

# Ho, Ho, Ho

*a speedrun guide to the Advent CalenDOOR festive  
(a living, feeling, breathing document)*

by Qirn

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prdwong's map guide:

[https://docs.google.com/document/d/1kttUy1I\\_SJxoxKSSqn1OvhyOBD06dhKgJYBs4U2\\_aqc/edit](https://docs.google.com/document/d/1kttUy1I_SJxoxKSSqn1OvhyOBD06dhKgJYBs4U2_aqc/edit)

## 'Twas the bit before the speedrun guide...

### Single Day 100%

**Single Day** runs are for posting the best time you can achieve for a single day. Timing starts when you press a button to begin the day from the file select screen (not on file name entry) and ends when you Save & Quit after collecting all three pendants for the day (get all chests, defeat the boss, and read the hint tile).

[Single Day 100% records spreadsheet](#)

### 25 Days 100%

In **25 Days**, you play 25 days collecting all three pendants for each day. Timing starts when you press a button to begin the day from the file select screen (the first file name entry isn't counted in the overall time) and ends ~~after you have collected all three pendants on each day and pull the pedestal on the final day. (This is theoretical/proposed timing. This may change depending on what we learn with as-of-yet-to-be-revealed days. And also this is just, like, my proposal, man)~~ after you enter the Triforce Room on the 25th Day. (This timing was updated because you would need to watch the credits play out at the end of the 25th Day to get the green pendant first before pulling the pedestal).

Note that in the **25 Days** category you *do* count the time to enter the Day password for all other days except the first one (basically, once the timer starts it won't stop). ~~Also note that it is not required to check the pedestal at the end of each day—it's only the final day that is required to reveal the secret art.~~

Currently there is no rule (or even advice) about which days you need to run in which order. It may be beneficial to run difficult days early in your run for easy resets or to order the days in such a way to assist in manipulating drop pools. Perhaps for the sake of simplicity for this cute little temporary run category, we may want to implement a rule stating days must be played in order, IDK.

## RNG manipulation

There are a few ways you might intentionally or unintentionally manipulate the RNG when doing runs. When you delete your save file and enter in a new day password you might expect that drop pool pointers and boss seeds (that are set by the randomizer, like Aga), would get reset, but this is not the case. The drop pool pointer (determining which is the next item in the drop pool) as well as boss seeds will persist through a file delete.

This is normal behavior for the randomizer, and is not festive exclusive (although it would be unlikely to come up in a normal randomizer).

So, for example, if you're running Day 6 it is possible to intentionally or unintentionally manipulate the drops in the 3rd room to make it possible for the guards to drop a full magic decanter, impacting the route. And if you have already beaten Aga without hard resetting from your last run, you will get an Aga RNG with 2 blue balls instead of 6 blue balls (and it is possible to continue to manipulate this seeded value until you've advanced the Aga seed enough to have 0 blue balls).

For this reason it is advised that a hard reset is performed before each run in any category in order to create an equal playing field between all runs without introducing the necessity for this particular brand of RNG manipulation. Also, this RNG manip is harder/easier depending on your platform (if you are running on hardware without save states, for example, in order to perform RNG manip for Day 6 you might need to run through the whole Day and defeat Aga several times to set up for your next run - so it's easier to just disallow this flavor of RNG manipulation by requiring players to perform a hard reset before each run).

Also note that this means that drop pool pointers will persist across days, so it is possible to manipulate these pointers in order to get a particular drop you need on a future day for *All Days 100%* runs. (However, this sort of manipulation is vanilla-like in behavior, and also is practically unpreventable, so feel free to manipulate this stuff, imo).

## Magic Cape Overflow glitch

There is a new glitch utilizing the Cape and taking magic damage from an anti-faerie in order to overflow your magic bar value (allowing you to refill your magic). This glitch is useful on multiple Days of the festive in order to extend your cape usage and/or to refill your magic bar.

To execute this glitch, you must cape-dash in order for Link to be vulnerable to magic damage and you must be dashing through an anti-faerie while your Cape is running out of magic. This

will give Link a negative magic value and the Cape will remain on if executed successfully. While in this negative magic state, you will not be able to use other magic items (though you can turn on and off your Cape). To complete the glitch, continue wearing the Cape until your magic bar is green again (at this point the negative values have wrapped around/overflowed to legitimate positive magic values). You may also simply pick up a magic decanter of any size to return your magic value to full. Once your magic has returned to normal you may remove the cape and you are now able to use other magic items again as normal.

Note that certain things can force Link's Cape to come off, such as falling in pits and TR tube chutes, for example. Although you are not able to use other magic items with negative magic values, you are always able to turn on and off your Cape in order to overflow the magic value back to positive again.

Setups for specific Days are described in the guide.

### Consumables reset when you mirror or S&Q

In this Festive, bombs and Link's magic bar will refill to a minimum of 5 bombs and half a magic bar respectively. The S&Q behavior was intended by the developers of this Festive. Although the Mirror behavior was unintended, the devs will not be patching out this behavior.

The strats in this guide take advantage of this automatic refill, particularly of the magic bar.

# Day 1 - IZUI

Single Day 100% WR

Error, 3:42.84 - <https://www.twitch.tv/videos/823636102>

Potential drop pools to manip:

- Arrow drop on eyegores (saves grabbing the pot in the PoD Mimic room). This drop pointer is by default already set to give you 5 arrows from the drop pool. For this reason it's probably inadvisable to run another day before Day 1 (otherwise you might get a heart drop).

Route:

- First trip through, don't check the hint tile. Bonk the south door open after the warp.
- Cape dash through the blue bari hallway (item off of cape before you end your dash in order to not interrupt your movement with "cape poof off" animation)
- In the mimic room, killing the top (red) mimic first is ideal because of the drop pool pointer and to give you time to read whether or not a 5 arrow dropped. If it does drop, you can dash up through the door. Otherwise, pick up the pot on the left with arrows under it. You will need extra arrows if you use arrows on Vitreous for a quick kill, and for your next mimic room.
- Kill Vitreous (door on right side of PoD double bridge room)
  - Note that you should have 16 arrows at this point so you only have 4 "extra" arrows for shooting the eyeballs in phase 1 of the Vitreous fight (because of 8 arrows in phase 2 and 4 arrows in next trip through Mimic Room)
- Cape dash through the blue bari hallway. Note whether or not you kill all of the bari's for your next trip through
- After Mimic room, drop down through bombable floor on left side of PoD double bridge room (to get the PoD BK Chest)
- Drop down from PoD BK Chest to grab the trap chest for the Hookshot
  - After grabbing the chest, hookshot to the pot next to the warp tile
- 3rd trip through, check the hint tile
  - Hookshot up to hint tile
  - You can beat the anti-fairies with good movement allowing you to move left after hint tile check and dash south through faeries without getting hit)
- 3rd trip through the blue bari hallway, if you killed them all on your last trip through you don't need to cape dash
- The mimics remain dead from your last trip through, so dash through the room
- Go through the door on left side of PoD double bridge room
- Grab big chest, hookshot to the right to get the pot key
- Hookshot north from the Big Chest to enter the next room
- Use cape to dash through the roller room
- Grab two chests in roller room and S&Q

# Day 2 - LHDN

Single Day 100% WR

Jem, 5:03.14 - <https://youtu.be/W2JwucSaByE>

Three route variations

- Hover opening
- Sequence break route
- Non-seq. break route

Hover opening:

- If you can hover, hover across the MM bridge room to get the hookshot chest early and skip many rooms. Saves about 20-30 seconds.
- Go south from hookshot chest to continue on in the dungeon, either on seq. break route or non-seq. break route

Non-hover opening:

- This part of the dungeon is linear - no explanation necessary, just don't hover
- In the invisible floor room with the 3 blue bars, if you tap down out of the warp tile before dashing to the left you will avoid the blue bars on the walkway
- Go up in the MM crossroads room to grab hookshot. Come back down to the crossroads room and continue on to either the seq. break route or non-seq. break route

Sequence break route

- Saves time (idk how much), do it if you can
- Left at MM crossroads room
- In MM lobby room, door state glitch through the rail
  - Line up on the rail. Sword buffer one frame up. Press dash and left (or right) on the same frame. Ideally you would then dash cancel once you go through the rail before hitting the auto-stairs
  - If you fail this glitch enough times (like 3 or 4) it is possible to get bad firesnake RNG that can interrupt your attempts. Either have cape selected to continue attempts or screen transition to reset the firesnake.
- Go through the bottom-left doorway. Then go through the middle right door (above you) to enter MM dark rooms
- Go through dark rooms and past tile room to get Somaria
- Back-track to the MM lobby
  - When re-entering the mini-moldorm room, RNG can get in the way of hitting the switch or knock you away. A cane dash can be used to knock the block over the moldorms so they won't get in the way. Use the pegs to give yourself iframes to dash through the door. Alternatively, with good RNG you can just use sword beams and/or use sword beams and cape
  - The switch should be blue when you exit the tile room (basically, just walk through the tile room without hitting the switch again)

- From MM Lobby, go south and re-enter the door on the bottom right to bring you quickly back to the left, net-side of the room
- Grab the Tempered Sword on the net chest
  - You may want to cape dash because of firesnake RNG if you have the magic, or use the hookshot to bypass bad firesnake RNG
- If the Firesnake RNG is good (not hanging out in the top section) you can do another door state glitch to get back to the lower layer of the lobby. Otherwise, dash back out as normal.
- Go through the north facing door on the right side of the MM lobby room
- Get the spike chest
- Go through the left door from spike room to get the chest and come back
- Hookshot up to the pot key and grab it
- Go through key door then hop down and back around to the MM crossroad room
- South through crossroad room
- Dash through MM2 Wizrobe room (no need to kill enemies)
- Kill Arrghus
- Reenter dungeon and swim to the right in entrance room
- Hookshot through spikes and check the tile

#### Non-sequence break route

- After grabbing the hookshot, go south from the MM crossroads room to fight Arrghus with the master sword
- Back in the dungeon, from the MM small net room, go through the key door to the south with the small key from Arrghus
- Grab the pot key
- Chest in the left room
- Spike chest
- In MM lobby, dash through the lobby and enter door on middle right side to MM dark rooms
  - It is possible to door state glitch from this door, enter the door on the right, then dash south to the door on the left and then go up through the middle right door. I'm not sure that this would save time, though, because of all of the screen transitions
- Get cane of Somaria and back track
- Take the bottom door on the right side of the wall to quickly get back to the net area of the MM lobby
- Get tempered sword
- Mirror back to entrance
- Get hint tile
- S&Q

# Day 3 - UOYW

Single Day 100% WR

Error, 3:02.65 - <https://www.twitch.tv/videos/824801390>

Route:

- SKIP link's house chest (just half magic)
- In the dungeon, go through the bottom left door
- From large pre-Moldorm lobby, dash through bumper on left side of the room and go down stairs to get chest
- Backtrack to pre-Moldorm lobby and fall down center hole
- Hint tile
- Spark skip for Big Chest
  - As far as I can tell, the spark resets its position when it is off screen, so it doesn't matter where you fall down the pit from because you will have to get the BK from the chest first and offscreen the spark
  - It also doesn't matter if you grab the hint tile early because the spark will still be offscreen
  - To perform spark skip, hookshot to the fat rail after hint tile or the BK chest, then hookshot to the big chest, grab the chest, then immediately tap left and start a dash to bonk back across the pit. The timing is very tight, made more difficult by the randomizer not having textboxes (you must time your inputs very well with the item-get fanfare)
  - Alternatives to Spark Skip:
    - Wait to hookshot across until the spark has passed
    - If you enter the room from the right side of the pit, the spark will glitch out. You can then do a fast bomb jump across the pit a la NMG to avoid pressing the star switch (which will unglitch the spark)
    - Cape dash after big chest to bonk back across the gap (this requires very fast quick swap to cape while hookshotting to big chest)
    - Intentional d-boost from spark, then bonk back across
- Exit through door on left side
  - You can use the hookshot here to hook a pot and skip bad kodongo RNG
- Kill Moldorm
- Grab entrance lobby chest and hookspeed to the bottom right door
- H-Room chest
- Ice breaker chest
- Hammer dash through pot switch in pengator room
- Ice-T chest
- S&Q



# Day 4 - KFQI

Single Day 100% WR

azder - 3:36.68 <https://www.youtube.com/watch?v=zig6B2w4ezU>

Route:

- Link's House chest for bow
- Cape dash through EP popo bridge room (in order to have cape on for the spike trap in the next room)
- Go north in IP cross room and fall down the pit
  - For the Cape Magic Overflow glitch, you want to pop the cape off after you've entered the pit room rather than popping it off as soon as you've cleared the spike trap. See azder's run for timings to set up the proper magic value.
- Check hint tile
- Go through door on the right
- In EP Dark room, wait for the anti-fairies to pass then go south and immediately dash to the right when you've cleared the right wall. Once you've cleared the bottom wall, immediately cape dash north to go for the Magic Cape Overflow
  - If you are successful, your magic bar will begin to glitch out
  - If unsuccessful you will need to refill your magic bar with your blue magic potion
- Grab the chest in the mummy slot room
- Hop down in SP room and go to the door on the right (skip the pot key in the room above)
- Flip the switch in the TT spike room (the pot key is not needed, so you can dash through the room and use the boomerang to flip the switch)
- In the IP red-bari room tap left to avoid bad red-bari RNG and cancel stair lag, then dash south
- Fall down the hole in the next room
- Go through the bombable wall to the right
- In SP long hallway, dash south to the room on the bottom left (skip the pot key in this room)
- Backtrack to SP long hallway and dash north to go through the north door
- Kill Armos Knights
  - If you did not do the Magic Cape Overflow or you missed the glitch, you will want to drink your blue potion before this fight to refill your magic
  - Kill 5 Armos Knights with arrows
  - Spam fire rod at the final Armos Knight
- Re-enter the dungeon
- Cape-dash through the EP popo bridge room again to have cape on for spike trap
- Go left in IP cross room
- You can keep cape on to go quickly through the firebar in this room
- Kill the freezors, drop a bomb before you open the chest and throw it in position to bomb the floor on the left side. Open the chest then drop down and get the Big Chest.
- S&Q

# Day 5 - CMEL

Single Day 100% WR

azder - 4:29.58 <https://www.youtube.com/watch?v=oZYCFKBnsKo>

Route:

- Pick up fire rod in Link's house chest
- Shoot red bari with firerod
  - Alternatively, if the red bari gives you good RNG (moving to the left) you can leave it be
- Go the right and grab the BK in the bumper room chest
- Backtrack or mirror to entrance room and bomb jump to big chest
  - Quickswap to Cape in case you get bad mini-moldorm RNG
- After big chest, bonk or mirror back to left side of room and go through left door
- Cape dash north through the firebar, grab the chest, and mirror back to the front
- Exit dungeon
- Fall down into pinball room
- Grab chest
- S&Q
- Go to SW2 entrance
- Do mummy statue switch room for vanilla SW Big Key Chest
- Mirror back
- Go left and exit the dungeon (skip the pot key)
- Enter the back of SW
- Get bridge chest
  - Cape dash south as soon as you enter the right bridge room. You will dash through the bumper on the left side
- Mirror back
- Cape dash to north door (the cape is not necessary, but is free and helps with bad RNG)
- Flip the switch to Blue (skip the blue bari key)
- Left door
- Go south in torch room
- Cape dash through the post-fishbone room and exit through south door
- Grab the full magic pot in slug room and do the MM BK torch puzzle as normal
- Read the Hint Tile after the cutscene
- Fall down to the chest
- After warp tile, go right through the key door
- Go north through the post-fishbone room (just d-boost on the spikes, you don't have enough magic to cape dash here)
- Do the MM torch tile room and go north
- Get half magic in the chest and go to the right
- Go north
- Skip mummy key and go right
  - It's optimal to capedash to open the wall while avoiding getting hit

- Kill Moth and S&Q

# Day 6 - BEBE

Single Day 100% WR

Qirn - 8:41.30 <https://www.twitch.tv/videos/830797184?t=1h9m25s>

RNG Manip:

- It is advised you hard reset before each single-day run to reset the Aga RNG (and also the pointer for the drop pools).
- For the **25 Days 100%** run it may be optimal to manipulate the drop pools of the blue knife guards in the 3rd room to drop a full magic. This may require different strats in earlier days, or even to do days in non-chronological order. If you can get a full magic drop in this way, it would affect the optimal route for this day (probably swap the route for your 1st and 2nd loops)

The route consists of 3 mandatory loops through the dungeon. The order that you do them doesn't matter too, too much. The order given here is due to magic usage from using the cape to bonk dash the door open in the first dark room while retaining enough magic for Ganonball Z and somaria strats later. It is possible to Cape Magic Overflow in Loop 2 to get more magic (which might allow you to reorder the loops here and go for different or potentially more optimal strats).

Route:

## LOOP 1

- Grab Link's House chest (hammer)
- Kill ball-and-chain guards
  - To quick kill, hold sword out of dash from previous room. If you spin the left guard properly he won't aggro, which is optimal. If no aggro, immediately walk up to him and hammer. If aggro, wait a moment for his ball to be more extended and walk inside the swing to hammer him. If you aggro'd the first guard, this affects timing for the 2nd guard.
  - For 2nd guard, walk inside his wide swing and hammer him twice. Don't mash hammer, you need to time the 2nd hammer hit to avoid a clink/damage.
- In the blue knife guard room, walk slightly up and right and hammer between the two guards to kill them both.
- Grab the chest and dash out of the room
  - With default drop pool pointers, the guards will first drop a heart then a fairy. Sword beams aren't too important for this run. However, in the case of bad RNG in the dark maze room it is optimal to NOT have sword beams, so avoiding this health may be beneficial if you happen to take damage in the ball and chain guard room. Alternatively you can use NMG strats to avoid health drops here (enter the room a bit then dash right through the guards and dash back to the left to kill the guards with a dash, preventing drops).
  - Quickswap to Cape as you dash north to set up for the next room

- In the 1st dark room, walk diagonal down left until Link is right in front of the door and cape dash into the bonkable wall. Then dash through the room and quickswap off of the cape as soon as you've cleared the guards' swords.
  - This movement is to retain as much magic as possible for later somaria strats
- Push the block switch at the bottom of the dark maze
- Get the chest on the left side of the dark maze (this has the Fire Rod and is optimal to grab on this first loop to make killing Ball and Chain guards faster).
  - It's optimal to kill the chest guard with the hammer if he gets in your way, though with some RNGs it may not be as quick as killing a guard with a sword when you need to kill a guard from behind a rail. This is why in a perfect world you would NOT want sword beams for this room: so that if you have to kill a guard with a sword, you won't aggro the other guards.
- Quickswap to cape
- In Ganonball-Z room, walk across the bridge, delaying your cape dash until you're close to the actual canon-balls. Cape dash through and quickswap off of your cape while dashing as soon as you've cleared the canon balls
  - This movement reduces the magic drain for future rooms and is only necessary in this loop. Otherwise, in this room you can cape dash right away on the bridge as soon as you clear the pit. You also may choose to use different strats later to avoid this magic conservation
- Move slightly left of center on the conveyor floor to dodge potential bad bari RNG and dash south
- Interrupt your dash halfway across the conveyer floor, drop a bomb and pick it up, then throw it at the wall on the bottom right and enter the room
  - This movement reduces the time you need to wait for the bomb to explode but is much more precise. For safer/less-precise movement, dash cancel with a right input at the end of the conveyer then drop a bomb and throw it at the wall
  - Quick swap to hammer
- Hammer dash north off the ledge (skip the chest here for now)
  - Depending on red bari RNG you may want to hammer dash through the left peg or the right peg
- Flip the switch before dashing through the left door
- Kill the mini-helma and do cane dash strats
- Place a somaria block to flip the switch back to red before exiting the room
  - Alternatively, use a blue boomerang for the final switch hit and dash out
- Read the hint tile in TT 2nd floor room
- Mirror back

## LOOP 2

- Loop back through the dungeon
  - Kill the ball-and-chain guards with firerod
  - You don't need to conserve magic in the Ganonball-Z room in this loop, so cape dash as soon as you've cleared the bridge
- In conveyor room, quickswap to bombs to prepare for the next room

- In the red-bari/pegs room, walk right and drop a bomb before you've lined up with the chest. Throw it north at the switch once you've passed the chest. Open the chest and exit south.
  - If this is done quickly enough you shouldn't have to delay Link's movement for the bomb to explode and flip the switch before you exit
- In MM map chest room, grab the chest, hop down the ledge, and exit to the bottom left
- Grab the two chests on the left side, and backtrack to the MM map chest room
- Cape dash through the anti-faerie
  - You may either intentionally or unintentionally get the Cape Magic Overflow glitch here. If you do, falling in the pit in the following room will remove your cape. After falling in the pit, cape dash north in order to put your cape back on and properly drain your magic back to a legit, positive value. Your cape will have enough time to drain back to positive values before you need to mirror away.
- Get the Big Chest, then dash south across the falling bridge and fall off (careful not to be lined up with the laser beams where you fall)
  - This reduces the time it takes for the screen to scroll back than if you were to fall off at the top of the room
- Go through the middle left "reset" door
- Skip the switch in the pre-Vitreous room
- Boomerang the switch in the Hera basement room, grab the heart, and mirror back

### LOOP 3

- Loop through again
  - Same fire rod/cape strats as Loop 2
- In the conveyer room, open up the key door on the bottom left and grab the Big Chest
- In the red-bari/peg room, hammer dash north
- Place a somaria block on the floor switch and quick swap to bombs before you leave the room
  - If you've used magic as suggested you likely only have enough magic for one use of somaria here, so it's optimal to be a bit lower than you might otherwise be before you place the block and push it into place rather than over shoot it and have to try to throw it into place or revert to statue push. Alternatively you might have done the Cape Magic Overflow and have oodles of extra magic here.
- Bob's room chest:
  - For quick strat, place the bomb and grab it when you are above the three tile wall gap to your right before turning right. Line up on the pot above Bob's prison and throw the bomb. Wait for the bomb to land before you pick up the pot (otherwise the bomb will clip through the wall). Pick up the pot and move straight south until you reach the wall and then slide diagonal south east along the wall. This will cause you to d-boost on Bob also giving you iframes so your bomb won't knock you away from the chest. The pit will open while you're over it, however if you're on the south edge of the wall, you can still navigate across the bottom of the pit after your bomb has exploded to open the chest. Grab the chest and fall in.
  - For the safe strat: pick up the pot to Bob's prison and wait a moment for Bob to bounce against the top of the prison and start moving south. Walk into the prison

and drop a bomb on the floor. Go straight south and then slide along the wall into the chest pocket. You will be hit by Bob. Grab the chest then take another intentional hit on Bob before your bomb explodes. These iframes will allow you to be standing over the pit as it opens without being knocked away by your bomb

- Ice Armos quick kill
- Go north and get the chests
- Backtrack and go west through the Ice Armos room
- In the post-Ice Armos room, tap up before dashing left to avoid bonking on the torch
- Defeat Aga1 and S&Q
  - For vanilla RNG you will get 6 blue balls. When you get a deflectable ball it is optimal to hit Aga toward the next place he will warp to. Here is the vanilla RNG pattern (the pattern you should get when you hard reset) (annotation is cycle.attack# so 1.3 is 1st cycle, 3rd attack. Anything not annotated is a bb):
  - 1.1: Hit him down and slightly to the left
  - 1.3: Hit him left and slightly up
  - 2.1: Hit him up and to the left
  - 2.4: Hit him up-left (toward his lightning position)
  - 3.1: Hit him up and to the right
  - 3.4: Final hit, stand near him and release your spin early to kill on earliest frame

# Day 7 - LKVI

Single Day 100% WR

Qirn - 3:32.68 <https://www.twitch.tv/videos/830797184?t=2h37m46s>

Route:

- Link's Chest (Cane of Somaria)
- Go up and to the far right side of Desert lobby
  - For the beamos d-boost, dash up toward the column and dash cancel before you hit the column. Then clear the column and dash up again. Dash cancel when aligned with the bottom pot to your right and dash right. Dash cancel and pick up the pot. The beamos should d-boost you, but you won't get the pot arrows
- Flip the switch in the double switch room and go through the door (skip the pot key)
  - For the fast strat, place a Somaria block while still on the north side of the room and explode it to flip the switch when in place. This is a 2 pixel window. Slightly safer strat is to place the block a little early and nudge it into place (using pixel references), rather than just try to place it correctly with no nudge.
- In the switch-spike room, use the cane to flip the switch while standing on the middle peg. Stay standing on the middle peg and place another block down while still facing left. Move to the right and explode the block to flip the switch before entering the warp tile.
  - I've been waiting to flip the switch the 2nd time until the middle spike has cleared the red pegs to avoid the damage/iframes from the spike which delays the warp. I believe it is possible to "skip the spike" if you're fast enough and trap the spike on the left side without having to wait for it, but I haven't got it yet.
- In firesnake room, bomb jump across and grab the chest
- Take the left warp tile to the rando room door
- Bonk up to the arena bridge chest and go south through the door
- Get the DP compass chest and kill the popos
- Back track to the GT warp tiles
- Take the top right warp tile to get to the telepathic tile
- Read the tile
- Mirror back
- From main DP lobby, go to the upper-right hallway/door/thing to get to Lanmo
  - I don't think it's optimal to d-boost here as before since you're not going to the far right transition, so start this dash such that you'll clear the torch and continue your dash above the torch before dash cancelling.
- Drink your blue potion to refill magic for the lanmo fight
- 1 cycle lanmo with IR lul
- Re-enter back of Desert
- Skip the pot key
- Use sword beams and cape in Chain Chomp room
- Dash through pokey key room (skip the key, keep the cape on)
- Grab SP compass chest (take the cape off while dashing to avoid item poof animation)
- S&Q



# Day 8 - WPQM

Single Day 100% WR

Chexhuman - 3:24.62 <https://www.twitch.tv/videos/829764743>

Route:

- Link's House chest for Fire Rod
- In the PoD entrance room, go through the right door, then down the stairs
- In IP spike chest room, dash south, then dash on spikes after d-boosting for i-frames to get the chest's floor switch
- Exit to the left
- In GT invis floor room, cape dash through the firesnake, then take the left bridge to get to the top-right door. Grab the TOP pot for a small magic refill and bonk across on the bottom pot to get in the door
  - I know that there is some alternate tech here for shortcutting across the invis floor, but don't know what it is. I spent hours trying to come up with a bomb jump strat but it only ended up being just as fast for me as normal strat but A LOT more effort. I think Ges might know a good alt strat for the invis floor here.
- In TT lobby room, loop around to the ambush chest, then loop back and transition to the right at the SE transition
- In firebar room, you should have enough magic to do the torch puzzle with fire rod. If not, grab the small magic refill in the pot at the bottom for the last fire rod shot.
- Continue on to the pre-moldorm chest and grab that (skip the mini-helma key) and continue south
- In the TR compass room, grab the chest and damage across the spikes to get the hint tile in the NW corner of the room
- Mirror to the front and bonk through the center door
- Before entering the helma room, walk around the object in the center of the room and walk straight left when in alignment with the top of the object to dash through the door
  - Dashing here doesn't normally save time, but if you use a sword charge in the helma fight for safety and/or spin speed strats the dash here does make up for the sword slash you'd otherwise have to do
- Kill helma
- S&Q

# Day 9 - XMLV

Single Day 100% WR

Qirn - 5:42.78 <https://www.twitch.tv/videos/831966450?t=2h4m16s>

Route:

- Link's Chest for Bombos
- Grab blue bari key
- Dash through PoD dark rupee room and grab left and right chest
- Cape Dash Overflow through anti-faerie when exiting the room on the right side
  - To execute the cape dash, grab the right chest then clear the chest and immediately cape dash. This should perfectly line up with where the anti-faerie will be and with your remaining magic from the bombos medallion. The extra magic doesn't do very much for you but give you slightly more safety in case you need to use extra Somaria blocks in mummy room later, and/or so you don't have to pick up an extra small magic refill under a few pots along the way. It's mostly just a dash you want to do anyway
- Mostly linear from here until EP Big Chest lobby
  - If you did the Cape Dash Overflow, you need your magic value to wrap back around to positive and going through the TR tunnel chutes will pop your cape off, so you need to find a time to put it back on to help the value wrap back around. You can put it back on anywhere, but it will take time playing the animation unless you cape dash. So optimally you want to capedash in the cannonball room by first moving up to align with the floor switch then cape-dashing. Then leave your cape on until you have a normal magic bar, ideally quickswapping off of cape once your bar is refilled while in the middle of a dash to avoid the poof animation arresting your movement.
- In EP Big Chest lobby, dash through the left door
- Grab the pot key in the GT hammer peg puzzle room and go through the room
- Bomb jump or hover to the middle platform and bonk up to the North door
  - Like the IP bomb jump, this BJ has two positions: one for dropping the bomb and one for Link. The bomb position is about a tile lower than Link's position directly lined up against the block, with the second position lined up against the block
  - Alternatively, you can bonk south to the double firebar room, get the hookshot, and double back up north to continue on this northern route with intended strats, but this does require you steal a key from the left side of sand-lion room later
- In sand-lion room, bonk across the sand lion using the phat rail and go through the key door to the north (there is a small magic pot in the NW of this room if you need it)
- Grab the chest, and double back through the door you entered in (don't open the other key door)
- From sand-lion room, go right to the bottom-right transition
- Do mummy room (lul - boomerang?) and get compass chests
- Grab the key from the conveyer room and double back to the left-side GT pit room
- Bonk across pit room and enter double fire-snake room for hookshot

- Using the cape here will allow you to grab the chest and exit without getting hit.
- Flip the switch and go south to fight Kholdstare
- Re-enter the dungeon and grab the hint tile
  - It is probably optimal to dash here rather than hammer dash since you have to clear the door first to hammer dash anyway
- Loop back around to EP Big Chest lobby
- Grab the EP Big Chest
  - You can hookspeed when walking up the stairs to get the Big Chest and when coming back down
- Go through the northern door and cape dash through the cannonball room for the chest (capedash will allow you to dash straight through regardless of RNG)
- S&Q

# Day 10 - JASH

Single Day 100% WR

prdwong - 4:24.91 <https://www.twitch.tv/videos/833217851?t=0h4m55s>

Route:

- Link's House chest for Cane of Somaria
- In TT lobby, go right and south to laser bridge
- Get laser bridge chests and backtrack
- In TT lobby, dash left through the transition
- Loop around and go through the key door on left side of upper TT lobby
- Loop around OW and back into dungeon (in the TR3 overworld entrance)
- From TR Big Chest, bonk through the rail to go through the left door
- Dash left at the intersection
- Grab the Hope Room chests and open the key door on the left side
- Bonk the Cape off of torch and go left
- Go north to get the Big Key on DP torch and the tile hint
- Backtrack one romo and go to the left to grab the DP Big Chest
- Mirror back to TR Big Chest
- Use Somaria to get to Big Chest and exit through the north door
- Exit through the left door in medusa/roller room
- Exit through the north door in double pokey room
- Open up GT Big Chest and S&Q
- Reenter dungeon and go through the top door on upper TT lobby (where the vanilla big key door in TT is)
- Kill Trinexx
- S&Q

# Day 11 - PHTE

# Day 12 - QCAJ

# Day 13 - MDID

Day 14 - FGNU

Day 15 - ZGAM

Day 16 - LSEA

Day 17 - OHKN

Day 18 - IPRX

Day 19 - GWFB

Day 20 - UYBE

Day 21 - GBBT

Day 22 - DFZX

Day 23 - KLQY

Day 24 - IYDV

Day 25 - QPRX