The Guide

Welcome to the LADX speedrunning guide! In this document you'll find general information about the guide, links to the actual guides for each category, a list of tricks and glitches, a list of backups and the changelog. The list of tricks and glitches and the list of backups are also included in the separate guides for each category.

How to read the guide

Throughout this guide, I'll be using colors. These all have a special meaning.

- Red: Important terms or words are in this color.
- **Dark Blue:** Dark blue text refers to glitches and tricks. They're **clickable links** that link to the 'glitches and tricks' section. Other links will be light blue like the text up here ^
- Green: Green text refers to piece of power routing. Required kills (e.g. minibosses) aren't included, unless there is something special about them in regard to PoP.
- Purple: The general route (i.e. directions) are in purple.
- Orange: What items to equip will be written in orange.
- Cyan: Items for 100% (Heart pieces, seashells, pictures, etc.)

There are a list of [glitches and tricks](#), list of [things to remember](#) and a [list of backups](#) available. Make sure to use them.

I will be referring to the game as LADX, short for Link's Awakening DX. I'll also be referring to dungeons as D1, D2, D3, etc.

Whenever the word 'hold' is used, you'll want to hold down the inputs mentioned. Whenever the word 'buffer' is used, you'll want to hold the input mentioned when your currently opened menu is closing, or when you're in a transition. S&Q means save and quit. It means saving and quitting and then going back into your save file.

Getting started

To start running LADX, you'll need an emulator and a ROM, unless you're running on console. There's an emulator pack provided [here](#). Japanese 1.0 is the fastest version. Japanese text is faster and versions 1.1 and 1.2 don't allow you to execute most of the glitches used in the run. Which of the three provided emulators you use is up to personal preference. For running on console, using a Gameboy Player or Gameboy Interface for Gamecube is the best way to be able to record your gameplay.

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Main Categories

Click here to go to the guide for a specific category!

Any% No WW/OOB

In this category you are not allowed to wrong warp or go out of bounds. Contrary to No S+Q, you can save and quit in this category. This means you can skip a lot of backtracking, but there is barely any room for piece of power routing in this category.

100% No WW/OOB

In this category you are not allowed to wrong warp or go out of bounds. You can save and quit though, which skips a lot of backtracking, but leaves barely any space for piece of power routing. There are some requirements you need to meet: all heart pieces, all pictures, all unique, permanent inventory items, all L2 upgrades, all capacity upgrades and a tunic upgrade. All of these must be acquired from their original source.

Any% No WW/OOB (No S+Q)

The main category of the game. In this category you are not allowed to wrong warp, go out of bounds, or save and quit. Not being able to save and quit allows for some interesting piece of power routing which makes the run interesting.

Glitches and tricks

Bomb Triggers

You can put down 2 bombs on a screen transition, or quickly drop 2 in a pit, and any available cutscene will get activated. This is utilized a lot throughout the run. It allows us to completely skip the ocarina in Any% No WW/OOB (No S+Q), for example. Bomb triggers will only work if you haven't shot any arrows since you last entered/left a cave or dungeon. Also, certain bomb triggers require certain enemies to be dead. Keep this in mind. There are different ways to do them for different situations.

- Vertical transitions: Press bombs + directional input into the transition on the same frame. You can buffer this type of bomb trigger by standing against the screen transition, opening your menu, and buffering the inputs out of that.
- Horizontal transitions: Face up/down, press bombs + up/down + directional input into the transition on the same frame. If you see Link put out his hand, you have to buffer menu out of the transition and buffer bombs out of that. If you don't see him put out his hand, the bomb trigger will work without an extra menu. You can buffer this type of bomb trigger by standing against the screen transition, opening your menu, and buffering the inputs out of that. Alternatively, you can do those by standing against the transition while facing up/down, putting down a bomb and opening your menu instantly. After that, just buffer bombs + input into the transition and it'll work.
- Pits: Drop 2 bombs in the pit in quick succession. You have to drop the second bomb between 3 and 5 frames after dropping the first. Mashing will usually work for this, but be careful not to waste all your bombs. You can buffer this type of bomb trigger by dropping a bomb, opening your menu, and buffering another bomb out of that. Make sure the bomb sprite is gone before you open your menu; it won't work if the bomb sprite is still there.
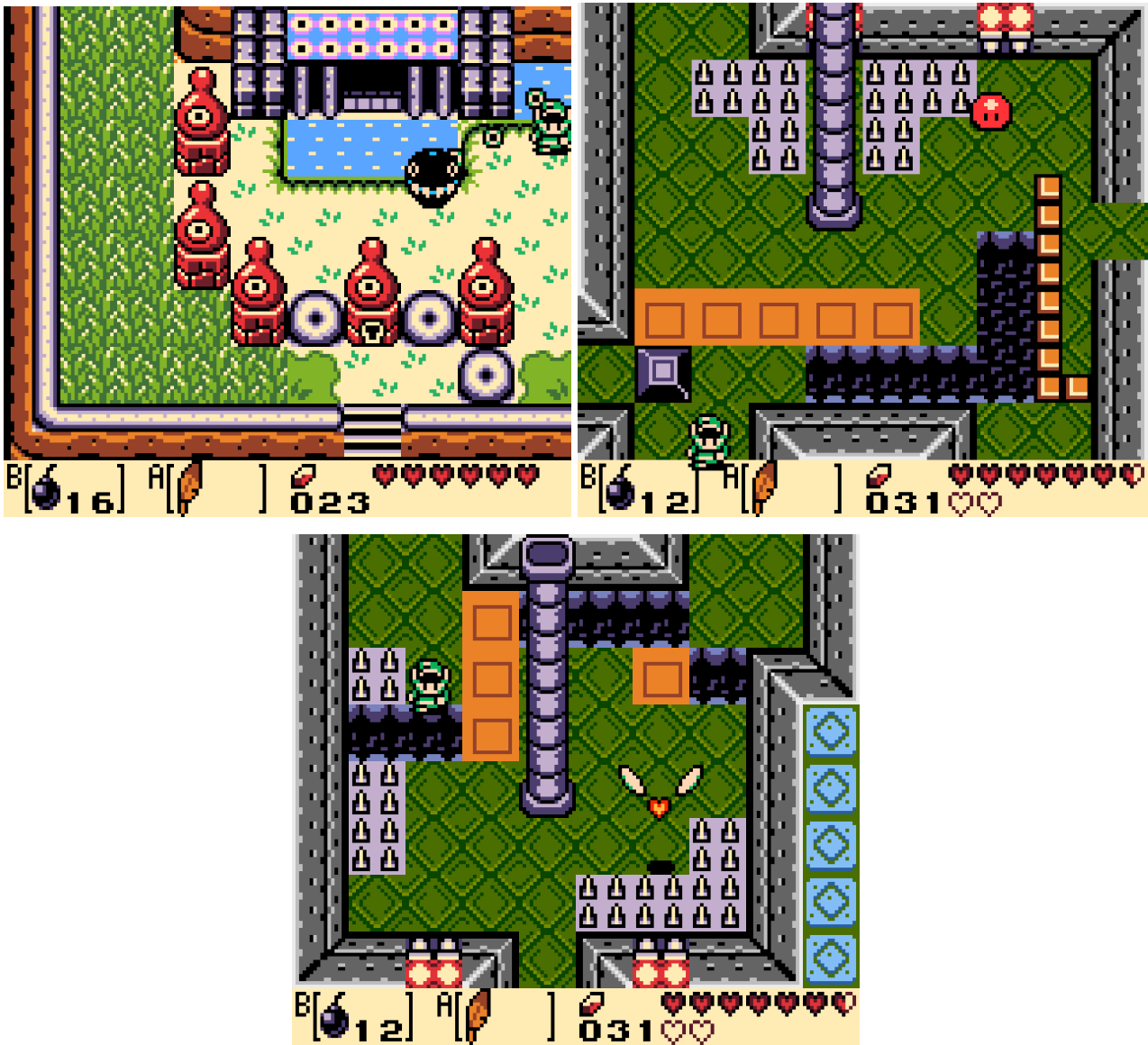
Bookshot

If you have hookshot on B and feather on A, you can press them on the same frame to hookshot at twice the speed. Do this any time you have to equip feather and hookshot. It's not worth it to buffer it out of the menu, unless you have to equip them right then and there. This trick is also used to clip past a key block in D8.

Bookshot Clip in D8

Super jump up to the raised area. Push against the ledge, but don't jump off. There's a 2 pixel window for this trick. You can be in either of these 2 positions:

A good visual cue is looking to the top left of Link's sprite in relation to the orange lines on the floor. If you can see the dark orange line, but not the lighter shade to the right of it, you're in the right position. The visual cue works the same when facing right and down. Once you get into position, jump and push into the ledge in mid-air but, again, don't jump off. For some reason the trick sometimes fails if you don't do this. Once you land, equip hookshot on B and feather on A. The trick won't work if you have them the other way around. Buffer hookshot + feather + down out of the menu and keep holding down. You'll bookshot and clip past the key block. Once you're on the staircase, you'll have to move left a little to actually get in. Get in the staircase.

Brock clips

If you're clipped into certain objects you can clip past them. There are a few requirements for this to work:

- You must be clipped into a wall
- The object must give you a text box
- The last tile of the wall you're clipped into must be one tile below the object.

Most brock clips are right after a transition. In this case, you can hold the direction into the wall + the direction into the object and it will work. However, there is a chance it doesn't work. If the clip fails, transition back and try again.

The brock clip before D2 is different. This one isn't after a transition. For this one there's 2 options. Either you can move when pushing into the wall, or you can't. If you can move while pushing into the wall, start doing this right before you hit the rock, mash through the text and only hold up afterwards. You'll clip through. If you can't move while pushing into the wall, jump right before hitting the rock, and start pushing into the wall when you hit it in mid-air. Mash through the text and only hold up afterwards.
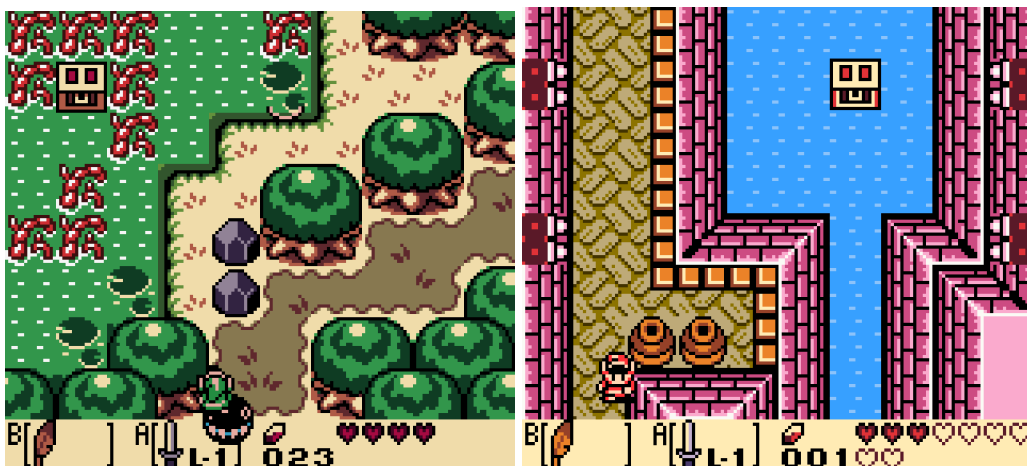
Chest text skips

In LADX, whenever you open a chest, you can skip the text it gives you by opening your S&Q menu. You can, and should, do this with every chest in the

game. You open your S&Q menu by pressing A, B, Start and Select at the same time. Don't open your S&Q menu too early after opening the chest though, because it won't skip the text if you're too early. If you're too late the text will also still show up. So just open the chest, wait a little, and open your S&Q menu. Close your S&Q menu again as fast as possible (first option) and move on.

DeathI Skip

DeathI skip involves playing the ocarina on the frame one of ganon's bats flies away, to freeze it in place. After that happens, we can kill ganon and lanmola, and the bat will transform into deathI and die instantly, as soon as the real deathI spawns.

Equip ocarina with frog song + sword. It's very important that you don't equip mambo, or you'll warp back to the entrance instead of doing the skip. Before we need to get the setup, we have time to spin slash ganon once or twice, so go ahead and do that. Now move into the bottom part of the top right corner, facing up. Make sure you aren't clipped into the wall or it won't work. Now wait for the first bat to hit link and open your menu quickly after that (you have 9 frames to do it). As the menu fadeout happens, it's important to take a good look at the room, 4 things in particular:
1. The position of the first bat
2. The holes in ganon's body
3. The color of the bats
4. Whether or not the bats' wings are out

These 4 criteria allow us to determine what frame we paused on and how many more menus we need to do before playing the ocarina. You can use this very useful set of images by BambooShadow to determine how many times to pause. Easily accessible link here.

9.) 4red + double red wing
1× Start + 2× Select

8.) 3red „hole"
2× Select

7.) 3red „moustache"
3× Start + 1× Select

6.) „double yellow wing"
2× Start + 1× Select

5.) „right yellow + hole"
1× Start + 1× Select

4.) left yellow „hide"
1× Select

3.) yellow 3 bars
3× Start

2.) 4red link-right-bat
2× Start

1.) 4red link-left-bat
1× Start

0.) 4red no link-bat
immediate oracina buffer

After doing your final buffer, play the ocarina and it should freeze the bat. If it doesn't, you got the wrong frame and you failed the skip.

Dodongo skip

You can skip the dodongo fight by doing a tight **super jump**. It can be hard to learn and you can softlock on it, but it's fast. If you do something wrong, you can softlock, but if you have boots, and you're close enough to the edge of the block, you can try to dash out. This will sometimes work. If you can't dash out, the only way to get out of this situation is to S&Q, which isn't allowed. You can either S&Q and not be able to submit your run, or reset. As you enter the room, walk up until you get door lag. This will line you up perfectly to clip into the wall. Move right all the way into the corner. Press down into the wall, jump, hold up, release your spin slash, let go of up, hold right. You'll make it over the block. Here it is again in a list format:

1. Walk up until door lag
2. Walk right into the corner
3. Hold down
4. Jump
5. Let go of down
6. Hold up
7. Release spin slash

You have some lenience, but not a lot. You have to be pretty fast or your sword won't tink against the dodongo and you won't make it over the block. Try not to be too fast because you'll screw up your inputs. Take it slow, but not too slow. You can use the super jump sound as an audio cue for releasing your spin slash. Video with sound: https://youtu.be/-ZpIJ6C9a8w
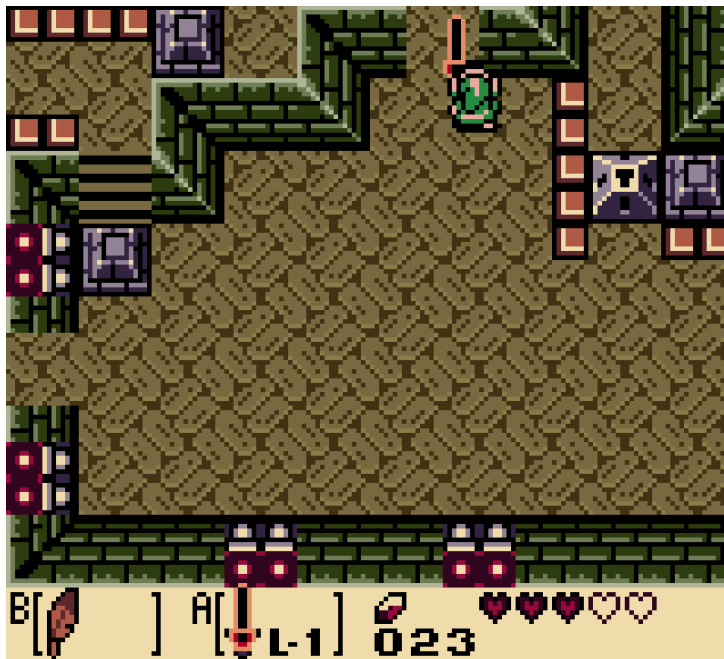
Advanced method:

There is another method to do dodongo skip. It's very slightly faster (a matter of frames). It involves a **shaq jump**. You'll want to move up until you get the door lag, start moving towards the corner for a very brief moment, jump, do the shaq jump, the slash to the left and hold right. List format:

1. Move up until door lag.
2. Start holding down + right.
3. Jump.
4. When you hit the corner, hold up.
5. Slash left in mid-air.
6. hold right.

If you end up in the key block with this method, put in the key and you can get out. If you can't get it, you've softlocked.
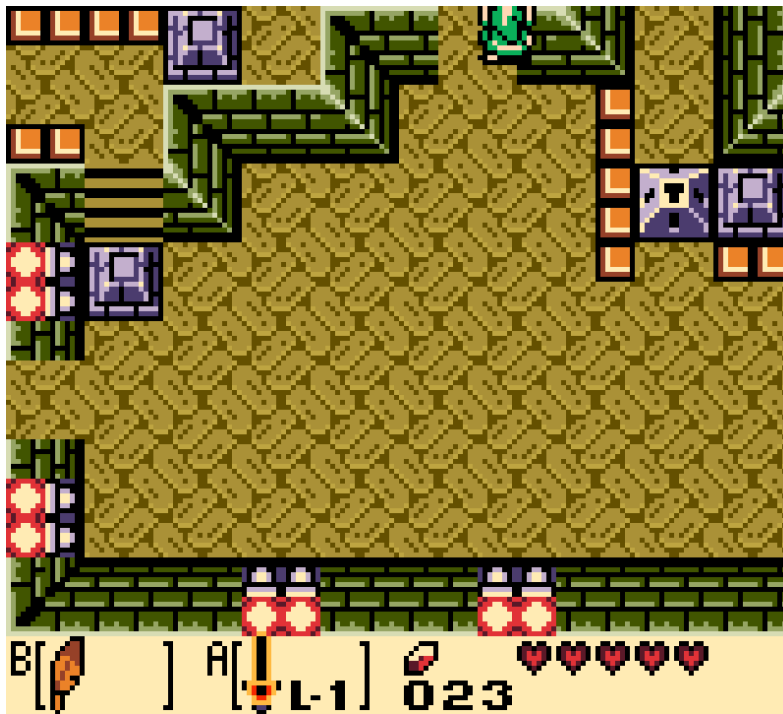
Early Hookshot

You can use the boomerang to pull the key into the transition with you. By doing this you'll pick it up on the other screen. Because it's there, the game thinks it must be the hookshot, so that's what you get. This trick has a 50% chance of working.

1. Make sure there are no drops like rupees or hearts on screen when you make the key spawn, as that will make you pick it up and not let you do early hookshot.
2. Clip all the way into the top wall and get on this specific horizontal pixel. A good visual cue is Link's foot being 1 pixel next to the square on the floor.

3. Equip boomerang on B and feather on A.
4. Close your menu and buffer boomerang + feather out of it.
5. After your menu closes, start and keep holding left.
6. You'll transition.

There are 2 things that can happen now: You can either get the hookshot, or nothing will happen. If you get the hookshot, that's great. If nothing happens,

make the key drop again and try again. If you somehow did pick up the key, if you saved and quit before, you can hard reset now and make your way back. Otherwise, you can't try again.
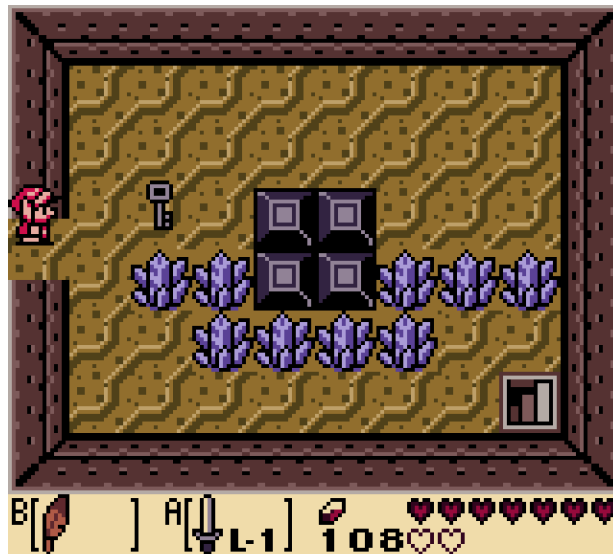
Flame Skip

Normally you would need the L2 shield to get past this flame. However, if you clip into the left wall and dash into it, you won't get knocked back. You'll take damage, but you can get past it. Clip into the left wall and dash into the flame and start holding left when you can move left. If you're fast, you'll only take 2.5 hearts of damage. If you're slow, you'll take more.
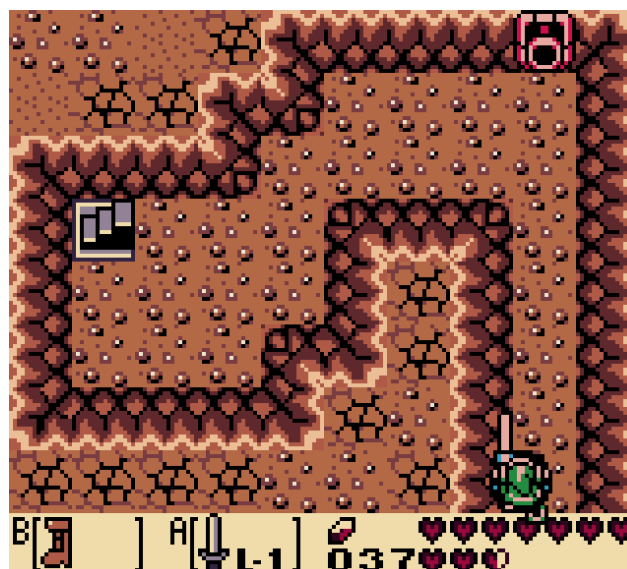
Ghost Skip

You can skip lighting up the candles in this room. You can either do it with bow or sword. Doing it with bow is faster because you already have it equipped, but doing it with sword is easier.

- **Bow**: Move a little to the left to give yourself some space. Face right and jump into the transition. This will line you up with the transition perfectly, because you can't transition in mid-air. When the ghosts are about to hit you, jump up and move slightly to the left to hit the left side of their hitbox. They'll hit you to the left. Immediately shoot an arrow when they hit you. You'll hit both of them with 1 arrow and shoot them off the screen. The game now considers them dead and the chest will appear.
- **Sword**: You can do ghost skip with your sword if you can't pull it off with your bow. Equip sword and feather for this. Do a jump into the transition. This will line you up perfectly with the transition because you can't transition in mid-air. When the ghosts are near you, jump and slash your sword at them. Don't do it too early or it won't work. After you hit the ghosts, they'll teleport to the left side of the screen and leave. Make sure not to start moving left until the ghost are moving left or they might move right and the skip won't work. After they leave the screen the game considers them dead.
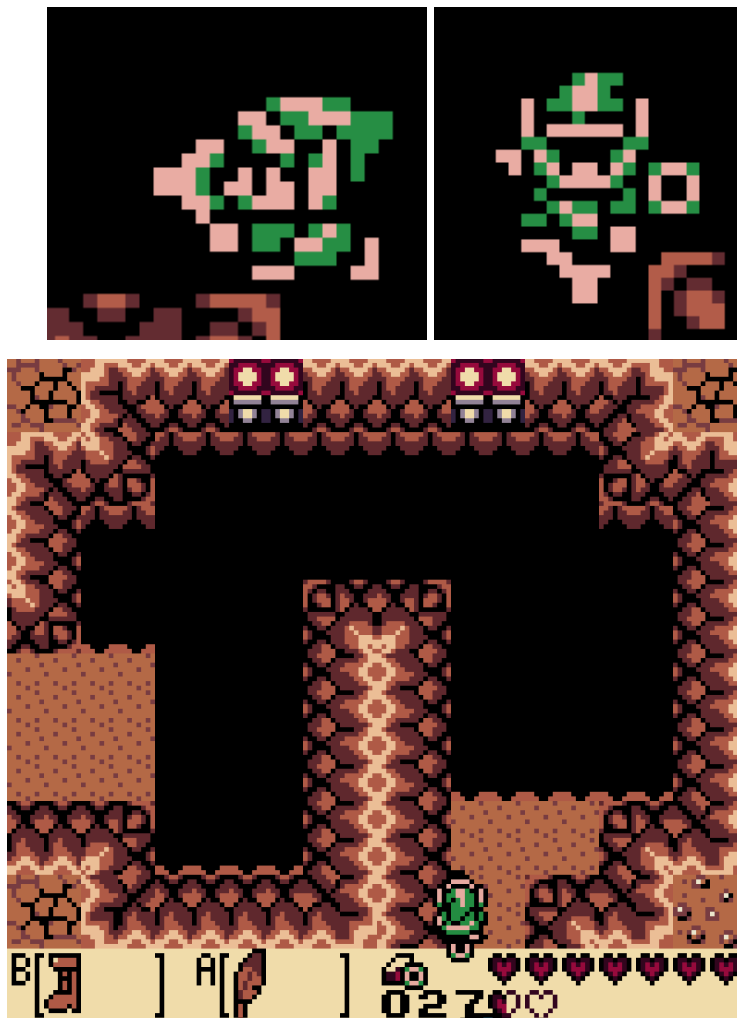
Hookshot jumping

On the frame the hookshot fully retracts, you can actually jump if you're standing on a pit. You can also buffer these jumps.

- Unbuffered:
1. Jump onto pit
2. Shoot hookshot
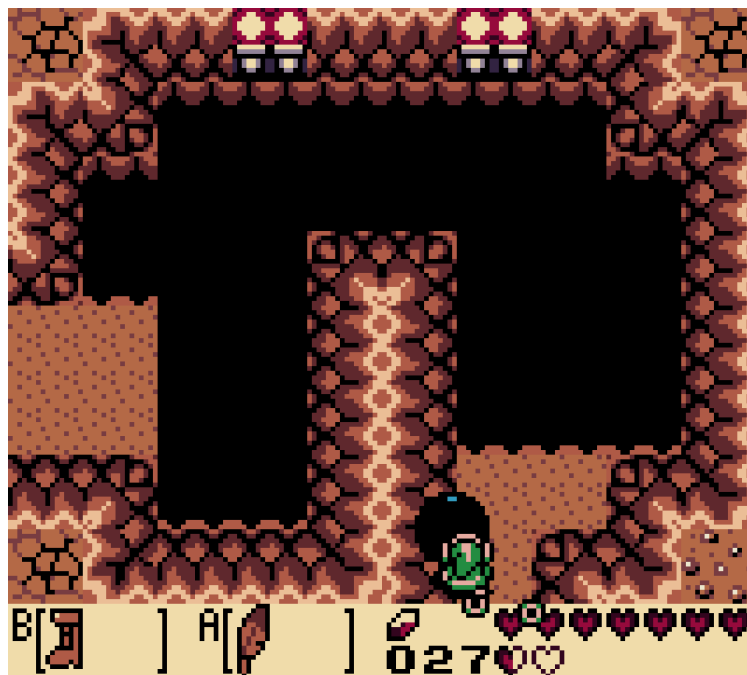3. Wait until the hookshot fully retracts
4. Jump!

Reference frames:

- Buffered:
  1. Jump onto a pit
  2. Shoot the hookshot
  3. Start buffering the S&Q menu when the tip gets close to Link

4. When the tip of the hookshot touches Link's nose, stop buffering S&Q, and instead buffer map once
5. Buffer a jump out of that
6. Jump!

Reference frames:

You basically have to figure out your own visual cue, as you'll be reacting to it, and not everyone has the same reaction speed. Just press feather and hookshot in somewhat quick succession, but not too quickly.

Hookshot Clip in D5

Clip into the right side of the bottom right block:

Now face left. This is very important as the trick won't work if you face up. Hold up + left and start mashing hookshot. This will let you clip through the blocks. Keep mashing until you can hit the red zol or move. If you hookshot the wall you can definitely stop.

Invulnerability Glitch

If you stand against a hookshotable object, and hookshot into it, that will trigger an invulnerability glitch. This means that you won't be able to get hit until you use the hookshot again or transition.

Jesus Jumps

You can jump on water or transition on water tiles without having flippers. You use your item menu to buffer to a specific frame and you can transition or jump on that frame.

For jesus jumps on the same screen:

1. Jump to a water tile.
2. Start buffering your item menu when you're about to hit the water and keep doing so until you see the splash particles.
3. Buffer jump + the direction you want to go in.
4. Jesus jump!

You can also transition on water tiles without having the flippers. This can be done in any direction but up. You don't have to actually jump for jesus jumps on a transition.

For jesus jumps on a transition:

1. Jump to the transition above the water.
2. Start buffering your item menu when you're about to hit the water and keep doing so until you see the splash particles.
3. Buffer a direction into the screen transition out of the menu. You'll transition.
4. Buffer your S&Q menu out of the transition if you transitioned to a water tile. It'll take a couple seconds for it to open.
5. Close your S&Q menu again and buffer a jump onto the land out of it.
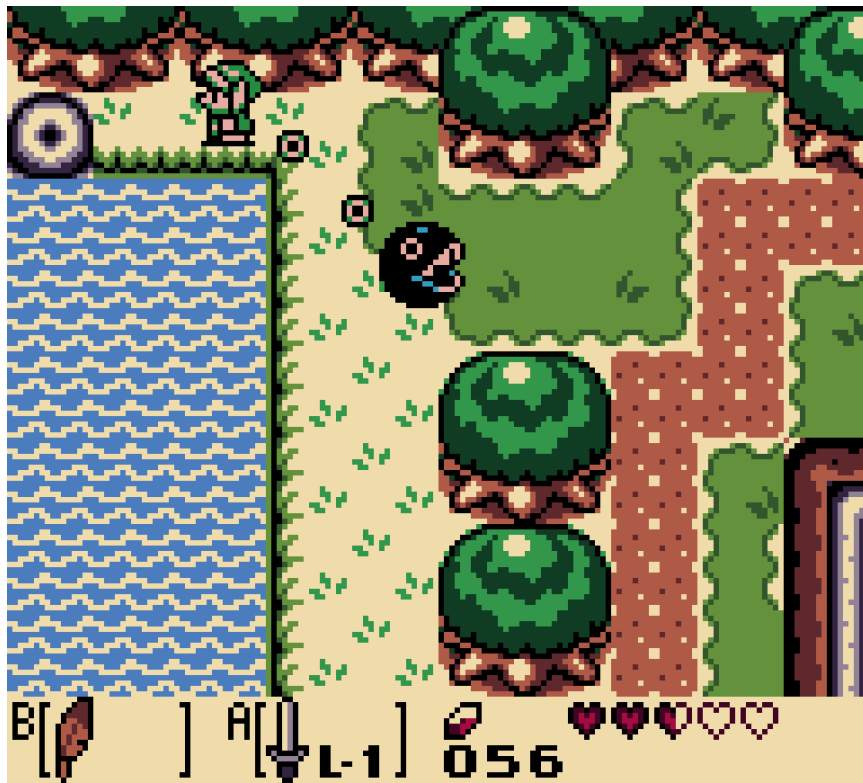
Moblin skip

This can be a kind of difficult skip to learn, but once you get the hang of it, it's not that bad.

1. The moblin needs to be facing up in front of the pit before you can do anything. You can bump him in front of it using your shield if he moves up to the right of it. If you don't think you'll be able to get him to face up in front of the pit, you can transition right and re-enter the screen.

2. Once he's in the right position, make sure you're touching the top wall and keep bumping into him with your shield. This will move him down slightly with every bump. Keep moving him down until the bottom of his bigger arm is below the bush (left arm in the image).


When his arm is below the bush, he'll start moving down in bigger steps. This is another visual cue you can use. You can hold up + left to get slowed down by the wall so you have more time to react to the moblin being in position.

3. When the moblin is far enough down, move above him. Move into the pit, but make sure you're clipped into the wall on the right. When you move into the pit, hold up for a bit to move into it and not get stuck on the corner, and start holding up + right as soon as possible. When you're hovering above the pit, the moblin should shoot an arrow at you. This arrow will boost you over the pit.

Mushroom Hovering

You can hover over pits using the mushroom. Just walk or jump onto the pit and use the mushroom. After you do that there's another risky part of the trick. You can skip the mushroom text by pulling up the S&Q menu. The timing is pretty simple: You'll see link wiggling around on the pit and then suddenly drop down really fast. Once that fast drop happens, open your S&Q menu. HOWEVER, if you pull it up too early, you'll get the white screen of death (only if you do it before the fast drop). As the name implies, this is a white screen that you can't get out of; it's a softlock. If you don't want to risk it, just get the text and buffer the S&Q menu out of the text box.
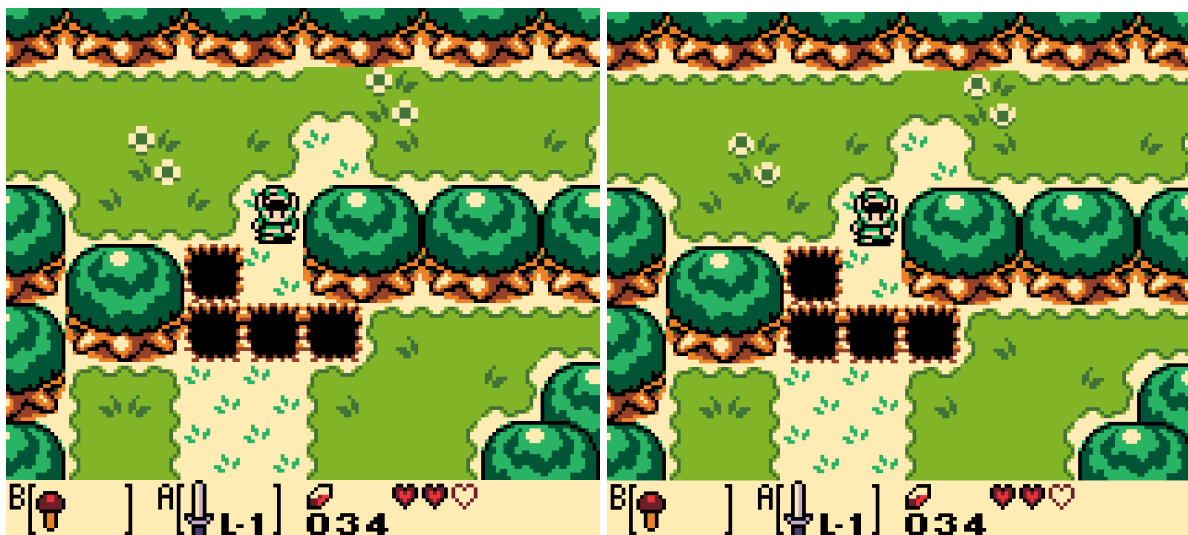
Obstacle skip

There's about a 2 pixel window for this skip. It only saves ~0.25s so it's not a big deal if you don't get it. You need to be as close to the pit as possible, but you can't be too close or you'll fall in. Line up Link's neck with the edge of the ground. It should look something like this. That's also the highest you can be without falling down.

Transition right and buffer jump + right out of the transition. When you're past the obstacle, hold down and you'll land on the ground. If you can't jump past it, that means you're not high enough. Just dash through it if this is the case.
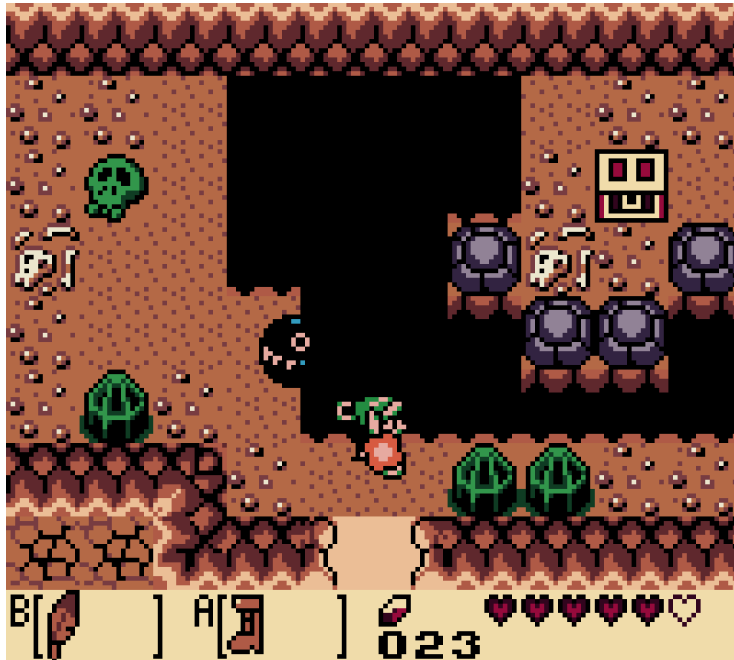
Owl skip

Walk towards the chest, and cut the two bushes that are in the way. This is quite a tricky skip to perform, and even harder to get consistently. Make sure you're not wall clipped into the chest, or the skip won't work. How to do the skip is as follows:

1. Open the chest with either A or B.
2. press Start the frame after you open the chest, so you see the chest open and your item menu opens as well.
3. Close your item menu, and buffer your S&Q menu out of that.
4. Close your S&Q menu, buffer down out of it, and keep holding down. Walk down in a straight line. Make sure not to go diagonally at all, because you won't be able to get the skip.

You'll see the owl land. Keep holding down until you leave the screen. You can move a little after the owl lands and walking down then should make you leave the screen. If you don't leave the screen, you did the skip wrong. Just mash

through the owl's text and transition down afterwards if you didn't get the skip.

Shaq Jumps

Shaq jumps are like naked unclipped super jumps, except they're not subpixel dependent and pretty simple. They only work in certain corners. This is how you do them:

1. Face the direction you want to jump in.
2. Jump in place
3. Start moving towards the corner while also pushing into the wall behind you.
4. Jump into the corner
5. When you hit the corner, hold the direction you want to jump in.
6. Super jump!
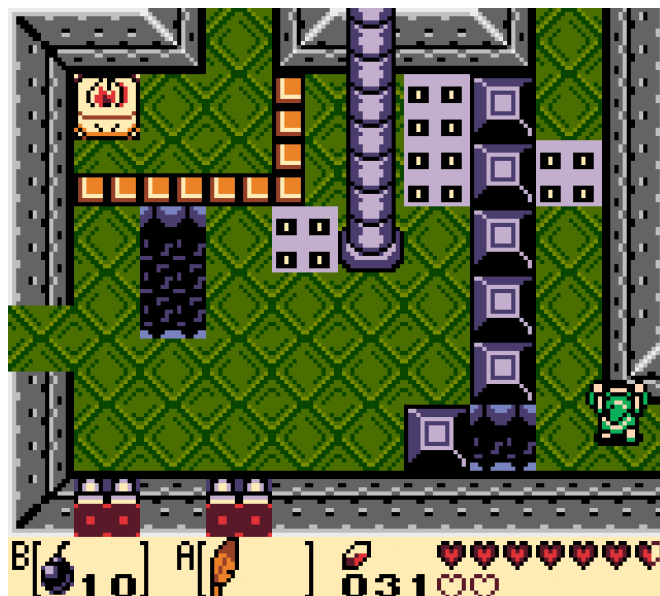
Super Jumps

Super jumps are jumps in mid-air. You generally have be clipped into a wall to do them. You also can't do them if you're too close to an outwards pointing corner. There are some exceptions to needing to be clipped, but they are irrelevant for now. You can do super jumps using sword, bow, magic rod, or without anything equipped. Super jumps without an item are referred to as naked super jumps.

For regular super jumps:
1. Clip into the wall
2. Face the wall
3. Keep pushing into the wall
4. Jump
5. Stop pushing into the wall and face away from it (hold the input used to face away from it, you don't actually have to look the other way)
6. Use sword/bow/magic rod
7. Super jump!

For naked super jumps it's slightly different. You have to be facing away from the wall at all times. You can move left/right and keep facing up/down by jumping and moving. So you would jump, move in mid-air, and stop moving before you land. What you can also do is use 2 directional inputs. Let's say you're super jumping on a south wall. To get to the right place, you can jump, start holding down + left, let go of down and left at the exact same time, and you'll be facing up in the right place. This is also how to transition while facing away from the wall: jump, start holding down + left, and let go during the transition if you don't have to move anymore afterwards.

For naked super jumps:
1. Clip into the wall
2. Jump into position
3. Jump
4. Immediately hold down for ~0.25s after jumping
5. Start holding the direction away from the wall
6. Super jump!

You can also do super jumps without being clipped, but they're very very inconsistent. You need to have subpixel 0 for them to work, which is essentially

luck in most cases. However, your subpixel is always 0 if you just came out of a staircase and will stay that way until you move diagonally. Fortunately unclipped super jumps are only used for certain backups.

For unclipped super jumps:
1. Hold out sword facing away from the wall
2. Push against the wall
3. Jump
4. Hold the opposite direction
5. Super Jump
6. Move a little to change your subpixel and try again if it didn't work

You can also do super jumps with a charged sword facing away from the wall. Super jumps with a charged sword are similar to regular ones. Optimally you'd release your spin slash in mid-air, unless you intend to use it later. In that case don't release it yet.

For super jumps with a charged sword:
1. Hold out your sword facing away from the wall
2. Clip into the wall
3. Hold the directional input into the wall
4. Jump
5. Hold the directional input away from the wall
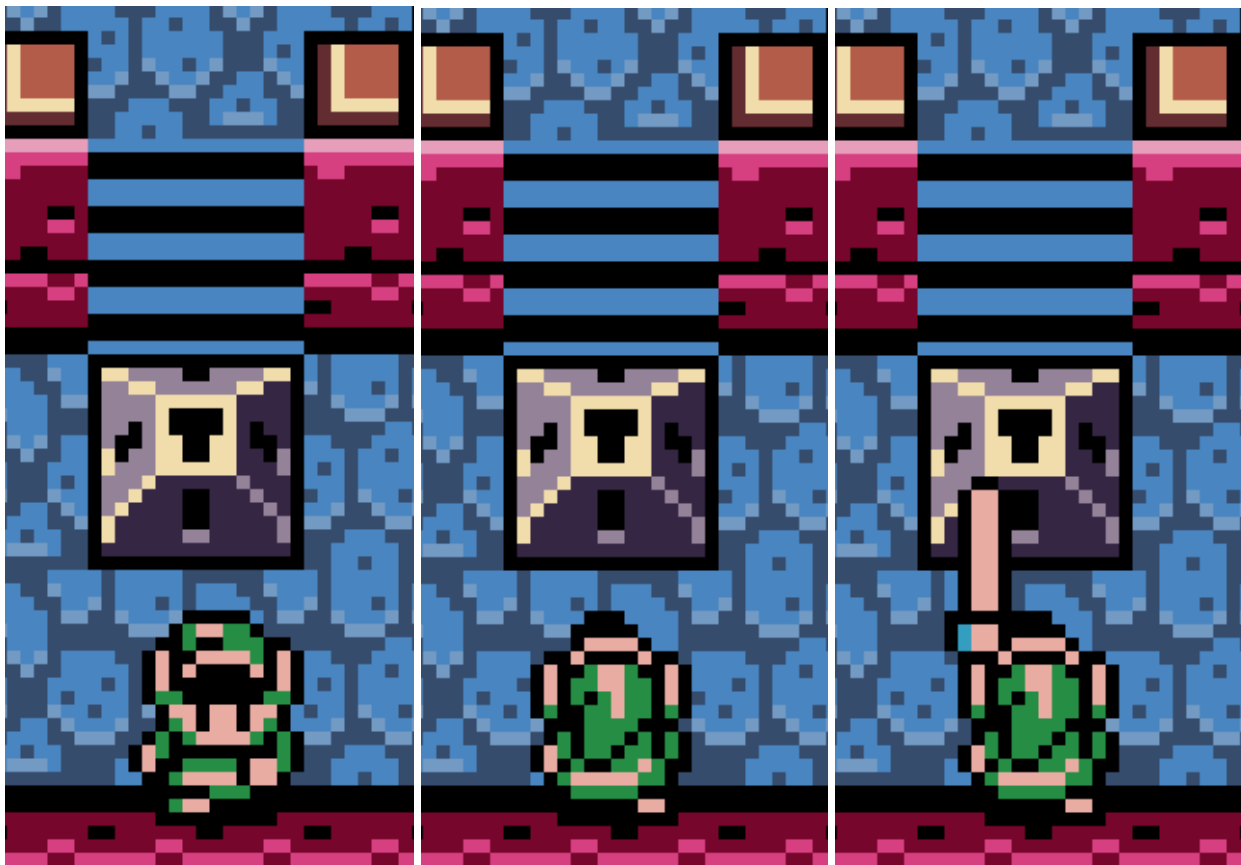
Villa Skip

Villa skip lets you transition down on a pit. On the frame Link falls, the game thinks he's on solid ground and lets you transition. We can exploit this to skip the fetch quest. Stand above the right side of the left bush. Jump down to the edge of the screen and cut the bush. Keep holding down. Link will wiggle a bit and when you feel like he's about to fall down open your menu and let go of down. Close your menu and buffer menu out of the transition. This will advance the game by 1 frame. Keep repeating this until you hear Link fall. When you do, close the menu and hold down. You'll transition. This might look like a wrong warp, but it's not. The transition leads to the intended place, but the game makes Link drop until there's ground for him to stand on. Unfortunately, this skip is based on the global framerule. That means it's RNG based. You can be in the perfect position and get a 10 buffer. It happens and you have to deal with it. Example: https://youtu.be/OYkx_eLlLd8

WangBoiz

There's a neat little visual glitch you can do with the magic rod when you pick up instruments. It's called the wang. Walk up to the instrument and shoot the magic rod at it when Link's feet reach the top of the staircase. You'll see the glitch when the text appears.
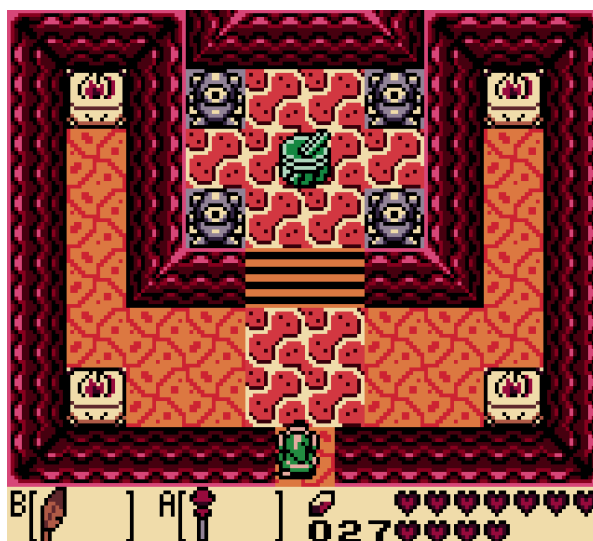
Zoomerang

If you have boomerang **on B** and feather **on A** and you press them on the same frame, combined with the direction you're going in while dashing, you will "zoom" at insane speed to a different direction. This isn't very useful most of the time though, because in most places where it could be used, you'd just bonk against a wall. The only place it's used is on the pit with Marin on the way to D8.

Move up to the rock, start a dash to the right and open your menu. Equip boomerang **on B** + feather **on A**. Buffer A + B + right out of the menu, and as soon as it closes, start holding left. If you bonk, you started holding left too late.
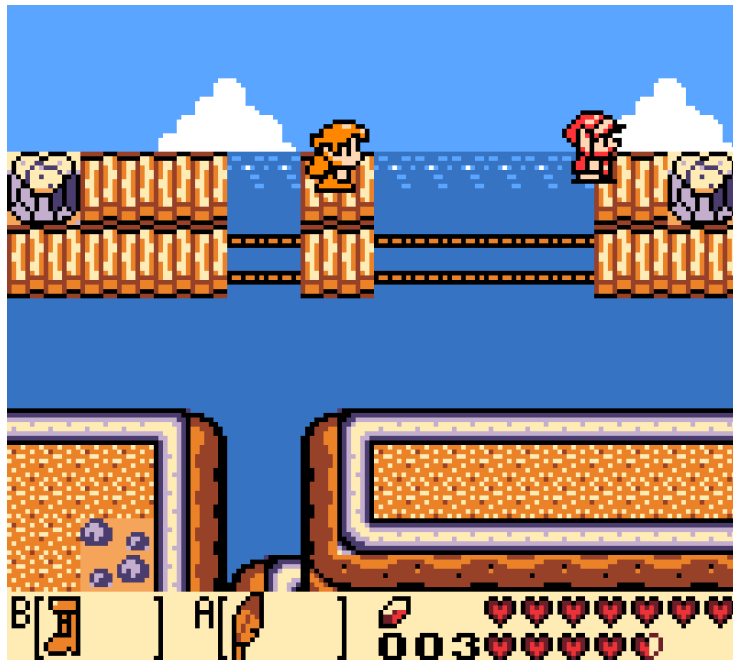
Zora Bump/Early Lens

You can get the magnifying lens without having the hookshot, so you can get the boomerang early and do a trick in D5. The fastest way to do this is to get jump off the ledge, get bumped into the wall by the zora, and super jump across. Stand against the wall and push against it, but don't jump off.
For the vertical pixel, try to line up the bottom of Link's feet with the bottom of the flower patch. It it isn't pixel perfect, but just try to be somewhere around there.

Start off by having sword and shield equipped. Wait for the zora to spawn. He can spawn in 3 places: top left, middle and bottom left. There's a different setup for each of them:

Top Zora:
Try to open your menu on the frame he moves up because of the water animation. Equip shield and feather. If you think you got it or got very close to it, close your menu and do 4 map buffers in place. If you were late, do 3, if you were early, do 5. Buffer left + shield out of the last map buffer. You should bump against the projectile. Now, you most likely won't be on the right pixel. Jump and move a little left at the very end of your jump to adjust your position. Your shadow is a visual cue for the position. This is the position you want to be in:

Once you get in position, push into the right wall, jump and open your menu. Equip feather and sword and buffer left + sword out of the menu.

Middle Zora:
Jump, hold left + down in mid-air until you hit the bottom wall and make sure to face left. Holding left + down is essential, because you'll miss the zora if you don't do that. Wait for it to pop up and open your menu and equip shield and feather. Buffer map + left out of your menu and keep holding them until the 6th map buffer closes. Buffer shield out of that and you'll get bumped into the wall

by the zora. Push into the wall, jump, and open your menu immediately. Equip feather and sword and buffer left + sword to super jump left.

Bottom Zora:
Push up against the ledge thing at the top. Pause when the zora's beam is inbetween these positions:
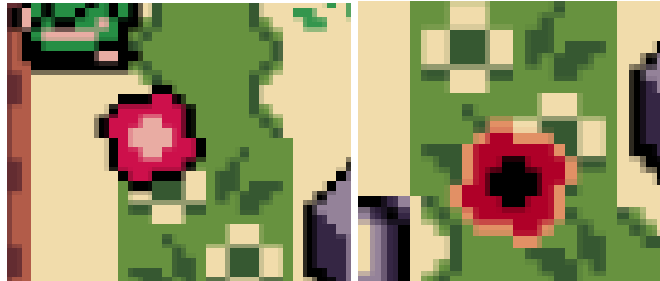
The visual cue is looking at the beam in relation to the flowers. Equip shield + sword. Close your menu and buffer left + select out of it. Keep going for 5 map buffers and buffer right + A + B out of it. This will put you in position.

It is possible you'll be stuck in the wall after you super jump. This can mean one of two things. Either you didn't make it far enough, or you can dash out. If you can dash out, the bottom of Link's feet will be touching the ledge:

Equip boots and feather and dash to the left if this is the case. If you can't, you'll have to do a "late" super jump to the right and super jump back. To do this, keep pushing into the wall until you start falling again, and then super jump to the right. Do a normal super jump back. Repeat this until you're close enough. Equip boots and feather and transition up.
This video shows off all of the strats you need for the zora bump:
https://youtu.be/4EA3E0eku84

If you can't pull off the zora bump, there is an alternative buffer method that involves 22 buffers. Optimally it's ~30-35s slower. If the zora is about to come out of the water, wait for it to do so, dodge the beam and start setting up for the trick. Push against the ledge, but don't jump off. Open your menu and close it. Buffer left + select out of the menu until you've done 6 map buffers. Keep

holding these inputs. Let go after the 6th map buffer. Buffer menu out of the last map buffer and do a total of 16 menu buffers. You don't actually have to count these, you can just keep buffering until you hear Link land. Equip sword and feather during one of these menus. Now you'll be clipped into the wall. We're going to super jump to the other side. Make sure to do it quickly or you won't make it. it's probably a good idea to buffer this super jump. Just hold right and jump, open menu, and buffer left + sword out of it. You'll land on the other side. You should either barely be able to get out of the wall or you can't. If you can't, equip boots and try to dash out. If that doesn't work either, you'll have to try again.

Examples for each setup:
Top zora: https://youtu.be/2e6nhqvI09k
Middle zora: https://youtu.be/8RO3IGyxijA
Bottom zora: https://youtu.be/kDMYsBQM4Sk
Buffer jump: https://youtu.be/j4ZDdUl8T2I

List of Backups

Bombs in D7

If you run out of bombs while doing the bomb triggers in D7, that can be an issue. There are backup bombs not too far away. However, if you're about to run out of bombs, always save at least 1. The bombs are on your way normally, and as you should know, there's still a wall you have to blow up. Follow the way you normally would until you go upstairs. Grab that bomb pickup and go back to do the bomb triggers.

Fairy cave on the way to D6

It's possible that you took a lot of damage on your way to D6 and don't have many hearts left when doing the jesus jump onto the platform with the black armos. If you're afraid of taking damage to the armos (they do 2 hearts of damage) you can transition up instead and blow up the wall. There's a fairy cave there. However, if you have more than 2 hearts left, just damage boost through the armos and take a death in the cave. It's a lot faster.

Master Stalfos 1 No Key

If you messed up the master stalfos 1 fight and didn't get a key, you can do the rest of D5 the same until a certain point.

Instead of going left into the double helmasaur room with the traps, transition up. Kill all the stalfos with the hookshot. Transition up and right and enter the staircase. Try to avoid the fish in this section. Transition left, jump over the gaps and go up the ladder. Transition right and kill all of the starfish in this room. If you don't want to do it with hookshot, you can opt to equip sword instead. Transition right twice.
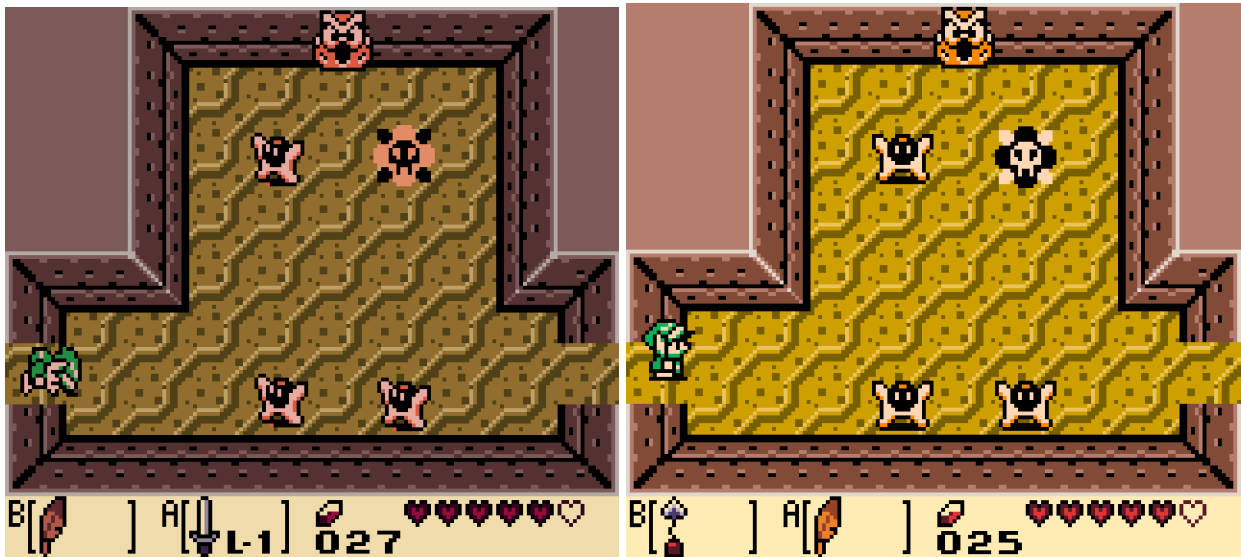
There are several ways to cross this pit.

- **A dash jump**: This is the fastest and hardest method, but only if you equipped sword before. You would have equipped boots + feather before entering the room and entered the room at the very bottom. Buffer boots + right out of the transition, turn up as soon as you can, and jump. Let go of up when you land on the pit and only hold left. You'll make it over the pit.
- **A hookshot jump**: This method is inconsistent. Equip hookshot + feather if you haven't already. Clip into the left wall and jump up. When you land on the pit, face the wall. Spam hookshot and feather as fast as you can and hold up + left. You'll eventually **hookshot jump** and make it over the pit.
- **Hookshotting twice**: This is by far the easiest method, and it's also the slowest method. Equip hookshot + feather if you haven't already. Do a diagonal jump to the top right, and when you land on the pit, hookshot a block on the right. Mashing hookshot during your jump will make this easier. You'll be on the ground. Move up a little and **bookshot** to the block on the left. You'll make it over the pit.

Transition left and enter the boss room. The run is exactly the same from here on out.
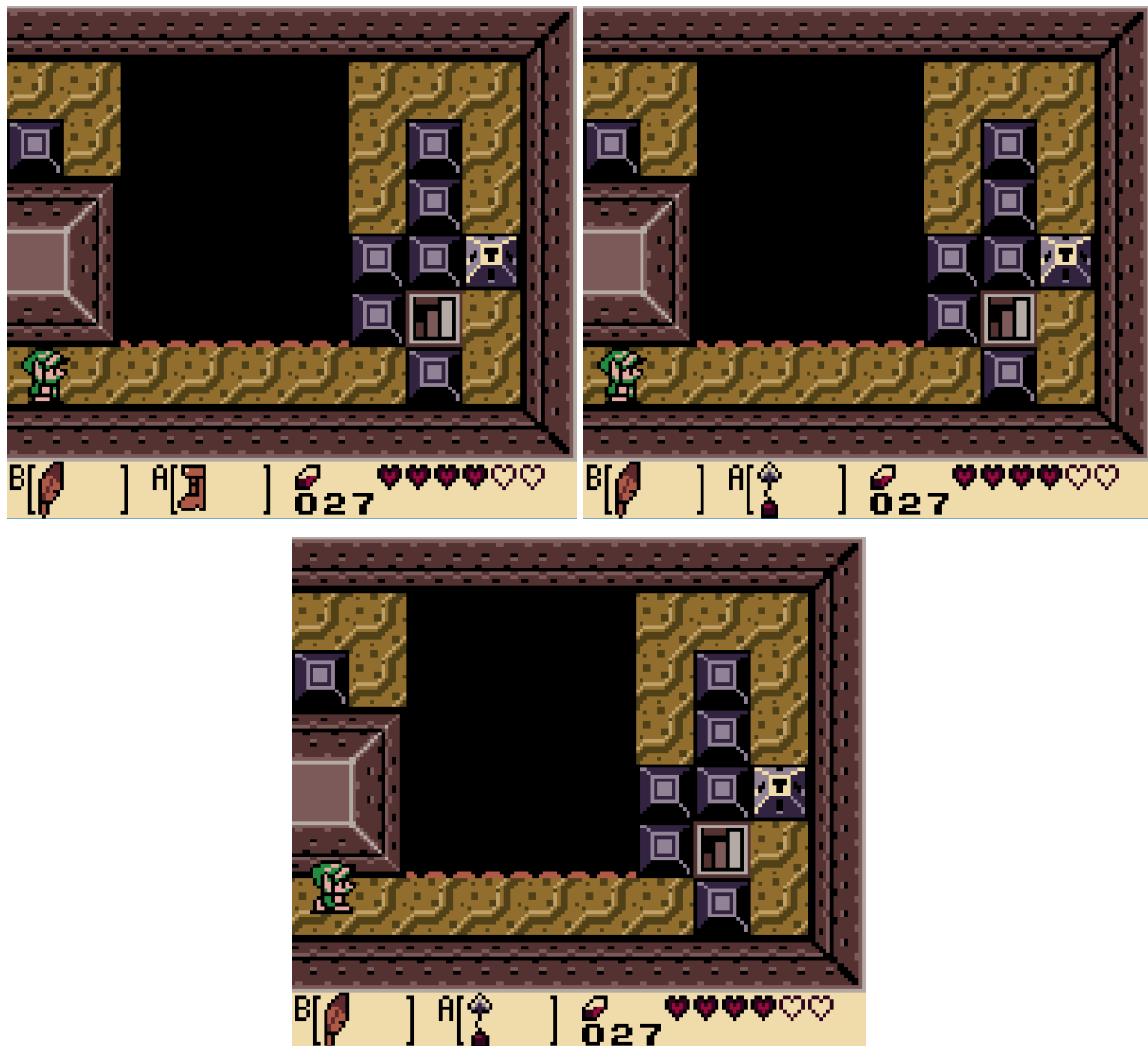
Peahat Jump in D7

If you fell off the pegs, there's a way to get back on them. Move up to the top wall and make sure you're touching it. Equip feather and hookshot. Hookshot over to the pot in the top right. This will clip you into the wall. When you get to it, hookshot into it again, while standing right next to it. This will cause an invulnerability glitch to happen. The invulnerability glitch happens when you hookshot into a hookshotable object while standing next to it. It will quite literally make you invulnerable until you use the hookshot again or transition. After doing this glitch, equip feather and sword and super jump down, onto the pegs.

Things to remember

This is a list of useful things to keep in mind that will help you during the run.

- Ladder jumps are a thing. Use them
- Always dash buffer through rocks and pots etc. when you can
- There are hearts under the bushes on the top left most screen of Mabe Village.
- Quick refresher on PoP and acorn: PoP drops every 30 kills you go without dying or saving and quitting. Acorn drops every 12 kills you go without taking damage, dying or saving and quitting. An enemy that drops an acorn doesn't count towards PoP kill count and the other way around. If you have acorn, PoP won't drop and the other way around. You lose PoP/acorn if you take 3 hits to enemies or enter/leave a cave/dungeon.
- Always mash feather under a ceiling underwater or when moving up under water, if you have it equipped.

CHANGELOG

7/26/2017 (V1.0)

- Initial release of the Any% No WW/OOB (No S+Q) guide

9/1/2017 (V2.0)

- Added 100% guide
- Changed some errors in the Any% No WW/OOB (No S+Q) guide
- Added changelog

9/4/2017 (V2.1)

- Changed the method for blob quick kill to an easier method
- Added backup for blob quick kill if you missed the text skip

4/27/2018 (V2.2)

This update only updates the Any% No WW/OoB (No S+Q) guide.
- Expanded table of contents.
- Added pitwalk before D1.
- Updated D1 route.
- Updated enter D2 kill route accordingly for the D1 update.
- Added early D6 route.
- Added Sagaz's strat for walrus skip.
- Added D7 backup backup.
- Updated Enter D8 menus.
- Updated D8 route.
- Fixed things that weren't properly explained.
- Removed typos.
- Added typos.

4/30/2018 (V2.3)

This update only updates the 100% guide, except for 1 point.
- Expanded table of contents again.
- Updated D1 route.
- Changed order of getting stuff after marin to a slightly faster route.
- Updated menu route when entering mabe village before getting marin.
- Removed D4 jesus jump method that is considered out of bounds now.
- Added early hookshot route including early lens, early boomerang and early hookshot. This route only changes stuff after D4 and before frog song.
- Fixed a major error in D8 in the No SQWWOOB guide.
- Added new route to D8.
- Added Evil Eagle quick kill.
- Removed some different strats that were wrongly copied over from No SQWWOOB in D6.
- Added typos.

7/20/2018 (V2.4)

100%:
- Updated the route. Current route has dungeon order 1-2-3-4-6-5-7-8
- Added forest bomb trigger
- Added additional setups for the zora bump/early lens
- Added boomerang strats on the area next to the ghost's house
- Added sword beam strats for master stalfos
- Updated some minor strats in D8
- Updated eagle quick kill to fit the items you have
- Updated D6 equips
- Fixed nightmare moldorm quick kill
- Changed the faster tunic choice to blue because spice yelled at me
- Added typos
- Lost my sanity

11/3/2018 (V2.5)

100%:

- Added a seashell next to the ghost grave after D2 that i forgot to add in before

6/7/2019 (V3.0)

- Made the text smaller
- Changed some fonts
- Added more stuff to the table of contents
- Expanded the [Glitches and tricks](#) section
- Added mushroom route in Any% No S+Q/WW/OOB
- Added shaq jump dodongo skip
- Added shaq jumps on key blocks in D6
- Added new D5 route
- Added RNG manip for blob and agahnim
- Added colors to Any% No S+Q/WW/OOB
- Added list of backups
- Added "Things to remember" section
- Moved pictures to the middle of the page
- Corrected some errors
- Added zoomerang
- Added some more information to the first page
- Changed page size from A3 to A4

9/1/2019 (V3.1)

- Fixed the disaster that was the 100% guide: it was incomplete, had lots of routing errors, bad explanations and mistakes.
- Added colors to the 100% guide
- Added bomb strat in D2 underground (100%)
- Other stuff probably

7/6/2020 (V3.2)

- Fixed hothead explanation
- Added log cave bomb trigger (100%)
- Updated route to get D4 warp later (100%)
- Added DeathI skip (100%)

8/17/2020 (V3.3)

- Put the guides for each category into separate documents to reduce lag.

8/22/2020 (V4.0)

- Added Any% No WW/OOB Guide
- Added explanation for the need to hard reset every run.
- Made the D5 hookshot clip explanation more accurate.
- Added easy flame cave movement.
- Added secondary pixel for early hookshot.