

**Introduction**

To give an idea of how this manipulation works, apparently when entering nightmare's room the framerule or the internal timer of the game is reset therefore this makes aghanim in its third cycle will throw an energy ball or blue ball and this happen in both Link's Awakening games. Taking into account the above, it is possible to manipulate aghanim based on the framerule at the same time this depends on the position where aghanim is placed from the 2nd cycle and the X position of link depending on what position is aghanim to know if it will throw an energy ball or blue ball.

**Aghanim positions(576 possibilities):** <https://pastebin.com/QE3Y4bn3>

**Which means what is written in the pastebin**

**Position X or XX:** It makes reference depending on which position moves aghanim in each cycle, position X would be the position towards which moves aghanim in the 2nd cycle and position XX would be depending on where it moved in the 2nd cycle to where it moves in the 3rd cycle.

**X amount of numbered positions = eb/bb:** it makes reference to which position moved aghanim after the 2nd cycle and after the 3rd cycle, also to identify if aghanim will launch an energy ball or not when Link is positioned next to the wall on the left / right. EB is referenced as energy ball and it is what aghanim will throw you in the 3rd / 4th cycle if Link is positioned next to the wall on the left / right, BB is referenced as blue ball and it is what aghanim will throw you on the 3rd / 4th cycle if Link is positioned next to the wall on the left / right therefore what should be done in this situation is to move 1 pixel to the left / right of the aforementioned position for aghanim to throw you an energy ball.

**Written example:**

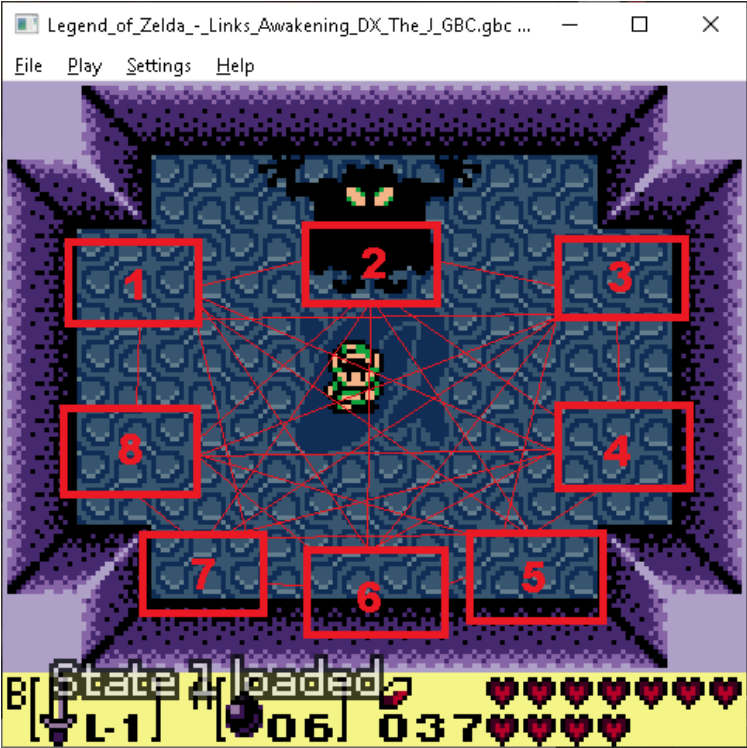
(2nd cycle position) Position X:  
3rd cycle positions -> x,x,x,x = eb  
                                  x,x,x,x = bb

(3rd cycle position) Position XX:  
4th cycle positions -> x,x,x,x = eb  
                                  x,x,x,x = bb

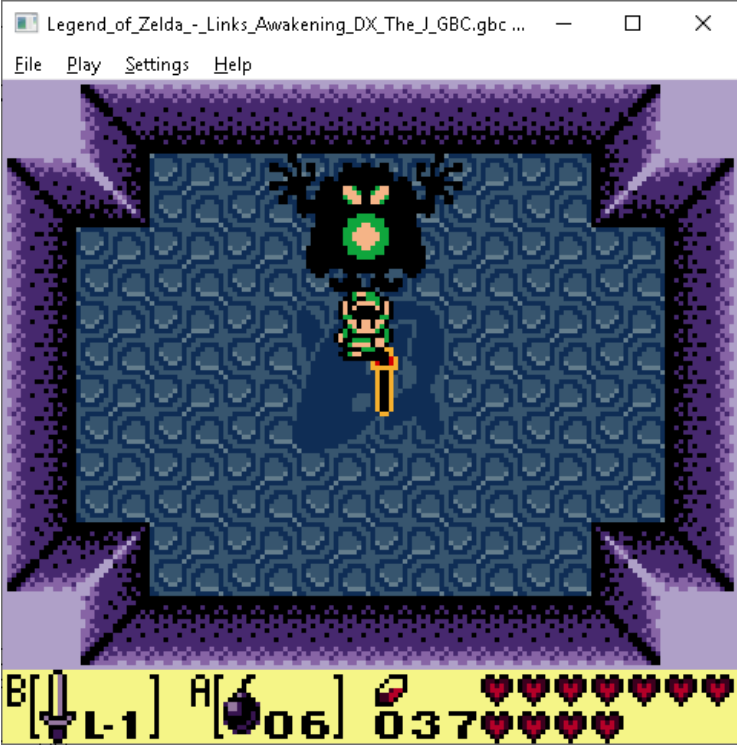
**Requirements:**

- Enter to Nightmare's room with Sword + Bombs(this make you lose 1.5 - 2 secs because an extra menu).
- Text skip using bomb trigger.
- Blob QK manip.
- Not press start or select in middle of blob and aghanim fight(this affects framerule and makes the manipulation not work).
- I recommend hitting each energy ball doing a spin attack for keep framerule.

Numbered aghanim positions as reference:

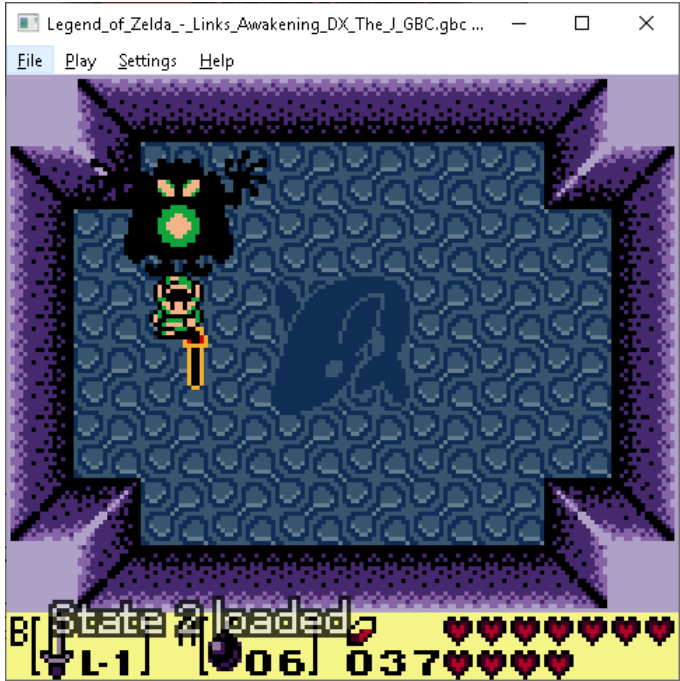


1st cycle link's position:

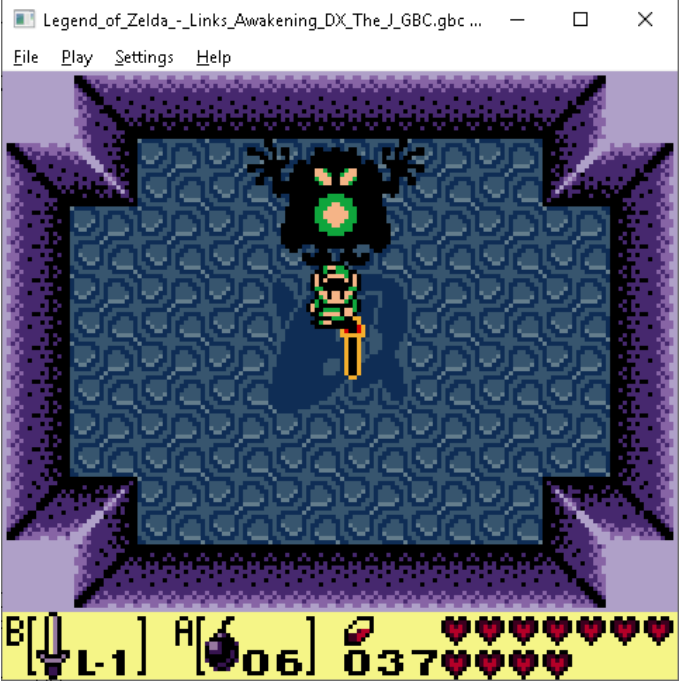


2nd cycle link's positions:

position 1



position 2



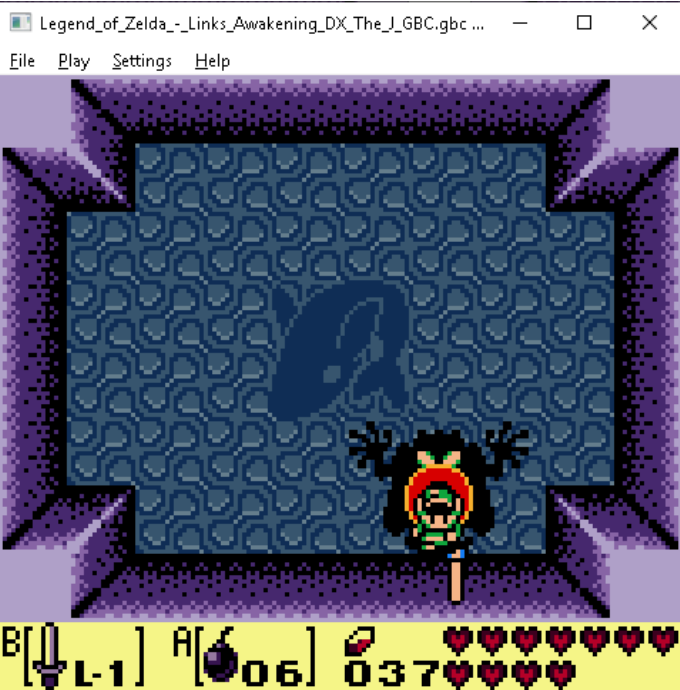
position 3



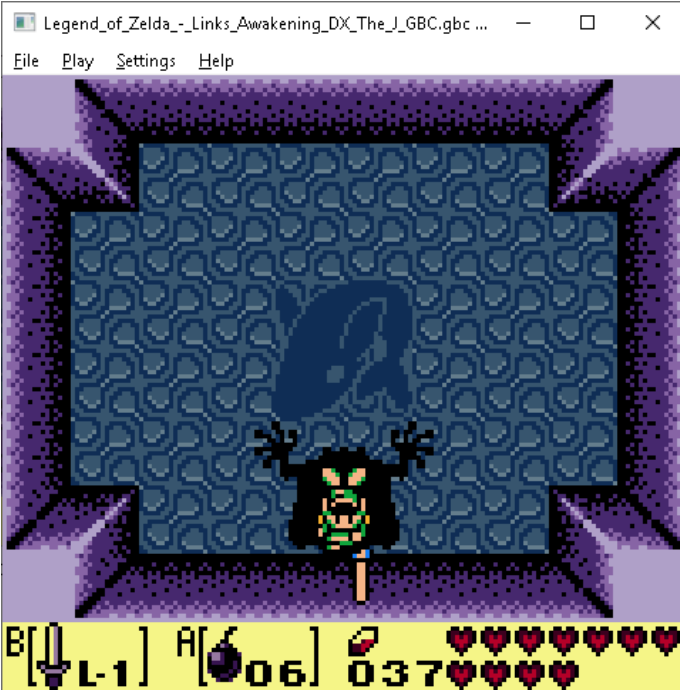
position 4



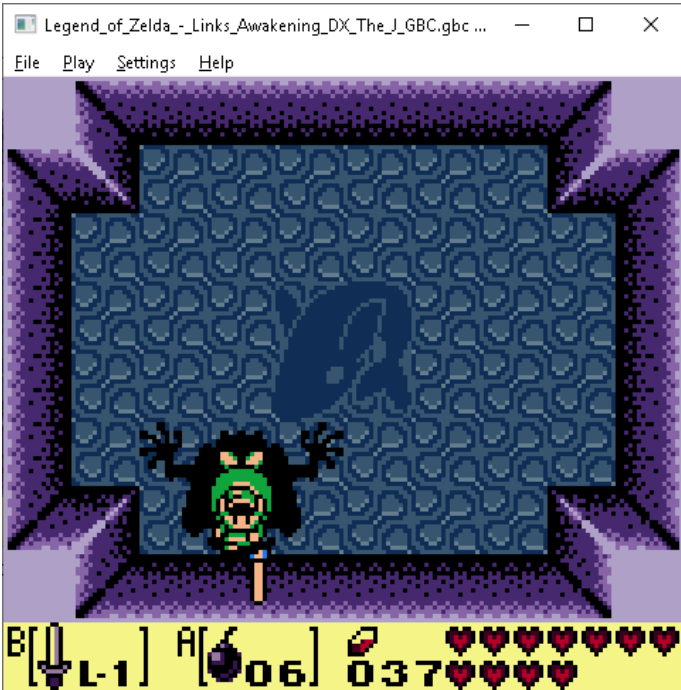
position 5



position 6



position 7



position 8



3rd/4th cycle link positions:  
For EB:

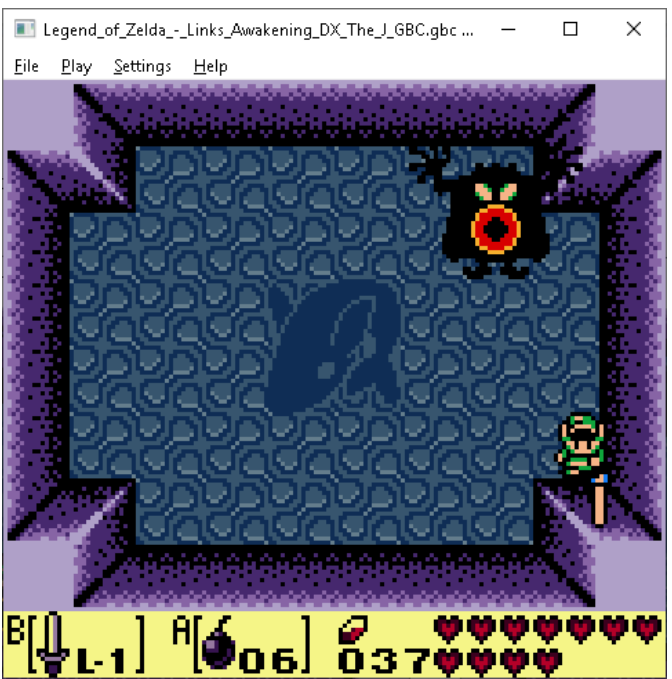
position 1



position 2



position 3



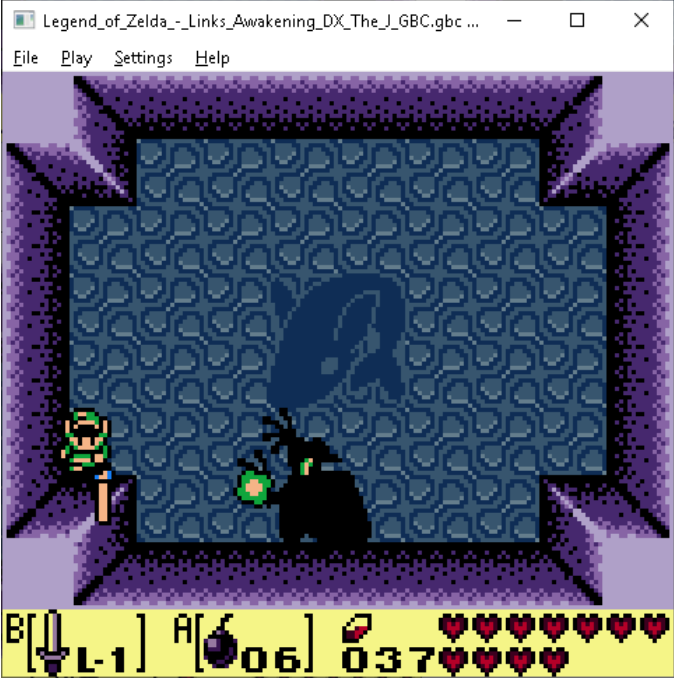
position 4



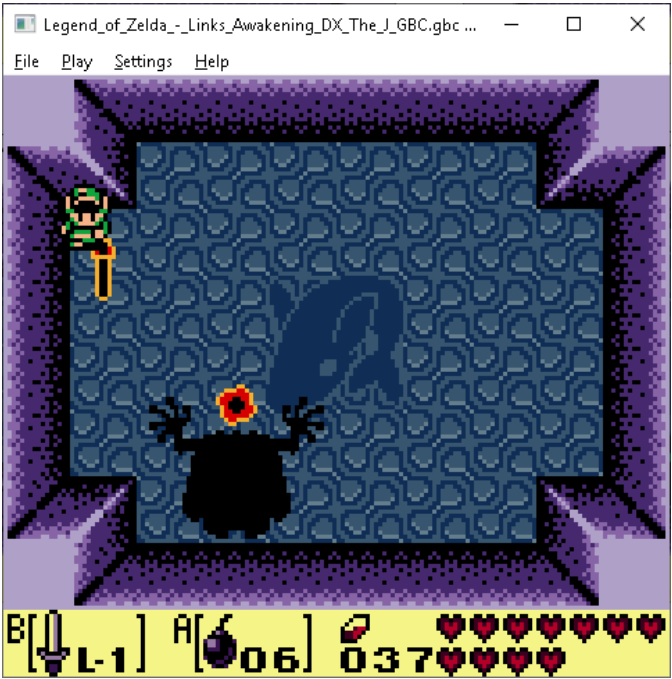
position 5



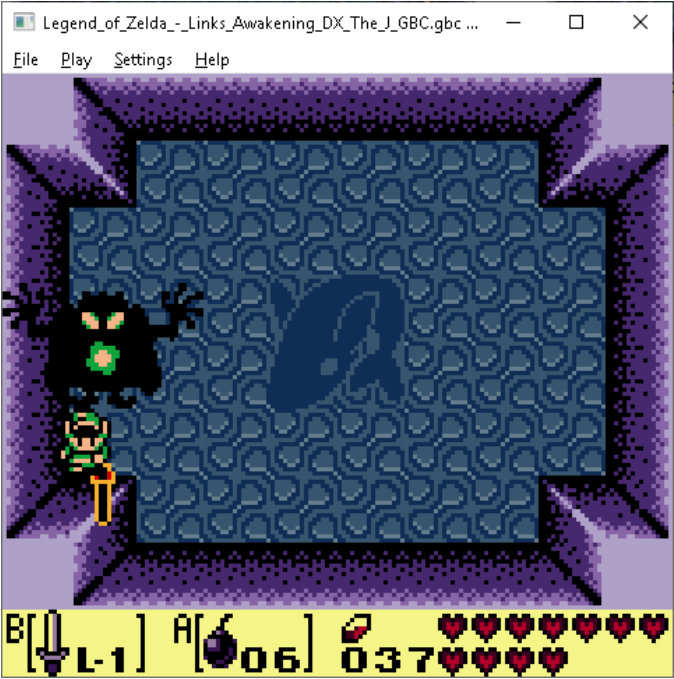
position 6



position 7



position 8





For BB:

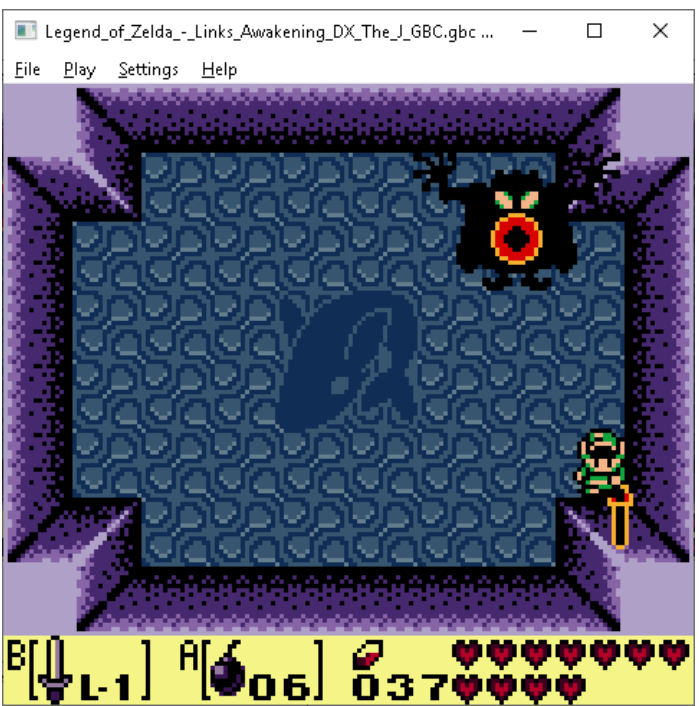
position 1



position 2



position 3



position 4



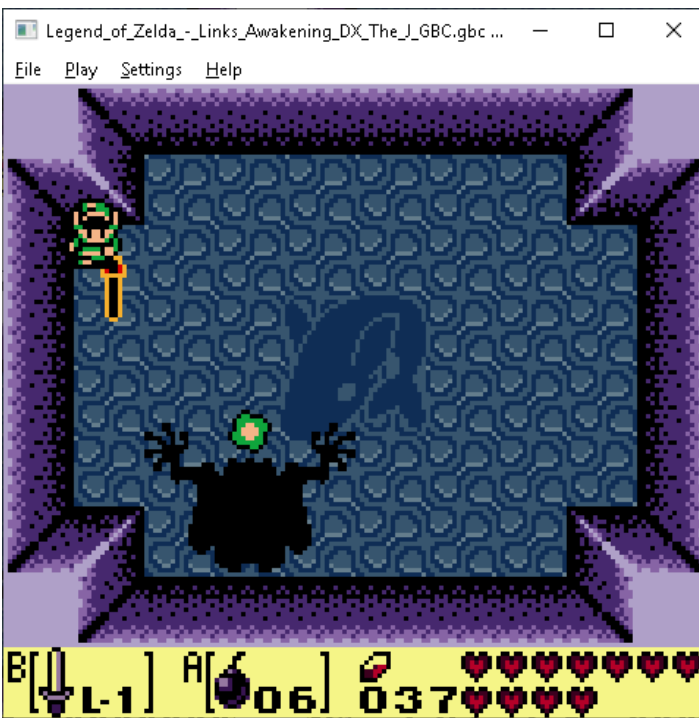
position 5



position 6



position 7



position 8



Setup + video demonstration

The setup consists of equipping yourself sword + bombs, then enter nightmare's room, then text skip (bomb trigger), drop a bomb and grab it and at that moment buffer sword button and launch the bomb, put yourself in the correct position before the blob jump, touch the blob with the sword held and after hearing the first tapping of the blob at that moment you must drop another bomb and this will make the manipulation of the blob qk work. This setup is for DX version, for LA you should use this considering that you must equip sword + bombs before entering the room.

LA Blob QK Setup as reference: <https://www.youtube.com/watch?v=zxPTI7P315E>

Alternate LADX Blob QK Setup by Sagaz\_14: <https://www.youtube.com/watch?v=QvuXJNBxvQY>

Aghanim manip video demonstration: <https://www.youtube.com/watch?v=vOXuQrQjmGk>