

# 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

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Revision #2

Created 2026-07-13 08:06:01 UTC by Bubzia

Updated 2026-07-13 10:09:48 UTC by Bubzia