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1A - Basic Clipping (OOB)

tutorial by SuperSkuj: <https://www.youtube.com/watch?v=NbgqngMUPBM>

- **Death Mountain Ascent (DMA)**

- **Standard:** On the second bump of the mountain, bootclip in to make an upward teleport. After the teleport, move upright in a diagonal so that you transition just above the base of the mountain wall. Realign your camera by going up and down enough to have link wrap from the bottom to the top of the screen. Head up high enough to hit the wall, and find the 'downward arrow' texture that is slightly below a line of similar textures, this is the entrance to the old man cave. Once you leave, your camera will be readjusted correctly.

Gallery: <https://imgur.com/a/PJ5BBSY>

https://www.youtube.com/watch?v=MI4ISfgd_eU#t=0m43s

- **Squirrel-less:** On the third bump of the mountain, bootclip in to make a downward teleport. After the teleport jump left down the mountain, then transition right. (if you transition south after the teleport, just return north and jump left before transitioning right). Once you've transitioned, dash until you bonk, dash upwards, and you'll be in bounds against heras west wall. Just head down and hold right until you squeeze past Hera's wall, head east until you've reached the door and enter the dungeon.

Gallery: <https://imgur.com/a/paSa3Pr>

- **Fluteless Mire**

- **NorthWest Point:** On the third bump, bootclip in to make a downward teleport. After you land hold down until you transition, then jump down to the Mire Area.
- **North Point:** On the third bump, bootclip in to make a downward teleport. After the teleport keep holding downleft to jump onto the mountain, and transition down. Once transitioned you will need to move slightly right before jumping down into the Mire Area.

- **NorthEast Point:** On the third bump, bootclip in to make a downward teleport. After the teleport, keep holding downleft to jump onto the mountain, and transition west. Once you've transitioned, dash left until you jump down into the Mire Area.

<https://clips.twitch.tv/BlushingTardyBaboonTTours>

- **Swamp Point:** On the third bump from the bottom, bootclip in to make a downward teleport. After the teleport, tap up to pop yourself slightly out of the mountain wall so that you can walk down enough to head west. (Just walk down halfway to the transition, otherwise you'll be thrown back down below)

- **Flute 6 Point:** On the first bump, downward teleport.

Gallery: <https://imgur.com/a/xpdT4UE>

- **Eastern Death Mountain Early**

- **LW:** On the 5th bump, bootclip in to make a downward teleport. After the teleport, roll from right to down to left on your keys over and over again (diagonals are encouraged) until you are close enough to the edge of the slope that holding right will jump you up to the transition. Keep holding right until you jump down, and then move onto the rectangle of texture if you land on the clouds. Keep holding right, and you can either choose to go up and land at the top of EDM, or jump all the way to the bottom to start down there.

Gallery: <https://imgur.com/a/mTCdSAW>

<https://imgur.com/nuq2DP7.gif>

- **DW:** On the 5th bump, bootclip in to make a downward teleport. After the teleport, roll from right to down to left on your keys over and over again (diagonals are encouraged) until you are close enough to the edge of the slope that holding right will jump you up to the transition. Keep holding right until you jump down, and then move onto the rectangle of texture if you land on the clouds. Keep holding right, and you can either choose to go up and land at the top of EDM, or jump all the way to the bottom to start down there.
Gallery: <https://imgur.com/a/FRtb27y>
<https://clips.twitch.tv/PeacefulPolishedHerringEagleEye>
- **Hera Boot Clip:** Useful for when you don't have spinspeed: Line up with the 1st bump (2 vertical black pixels just below links shadow) and clip left until you auto-jump. Once you do, tap right, then hold left, and then up to enter Hera.
Gallery: <https://imgur.com/a/yYbTyvI>
- **Ganon's Tower:** Press yourself into the top wall on the right, hold your sword out downwards and move left to the edge of the mountain. Don't go far enough that it starts pushing you vertically along the mountain, and instead start boot clipping left until you can't move any further. Release the sword spin, hold downright, and once you've landed, tap right and then up to enter GT.
Gallery: <https://imgur.com/a/ROfVWVA>
https://www.youtube.com/watch?v=MI4ISfgd_eU#t=13m13s
- **Maze Race Item (Below):** Clip into the bottom bump 1 higher than normal to setup an irregular downward (2-2-1-1). Do not teleport. Next, dashtap (dash then hit right but do not move) so that link is facing right. After that, buffer downleft to pop up onto the ledge by the item. Tap up to get the item, then tap right then up so that you can hold left to free yourself from the stump.
Gallery: <https://imgur.com/a/dZUyBm>
<https://gfycat.com/FamiliarMiserlyBrownbear>
- **Desert Palace:** Either on the first bump do an upwards teleport, and continue holding downleft until you land on the high mountain, or do an irregular downward teleport (2-1-1 shadow alignment). Once on the mountain, you can either transition near the left end to jump down to desert ledge, or you can head far to the right and keep wiggling farther right and down without transitioning until you cannot move any farther. Once you do this, transition down, then hold up, and you'll jump down within the rock circle of desert.
Gallery: <https://imgur.com/a/GvNDYG4>
<https://clips.twitch.tv/GlutenFreeHonestPepperoniRlyTho>
- **Turtle Rock Portal Access:** On the third bump on either side, do a downward teleport to put yourself inside the wall, and jump onto the turtle to hammer the pegs down and gain EDWDM access as bunny.
Gallery: <https://imgur.com/a/JPI72nQ>
- **Turtle Rock Medallion:** On the third bump on either side, do a downward teleport to put yourself inside the wall, and jump onto the turtle to access the medallion which will open turtle rock's entrance.
Gallery: <https://imgur.com/a/eFSotNh>
<https://clips.twitch.tv/CharmingLuckyEggplantDAESupply>
- **Lake Hylia HP (no mirror/flippers):** On the third bump, do a downward teleport and jump left onto the ledge. You'll wind up halfway through the screen. You can dash right and across the lower section. You'll bonk at the end, then get near that bonk point and transition down. It will autowalk you to the island.
Gallery: <https://imgur.com/a/H5FBmBs>
<https://www.youtube.com/watch?v=VASymISm6zY>
- **Zora's Domain HP (no flippers):** Gain waterwalking in any method you prefer and go to Zora's domain. Once you enter the area, for safety you should probably kill the nearby spitters, and whatever walkers

try to get you. Then, near the third 'bump' just start clipping in until you jump up. Even if you start too high, it will pull you downwards to the right spot. On the first jump, you'll land in water and reappear where you were without water walking, then on the second jump, you'll land properly. Once up, walk all the way around carefully and you'll make it to the standing item.

Gallery: <https://imgur.com/a/Vr0stXp>
<https://www.youtube.com/watch?v=zuvyZj70bnk>

- **Grove HP (no mirror):** on the first bump, perform a downward teleport.

Gallery: <https://imgur.com/a/t1Q8GZf>
<https://clips.twitch.tv/BoringMoralMouseKappa>

- **Checkerboard Cave (no mirror/flute):** <https://clips.twitch.tv/BoringMoralMouseKappa>

- **North Point:** On the third bump, bootclip in to make a downward teleport. After the teleport keep holding downleft to jump onto the mountain, and transition down. Jump down to checkerboard.
- **East Point:** On the third bump, bootclip in to make a downward teleport. After the teleport keep holding downleft to jump onto the mountain, and transition left. Jump down to checkerboard.

Gallery: <https://imgur.com/a/CpP7jpp>

- **Bumper HP (no gloves/cape):** On the third bump, bootclip in to make a downward teleport. After the teleport keep holding downright to jump onto the ledge.

Gallery: <https://imgur.com/a/bTQoExY>
<https://clips.twitch.tv/RespectfulPunchyCarrotSuperVinlin>

- **Floating Island HP:** Do an upward teleport on the second bump to move into the clouds. Head up near the top of the screen without transitioning and walk over to the right so that you're above and slightly left of the last line of light blue cloud next to the island. Then:

- **Without flippers:** step down towards it until the bottom line of link's shadow covers the edge of it. Hold right to jump into the water, and as your jumping, hold upleft to pop out onto the island.
<https://gfycat.com/WeeIdenticalDuck>
- **With Flippers:** step down towards it until the bottom line of link's shadow covers the edge of it. Hold right to jump into the water, and as your jumping, hold upleft to pop out onto the island.
<https://clips.twitch.tv/HelpfulNastyShrimpChefFrank>

Gallery: <https://imgur.com/a/sW2qU1Z>

- **Return from Floating Island HP:** Spinspeed clip out the bottom right corner of the island, and upon landing tap up then left or vice versa to push yourself back in bounds.

Gallery: <https://imgur.com/a/sW2qU1Z>
<https://gfycat.com/YoungIdioticFrillneckedlizard>

- **DM to Graveyard:** Gain spinspeed and press down on the angled side until your flat on the wall, then hold downleft until you jump. Once you're jumping, hold upleft, and after landing let go of left (only holding up) and you'll transition out to the graveyard.

- **Graveyard Ledge (no mirror):** Just jump down to the ledge to get the item
- **King's Tomb (no mitts/mirror):** After transitioning, buffer one frame upwards with your preferred buffering method, sword slash is pretty easy here. Immediately dash right, tap up, then left, then down, and you will be able to pick up the rock without even having gloves. Note: You cannot get back out afterwards.

Gallery: <https://imgur.com/a/TTABHME>

- Spectacle Rock HP (no mirror):** On the third bump, bootclip in to make a downward teleport. After the teleport keep holding downleft to jump onto the mountain.
Gallery: <https://imgur.com/a/XoRDtaG>
<https://clips.twitch.tv/CloudyEnthusiasticDelicataRaccAttack>
- Bombos Tablet (LW with book & sword upgrade)**
 - From Desert:** On the third bump, bootclip in to make a downward teleport. After the teleport keep holding downright to jump onto the mountain.
<https://clips.twitch.tv/RoughFurryWrenPlanking>
 - From Right Side:** On the third bump, bootclip in to make a downward teleport. Jump left onto the mountain.
Gallery: <https://imgur.com/a/WMpBU40>
- Digging Game to Dark Kakariko (no mitts):** On the third bump bootclip in to do an upward teleport, but stop movement the second you finish, as you will immediately jump back down otherwise. Once up, hold left until you're into the next pocket, and do an upward on the second bump, then head north and transition. Then jump down into VoO.
Gallery: <https://imgur.com/a/PX1wuZ9>
<https://clips.twitch.tv/FuriousSilkyGiraffeBlargNaut>
- Ice Palace (Screenwrap setup):**
 - Swamp Area:** On the second bump do a downward teleport, and transition right. Once on the ledge tap up and left until you're as high as you can go without transitioning.
 - Ice Area:** On the third bump do a downward teleport, and tap right. Head down to the next ledge, and do another downward on the third bump
Gallery: <https://imgur.com/a/ioDw2sZ>.
- Mittless Ice Palace (No Screenwrap, Flippers required):** Clip up onto the first ledge either from spinspace corner clipping, or by using a downward teleport on the 2nd or 3rd bump. Once you do rightward bootclip in at the 2nd bump until you jump to the edge of the screen. Tap up then dash-turn down (and complete the dash) and you will be flung across the screen and into water. Swim right and walk down 1 patch of grass, then dash all the way right. Clip back up onto the ledge, and perform all the steps again, until you're thrown across the screen into water a second time. Once in the water a second time, immediately swim/walk down as far as you can, then tap right. After you autowalk, go down and transition. You're now within the bounds of ice palace, find the entrance near watery pegs to your upleft.
Gallery: <https://imgur.com/a/NhXs8rl>
Video: <https://gfycat.com/EdibleContentDrongo>
- Hylia to Mini Moldorm Cave:** Do a downward teleport on the 3rd bump, and tap right to pop onto the ledge. To jump down in front of mini moldorm, use the leftmost part of the flat edge, otherwise you risk landing behind the cave wall, which you get stuck behind.
Gallery: <https://imgur.com/a/63E0AiD>
- Desert Return:** On either side portion of desert, you can bootclip into the second bump of the entrance rock and do an upward teleport to return to the ledge above. This is useful for returning to Kakariko, or for heading to checkerboard after desert.
Gallery: <https://imgur.com/a/z32n211>
- Checkerboard Return:** On the 3rd bump, do a downward teleport and jump onto the mountain side, you can head up to kakariko (be at the top of the angled ledge before transitioning) or east to the grove.

- **Mire Exit:** On the 3rd bump, do a downward teleport and jump onto the mountain side, you can head up to Village of Outcasts (be at the top of the angled ledge before transitioning) or east to the grove.
Gallery: <https://imgur.com/a/UAXEfyw>
- **Desert to Zora:** Once on top of the mountain, head down close to the transition and dash left. You should not be thrown back in bounds. After transitioning, head left around the lump and transition south. You have to Save and Quit after finishing with Zora's Domain, as you cannot leave.
 - **Getting up from Swamp-side:** on the third bump do a downward teleport, then tap up then right to pop onto the upper mountain.
 - **Getting up from Desert-side:** on the third bump do a downward teleport, then tap up then left to pop onto the upper mountain.**Gallery:** <https://imgur.com/a/PM532kH>
- **Bombless Ice Rod:** Do an irregular upward teleport (1 pixel lower than a standard upward, and thus 1 pixel right. It should be 1-1-1, with links shadow having two pixels of it visible before the wall. After finishing the teleport, hold right and then up to transition. You can exit the cave safely afterwards.
Gallery: <https://imgur.com/a/WoYyRw5>
- **Ice Rod to Eastern:** Do a downward teleport on the third bump, hold right to get out of the wall but try not to jump back off the ledge. Transition east then hold upleft until you're a small distance back out of desert and dash straight up. You should end up at the pod portal screen. Jump down, and head up to eastern. Perform the straight-to-eastern clip to get in without any camera issues. This also works in the DW, which could be useful in Entrance Rando.
Gallery: <https://imgur.com/a/G3RfZUT>
- **Straight-To-Eastern:** Do a downward teleport on the third bump and jump onto the mountain. Head to the right edge and jump down by holding up right. Then hold right to jump again. You'll wrap down pretty far which you can hold left for a small distance before heading straight up into eastern.
Gallery: <https://imgur.com/a/5floO5G>
- **Straight-To-PoD (OWG kikiskip):** Line the bottom of links shadow up with the horizontal portion of the 3rd corner slot in the diagonal wall (see gallery). Then, complete the straight-to-eastern clip on the screen above. Instead of going into eastern, drop a bomb and walk past your portal, but throw it before entering eastern and walk back down into your portal. Note: If you've opened pod already you can just go straight into your mirror instead of using the bomb to bypass it.
Gallery: <https://imgur.com/a/7Xd6Bow>
Video: <https://youtu.be/-tL4mimbqSs>
- **Hookshot Cave:** Clip in just below the 4th bump's horizontal flat portion (slightly above the typical bump clip spot) until you jump off. You should be able to dash down onto the island, and then dash off. After that, head down left a bit, and up into hookshot cave's back entrance.
Gallery: <https://imgur.com/a/LA8a7oQ>
- **Gloveless Catfish/Zora:**
 - **On the way there:** Do an upward teleport on the first bump, and jump right onto the mountain. Transition over and jump down.
 - **On the way back:** Do an upward teleport on the third bump without getting shot by the zora. Jump left onto the mountain and transition. Jump down after passing the second rock.**Gallery:** <https://imgur.com/a/ld1ibnQ>
- **Zora DMA:** Do an upward teleport on the third bump, and tap right immediately. Gently walk up and left until you are just above the vertical edge of the ledge link appears to be on. Jump left, to land on the high mountain above the water, transition north. Next, head left and line yourself up to be slightly lower than the white leftward indent to the broken textures and transition left. Hold down to jump, and if link

lands decapitated, tap left to fix his issue. Then go north a tile and transition left. After you're done autorunning, walk up 1-2 tiles, dash right until you jump, tap up then hold left, then upright until you find yourself in Spiral Cave.

Gallery: <https://imgur.com/a/iKGkEzh>

- **Eastern to Zora:** Do an upward teleport on the first bump, hold left and then up until you can get out of the tight area (if you try to jump early you'll get stuck). Once you jump down, go right to realign the camera before transitioning left, if you plan on heading to witch.

Gallery: <https://imgur.com/a/fwebabH>

- **Zora to Eastern Palace:** Do a downward teleport on the third bump, tap left and up to push yourself onto the ledge. Then, do another downward teleport on the second bump. This will autowalk you straight to Eastern.

Gallery: <https://imgur.com/a/XRfb3Nc>

- **Witch to Sahas:** Do a downward teleport on the 6th bump, tap left then up to push yourself onto the ledge, and then head south into a transition. You'll be able to enter the screen by holding down.

Gallery: <https://imgur.com/a/pLYwTPd>

- **Eastern/PoD portal to Ice Rod:** Do a downward teleport on the 6th bump, and tap left then up. Do another downward on the 3rd bump on the left and you will autowalk down the Ice Rod screen. This also works in the dark world, which might be helpful for Entrance Rando.

Gallery: <https://imgur.com/a/C1K5UIe>

- **EDM to Waterfall:** If you clip up from Zora DM, or spinspace off Turtle Rock's left side to the clouds, and transition slightly left of the lowest cloud part (or broken texture if you came up from Zora) you can tap left and then down to enter the Fairy Fountain. Leaving, however, takes MANY attempts and requires flippers. Moon Pearl will not give you waterwalking.

Gallery: <https://imgur.com/a/8Weh5VT>

- **Dark Ether DMD:** Line the bottom of link's shadow up to the flat part of bump 3, and clip into it until you jump down, then tap up then right to transition. Jump down.

Gallery: <https://imgur.com/a/M7ThlwI>

- **Upper Race/Digging Ledge:** Do a downward teleport on the third bump and jump to the mountain. Then tap right before going left and up to get onto the ledge before transitioning down.

- **Maze Race Item (LW):** Move down to the angled portion of the ledge and walk left until the right side of link's shadow is slightly past (~10 pixels) the base of the vertical wall above you, then jump facing down to get the item without a ton of dialog spam.
- **Maze Race Item (DW):** Move down and jump at the top of the angled ledge to land left of the stump. Move down to the edge and place yourself between the second and third dark green bump that is going horizontally across the entire ledge, and mirror. You will get the item and can wait to be returned back to the dark world.
- **Straight to Eastern (LW only):** Dash left through the transition near the maze race and move left until link is slightly inside the first tree. Do not go past half on that tree. Any rightward movement will hardlock the game, so you need to make sure you are on the right side of the staircase so that it aligns you leftwards before letting you go up. Once you enter eastern, you'll be allowed to go right in the overworld again.

Gallery: <https://imgur.com/a/x47XDvC>

- **North Hylia Fake Flippers:** On the 3rd bump do a downward teleport and jump onto the mountain, then dash right until you can stop and walk up onto the mountain. Line up closely to the transition and jump upwards twice, hit the water and transition to fake flippers. This can be done in LW and DW for either Hobo, or East DW access.

Gallery: <https://imgur.com/a/t5bqnGe>

- **Bat Cave Clip:** Press up until link's ears are in line with the edge of the fence or upper vertical wall. Next, bootclip in 5 times leftwards, dash up and hold right to gain fake flippers and transition weirdly. Tap up, then swim right until you can't, and hold up. Once you pop out, you're above the hole and can jump down.

Gallery: <https://imgur.com/a/tvtjEMB>

- **Mittless Pegs:** Press up until link's ears are in line with the edge of the fence. Hold your sword out and tap left until link shifts 3 pixels down and left, then bootclip in 5 times and dash upwards. Hold right before you land to transition with fake flippers. Hold upright through the transition and you will pop out. If you want to reset your camera, mirror in front of the bat cave door and go in & out.

Gallery: <https://imgur.com/a/lc9XRty>

- **Dark Potion Shop to PoD:**

- **West Screen:** On the fourth bump downward clip, tap up then left to transition and be on the mountain. Walk a few tiles right then transition down into the pod screen slightly before where Kiki is.
- **Shop Screen:** On the sixth bump downward clip, tap up then left to be on the mountain. You can now walk down the left side, transition, tap left and down to enter the PoD screen. Tap Left then Down to get free.
- **Shop Screen to Kiki (flippers):** On the sixth bump downward clip, tap up then left to be on the mountain. Next, do an upward teleport on the 6th bump on the far right angled section to jump down onto the edge of the screen, tap right then left to jump into water and out left. Tap down to autowalk to the right of kiki.

Gallery: <https://imgur.com/a/7tqiDC>

- **Castle Jump (flippers):** Align the bottom of link's shadow with the bottom of the ledge's shadow. Bootclip in until there is only 2 pixels of space between each shadow. Dash into the water, tap down then hold right. Continue holding right to pop out of the ledge then left to get back in bounds.

Gallery: <https://imgur.com/a/hWO6ian>

<https://clips.twitch.tv/ImportantUninterestedBubbleteaBrokeBack>

1B - Superspeed Clipping (OOB)

- **DMD (easy method):**

- **Light World:** Spinspeed clip down off the edge and tap right. Then dash up into the wall and hold down.
- **Dark World:** Spinspeed clip down off the edge. Then dash up into the wall and hold down.
https://www.youtube.com/watch?v=Ml4ISfgd_eU#t=6m26s
<https://clips.twitch.tv/CarelessModernQueleaCoolStoryBro>
- **Ether Method:** Spinspeed clip down off the left edge. The second you land, dash left and you will transition to the lumberjack screen. Just walk down to jump off.

Gallery: <https://imgur.com/a/t8vW1iY>

- **Eastern DMD:**

- **Witch's Hut (LW):** Gain spinspeed and press against the south wall, tap right lightly until you clip through and jump. Make sure to tap right quickly and release to make sure you jump while only facing down, and then hold down until you land. Then tap up and you should autowalk down.

Gallery: <https://imgur.com/a/Hb0xquv>

- **Dark Potion Shop:** Gain spinspeed and press against the south wall, tap right lightly until you clip through and jump. Make sure to tap right quickly and release to make sure you jump while only facing down, and then hold down until you land. Then tap up and you should autowalk down.

Gallery: <https://imgur.com/a/3gNxorb>

- **Catfish Side of Rock:** Gain spinspeed and press against the south wall, tap right lightly until you clip through and jump. Make sure to tap right quickly and release to make sure you jump while only facing down, and let go once in the air. Move very slightly up until a portion of links hat is showing, then press down to hit the transition at a location that you will autowalk.

Gallery: <https://imgur.com/a/3gNxorb>

- **East DM to Zora:** Gain spinspeed and clip off the left end of the ledge. Hold right after landing and you'll transition to Zora's Domain immediately.

Gallery: <https://imgur.com/a/Hb0xquv>
<https://clips.twitch.tv/ZealousLittleHabaneroOSSloth>

- **Turtle Rock to Catfish:** Gain spinspeed and clip off the left end of the ledge. Hold right after landing and you'll transition to Catfish.

Gallery: <https://imgur.com/a/3gNxorb>
<https://clips.twitch.tv/OutstandingCleanCobblerSoonerLater>

- **Quick Hop:** This is basically the method of travelling between west hyrule and the swamp/dam area without picking up the rock, or going all the way around.

- **Wing-it method:** Gain spinspeed and walk down the diagonal and keep tapping towards the ledge as you get near the bottom of the ledge, and if you time it correctly you will clip right through, which in this situation will pop you up onto the mountain ledge, allowing you to swap sides relatively quickly.

- **Precise clip location:** Going right, you'll have to move down the slow until link's shadow is two pixels below the top of the vertical shadow for the mountain, and hold downright immediately. For going left, you'll want to be only 1 pixel below the top of the vertical shadow, and hold downleft immediately. Spinspeed obviously required. For Darkworld, going either direction you want link's shadow to be in line with the top of the vertical shadow.

Gallery: <https://imgur.com/a/qqYa8EE>

- **Ice Palace (Screenwrap setup):** Gain spinspeed and press downright into the corner at the right spot to pop up into the mountain. Jump right to land up top, then head down 2-3 tiles and transition east. If you can't get it to work, try the bootclipping method.
Gallery: <https://imgur.com/a/ioDw2sZ>
Video: <https://www.youtube.com/watch?v=vE0nJPvj63k>
- **East DW to Hammer Pegs (no mitts):** Gain spinspeed and press down onto the top of the bush and hold down left. Immediately transition left to gain fake flippers. As you swim left. Slowly press down until you're flat to the bottom of the river and continue. As you transition holding left, switch to holding up left, and you'll immediately pop out after the transition.
Gallery: <https://imgur.com/a/aAUCJ5k>
Video: <https://clips.twitch.tv/ImportantSaltyRaccoonVoteNay>
- **East DW to South DW (no hammer, flippers req):** Gain spinspeed and clip out the bottom left corner, and swim straight down to the wall then left to the transition. Hold upleft as you transition and you should pop in bounds by the bomb shop. If you get sent back a screen transition, hold up, then down, and you'll jump in bounds.
Gallery: <https://imgur.com/a/4TnkKBN>
- **Turtle Rock Middle Clip:** Gain spinspeed and clip off the right end onto the outdoor connector for turtle rock. Remember to enter TR from the right portal as you can bonk over the ledge to get back to the left, rather than going into the left door and getting shot by a laser.
Gallery: <https://imgur.com/a/lxI9t69>
Video: <https://clips.twitch.tv/CarelessBoxyPuddingPipeHype>
- **Quick EDM:** Gain spinspeed and clip off the edge. Walk over the the U shaped island and walk down against the 2nd lip until it throws you in bounds. (able to be done with bootclipping instead of spinspeed)
Gallery: <https://imgur.com/a/lkoPVzg>
- **Quick Hobo / East DW Access:** Gain spinspeed and press up to the top then tap upright until you clip into the water. Holding upright fully will only sometimes work, and other times pop you out. (able to be done with bootclipping instead of spinspeed)
Gallery: <https://imgur.com/a/qjglY09>
- **Desert to Grove:** Gain spinspeed and clip into the edge, head all the way to the north wall and transition east. Jump down to the cave section.
Gallery: <https://imgur.com/a/lBMY0Q6>
- **EDM connector:** Spinspeed clip through the corner and hold down until you're on the ledge. This is useful in LW to avoid hammer/hookshot requirement for returning left, and in DW for going back to setup a Laser Bridge mirrorwrap.
Gallery: <https://imgur.com/a/jxZMBGb>
- **Hera Clip:** Spinspeed clip through the corner and then tap up to pop out of the wall. Then you can walk down slightly, right slightly, and up into Hera.

Gallery: <https://imgur.com/a/yYbTyvI>

- **GT Clip:** Hookshot required. Sword out facing down and hookdash, then walk with sword out until you can't move farther left. Release the spin and hold down right to land in the GT doorway. You'll need to tap right to line up in the stairs.

Gallery: <https://imgur.com/a/ROfVWVA>

1C - Mirror Clipping (OOB)

Applications

- **Death Mountain Mirror Clipping (Bunny DMD included)**

While against the relevant wall, mirror to the LW. Move 1px-2px forward and wait to warp back to the DW. If done successfully you won't automatically warp back to the LW. Mirror again, and head right, then move back left into the portal until you sent back to the DW. If you Mirror bonk, just try again. Once you stay in DW, you can then right to clip through the wall. Once you're down in the void, you can reach 4 different locations. Important to note: you can move above the portal to line your shadows up easier to avoid mirrorbonking.

- **West DW (Bunny DMD):** Head down between the small island and the rock and transition south, then jump down into West DW. <https://youtu.be/DYM8wCBSaJY>
- **East DW:** Head down and far right of the small rock below the larger island until you reach the next rock. Transition south. Jump off holding left to reset your camera offset, then ledgehop right to gain fake flippers from the transition.
- **Darkworld EDM:** Head east above the larger island. You'll reach an odd texture blocking your path, which you need to rotate between upright and downright inputs to press through it. Once you reach the second lip of the island, mirror against the center of it (as close to center as possible, it does matter) and buffer down until you're as low as you could be before being thrown back in bounds (should be one dark pixel between links shadow and the light part of the island. Let the mirror warp take you back and immediately hold down to pop back in bounds in the dark world. If you fail, you can try again. <http://youtu.be/Lc2wQ72ls8U>

Gallery: <https://imgur.com/a/XfjWufu>

- **Turtle Rock Upper Clip:** This doesn't require specific pixel movement due to the difference in the DW and LW maps. You simply warp where there's a slight gap in the LW, move into that gap, wait to warp back and then hop down to the lower ledge.

Gallery: <https://imgur.com/a/i9bqOJw>
<https://youtu.be/QTkjVAqEOgg>

- **Turtle Rock Ledge exit:** Mirror at the left entrance on the TR ledge and walk to the jump down spot in front of spiral cave. Transition back to the dark world and hold down, and you'll jump out while staying in the dark world.

Gallery: <https://imgur.com/a/G15rtJm>

- **Fluteless Mire:** Not Required for OWGlitched. Explanation is in text in the bottom left of the video. <https://www.twitch.tv/videos/164053466>

2A - Screen Transition Glitches: Mirror Wrapping

Overworld Regions & Dungeons Access

- **Early Ice Palace:** Put yourself next to the transition either with a bomb or careful movement. Once at the edge, move up as high as you can without jumping down, and then transition left at the same frame as using your mirror. Next, move up carefully to put yourself just above the bottom of the second highest tile of grass. You have about 3 pixels of space, any higher and you will hardlock the game. Once there, transition right, tap down and right to pop into bounds, and find the entrance to Ice Palace.

Gallery: <https://imgur.com/a/ioDw2sZ>
<https://www.youtube.com/watch?v=vE0nJPvj63k>

- **Laser Bridge Wrap:** Setup to have 2 connected pixels south of links shadow, 5 total counting the sporadic three below that. Transition and Mirror on the same frame, then tap down, then left. This will transition you back towards turtle rock. Once you stop, find the entrance, which will be upright. After entering, you'll need to tap down before you can drop a bomb to let yourself in.

Gallery: <https://imgur.com/a/Cz3laIP>
<https://www.youtube.com/watch?v=LqCuyk94ZMo>

- **Floating Island HP:** Mirror and Transition on the same frame, then tap right. You'll be on the floating island, and you can find the entrance somewhat left-upleft.

Gallery: <https://imgur.com/a/xMdMWhc>

- **Stumpy + Overworld Super Bunny into Pearlless Link State:** Mirror and transition on the same frame and transition back. Then head upleft until you see yourself out of the trees. Move left until you hit the wall, and then walk left and right until you see the seam between two different sections of the map. Next, head right to the edge of the screen, and talk to the right half of the tree north of the rightmost visible ground. Getting his item will give you Superbunny. You can dash, but bonking removes it. You can spin, but it won't hit enemies. To get Pearlless Link State, leave by heading downleft, then downright until you hit the exit of the zone. Hold downright to see yourself on the screen, and cut the bushes that typically lock you in. Head east and around to swamp without taking any damage. Head to the screen right of Swamp Main, and find the three statues. Pull the middle one, and you'll become link until you enter and leave the underworld back to the overworld.

Gallery: <https://imgur.com/a/DmMQdiR>

- **Bunny Mire Access:** Mirror and transition on the same frame, and then transition back left. Hold left until you jump once. Tap up, then down closer to the transition. Then head left close to the seam and transition south. Hold down to jump halfway down, and then right to jump into the Mire Area. Hold downleft until you can no longer move and mirror. Hold upright and you should get stuck, then move slightly left and up to get into desert, resetting your camera. You can now take your portal back into mire and have your camera fixed. You can superbunny Mire Shed without resetting your camera, but it's a lot easier this way.

Gallery: <https://imgur.com/a/rUBnZVi>

2B - Complex Screenwrapping

Overworld Regions & Dungeons Access

- **Mittless Dwarf:** Line up to be 2 pixels above the line with lone dark pixel dots. Dash off to the right to wrap to the top of the screen. Head down to below the lowest line of bushes and head right until the opening of the bombable hut. Walk down to the bottom of the line of the horizontal road. Walk right until you line up with the wall beside bombable, and walk upwards until you cant. Walk right to the bushes and then down until link's hat just touches the middle bush. Mirror. Flute back to Kakariko and head to the Library. Cut the top three bushes above the portal, head around and cut the lower two, and pick the last bush up. Move into the portal facing downwards so that the top of links ears are at the top of the portal. Throw the bush, then after warping, slash the bushes out of your way.

Gallery: <https://imgur.com/a/TVVV7qA>

- **Crystalless Pyramid Fairy:** Perform the Hera Clip, but instead of heading into hera, jump down the ledge and find the darkworld portal. It will be in the higher horizontal wall, south of the big rock. After going into the dark world, jump down spike cave and to the base of the mountain, and head left to a dirt patch. Set link up on the leftmost part of the patch so that you are slightly below the lowest point of the dirt, and the dark shadow disappears into links head. Mirror here. Enter the old man's cave and leave, then perform any method you want to get to the castle grounds without saving & quitting. Once there, walk UPWARDS into your portal while being flat against the yellow bushes. If your portal is too low, you can grab a bush to keep yourself from warping right away, and throw it UP at the proper height. Remember not to take the aga darkworld portal if you have killed him already. Methods of reaching there: DMD, Flute, Die and respawn at links house. To pass the aga barrier: Castle Jump, or fall down the hole that takes you there at the start of the game. If you can't leave the pyramid wall, just reenter and leave the fairy fountain until you pop out.

Gallery: <https://imgur.com/a/7Mp60mk>

- **Death Mountain Skydiving:** Perform a Pyramid Fairy wrap, except instead of mirroring to drop your portal at the right location, activate spinspeed from the staircase, and clip through the leftmost section of the map. You'll want to make your way almost to the transition (about 2-3 tiles away) and jump down. You'll know you did it right when link just whips by the screen 4 times. Keep holding down and he will do it again (let go of down the second you jump the second time, because if you transition down immediately after landing, you will hardlock). Then transition left. From here, you can either go right and jump down to swamp area (enter and leave swamp to realign your camera) or head left to mire. If you head to mire, you will need to enter Mire or Desert to fix your camera, so you'll need mirror to get into desert, or the medallion to open and enter Mire.

Gallery: <https://imgur.com/a/jwqGYrZ>

[2C - Overworld YBAs \(Yuzuhara's Bottle Adventure\)](#)

Overworld Regions & Dungeons Access

- **Fake Flute:** *Using a blue potion in the Dark World on the same frame as transitioning will activate a flute menu, and drop you off at the location in Fake Lightworld. This means the next time you transition, you will enter Dark World. You'll also be in a superbunny state, so if you pull an object such as a tree, statue, or TT doors that are pullable, it will roll you into linkstate.*