuts //all depends on nightday cycle, either first to city rupee farm 99 = shield + 5nuts or first fishing then owl to market

New TODO 01.09.2020

Lake UR after soft

Fishing more consistent getting to shopkeeper

Mido + sign 15rupees; time test farming for 10 nuts/ maybe even 15 with b1 or as backup

Can also farm again after ghoma1

Rupee Tests: aftersword reset to mido = 40s

Back through crawlspace +5 rupees = +10s

Shop rupee= 5s

River 17-18 ; forest 20 + 4 green; zora 20;

78 total ;

Needed: 20 fishing ; 40 shield ; 15 nuts; enough but 15x nuts total; 12-13 for ganon; enough for quickkill but no safety p2

New TODO 02.09.2020

DONE Zoras River1 consistency maybe L90Z turn

DONE Zoras Domain nut farm consistency strat

DONE Deku Tree1 web jumpslash consistency strat

DONE Backup failed ghoma take dmg for retry

DONE Backup run from house back to tree

Stalfos beginning script / try consistent nut strat

Escape practice, last room setup and entrances UL/UR

Practice megasidehop

Practice equipswap

LinkHouse to Tree: 4DR,14LR,neutral, NR, 3LR water, L till land, LR till tree

Ghomabackup dmg: after b1stone, LR,2DR get hit,U till wall L90Z, Uwall UR, DR,L90Z,U jump slash into 180, 3LR up wall A for ghoma



# Ocarina of Time - Ganonless Blindfolded Notes

This document will record all the strats used in the Ocarina of Time - Ganonless Blindfolded Speedrun using the King Dodongo Wrong Warp. By Bubzia.

Ref: [https://www.youtube.com/watch?v=byLA\\_Jr805w](https://www.youtube.com/watch?v=byLA_Jr805w)

## Route

the route will be: sword, shield + nuts, scale (yes, the fishing hole again), bottle + fish, DoT skip, pocket egg, rba for golden gauntlets, cojiro, dodongo's cavern, mushroom, potion, saw, rba for lullaby/prelude, magic meter, steal epona for Gerudo bridge, broken sword, rba for shadow/spirit medallion, warp to Temple of Time for FW, credits warp in dodongo's cavern

it has a few new tricks: rba and a staircase hover to steal Epona

all in all this route should be a little shorter than the Volvagia warp one

parisianplayer04.05.2018

yeah, I was wondering if you would have needed the epona song

I forgot you can hover out of lon lon ranch and it thinks you escaped with epona

(if I'm right)

katun2404.05.2018

that's right

also, one of the RBAs cancels Epona's Song, so it would be useless learning it, but I immediately dismount Epona after stealing her, then save, then mount again

that way her initial position is saved

....cause the narrow plank thingy at the start of Gerudo Valley sucks balls with Epona, there's no way to normalize the camera at all with her

# Splits

## ExitForest

CUP

3steps left, ULR out of house

Mash for text cutscene

Up 180Z,12DR,2RR,NR, reZ, and just up into getups 3xZ spam, 3UR/U till wall,

2LR, up A into enter

Backup: RR corner, Rtap(not getup) into 2DR L90

UZwall,DR,LR,DR,RR,UR into U wall get in for rupees(15)

All the way through

Get up sounds into Z

3NR, 3RR into 5c

4LR wait till rock is close then LR, up 2ruupies, UR till wall, 2RR,DR,U, 6LR, UR, DR, NR, up till chest into A for sword

MENU: 2Z,L,A for sword

Savequit

CUP,2UR,LR into exit

U DR into backwalk till wall, getup reZ, 5RR into rupee 4LR up till wall, UR release Z into vines

6U getup, Z,

R90,8LR,DR,5RR,Dbackwalk into lost woods

LostWoods:reholdZ, 2NR,9RR,7UR mashed, 4RR, Dwalkwall, 9RR,DR,RR,NRreZ,U into jump into neutral grab, Z ,get up, Ztap, navi glitch B mash CUP mashinto hold down A for textbox into portal

Backup: wall behind monument into LR,,punch, DR, slowwalk down till grab

# Fishing

ZorasRiver:Hold up during water till get up, U into UR, Ltap9Z, 3RR, U hold into ZR2 strat

Old:Z, 7LR mashed into water, fastswim L till 4 coins, then fastswim D for 12, 9L till waterfall into 6D till waterfall, 7L after 2nd waterfall,8L into 4D into fall ,downright fastswims till land into D loadingzone //48g 15-20g in river

HyruleField:

7Up in water till land, 3 rolls mashed, LR,RR,NRreZ, DRrollreZ into backwalk till wall,5DR,back till wall, backwalk till next wall, backflip over it, 15RR, backwalk till wall, 6RR,NR reZ up into ladder(only if no enemies, else upright taps into it), get up with Z, 5NR, 15RR, 2UR into cutscene

LakeHylia1:

DR,NRreZ,DR,NRreZ, backwalk till 1st soft ground,LRollreZ,backwalk till softground into DR mash into water, 18Dfastswims,into D releaseZ getup, reZ, 1UR U 16 steps/after fast corner,A into fishing //if no backflip into water: reZ and then Dswims

Fishing:

RR, Atalk, wait a bit, Z 7steps U, talk,x for yes,mash B till sound

Z into D till wall3RRcorner, 4LR,6DR,8LR,lockon B for fishing

Land in water, hold A, slow D 6x, then tiny A taps

//if no bite:

10s wait, Second throw: B repeat

If bite: hold L A and hope no escape ; else reset/reenter fishing game/ TODO backup

2A into random camera position

CUP into search audio cue with navi fish lockon (close fish)

Z hold CUP again at navi goes away left of fish,

U into water, R till soft, UR wall, U till wall 6 steps A talk

talk to him for golden scale

A again, A,2D,2A, Z, D to wall, 2RR, Rtap, 2LR,A to exit

# ExitZora

HyllianLake2:

Z,2LR,NR,LR neutral wait for water position

35 swims up into A dive to bottle

A, reZ, righttap 90 Z, 9U into dive U into zora loading

Zora'sDomain:

Neutral till dive up

Z, hold D till no sound, LRroll,DR,punch(5rupees), U hold into shop

Shop: just back out again

slash,jumpslash,RR,releaseZslash(5rupees),Z,4RR,3DR,slash into stick

RR,RRrollreZ, RR, non Z slash, get nuts, Z 2LR backwalk into shop

Repeat x2 for 15 nuts but with LR,DR,Jumpslash instead pickup cs (2Ujumpslash into LR D shop is also good)

On last time just seathe, 180Z;RRrollNRreZ hold U releaseZ 25stepsUhold till wall,3UR normalization

R90tap,Z,RR,reZ,NR,20DR+Dtap,180Z

MENU:

Nuts CD,L Stick CL, D Bottle CR

X, mash B till cutscene (25weeps)

2CUP after cutscene, 180Z, 2UR, 180Z, backwalk till wall, CR bottle, 2LRroll3NR (fall), RR,reZ,4NR,2RR instant CR for fish //might need to mash a while, or do LR/RR alternates

reZ after caught/ RR position if alternates

Backwalk till wall/no sound, slash pot

13LR (2long), U walk till jump, U1-2swims, 180Z,Ahold dive U into loading

HylanLake3: 180Z U, wait for getup neutral!, reZ, 2NR, 12LR,reZ,3NR,17LR,backwalk till end of bridge, A for talk to owl

Just mash A to get to castle

Cutscene

Need to make cycle for 2 times on bridge

Bridge:2RR,180Z,backwalk 12beats, NR, R90,Uhold for 2 rupees into RR loading

//45g?

LR, UL into A for house, if not A mash on wall till entry

PotHouse: 90RZ,RR,slash,jumpslash, DR,2LR,Jumpslash,wait for getup,LR,jumpslash, 2 neutral slash, 2jumpslash,2DR,3neutral,jumpslash,4RR,RreleaseZ A getout

3DLR into market

2NR,Lhold till jump off box into U A mash for door

U A for shop: A,R,R,A buy nuts, L A mash (buy shield)

//TODO check exact rupee count and nuts stick

MarketToTemple: beatcount: 3L,1UL,6.5L into U

Lbuffer,4LR, 5UR with UR tap

Cutscene

Temple(Dotskip):

Setup:RRsideNRreZx2,2LR,RRsideNRreZ

RRsideNRreZ, backwalk ESS NRreZ, 17LR,DR,LR,2DR

Dotskip: D ESS roll into mash (timed) sidehop full down stick into clip timed B jumpslash

4LR, mash cutscene

Cupx2 mash UR for adult

Long cutscene

Save quit

# RBA1

//TODO check daycycles

Z, Uhold(4rolls) into exit

PreTemple: Z, D3roll, 6RR, Droll into exit

Market: DRshieldbuffer, just hold DR until zombie scream end 3slow steps, shield U buffer,Urolls into exit

PreBridge: UR4rolls into exit

HyruleField1ToKakariko:

DRsideNRreZ, backwalk 5 into slow, backflip over , backwalk all the way to kak

Kakariko:

Same as child: 180Z, backwalk till slow, RR, backwalk till slow, 9LR, 5DR talk, get pocket egg

reZ, backwalk till second navi sound, 5LR,DR,2LR, backwalk till slow, 2RR, D into field

Field(bottle on B):

180Z,5DR,14RR,UZtarget, Zslash,nonZshlash, CR fish, Zslash,RR,bottle into sword B press 1-2frames before water (TODO practice) into neutral, after getup, U into LRnr, 180Z,shieldswipe fish  
//TODO backup

15RR wait for hatch into backwalk kak

MENU: egg on CR //TODO maybe steal epona in the meantime; depending on day night cycle , if night entrance kak then only bottle on B, if day steal epona

Kakariko2: 180Z,backwalk till slow, 8RR, 4DR, RR, 3UR grass,4RR,5DR,10RR into dirt, 2DR,RRmash into DMT

DMTtoDodongo:

Go to dodongo entrance and wait for hatch, on hatch RBA gauntlets and enter //and dupe bottle over sword while doing it

Finish dodongo

Back to kak for 2 trade items

Just do quest

# 2023 Bubzia Ocarina of Time - any% Blindfolded (GIM route)

This document will record all the strats used in the Ocarina of Time - any% Blindfolded Speedrun using the Ganondoor Wrong Warp in Deku Tree. By Bubzia.

## TODO

Deku tree scrubs practice / new setup reentry,QPA,nonQPA for all megasidehops

Backups for collapse skip

New megasidehop from reentry: shieldturn R into LR 3NR,LR NR into 3LR shield into megasidehopSplits

## ExitForest

CUP (Daytime 8000)

3steps left, ULR out of house

Mash for text cutscene

Uptap Z, backflip Dwalk till different footsteps 3 into BF RRNRreZ, 3 UR, 2LR into U hold for fence U hold jump into getup again into jump again mash roll U hold into A for hole

U hold for 5th sound, then Z D BF,2RR into backwalk 3.5 rupee sound, 4RR into backwalk till wood into release Z A for sword, mash TBs

Retarget, 4 steps U into 3 rolls into 6LRnrreZ, UR tap U into hole



MENU: start, zx2, L into A (equip sword)

On exit: hold U into Z target BF into Dwalk till wall into BF 2LR into Dwalk till change of steps +9 release Z into D hold getup retarget, 4RR rupee, 4 LR into U roll UR hold for vines getup into reZ, R turn reZ into 9 LR, 1DR, 6DR

LostWoods: reholdZ, 2NR,9RRnr,6UR mashed, 4RR, Dwalkwall, 9RR,DR,RR,NRreZ,U into jump into neutral grab, Z ,get up, Ztap, navi glitch B mash CUP mashinto hold down A for textbox into portal

Backup: wall behind monument into LR,,punch, DR, slowwalk down till grab

Backup: if no tunnel: 2 RR into normal setup

## HyruleField:

ZorasRiver: Hold up Z during water till get up, 5LR into L hold no Z, retarget wall into RR, UL hold mash B till 4th rupee, then DL 5 pseudo rupee, UL 5pseudo rupee, then fall into release Z hold U till second fall into mash b till blue rupee, then hold up till getup reZ, LR, 2DR, RR,LR,2DR into neutral till red into R swim till rupee into UR 2 rupees into U 2 rupees swim till loading

11U mashed in water till land, 1rolls mashed, LR,RR,NRreZ, DRrollreZ RR into backwalk till second road end, 9RR, backwalk till wall, 5RR, release Z UR into ladder get up with Z, 5.5 steps into 9RR, UL tap into 7RR into cutscene

## LakeHylia1:

DR,NRreZ,DR,NRreZ, backwalk till 1st soft ground,LRrollreZ,backwalk till softground release Z into water, 18Dfastswims,into getup , reZ 2RR into UR into A press on door (if no door: L )

## Fishing:

2NR, RR R hold, Atalk until rod sound, wait a bit,

Downwalk LR downwalk till wall into 5LRnrreZ (target),cast rod

12D taps into hope for fish catch, else recast

After catch: CUP cancel, Z target try to reach for fish

R tap Z into U hold water into R hold till wall, R till wall, U UR into wall, U hold for shopkeeper : if more then 6 concrete steps: L tap a bit before talk U

Get scale, then talk again after first TB(non if Ahold) 2D into finish talk, U hold reZ into D walk into 3RR releaseZ reZ into 2LR into A for door opening

TODO backup if fish escapes for marathon

TODO save reload in fishing pond

## HyllianLake2:

Z,2LR,NR,LR U hold until getup animation

32.5 swims up into A dive to bottle

A, reZ, righttap 90 Z, 9U into dive U into zora loading

## Zora's Domain:

Buffer D mash b until getup water into neutral, 4 rolls into walk till wall reZ,

1LR,4DR into punch for nut cutscene, 2RR U into UL for shop

If instant shop: 5LR,2BF,RR R hold into shop

From Shop: RR nr release Z, neutral punch (rupee 5)

If only nut: 1RR,4BF into punch

If stick nut: 3RR,3DR into punch, cutscene, reZ,2RRnrreZ, RR into release Z punch nut

U roll walk past sign, roll x3 till wall reZ, BF 19 LR, then one more slowly for stairs,

MENU: 1L, stick on Y, 1D bottle on Z (menu gets back to C item after loading zone)

Ltap reZ , talk to the guy with Z

Cutscene

Buffer D walk 5 steps into 2 rolls, reZ 2LR into reZ Ltap reZ, backwalk till wall into 3LR release Z U hold during jump, then after getup from water 3 steps U 3 UL into bottle mash for fish (LR RR if no fish there)

Save game in menu then reset (deku route)

# NewGhoma

Check health for retries QPA

CUP,3L steps into UL into exit

180UZ,4DR,13LR,2DR, 3LR, backwalk into dialogue, A, reZ, backwalk into shop

A,R, A mash for shield,B mash D hold

MENU: 2Z L D,A for deku shield

DR into exit

3LR,DR,3LRnrreZ U mash rolls A till talk

U till wallUR Ztarget wall,9LR

Backwalk with shield till hit, slash into stick RNG

(if no stick: try jumpslash into DR)

180 turnaround into jumpslash for second stick

Then farm until 2 stick gets, U till wall into RR till cutscene

reZ,RR,180,backwalk into dekutree

DekuTree:

OldRoute:Z, RR, 5UR till navi, reZ,U for vines 15climb getup reZ

6RR,4DR,2RR,DR,2RR,RreleaseZ for climb (carefully for count),15U,4R,19U,4L,releaseA

3LR,DR,sword B,180shielddturn,targetenemy, wait for turn, jumpattack, wait for disappearance,

180shieldturn, backwalk into getup, reZ, shielded jumpslash BF mash 3 BF after web, 2RR (if hit do 3BF RR), DR shieldturn into U tap for ladder, do ladder megasidehop

QuickPutAway:

From cutscene:Shieldturn R, 2LR(fast),!7NR!,2LR shield hold, wait for get hit, pull stick, wait for audio que (4.5) and pausebuffer, do quick putaway, then shieldturn R, DR, 3jumpslash, 3 BF into 4RR UR hold for ladder

On reentry: Shieldturn R, 2LR(fast),4NR,2LR shield hold, wait for get hit, pull stick, wait for audio que (4.5) and pausebuffer, do quick putaway, then shieldturn R, DR, 3jumpslash, 3 BF into 4RR UR hold for ladder

MegaSideHopLadderQPA: 1LR nrreZ,2LR, shieldturn L, 2NR, 2LR with shield get hit, audio cue for mega sidehop into LR 2BF RRx2 crouchstab into shield Rturn Z, mash B for jumpslash recoil (if multiple attempt on QPA => no recoil into neutral till water land into no Z D hold land shield into LR U for scrub;

Else from recoil Z 180 into 1-2 L tap U hold for scrubs

MegaSideHopLadderNOQPA: 1LR nrreZ,2LR, shieldturn L, 2NR, 2LR with shield get hit, audio cue for mega sidehop into LR BF 5LR NR reZ onto wall, 180 D shieldturn into BF mash stick, RR Rshieldturn, reZ ,2DR,1LR,2DR 180 turnaround mash sword for recoil

//QPA B1: BF LR BFx2 crouchstab into Rturn tap mash B for jumpslash

Scrubs: FromRecoil: 3BF 180 shieldturn reZ shield hold for hit 1, 4RR wait hit2, 9LR, DR,RR hit 3 into U hold UR (NON Z) mash A for talk (if not 0.5 health: get hit before last talk)

Z,RR(avoid heart),U till slow door, A to enter ghoma

(if no wall after certain steps: 5DR, into 5LR into 2 jumpslash into L reZ enter ghomas room

QPAbackup:

CUPcancel, ULshieldturn cup cancel U 1 roll into Z into LR into U till navi TB into U vines, 6RR into slingshot route, for door after navi NR into enter CUP strat;

Then on exit scrub room: equip slingshot on CR, UR shieldbuffer into U till jump,U till vine into release,

Slingshot into max U into shot kill into reZ shoot till kill, into UR hold for vine into 1L 34U 15L, 2LR, punch x2 into 180 turnaround Z on enemy, jumpslash kill into reZ, 180 shieldturn, backwalk ointo edge, jumpslash into BF mash shield hold 1 BF 1R 4BFs into corner, then release Z and UR buffer release shield for ladder, do megasidehop, then 1LR,1DR,6LR no shield NR into reZ, old stick route from here

Ghoma:

Jumpslash with stick into crouch stab with sword

U into cutscene, Cstick up into D ESS until cutscene

Wait a bit (6th pseudo beat) nut Utap crouchstab x1 into instant nut mash, crouchstab x1, lockon jumpslash into double kill //if missed crouchstab, you can throw another nut and tap U again

Wait for cutscene, die, save and continue for deku tree

## WrongWarp

Slingshot: 2UR, RR 4UR mash U vines,5RR into backwalk till 5 diff steps into shieldturn L, U jump few steps into 4LR till corner, U hold for text into U corner UL Z into 3 UL beats Z A for door

Cup cancel into shield, hit into instant U roll mash talk, after cutscene CUP into U hold for A door

Buffer UR till wall into U till vines, reZ, 2LRNR U into A for slingshot, reZ into U hold for door after 2 jumps,

Z in door U 3rolls for door, UL corner into A open

Z into U till jump, D hold into reZ wall ladder

Megasidehop ladder setup

MegasidehopReentry:

90R shieldturn, 2LR, 5NR into 3LR shielded into megasidehop (mash after first shield hit); 1L 2D into DL hold till getup from water into L for heart into mash LR till door corner mash into long fall L hold (get healed), L land, 2BF into 8LR L tap reZ A for door (if not door TODO)

TODO backflip amount

# WrongWarp

Buffer D into Z go instant neutral after, 2slash, 5DR, jumpslash shield, 2BF,

Drop fish CR, recatch, reZ, wait for audio cue (pseudocount slider 22 beats) B cancel OI, D hold 1-1.5 steps (23.5-24), CD nut, Z+R hold 6-7 steps nut, after 15steps 6RR, Uhold into corner A enter the door

# Escape

4LR 1U 5LR BF D tap reZ, LR,RRNR,LR,RR reZ, backwalk BFpull sword, do collapse skip

# Ganon

BIG CUTSCENE D buffer rolls into cutscene

Ganon Phase1: after navi TB :

Quickkill: Buffer shield into Shieldturn R into LR nut, RR LR nut RR, LR nr BF stick jumpslash, shield RR LR DR restick jumpslash quickkill

From here: CUP (hold Z during it) cancel into 2NR,Z,8RR R hold into sword

//Backup if no nuts: do normal fight, then backup for sword with holding U during TB, UR till wall into U renormalize a few times 2LR U hold into notch then backwalk into sword

Second phase start: slash, BF 9LR into retarget U tap into jumpslash for first hit, then normal fight (without slow turnaround), 3 slash into UR turnaround retarget repeat for 4 hits (only jumpslash on 1st hit combo)

Important: on first jumpslash we need to hit the head: for that U hold first then jumpslash with holding, then 2 neutral jumpslashes into U hold for next hit prep, L hold slash

LastInput: L hold slash after 2-4 steps

Old:mash start to equip kokiri sword, Z,L,L,U,A

Perform shieldcombo: nut into UR slash UR, 180Z, shield Ztarget, hit, 2CUP, shield hit, repeat

Going to Phase2: hold up on clearing zeldas TB, hope that zelda is in front, you can hear navi, try to just UR and bonk at the end after 2navis, then seath sword and RR, LR DRrollNR backwalk into sword

Phase2: after sword cutscene, DR,8LR,Ztarget into jumpslash for big hit, then repeat shield combo; though CUP targets are not necessary anymore

Phase3: mash cutscene text till sword glow, Target jumpslash

GG

# Notes

//WESS: 5.5U into UL 9reZ on wall, crouch stab U twice, PB, WESS L into 3.5 turnaround, then 70 hold into reZ backwalk into BF check for slope, then 5 R backwalk into 5 RR repeat till corner + ladder, Z on ladder into 5 steps U into 7RR fall into UL reZ 9 RR loading => does not work as we dont have shield

NutFarm:2UR, 2RRroll, mash attack for 2 hits, jumpslash into RR,LR checks , after getting, U reZ and LR position either 1 or 2

//If no item, D into exit, reZ, D into entrance repeat

MENU: stick on CL, just CL, R(nut) on CD, close

Up to navi talk,

No nutfarm to vine = 10s

One nut farm to vine = 26s with good rng

Mido house + shop = 18s + 5s ; 25s total still better then farm

Get zora nuts x2 , if didnt get you can still farm

Now we have 5 nuts: nut farm opportunities x2 so max 15...

Zora x2 nuts +1 stick + 5 rupees = 30s; 10nuts, 15 with shop, 20 with shop + shop rupee and crawl rupee

OldHylianShieldRouteMarket

13LR (2long), U walk till jump, U1-2swims, 180Z,Ahold dive U into loading

HylianLake3: 180Z U, wait for getup neutral!, reZ, 2NR, 12LR,reZ,3NR,17LR,backwalk till end of bridge, A for talk to owl

Just mash A to get to castle

Cutscene

Need to make cycle for 2 times on bridge

Bridge:2RR,180Z,backwalk 12beats, NR, R90,Uhold for 2 rupees into RR loading

//45g?

LR, UL into A for house, if not A mash on wall till entry

PotHouse: 90RZ,RR,slash,jumpslash, DR,2LR,Jumpslash,wait for getup,LR,jumpslash, 2 neutral slash, 2jumpslash,2DR,3neutral,jumpslash,4RR,RreleaseZ A getout

3DLR into market

2NR,Lhold till jump off box into U A mash for door

U A for shop: A,R,R,A buy nuts, L A mash (buy shield)

Rbuffer 10beats R, then U into transition

URR,UR mash into pothouse, repeat farm

UR into field

QUICK BEFORE NIGHT: Z,2UR, 2LR, backwalk onto chain, wait for night into NR , 3RR savequit //85g



Shield(old route, early deku tree)

MENU: 2Z,L,A for sword

Z,180Z,2DR wait for stone, backwalk to wall, 6RRNR,Dwall,release Z A enter crawlspace

Z,12crawls, hold up in getup (3fast), Z into DR,LR,DR,reZ on stone, 2LR,3DR,LR,punch //24g

L,releaseZ uplift getup,reZ, LR,5DR,10LR L getup reZ

RR,Dgrabgetup,11RR,DR,LR,2DRNR,LR,Uhold 2 jumps rupee,

Hold up till 4 grass steps, 2LR, talk with A, Z, 2LR into shop

//if you miss water rupee you can get behind shop

A,A,R,A mash for shield get 3B mash

MENU: Z,L,L,A (shield)

DR exit shop

Ghoma:

3LR,DR,3LR,2UR,LRspam till talk

U till tall Ztarget wall,9LR

Stick Farm: 5DRwshield,2RR,triple slash,jumpattack get stick reZ

OR jumpslash LR get stick reZ, 2RR shielded, jumpslash kill get stick, 2LR repeat until 2/3 sticks OR 2RRhielded kill stick, RR shield upwalk till enemy kill stick U RR into cutscene

Mash AB for cutscene

reZ,RR,180,backwalk into dekutree

DekuTree:

Z, 2UR, 2RRroll, mash attack for 2 hits, jumpslash into RR,LR checks , after getting, U reZ and LR position either 1 or 2

//If no item, D into exit, reZ, D into entrance repeat

MENU: stick on Y, just Y, R(nut) on R1, close

Up to navi talk, reZ, up for climb, getup reZ,

5RR,4DR,RR,DR,2RR,RreleaseZ for climb (carefully for count),15U,4R,18U,4L,releaseA

3LR,DR,sword B,180shieldturn,targetenemy, wait for turn, jumpattack, wait for disappearance, reZ double jumpslash into water TODO get switch; savequit

Rturn90, Uwall till slow, UR, 5LRshielded, wait for attack to go back, NR, wait for attack hit, NR into megasidehop hold D shield until wall, 6LR,U till slow, neutral A for box, push 12x times

NR,Ujump,land UR, stick u taps until burn, 180turn reZ, uphold till second getup,

OoBB1

(up after scream finish into B mash for recoil),(3swimsdown if no recoil), release Z get on vines, 3R,up till end with Z

2LR,2URbonk, UZtargetwall, R Ztargetwall, LRcorner, non Z slash, shieldZ 4RR into vine, 1D,1L, pausebuffer U and A, hold both and mash until OoB water, if fail you will getup onto platform

!DONT PRESS Z! Wait for link to be still then pausebuffer UL , cam needs to lock (8s, 15ticks), on 4.5th swim pausebuffer U 2swims, pausebuffer UL 1swim into Z, 1+2UL swim into 5L(on6th) swim into U fall into pit, land in water, 3DL tap L hold swims with Z into L grab vine, normalize 6Rfall into water, Z,180tap,Z,Utill 2nd getup land, 4-5setups up into 3LR, shield no Z into A mash for putaway, Z fall down into L hold for corner, release Z for vine, 6R normalize on corner

180turn reZ,U till land, RR, LRroll reZ, 2RR, shield, 2-4 NR for 1st scrub hit (be careful with nuts hit), R90turn reZ target scrub, 2nd hit, L reZ, 2LR, get hit till 0.5 hearts (1 after sound), shield into UR A mash for talk

Cutscene

U till slow door, A to enter ghoma

Jumpslash with stick into crouch stab with sword

U into cutscene, Cstick up into D ESS until cutscene

U tap (practice timing) into nut, crouchstab x1 into instant nut mash, crouchstab x1, lockon jumpslash into double kill //if missed crouchstab, you can throw another nut and tap U again

Wait for cutscene, die, save and continue for deku tree

Z,3UR,U big fall, change to L into 3LR on landing, U,A get up

3LR,2DR into fall, hold U till land, 3LR, U (2UR) till slow wall, A to reenter ghoma

Ghoma: 3UR with walk, 2LR, UR into heart container

U reZ, 2DR,2LR,Dwalk till door/slow, 180Z, 2slash,

TODO WW SETUP

GS Clip coords: 88.5203 ; -65.81 ; -45.0356 ; 20461

//with GS clip oob we dont need sticks at all, so we could do late ghoma; potential ghoma death warp setup

TODO check other setups runnerguy supersidehop and b1 skip angle etc. //find setup for that maybe ; supersidehop should be the fastest after b1skip

Button for fire + reset = 35s

1min for getting into water vine with 1st try sidehop

Reenter: 17s

//TODO do video comparison as secondary strat for all dungeons /child dungeons with b1oob

oldForestRoute

Z,180Z,2DR wait for stone, backwalk to wall, 6RRNR,Dwall,release Z A enter crawlspace

Z,12crawls, hold up in getup (3fast), Z into DR,LR,DR,reZ on stone, 2LR,3DR,LR,punch //24g

L,releaseZ uplift getup,reZ, 12LR, release Z L getup, jumpslash into 6LR, Uhold till wall, UR release Z into vines,

TODO

CLEAR Test ganon hit dmg for heartcontainers for equip swap safety

CLEAR Test how many hits each phase with nuts, slingshot and sword jumpslash setup

CLEAR Deku nut (1 chu + rupees lost woods), not needed, ganondorf needs max 20;10. Possibly for stalfos but also not needed with master sword

seed upgrade (slingshot in lost woods) //not needed, slingshot bad

4 heartpieces child; no just 4 hearts for escape , ganon without getting hit

kakariko house heartpiece (adult), man on the roof (child), dodongos cavern top (child), death mountain crater climbwall (child) , ocarina minigame??? Pls no

Fairy after wrong warp or two bottles, stick gone for ghoma, no problem actually

Hyrulian shield + 5 hearts work with fairy dupe safety

Phase 1: slingshot 10hits

Dekunuts 10 hits

Just blessRNG for mastersword else repeat

Phase 2: slingshot 18+hit //last hit needs to be sword

Mastersword

Dekunuts nut into sword x10

Stalfos: 5jumpsslash with nuts; 4 each and then finish them off; mastersword each 2.5hits, so 2 slashes switch

Master sword cutscene fail

Instant deathabuse into mastersword stalfos with 1 potion and OI

Route

Sword

65 rupees + shield + 5nuts;

Get 1x stick for fire;

Ghoma, savequit x2) //kokiri shop 15=5xnuts, 30x10xnuts

Forest Escape through lost woods

Hyrule field -> lake

Lake hylia fishing scale 20 rupees 36 -> 16

Lake bottle

Zoras domain fish + stick (shop 50 rupees red potion; 15 rupees 5xnuts) //5rupee farm

//red potion market = 30 rupees ;

80 rupees, shield + 5 nuts //all depends on night/day cycle, either first to city rupee farm 99 = shield + 5nuts or first fishing then owl to market

New TODO 01.09.2020

Lake UR after soft

Fishing more consistent getting to shopkeeper

Mido + sign 15rupees; time test farming for 10 nuts/ maybe even 15 with b1 or as backup

Can also farm again after ghoma1

Rupee Tests: aftersword reset to mido = 40s

Back through crawlspace +5 rupees = +10s

Shop rupee= 5s

River 17-18 ; forest 20 + 4 green; zora 20;

78 total ;

Needed: 20 fishing ; 40 shield ; 15 nuts; enough but 15x nuts total; 12-13 for ganon; enough for quickkill but no safety p2

New TODO 02.09.2020

DONE Zoras River1 consistency maybe L90Z turn

DONE Zoras Domain nut farm consistency strat

DONE Deku Tree1 web jumpslash consistency strat

DONE Backup failed ghoma take dmg for retry

DONE Backup run from house back to tree

Stalfos beginning script / try consistent nut strat

Escape practice, last room setup and entrances UL/UR

Practice megasidehop

Practice equipswap

LinkHouse to Tree: 4DR,14LR,neutral, NR, 3LR water, L till land, LR till tree

Ghomabackup dmg: after b1stone, LR,2DR get hit,U till wall L90Z, Uwall UR, DR,L90Z,U jump slash into 180, 3LR up wall A for ghoma

Potential b1 skip: <https://www.youtube.com/watch?v=xPg5Tv6-G60>

QPA data: Data: 16384 beginning,

140.333.16384 before LRs

22978 after hit, 6598

23128 after hit,

6742 after shield turn

After cutscene: -4 597

Bad after hit: 95, 177, 6598

Before shield hit: 139,159,

Before Hit: 121, 159, 16384 => 23102

Neede: 93, 180 6742/ 6710

Bad:

# 2026 Bubzia Ocarina of Time - Any% Blindfolded (WW Marathon Route)

This document will record all the strats used in the Ocarina of Time - Any% Blindfolded Speedrun using the Ganondoor Wrong Warp in Deku Tree. By Bubzia. 2026 Marathon Safety Edition after AGDQ and Gamescom.

## ExitForest

CUP (Daytime 8000)

3steps left, ULR out of house

Mash for text cutscene

Uptap Z, backflip Dwalk till different footsteps 5.5 into RRNRreZ, 180 Z, 10 steps, 2RR, backwalk few steps into 6BF, get rupees, release Z, A for hole  
Backup: TODO

U hold for 5th sound, then Z D BF,2RR into backwalk 3.5 rupee sound, 1LR, L wall, U wall rupee, 4RR NR, 1 RR into backwalk till wood into release Z A for sword, mash TBs

U hold, Retarget, 17 backwalk 8RR, U rupee, LR NR LR NR, backwalk into release A into hole

MENU: start, zx2, L into A (equip sword)

On exit: hold U into Z target BF into Dwalk till wall into BF 2LR into Dwalk till change of steps +10 release Z into D hold getup retarget, 4RR rupee, 4 LR into U roll UR hold for vines getup into reZ, R turn reZ into 8 LR, 1DR, 6DR backwalk into woods

LostWoods: 2LR, hold L retarget wall , 2 RR, backwalk , 6 steps after wood, 9 RR, 11backwalk after wood, 3RR, 180Z, U till wall, UL into corner, LR, BF (draw sword), RR 1 , slash 2.5 (or 2) beatcount for clip, hold UR if works



Backup: 3RR, U wall, LR, 2 Z punch, BF neutral, navi dive B mash CUP mash into hold down A for textbox into portal

# HyruleField

ZorasRiver: Hold up Z during water till get up, 5LR into L hold no Z, retarget wall into RR, UL hold mash B till 4th rupee, then DL 5 pseudo rupee, UL 5pseudo rupee, then fall into water release Z hold U till second fall into mash b till blue rupee, (tiniest UL tap) then hold up till getup reZ, LR, beatcount: 1BF, 7RR,UL hold into rupee, R hold into 2 rupees, till rupee into UR 2 rupees into U 2 rupees,

New Runnerguy setup: UR hold till land into U till loading (on land)

HyruleField: 180Z, 12steps backwalk, 3LR NR reZ wall, U reZ, backwalk down roll A before water, 180 Z Upwards, backwalk till wall, 3RR into release Z UR ladder , get up with Z, 5.5 steps into 10RR, UL tap into 7RR into cutscene

# LakeHylia1

3 rolls U (spaced), 2RR , R tap reZ on wall, backwalk till fall, BF, release Z roll into water, fast swim into ledgegrab

reZ, RR, 2 u rolls open door

# Fishing

R tap, LR ,U hold, A talk until rod sound, wait a bit,

Downwalk 2LR downwalk till wall into 5LRnrreZ (target), 3 dry rolls, cast rod (backup if no target: TODO)

12D taps into hope for fish catch, DL catch ; else recast

After catch: CUP cancel, Z target try to reach for fish CUP cancel again

R tap Z into U hold water into R hold till water exit, UR into wall, U hold for shopkeeper : if more then 6 concrete steps: L tap a bit before talk U

BACKUP: target wall, backwalk water TODO

Get scale, then talk again after first TB(non if Ahold) 2D into finish talk, U hold reZ into D walk into 3RR releaseZ reZ into 2LR into A for door opening

# HyllianLake2

Z,2LR,NR,LR U hold until getup animation

32.5 swims up into A dive to bottle

A, reZ, righttap 90 Z, 11U into dive U into zora loading (UL tap)

# Zora's Domain

Buffer D mash b until getup water keep D hold 1 roll, 180 Z, backwalk till wall 5RR, UR into shop

From Shop: RR nr release Z, neutral punch (rupee 5)

//If only nut: 1RR,4BF into punch

If stick nut: 3RR,3DR into punch, cutscene, reZ,2RRnrreZ, RR into release Z punch nut

reZ, jumpslash past sign, LR tiniest L hold into backwalk into shop

repeat same movement, without cutscenes just 2LR after stick 180Z after nut, seathe sword, 4 steps into UR 3 steps into U (1-2 rolls) for wall,

Target wall, BF, 20 LR neutral

MENU: CD , L CL, D CR

Ltap reZ , talk to the guy with CR

Mweep cutscene

Rtap, 3RR, U wall reZ, 7RR, 2BF, 2LR, U buffer, one roll into fish RNG for bottle

Save game in menu then reset

# Ghoma

Forest2

CUP,3L steps into UL into exit

180UZ,4DR,13LR,2DR, 3LR, backwalk into dialogue, A, reZ, backwalk into shop

A,R, A mash for shield,B mash D hold

MENU: 2Z L D, A for deku shield

DR into exit

3LR, 2DR,1LRnrreZ U mash rolls A till talk

U till wall (UR tap) UR Ztarget wall,9LR

Backwalk with shield till hit, slash into stick RNG

2RR slash stick 2LR

(if no stick: try jumpslash into DR)

180 turnaround into jumpslash for third stick

Then farm until 3 stick gets, U till wall into RR till cutscene

reZ,RR,180,backwalk into dekutree

## DekuTree

RR , 180Z backwalk into navi text, UL buffer into vines

getup, reZ, 6RR, backwalk till wood, 2LR, BF, Ltap reZ roll into jump , few steps into 3LRnrreZ, RR mash A for TB skip

buffer Z into target, dry roll x2 hold U mash A for talking, CUP cancel U roll into wall A door

RR nrreZ, release Z into U hold UR tap during jump, getup vines into 2LR U into chest

reZ after slingshot, U till 2 jumps into A door

reZ , equip slingshot CR, 2 rolls U door

RRnrreZ, U roll jump into neutral, target into slingshot kill, reZ U into vine, cancel out, BF slingshot look up into target, 2 sounds ,then kill. U into vines, 35U 13L, release, 2LR into U, NR corner, shieldturn 180 reZ, slash jumpslash, target, kill into shieldturn D AFTER DEATH SOUND, backwalk ledgegrab, reZ, jumpslash buffer 3 BF w shield, 2RR, DR shieldturn ladder  
TODO backup ladder find

Megasidehop Ladder: LR nrreZ, 2LR, shieldturn L , 2 NR, 3LR, shield hit, megasidehop R, 1LR, 1DR,

4LR, L tap target wall, LR target wall, R tap, 3 NR, retarget (skull sound changes headphone), D shieldturn, take out stick and flame it via BF mash CL, 2RR, R target wall, BF, LR, 3BF, D tap crouch to flame,

Scrubs: FromRecoil: 3BF 180 shieldturn reZ shield hold for hit 1, 4RR wait hit2, 9LR, DR,RR hit 3 into U hold UR (NON Z) mash A for talk (if not 0.5 health: get hit before last talk), triple slash for recoil dmg

7LR wall, Ltap target wall, L tap target again, 4LR L tap into U shield for scrub 1, 4RR scrub 2, 9LR, BF 1RR into scrub 3 (take one dmg first)

HINT: if in water after 7LR, adjust sidehops first TODO  
talk to scrub WITHOUT Z hold

Z,RR(avoid heart),U till slow door, A to enter ghoma

(if no wall after certain steps: backwalk wall, into 5LR into 2 jumpslash into L reZ enter ghomas room,

## Ghoma

stick jumpslash storage into cutscene after 2 rolls  
(can get hit once if forgotten to take dmg)

U into cutscene, Cstick up into D ESS until cutscene

Wait a bit (5.5th pseudo beat) slingshot double , 2 NR, crouchstab x2 lockon jumpslash into double kill

Wait for cutscene, die, save and continue for Deku tree

# WrongWarp

MegasidehopReentry:

90R shieldturn, 2LR, 4NR into 3LR shielded into megasidehop R (mash after first shield hit); 2DR into DL hold +shield till getup from water 10LR LreZ A for door

Buffer D into Z go instant neutral after, 2slash, 5DR, jumpslash shield, 2BF, bottle over slingshot menu

Drop fish CR, recatch, reZ, wait for audio cue (pseudocount slider 22 beats) B cancel OI, D hold 1-1.5 steps (23.5-24), CD nut, Z+R hold 6-7 steps nut, after 15steps 6RR, Uhold into corner A enter the door

# Collapse Skip

3LR 2U 4LR BF D tap reZ, LR,RRNR,LR,RR reZ, backwalk BFpull sword, do collapse skip  
13LR, 180 backwalk into transition

U instant 3 roll U zelda talk

Avoid Rocks: 1LR, Ltap target wall, 11RR, R tap target wall, RRnr,LRnr,LR, Dtap target wall, LR  
buffer D into cutscene, UR into ganon

# Ganon

BIG CUTSCENE D buffer rolls into cutscene

Ganon Phase1: after navi TB :

Quickkill: Buffer shield into Shieldturn R into LR nut, RR LR nut RR, LR nr BF stick jumpslash, shield  
RR LR DR restick jumpslash quickkill

From here: CUP cancel , Ltap reZ, LR, backwalk 10, 2RR, backwalk into sword, if missed U into  
sword after a while TODO check if 1 RR is enough

Second phase start: BF pull sword, 9LR into retarget U tap into jumpslash for first hit, then normal  
fight (without slow turnaround), 3 slash into UR turnaround retarget repeat for 4 hits (only  
jumpslash on 1st hit combo)

LastInput: TB during cutscene!!! , L hold slash after 2-4 steps