

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>

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

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)

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 >>

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

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

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)]

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)
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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>
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