



****WARNING: This document's format and high gif count makes it HIGHLY recommended to view this on a desktop/laptop, and not a mobile device. It may crash a weak mobile device****

Please select View > Print Layout to remove the page breaks and have a more compact reading experience!

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These techniques are GENERAL techniques, and are not one enemy specific.

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The commands are based off of standard button controls, with "Change jump button" selected off.

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Since the Nintendo Switch doesn't have a formal button name for "left/right stick shift in" we will use L3/R3 as a PS or Xbox controller would.

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All (↔ or ↓ or ↑) refer to the LEFT control stick for movement, NOT the right for camera/aiming.

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Difficulty isn't graded by just the difficulty of the inputs and timing, it incorporates the complexity of the technique and ease of setup in regular combat as well. Difficulty and usefulness is also opinionated from my experience with the game, this will vary from person to person.

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These are basic explanations of these techniques so they will exclude some minute rules that you may need to know. If you have any questions feel free to ask "totk_techhelp" in discord.

Discord - <https://discord.gg/pNEVNvz>

Twitter - [@RinHara5aki](https://twitter.com/RinHara5aki)

YouTube (Inactive) - <https://www.youtube.com/c/rinhara5aki>

YouTube (Active) - <https://www.youtube.com/c/gamespot/>



!-Advanced Combat Basics

Jump Canceling

Difficulty: ★☆☆☆☆

Usefulness: ★★★★★

$Y > X$

(JC) **Jump Cancels** have not changed since Breath of the Wild, and are the absolute bread of butter of any fighter. Understanding why and how to jump cancel is crucial to becoming quick on your feet in TOTK. The main reason for jump canceling is to combo together actions such as dodging, blocking, dropping items and more during attacks and certain actions. Forward/Side/Back hops are also considered jump cancels. Jump cancels are now more versatile with blocking, which before was unsafe with spears and 2 handers due to not being able to shield unlike 1 handers, but fusing a shield to spears and claymores now gives them shieldable jump cancel properties along with one handed weapons to escape some situations not possible in BOTW (Also useful for **Shield Block Resets**), as well as for offense to cancel certain attack animations. As an added bonus from BOTW, you are now able to drop weapons and hold items mid-ZL-less jump, meaning you can combo together certain strings of attacks not possible before and **Quick Drop** easily.



Switch Canceling

Difficulty: ★★☆☆☆

Usefulness: ★★★★★

*Certain Actions > Dpad Left/Right
> Switch Equipment*

Switch Canceling returns in Tears of the Kingdom, although nerfed in some capacity. This lets Link switch between equipment to cancel the endlag of certain animations, such as parries to act faster. Between the transition from BOTW to TOTK, the Dpad quick menu has become extremely sluggish due to performance issues. Therefore Switch Canceling, while still viable, is extremely slow and sometimes fails with mis-inputs depending on the situation. If timed well enough, this lets Link act faster out of parries, and quickly recharge elemental weapons if they run out of power.



Draw Canceling

Difficulty: ★★☆☆☆

Usefulness: ★★★★★

*Holding Items/Bow > Y or R >
Shield or Dodge*

Draw Canceling has returned in Tears of the kingdom, and is a basic skill to quickly dodge or shield yourself while in unsafe positions or maneuvers. Because pressing Y or R puts Link back into his normal combat state, you immediately have access to your normal dodge and shielding, rather than the defenseless state item holding or bow holding leaves you in. This also now works better with shield-fused 2 handers and spears.



Pivoting

Difficulty: ★☆☆☆☆

Usefulness: ★★☆☆☆

Any Moving Action > R or ZR

Y (While facing the camera) > ZL

+ X > R



Pivoting was a common

advanced technique back in BOTW, but TOTK seems to have heavily nerfed the capabilities of pivoting. Pivoting allows Link to forcefully turn forward facing by pressing R during an action, usually aerial, such as backflips or shield jumps to redirect his face towards the enemy while going in different directions. *This is nerfed because while facing towards the camera with a ZL-locked enemy, Link now immediately faces forward and fronthops towards the enemy, even if he was facing forwards towards the camera, whereas before he would backflip towards the enemy because that was his last physically facing direction.* This can be navigated around by attacking first towards the camera then Pivot Flipping quickly, or by initiating **ZL-Lock**, which makes pivoting much easier to perform.

Long Jump

Difficulty: ★★☆☆☆

Usefulness: ★★☆☆☆

*(With One Handed Sword)(ZL
Target In Range) > Y > Any
Direction + X*



Long Jump is a niche legacy technique that redirects your momentum from a forward moving attack, into another direction. When Link is at a specific distance from enemies, there is a slight auto magnetism/forward pull towards enemies so Link can strike them with swords. This can be canceled, then directed in another direction before the attack lands. This can be used to dodge enemy attacks, and is now a great starter right before initiating a **Shield Jump Launch**.

L Cancel

Difficulty: ★★★★★

Usefulness: ★★★★★

*Any Action > Hold L > Switch
Equipment*



(**Credit: Mozz**) **L Cancel** is a rare case in BOTW or TOTK, in which it is actually a *full cancel*, the ability to cancel Link back to neutral in almost any action he's doing. This is useful because a variety of actions pop Link in favorable positions (Like jumping with jump attacks) but not able to cancel out, or vulnerable positions that he cannot escape from (Recovery frames after attacks). The fact that this can be used while grounded or airborne makes this extremely versatile, and can open up many defensive and offensive opportunities.

(HC) Hopback Cancel

Difficulty: ★★☆☆☆

Usefulness: ★★★★★

ZL+X (↔ or ↓) > Y > Pause >
Unequip Weapon



(Credit: Riki) Hopback Cancel allows players to act directly out of a Hopback Attack. Hopback attacks are automatic jump attacks triggered by pressing attack early in a side hop or backflip animation, forcing Link to lunge forward automatically. This attack can be canceled quickly by triggering it then removing the weapon, allowing Link to act immediately out of it. This can lead to dodging into shield jumps directly, or techniques reminiscent of *Quick Flips* from Breath of the Wild, performing consecutive backflips quickly.

Quick Drop

Difficulty: ★☆☆☆☆

Usefulness: ★★★★★

ZL-Less: *X (No ZL) > Dpad Up >*

Drop Material/Fused Weapon

Shield Surf: *ZL+X (↑) > A > Pause > Hold Item > Y (Optional)*



(Shield Surf Credit: RinHara5aki) - Most options to throw multiple items are too slow for combat and leave you vulnerable or wasteful, such as throwing, shooting, or tossing them. The faster method is either simply drop the item in the quick menu by pressing X, item drop a pre-fused material from a weapon and drop it onto the floor mid ZL-less jump, or mid-air as soon as you initiate a shield surf. Each option has its pros and cons, the first option is the most direct and fastest, and leads into **Bomb Drop SBR** or **Bomb Drop Parries**, but certain actions don't allow items to be dropped this way. The third option can also be combo'd to ignite the dropped material by shield surf attacking the material as soon as you touch the ground. It's best to drop the items later in the shield jump to shield spin attack easier. These are best used in combination with different materials in different situations that are **Jump Cancelable**, as well as simply being mid air high enough.

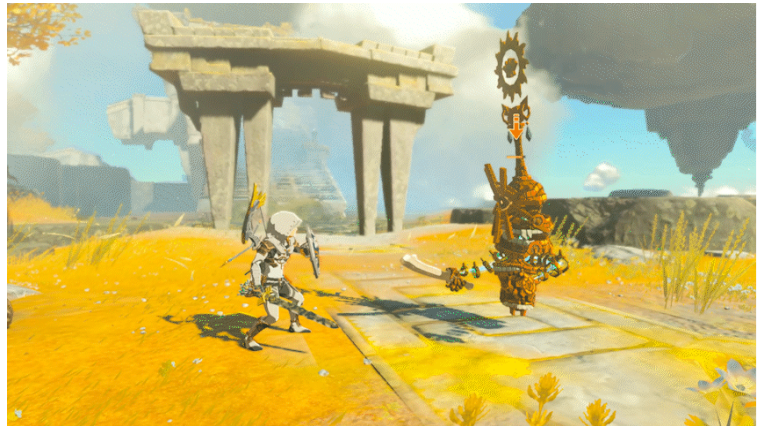
!-Advanced Bullet Time Techniques

(SBR) Shield Block Reset

Difficulty: ★★☆☆☆

Usefulness: ★★★★★

ZL+X (↔ or ↑) > (Block
Attack/Bomb) > ZL+X (↔ or ↓ or
↑) > ZR



([Credit: pewable/Yuda](#)) - **Shield Block Reset** is a legacy bullet time technique that Nintendo has decided to leave in the game between BOTW and TOTK. With strong enough shields this allows you to get bullet time off of any attack that does not knock away your shield, including bomb flowers. Shields have been buffed against bomb attacks since BOTW, and have higher resistance to stagger and deterioration than in BOTW. This means bomb techniques are not tied purely to the Hylian Shield or shields with Hylian Shields properties transferred by glitches anymore. Perform the first jump by side or forward jumping just as the attack is about to connect with your shield. This cannot be done while backflipping anymore, since Shielded Flips are removed. Once the attack connects with your shield, it will pop you up in the air allowing for a double jump again in any direction to achieve bullet time and give you time to aim at enemy weak spots.

(BDSBR) Bomb Drop SBR

Difficulty: ★★★★★☆

Usefulness: ★★★★★★

Y > Pause > Drop Bomb > ZL+X

(↔ or ↑) > (Block Bomb) > ZL+X

(↔ or ↓ or ↑) > ZR



(Credit: [RinHara5aki/Korokii](#)) - **Bomb Drop SBR** is the new baseline bomb-based **Shield Block Reset** in Tears of the Kingdom. By dropping a bomb from the quick menu the bomb is placed mid-air directly in front of Link, and with frame perfect timing, can be struck by a physical attack, and shield-jumped into, triggering the fastest **Shield Block Reset** in the game. This is highly customizable, as normal attacks, spin attacks, and shield fused spears, two handers, and swords are capable of triggering this technique. Holding one handed spin attacks just before the blue spark, dropping the bomb, and simply jumping forward is the most consistent technique so far. This can be combined with **Drop Stacking** to customize or power up your **Bomb Drop SBR**.

(BSSBR) Bomb Sword SBR

Difficulty: ★★★★★☆

Usefulness: ★★★★★☆

(With Bomb Sword Fused) Y >
ZL+X (↔ or ↑) > (Block Bomb) >
ZL+X (↔ or ↓ or ↑) > ZR



(**Credit: RinHara5aki**) - **Bomb Sword SBR** is a more niche **Shield Block Reset** that requires strict timing to perform. This is similar in timing to Bomb Drop SBR, but does not require dropping any items, and will require a physical target to strike to trigger initially.

(BASBR) Bomb Arrow SBR

Difficulty: ★★★★★☆

Usefulness: ★★★★★☆

(With Bomb Arrow Fused) ZR >
Release ZR > Y > ZL+X (↔ or ↑)
> (Block Bomb) > ZL+X (↔ or ↓ or
↑) > ZR



Bomb Arrow SBR is an advanced **Shield Block Reset** that has returned to TOTK, and still requires strict timing to perform. By firing a Bomb Flower fused arrow at close range. **Draw Canceling** will allow you jump and **Shield Block Reset** the explosion, allowing a follow up with more bow and arrow attacks in bullet time. This has more shield possibilities with shield fused claymore/spears, as they gain the same **Shield Block Reset** abilities as well.

(SJL) Shield Jump Launch

Difficulty: ★☆☆☆☆

Usefulness: ★★★★★

Base: ZL+A > X+↑ > A > ZR

Advanced: *Direction*+X > R >

ZL+A > Y > *Tap R* > *Direction* >

ZR > ...



(**Advanced Credit: RinHara5aki**) - Shield Jump Launch can incorporate multiple fuse options with shields, including explosive barrels and bomb flowers for Bomb Shield Jumps, the Zonai Time Bomb for a non flammable explosion, and the Zonai Spring for a non explosive option. Shield Jump Launches are a base technique Nintendo intended, but can be customized heavily to fit certain needs. **Bomb Shield Jump Launches are an exceptional option for combat in Tears of the Kingdom, as it is easy to perform, has crowd control properties, and gets you above the fight to escape, reposition, and set up attacks from above.** To initiate the base technique, you must shield jump with specific items fused to the shield, then attack in bullet time midair. The advanced version has multiple movement options on launch and landing. You first jump in any direction, then R to pivot Link forward and shield jump forward while moving in any direction. Hitting Y is optional, but if done near enemies, can net slight bonus damage, because the spin attack has a separate hitbox from the explosion. Tapping R shortly after will have Link start the diving animation while still launching upwards, giving time to reposition. This is called **Dive Airdashing**. With the wingsuit, the **Dive Airdash** gets exponentially more powerful to quickly reposition wherever he'd like while still putting pressure on enemies.

(DA) Dive Airdash

Difficulty: ★★☆☆☆

Usefulness: ★★★★★

*With Glide Armor Set > After
Shield Jump Launch > Tap R >
Any Direction > ZR*



(Credit: RinHara5aki) - Dive

Airdashing is best utilized as a repositioning tool during fused shield launching techniques, and has MUCH better results when utilizing the Glide Armor Set. Unlike simply moving while gliding downward, **Dive Airdashing** uses the last bit of upward momentum during specific launches to be in the diving animation upwards for a short time close to the ground and reposition while keeping airborne. This instantly redirects your momentum, and can juke enemy attacks, but is best used backwards to get targets in line of your bow and arrow shots because they are often directly below you. With the Glide Armor/Wingsuit, this technique has insane movement potential, such as triggering an instant airdash over a cliff edge in low gravity locations. Similar to Pivot Reset in BOTW, this can also trigger bullet time multiple times near a cliff edge over and over easily.

!-General Techniques

Keese Orbiting

Difficulty: ★★☆☆☆

Usefulness: ★★★★★

Aim Bottom Left/Right of target head > ZR

(Credit: [シーウォーター](#)) Keese

Orbiting is a technique which uses the homing effect of Keese Eyes to orbit around a target enemies head in a wide radius, and circle back to attack several seconds later. This has damage and combo opportunities with elemental Keese Eyes and specific enemies. This is generally easier to perform on enemies with their head held high, as Keese Eyes orbit around the axis of the target's head, so will cause the eyes to swing upwards into the sky. If shot above the target's head, this will often cause the Keese Eyes to crash into the ground. Distance between yourself and the target's head also matters, and will change the trajectory to be wider or tighter depending, thus changing the fly time of the arrow.



(BDP) Bomb Drop Parry

Difficulty: ★★★★★☆

Usefulness: ★★★★★★

Base: *Proper Shield Fuse* > ZL+A
> Dpad Up (Immediately) > X
(Drop Item)

Canceled: *Proper Shield Fuse* > ZL+A > Dpad Up (Immediately) > X (Drop Item) > Dpad Left (Immediately) > X (Drop Shield) > Any Action



(Credit: tyxant) Bomb Drop Parry is a technique which allows the player to instantly drop a bomb and parry it. This is an amazing option in combat because it is an extremely fast crowd control and damage tool for both defense and offense. This can also be heavily customized with shield types and attachments for different effects during battle. The main rule to trigger this technique is the *shield MUST either have a fused blade/weapon attachment to trigger the bomb, or the BASE shield has to be a Lynel shield with any fused attachment on top*, otherwise with nothing damaging happening during the parry animation, the bomb will simply drop to the ground. If you drop the shield on the same frame as parrying (Using **Drop Stacking**) with specific fuse attachments, you can act frame 1 after a parry and do whatever you like, making this *the fastest cancel-to-action technique in Tears of the Kingdom.* Some fuse attachments will not allow cancels.

Drop Stacking

Difficulty: ★★★★★

Usefulness: ★★★★★

*Dpad Menu > X (Drop Item) >
D-pad Menu (Timed)(x N)*



Drop Stacking is a technique specifically with the Dpad quick menu, most taken advantage of during **Bomb Drop Parries** and **Bomb Drop SBR's**. This technique allows players to stack multiple items all at once to drop on the same frame, which means multiple bombs or items at once for much more powerful combinations to customize your parry or SBR's effects. This can mean dropping 20+ bombs all at once and parrying all of them for massive damage, or **Shield Block Resetting** an attack that shocks, smokes, blinds, and explodes all at once. The timing for releasing and repressing the D-pad must be precise, otherwise the game will unpause and will be too late to perform further stacking.

Throw Cancel

Difficulty: ★★★★★☆

Usefulness: ★★★★★☆

*R > X > Release R > Tap L > Any
Action or X > R > Release R >
Input Movement > Tap L*



(Credit: Riki) Throw Cancel (Or **Beam Cancel**) is an advanced cancel to reduce the animation lag of throwing a weapon or beam with the Master Sword. It allows players to instantly act after throwing a blade beam, for quick follow up attacks and combo opportunities. The main action you're ending with is the *ability ready animation*, such as ultrahand, fuse, ascend or recall. This means you must do another action directly after it, such as jumping, pressing b, instant spin attacks, etc. to capitalize on the speed of this cancel. The most efficient ability to cancel with is recall, since it is an instant time freeze and will allow you instantly do any action after it, but for combat flow, fuse or ultrahand is recommended.

ZL-Lock

Difficulty: ★☆☆☆☆

Usefulness: ★★★★★

Hold ZL > L > A/B/X/Y/R/ZR (Still Holding ZL)



(**Credit:** [Korokii](#)) **ZL-Lock** is a state in which the player is still holding ZL, but is then able to freely face and move around without being in the target-focused lock-on state. Although this allows Link to then block from any direction he's facing instead of directly at the ZL target, *this is not necessarily useful for normal combat*. Rather, this is a much easier access point to much more advanced techniques such as Turnaround Shield Block Reset or Pivoting, which normally require incredibly precise placement of ZL target, timing, and camera angle to perform otherwise. Techniques such as **Throw Cancel** can lead directly into **ZL-Lock**.

Underburn Arrows

Difficulty: ★☆☆☆☆

Usefulness: ★★★★★

*Tap ZR > Arrow Fuse > Light at
Fire Source > ZR*



Underburn Arrows take advantage of the arrow fuse mechanic by lighting the standard arrow from inside the fused material. This starts to ignite the fused material from the inside, and gives a short window to fire the arrow with both the material and flame properties *at the same time*. This must be done by pre-fusing the arrow first, as the fusing process will snuff out a flame-lit arrow. Since shock and fire do not affect each other, this can create *flame/shock hybrid arrows*, or projectile updrafts with Sunshrooms/Spicy Peppers. Also keep in mind, while you're on a timer before the material burns, once the arrow is shot the timer stops, so materials will not fall off or burn mid-flight. The options here can be further customized depending on your imagination.

