

# Earthbound glitchless Manipulation Guide

By Oxwas

## Credits:

Earthbound community - Creating an old manip, which greatly helped to find walking path especially.

Arithium - Creating a former guide and this copies that entirely to save my time.

Octopuscal - Co-op with me to create this manip, main tester of this manip.

## New route overview:

This route revamps [old glitchless manip route](#) entirely while improving consistency too with better RNG knowledge. But it hasn't been tested much yet. If you find any inconsistent part, you can either suggest your backup or send DM or message to me or octopuscal so we can try to find/add backups.

You can follow the guide until 14:32 of [the old manip guide](#) then the route branches. Below is major changes from the old one.

- Starman Skip, where most timesave comes from. (30s)
- Getting Pizza from Skate Punk, cutting getting protein drink and talking to one monkey in monkey cave. (unless crow steals your pizza though!)
- Buying Refreshing Herb in Happy Happy Village instead of Threed.
- Buying Skip sandwiches, having chances to get green swirl in Threed tunnel.

[Octo demonstrated](#) whole manip and this guide lists what part you should be cautious, what inputs you need and backups. RNG3 is listed for on-field inputs in hexadecimal form because majority runners have learned with snes9x's ram watch for years. (I put numbers only when you need to do things on very specific RNG3 value)

Unless specified, you need to do battle / item inventory and more menus with fewest cursor movements.

Numbers of RNG increments (you can custom written inputs to your liking as long as you get right math)

(Field)

Cursor (regardless of directions) = 1 per a input

AB = 3

Open/close PSI = 6

L = 20

A+up+A = 22

AA = 28

(Battle)

Cursor (regardless of directions) = 1 per a input (2 during opening PSI menu or changing enemy target)

B=2

AB=3

Open/close Goods = 4

Open/close PSI = 5

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## Onett:

Do [this any% route](#) aside from small changes during luring dog by meteorite until exiting pokey's house. After the house, you can walk same as old manip but enter drugstore as soon as possible. (don't advance RNG3 here)

- Save at phone, withdraw 30\$, sell Cracked bat then Tee ball bat.
- Move diagonally when ness' body overlaps the streetlight.
- AA left next to the tree by NPC. (3E0)
- Stop walking when ness and the window attached to the building right next to him are aligned. Being too close to punk will cause he will chase you. (going several pixels below from pic is as close as you can get)



- Don't go too left or you'll get gray swirl.
  - AB, B\*3. bash to Skate Punk
  - A, right, right, B before moving right. (401)
  - Enter the arcade as soon as possible.
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### Arcade:

- Walk Down down to the bottom then left a hair and up left to the top arcade machines. (No updating RNG3 here)
  - Walk left and buffer AA and talk to hula guy. (Do these closer to the hula hoop guy, doing it too soon will result in bottom right pogo punk moving again sooner after the battle, narrowing successful input window after hoop guy fight)
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### hula hoop guy:

B then bash

- L then walk through door (447/44C) and buffer up right, A+up+A outside (46B-475), try not to bonk Frank to talk. Being too late can end the run.
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### Frank:

- Bat from goods, AB then B\*6, bash
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### Frankystein:

- B\*3, Auto
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### After Frank:

- Walk down left into arcade and look at how a punk moves after "Yeah?".
  - If he moves down, left, stopping walking for several frames then move right. If right, just hold right.
  - Make sure to hug the trees by stop sign not to update RNG3.
  - Walk up left when Ness' feet steps on this line: <https://imgur.com/kqT89jB>
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### Town Hall:

- Walk straight left in first and second rooms
  - Talk to mayor from left side
  - Go straight to exit the hall
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## Outside:

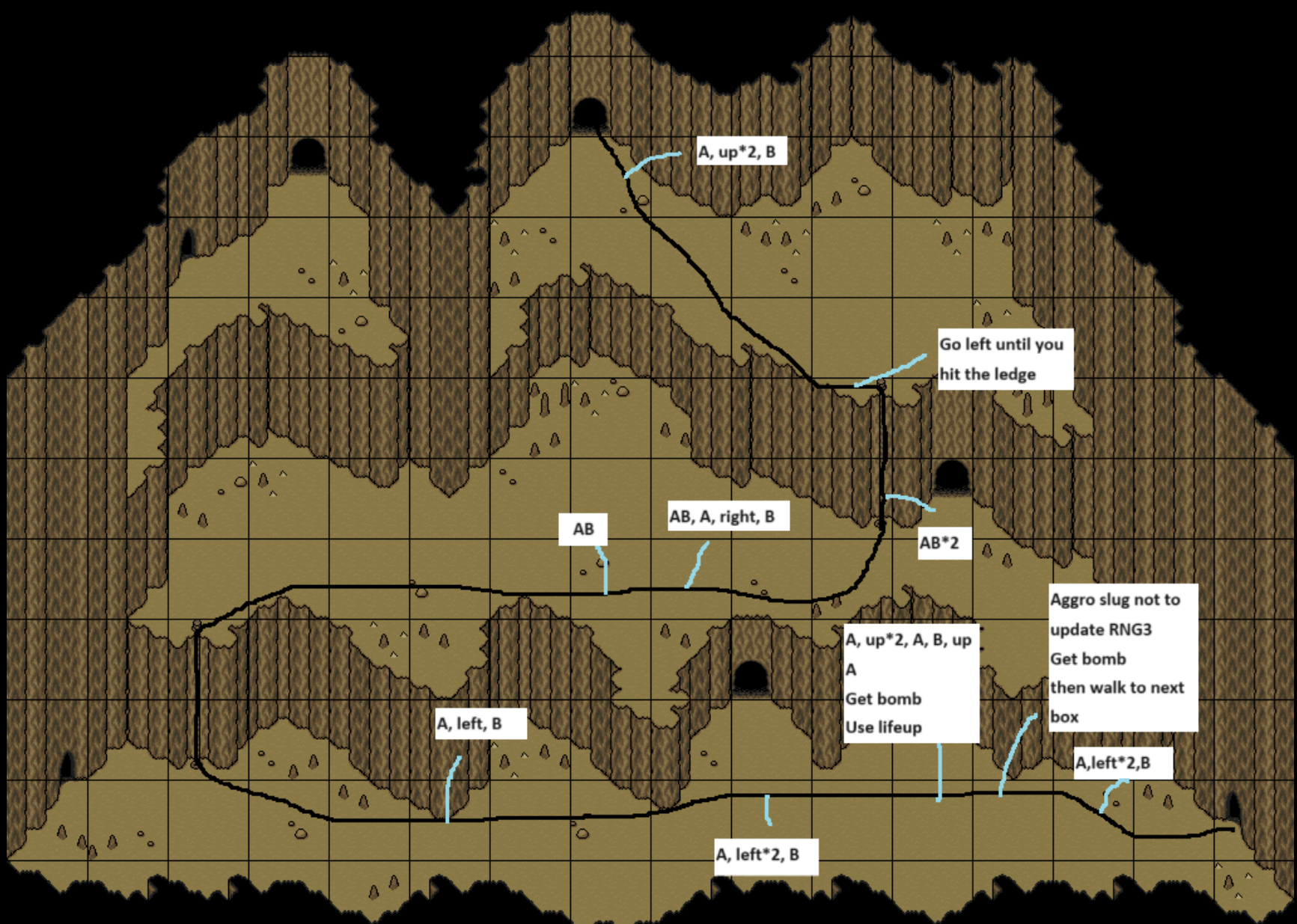
- Walk down, turn right at bottom of steps to go through a narrow path, turn down right to wrap around the tree.
- Hold up once you reach the right edge of the bush right next to the tree. That should bring you to the sidewalk.
- Turn up-right at the border of the grass and the walkway,
- (If NPC faces right) wrap around the tree, then up left and wrap around the tree. Go up and turn left right as you hit the tree. Turn up-left after the trees.

### Backup

(If NPC faces left) wrap around the tree, turn up right and wrap around the tree then turn up left then go up to walk through between trees and a big tree. Turn left right as you hit the tree. Turn up-left after the trees.

- Turn left then press AB\*3 (666), follow bottom of path diagonally, turn up when you can guide against the tree. Use key and then up-left into shack.
- AB\*3 in the shack.
- Up, then left-up to enter Cave

## Giant step:



- Walk left for bit, A+left\*2+B (6F6), up-left to go bedrock, then left.
- Aggro a slug a bit and obtain the first bomb. (don't update RNG3, 700)
- Walk left a bit to update RNG3 once, A+up\*2+AB (open/close PSI)+up+A, aggro a slug once iframe runs out and get second bomb. (705)
- Use lifeup on same RNG3 above.
- Walk left, A+left\*2+B (70F), A+left+B (728) then ascend to 2nd floor.
- AB at pebbles on the ground (75F), AB and A+right+B (764), AB\*2 while ascending. (773)
- Walk left for like 40 frames then up-left, A+up\*2+B. (796)
- Walk out the door.

## outside before door:

- L, AB\*2 (7B9-7C3)

## Inside first room with the burger in the gift box:

- AB\*2, A+up+B in 1st room.
  - L in the second room.
  - L by the boss and AA to talk to the ant.
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## Ant:

- Bomb
- B\*18, bomb

### Post Ant:

- Move diagonally and obtain the sound, AA by the exit.
- Walk down to the ants and either somewhere on the rope or just before the antoids do AB.
- Walk down and touch it and turn away either left or up.

### Red Swirl

- AB, B\*4, Goods, ATM Card

### Gray Swirl

- Run Away
  - AB, B\*4, Goods, ATM Card
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## Post Deathwarp:

- Walk up to the ATM and withdraw \$201 (210 works too), AB in the drugstore.
  - Walk out, down-right then right to go underneath of stop sign, then follow the path as video shows. No fancy move there.
  - Talk to Strong from above. (below will update RNG3 once more, don't do that)
  - Look at how NPC in a small passage walked before Cop1:
  - Cop1:(Right, left, up) AB, B\*3, Goods, bat  
(Up, left, left) B\*4, Goods, bat  
(Right, up) B\*5, Goods, bat  
(Left, up, down) B\*3, Goods, bat
  - Cop2: Goods, bat
  - Cop3: AB, bash  
Use fake lifeup, B\*4, Goods, bat
  - Cop4: B\*9, bash
  - Strong: AB, B\*10, bash  
Right, right, Auto
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## Walk To Twoson:

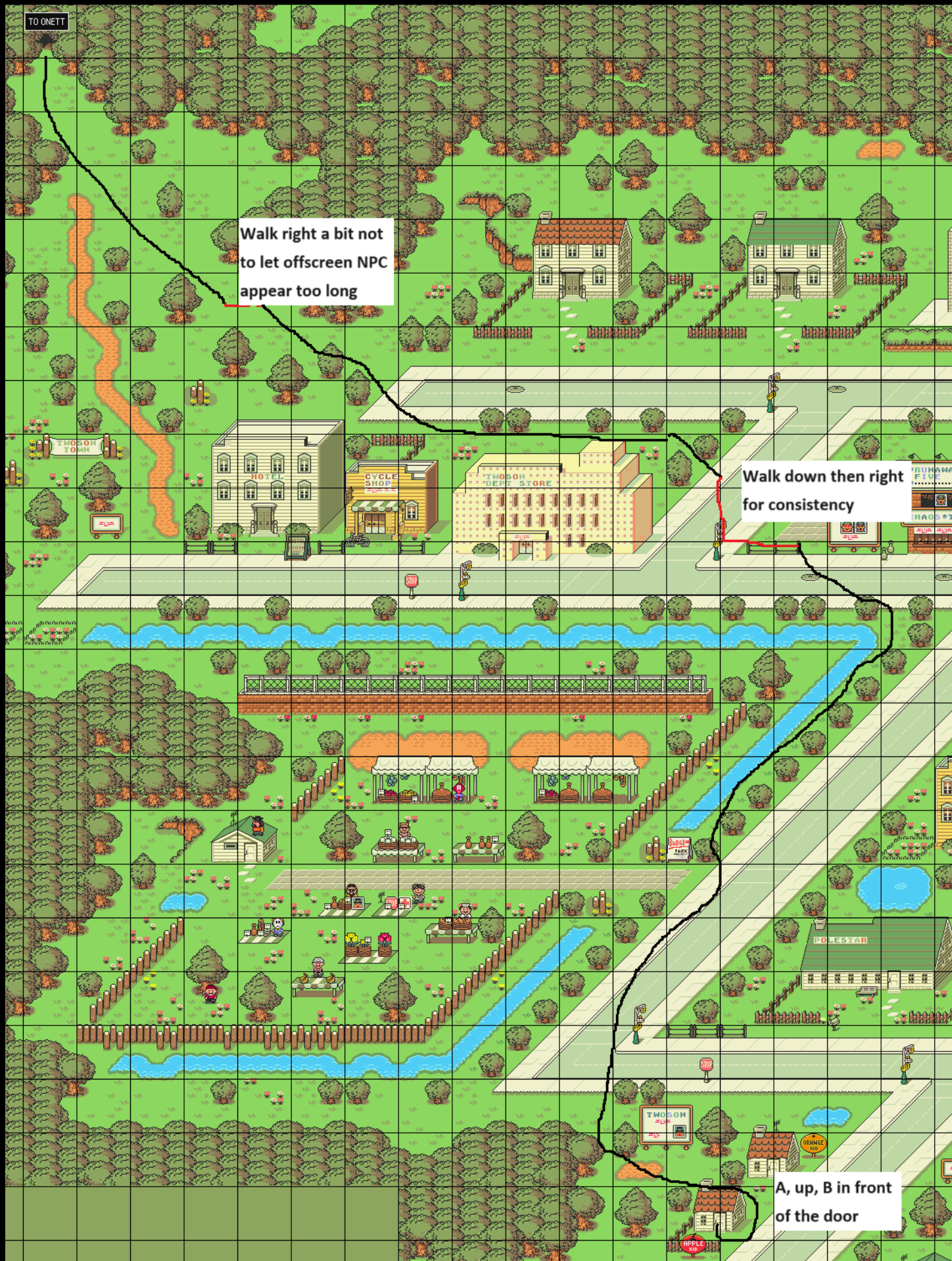
- Outside office, move diagonally to despawn magicfly

Skip hamburger if you intend to do twoson manip too otherwise grab it.

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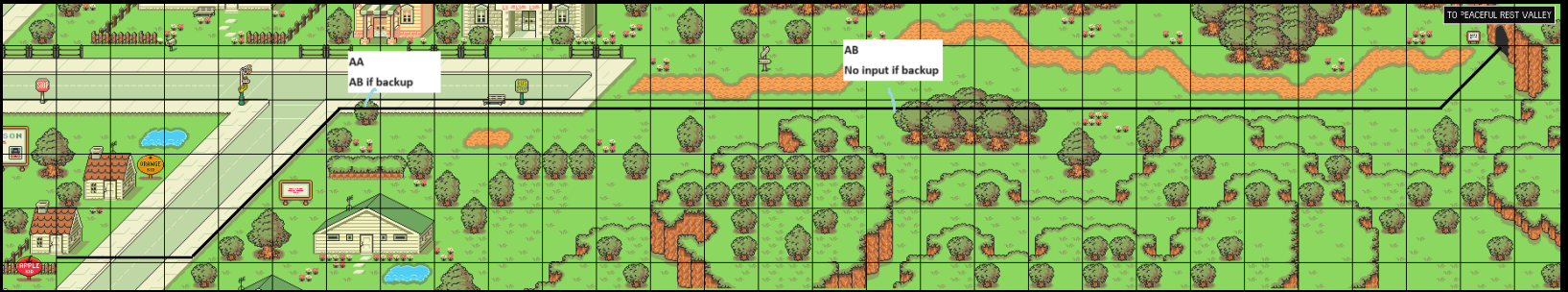
## Twoson:



- Walk down-right when his cap and small bushes are lined.



- For the first red line, don't go too right or magicfly will appear at sidaway.
- If you talked to Apple kid too late and he walked differently, do L inside of house and backup inputs shown in below pic



## Connector Cave:

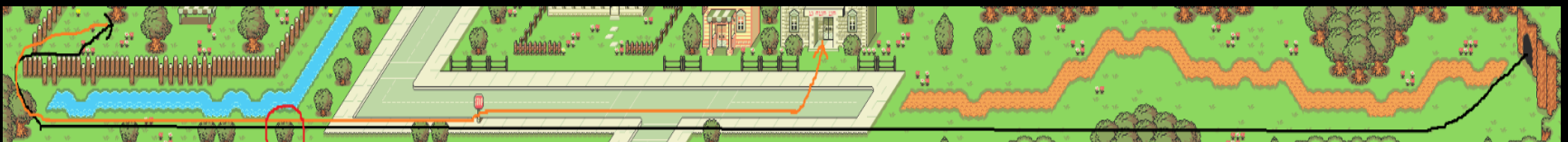
- A+right+B in the first cave, on the way to pencil statue, wrap around this stone clockwise then walk up to pencil load and back down to mole.

(If you messed Apple kid talking earlier, do AB\*3 instead in the first cave)



- A Up A in the first cave, leave the cave.

## Burglin Park:



- Walk down to the cliff lip and make sure to sit fully on it.
- Walk left and look at a girl NPC by bus station.
- If she didn't run into you, do A+left+B at the tree with a red circle. If did, no inputs.
- Talk to Apple kid, follow the orange line.
- Hit the wall next to the door and it'll still counts entering. If you went too right. Do backup inputs inside station.

## Bus Station:



- Orange hat kid should go right, walk up (not diagonally) and talk to the phone.
  - Walk Down Right and do AB and A+right+B behind the bench and walk out.
- (If the kid walks left, down, do just AB after the phone)

## Walk To PRV:

- Watch cowboy hat kids movement and prepare to do inputs.



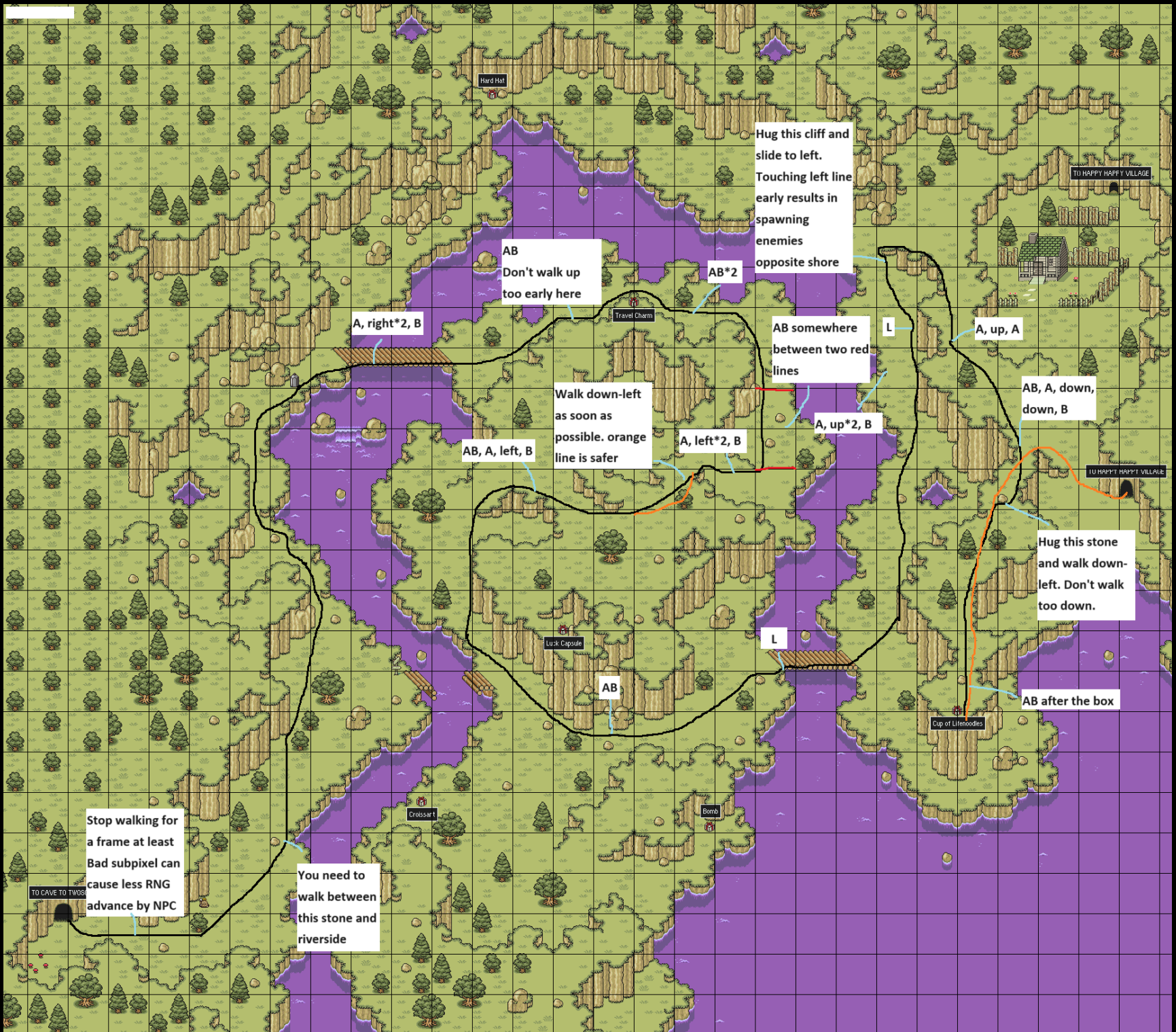
- Up, Left:
  - No inputs.
- Up
  - A+right+B, AB at each turns indicated by red circles.



## Connector Cave:

- Walk all the way to the pencil like normal and use the pencil eraser.

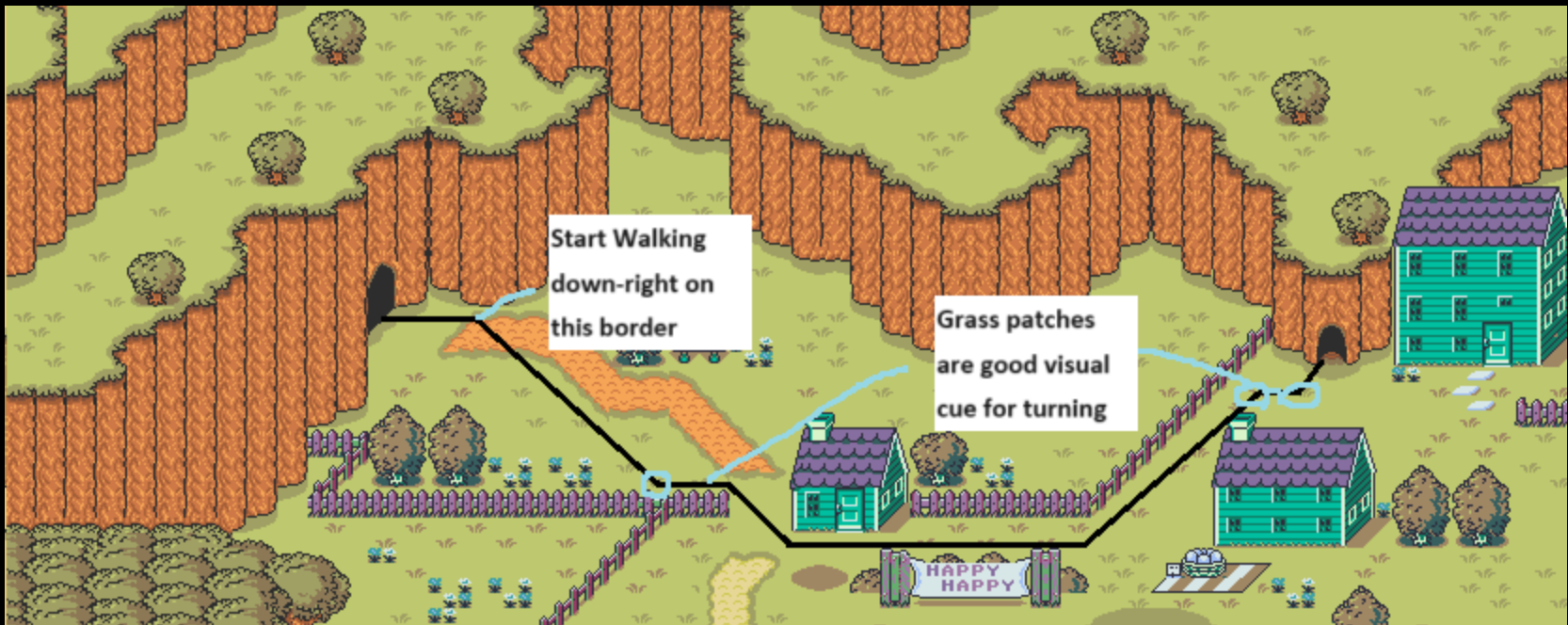
## PRV:



## Connector Cave:

- A, right, B (1437)
- AA, L, A, right, B (143C-144B)
- AB before exit

## Happy Happy to HQ:



- You might see two different patterns of the blonde girl's walking path but don't have to worry. (you should get either clockwise or up/down walking)
- A, up, A at the end of the cave.
- Walk around the house from right side and change inputs/walking accordingly.

no crow: walk up at the corner of the fence then walk up-left to enter the house, no inputs in house then to her

crow near ledges: same walking as above, A, left, B in house then talk

crow underneath the tree: walk left until nest and three stone blocks are lined then walk up to enter. No inputs in house.

- Shack fight: Open PSI offense menu, press left or right 8 times then rockin.
- Walk around the house from the right side and enter the cave.
- A, right, B at the end of the cave.





## Inside HQ :



- AB\*2
  - Before second cultist, you need to slide into cultists above you before walking up. Going too left will result in updating RNG3 extra time.
  - Don't pick up Skip Sandwich here.
  - Cultist fight: Rockin alpha
  - Make your way to Carpenter room.
  - AB, L in Carpenter room then talk to him.
  - Carpenter fight: Bash
  - Walk back to the room with counter, hold down-right not to touch that. Touching counter will result in updating RNG3 extra time.
  - Walk right until both two cultists walk left then AB.
  - Walk up-right near the box and open it, leave
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## HQ To Shack Walk:



- Watch where blonde hair guy when you are going to enter the shop. If he's at left side of the tree indicated by orange circle, stop walking for a bit then enter. Otherwise don't stop.
  - Withdraw 200\$ and buy 2x Skip Sandwiches and a Refreshing Herb. If you didn't get left side NPC pattern, you need to advance RNG once somewhere in the menus.
  - Follow red line after the shop.
  - No inputs until cabin house. Enter the door by lining ness and three stone blocks and walk up.
  - Free Paula and leave.
  - Walk left and do AB\*2 (189F) then enter the cave.
  - No inputs in the cave.
  - Walk down-right, right, down-right to enter Lilliput Step. Patches above two trees next to a house are useful visual cues.
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## Lilliput:



## Mondo Mole:

- Turn 1:
  - B, Rockin, Pray
- Turn 2:
  - AB\*3, Use fake Rockin, back to menu, Goods and use the bat, Pray

Walk into the sanctuary.

## Deathwarp:

- A, up\*2, B in sanctuary room after melody on ness.
- Walk down-left for a bit and do AB\*3 before hitting the bear and fight it.
- Defend, Bash
- B\*3, Auto (Don't mash too fast or Ness may move on turn 3)

## Graveyard Manip

Do we really want to route? Idk. someday maybe.

