

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:

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