

Sky OOB Guide

Fly Free

Intro

IMPORTANT: This document is no longer being updated as of September 4th, 2021.

This document highlights many (and hopefully all) of the tricks and glitches there are to enhance your gameplay and experience in Sky: Children of the Light. For more information, visit the SkyOOB Discord server or any of the other servers involved in the creation of this doc. We'd love to help you out!

SkyOOB: <https://discord.gg/jFXBz36>
Sky Necropolis: <https://discord.gg/UHWrYCs>
S☀️RA: <https://discord.gg/xqBTm2j>
SECRET OOB BROTHERHOOD

Some glitches featured in this doc are mentioned [on this page](#) of the unofficial Sky: Children of the Light Fandom Wiki. This doc is based on evidence and testing done by the communities mentioned above. That means information may differ from other sources. This doc will often feature a more up-to-date explanation with notes on making tricks and glitches more reliable. Beta content will not be included.

Make sure you've completed the Eye of Eden before continuing. We don't want to spoil anything for you.

Tricks mentioned in this document will be written in **bold**, and items and features used for the tricks will be *italicized*. The name of some tricks will have abbreviations (ex. SCC), while not widely used, this can easily communicate a trick to another player. Most other gaming communities notate glitches as such and it simply makes things a whole lot easier.

Proper crediting for the discovery or fine-tuning of a trick will try to be provided. **Please use proper crediting if you wish to reproduce any of the tricks on this document.**

The Sky OOB Guide is maintained by Forestpupoozzle. Thank you to my amazing editors: Jojo, IRLFine, and sensei!

Thank you for understanding that this document is constantly under construction as Sky: CotL is as well.

Important Terms and Methods

Since OOBing can be a complicated process and some of the mechanics are not given a name in the game or need to be defined further, this section is necessary for understanding the Sky OOB Guide as well as people in the community.

Glide/Flight Mode: The default mode when you're in the air will be referred to as glide

mode. The longer, more controlled mode will be referred to as flight mode.

Prop: Any item you can wear on your back.

Placeable Prop: Any **prop** that can be placed in the world, such as *table, feast table, campfire, swing, seesaw, tea set, shelf, hammock, torch, pillow*.

Table: Any **prop** that can be placed in the world that players can sit at, such as *table, feast table, campfire, swing, seesaw, tea set, and hammock* (only one seat).

Sustained Emote: Any emote that continues infinitely until you move your skykid, such as *point, follow me, clap, belly slap, shiver, child's pose, peek, handstand, dance, crab, ice skater spin, ice skater dance, play dead, big steps, telekinesis, meditate, sulk, and pray*.

Graphics and FPS: In the settings menu ingame, there's a battery icon. This sets not only your graphics quality but also how smoothly the game runs. This is the FPS, or frames per second. There are four settings: 0, 1, 2, and 3. 0 runs at 20fps, 1 and 3 run at 30fps, and 2 runs at 60fps.

Freezing: Lightly disconnects a player from the game for the duration of the freeze. This is useful in multiple tricks. For both iOS and Android: Go into multitasking. For Switch: Press the HOME button. iOS has the added bonus that you can see the game while you're frozen. The freeze ends when you go back into the game.

Loading Zone: When you go through this area, your skykid gets sent to a different level.

Reset Wall: When you go through this area, your skykid gets reset to the intended place within the same level.

Clipping

Our first section is on **Clipping**. Clipping is any trick to get you through a collision box. General note: A *table* can be used as a prop (an item that sits on your back) OR as a spell (a one-time use consumable).

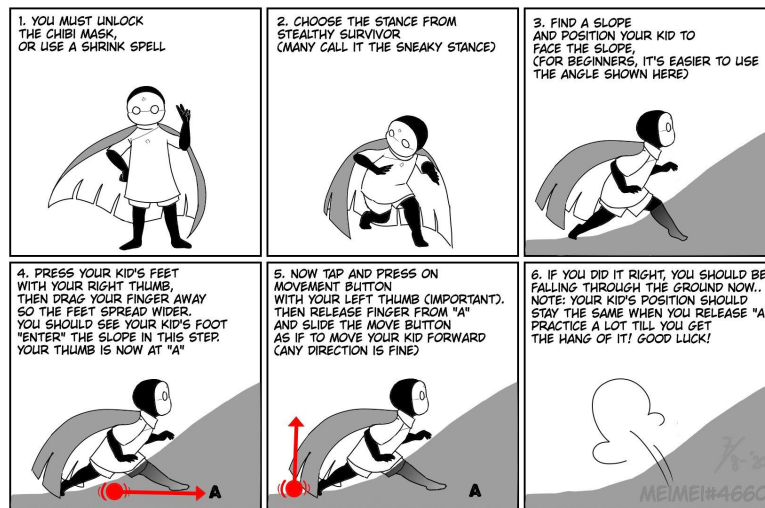
Chibi Clip / Chibi Fall

What you need: *Chibi mask/Shrink potion, sneaky stance*

A chibi clip can be performed on just about any slope to let you go underground by pushing your Sky Kid's foot under the floor and then having the rest of your body follow it. This is done by using the *sneaky* stance and legging a foot towards an incline. [Video](#)

1. Hold on your Sky Kid's feet and pull one towards an upwards slope.
2. Hold your foot there and place a finger on the joystick.
3. Release your feet and immediately make a small step forward with the joystick (You already had your finger on it).

Here's a comic by Discord user meimei#4660:



More information on this type of clip in the Advanced section.

Rocket / R / Piggy

What you need: A friend with *piggyback* unlocked

Rocketing is a type of launch. When two players attempt to give each other a piggyback at the same time, both players will go flying up into the air regardless of any collision boxes in their way (NOTE: Clouds are not a collision box, so they won't affect the glitch. However, strong winds are often in the clouds, and these can repel players and stop rockets. Be careful!). Simply let go of the other player to stop the launch. [Video](#)

More information on this glitch in the Multi-Player Movement section.

Spiral v2 / S

What you need: A friend with *piggyback* unlocked

Spiraling is a type of launch. It's similar to **Rocketing**, but it's slower and more maneuverable. It's performed in the same way as a **Rocket**, but one player offers to hold hands while the other asks for a piggyback. Both players will go through collision boxes. (NOTE: Clouds are not a collision box, so they won't affect the glitch. However, strong winds are often in the clouds, and these can repel players and stop rockets. Be careful!) Simply let go of the other player to stop the launch.

More information on this glitch in the Multi-Player Movement Section

Spasm / Follow Clip / Piggy Follow Clip

What you need: A friend with *piggyback* unlocked

Credit: Astria Esper

This clip can push you through horizontal collision boxes above you (ie. ceilings) or vertical collision boxes (ie. walls). The clip is best used on a flat ceiling but can work on heavily sloped ones as well. When clipping through a wall, make sure the wall is either vertical (|) or getting steeper (\), not shallower (/). Using a ceiling corner is most ideal.

[Video](#)

1. Have a friend jump on your back with *piggyback*.
2. Fly up to a collision box.
3. When you're as close to the collision box as you can be, tap the *follow* icon on your friend.

4. When you see your sky kid above the ceiling cancel the clip by moving the joystick. Careful not to fall back under the ceiling! (If you're doing this with a wall, let your skykid turn 90° to clip.)

Floor Clip / Piggy Floor Clip

What you need: A friend with *piggyback* unlocked, *play dead* emote or level 3 *crab* emote (Season of Enchantment)

This clip can push you through horizontal collision boxes below you (like the ground!). It is best used on flat ground but can work on slopes. It's preferable that you have *warp* unlocked with your friend as well since this only lets one player clip. [Video](#)

1. Jump on a friend's back with *piggyback*.
2. Have your friend use the *play dead* or lvl 3 *crab* emote.
3. Get off your friend's back, and you should fall through the floor. Your friend can then warp to you.

Play Dead Clip / PD Clip / Piggy Wall Clip

What you need: A friend with *piggyback* unlocked, friend needs *play dead* emote

This clip is useful for getting through walls. It's preferable that you have *warp* unlocked with your friend as well since this only lets one player clip. [Video](#)

1. Piggyback on a friend.
2. Have them line up facing perpendicular to the wall where the *play dead* emote would make them fall towards the wall (right).
3. Make sure they are as close to the wall as possible. Have them use the *play dead* emote.
4. You (on their back) will be inside the wall, just hop off! Your friend can then warp to you.

Table Uber / TU Clip / Multi-Player Table Clip

What you need: A friend with a *table* (end of *Meditating Monastic* spirit shop tree) or *campfire* (Belonging Ultimate Gift)

This clip is a ton of fun to play around with. Essentially, it lets you move around other players wherever you can move your table. It's easiest to get the side chairs out of bounds rather than the middle ones, so it's best to have your friends there. It's preferable to have *warp* with your friend since this will not make you clip (or use the **Advanced Uber Clip**). [Video](#)

1. Have your friend place their table or campfire.
2. Sit down at it, then tap on a friend, and offer them a hand.
3. The friend does not take your hand, it should stay offering. They can then move around their table with you (and anyone else) on it!
4. Simply position the table where one of the players would be outside the desired wall and place it down to clip.
5. Warp to your friend.

Fire Ceiling Clip / CFC / Campfire Ceiling Clip

What you need: The *campfire* (Belonging Ultimate Gift) or *tea table* (Days of Bloom)

Credit: Hiddles

Clipping through the roof on your own can be simple for a veteran! Since the *campfire* and *tea table*'s seats are so close to the ceiling, you can go right through. Placement can be difficult, however. Make sure your table is as horizontal as possible. If you're tall and going OOB solo, this is one of the best tools you can use to get out of bounds. [Video](#)

1. Place your *campfire* on the ceiling.
2. Sit in one of the seats.
3. Jump out with a flick of the joystick or fly upward, whichever works.

If you don't have enough wedges to reach your fire, you can always pair this glitch with the **Checkpoint [PATCHED]** glitch for a wedge-free way of sitting at your table.

General Table Clip / GTC

What you need: Any *table*

This clip has been used for an extremely long time but has since been almost completely patched out. However, it's still possible in some places with a bit of practice and determination. General Table Clips seem to work much more consistently above most doorways. [Video](#) (The emote used to stand up in the video is not required, just a personalized way to make things easier.)

1. Place your *table* where one (or more) chair(s) are outside the wall you'd like to clip into.
2. If you can, sit in the chair(s) outside the wall and you'll be out of bounds.

This can also be positioned such that upon getting out of the chair, you'll be pushed out of bounds. This is the more likely method to work.

Note

It's also important to know that two collision boxes that are close enough together can push you through one of them. For example, I once accidentally clipped into the All-Elder room (OOB in the room just before Eden's social area and right after meditating at the Vault elder shrine) just by walking under a chair from a table at the right angle as a chibi. I wouldn't recommend trying this as a legitimate clip method unless you know two collision boxes will work to push you through consistently (i.e. the clip in the skip for the second half of the Eye of Eden).

Single-Player Movement

Single-player movements are tricks and glitches that can be done with one player to move around in interesting ways. These can generally help make your solo candle run faster.

Fast Fall / Sliding Fall

What you need: N/A

Fast falling is one of the quickest ways to descend. Simply go off an edge while sliding to be affected by gravity like a no-wing. The fall only lasts a short while (but long enough to be very useful), and less if you are holding a direction on the joystick. The more "tilt" (or no tilt) on the joystick the faster it'll end. The optimal placement is just outside the center of the joystick area. This fall is different from gliding downwards (Sky kid has their hands in the air) and much faster. It's around as fast as doing straight downwards in flight mode. Once in a *sliding fall*, you can stop it by flapping your wings in glide mode (kills all momentum) or going into flight mode and pulling up on the joystick (doesn't kill downward momentum). [Video](#)

Emote Fall / Sustained Emote Fall

What you need: Any sustained emote

Credit: Suchu

While in glide mode, using sustained emotes makes you fall at crazy fast speeds. The most convenient of these is the *point* emote since it's the first sustained emote in the menu. After a second or so the emote will stop and you'll need to tap the emote again.

[Video](#)

Midair Table Placement

What you need: Any *placeable prop*

Simply tap/drag/flick the prop icon in your emote menu while away from any placeable surfaces and it'll spawn in midair. The prop will place a short distance away from you in the direction your camera is facing. If you get your camera right, you can place the table right in front of you and land on it while actively flying. Every other tap will put away your table, so this works every other time. Just tap twice to place it for a second time.

[Video](#)

Vertical Flight

What you need: N/A

This is a difficult yet useful trick for any speedy candle runner. It lets you take off in flight mode straight from the ground vertically into the air. It will take some practice to pull off and some more to pull off consistently, but it has immediate implications for shortcuts.

This glitch can be performed both on the ground or in the air. [Video](#)

1. Start sliding. The best way to do this is to hold forward and jump once or twice.
2. Hold the fly button to flap once.
3. Slide your finger down the joystick and go into flight mode at the same time.
4. Hold your finger still on the joystick or take it off and flap often enough to keep the flying vertically. Feel free to move the camera.

Notes:

- Sliding fast enough to go into flight mode automatically when you take off causes this trick to fail.
- If you successfully start flying upwards but bank back the way you came, you've swiped too harshly and/or moved your joystick after flying.
- Watching videos of this trick will *honestly* help you learn it. Try this one:

 [HOW TO FLY VERTICALLY LIKE A ROCKET | Sky : Children of the light](#)

Multi-Player Movement

Multi-player movements are tricks and glitches that can be done with multiple players to move around in interesting ways. These can be used mostly just for a bit of fun with friends. **Rocket** and **Spiral** have been explained above, but are featured with more information in this section.

Advanced Rocket Techniques

What you need: A friend with *piggyback* unlocked

Credit: Forestpupoozzle

Rocketing is a bit of an art. It may seem inconsistent because there are many factors to determine your launch. First, you must understand that what your screen shows and what your friend's screen shows are different. Each player launches in the direction they're facing (as well as up). The player to let go of the other first will be the leader. Whoever doesn't let go will be sent to the other player. So, decide who will lead before launching, and position the leader facing the desired launch direction with the other player in front of them, facing them. (Here are two videos showing the same launch from

both players' perspectives. Notice the difference in direction. [1](#) [2](#))

- Something to take into account when rocketing is player height. Jumping onto a smaller player will give you a larger angle. Jumping onto a larger player will give you a smaller angle.
- Another factor is your graphics settings. Changing the game's FPS will change the speed of the launch from your point of view (0 is $\frac{2}{3}$ speed, 1&3 are normal, 2 is 2x speed).
- If you'd like to go underwater, simply start the rocket in the water. Only one player will go underwater so that player must let go. Be wary of crashes!
- As of patch 0.14.5, the only effect of the **Bicycle [PATCHED]** glitch is that it will send both players on the same trajectory.

Advanced Spiral v2 Techniques

What you need: A friend with *piggyback* unlocked, various *emotes*

Credit: Forestpupoozzle

While not as readily useful as before, the second generation of spirals brings ease in the sense that you can descend and even stop midair whenever you like. Here are some things you can do:

- If the top person uses various sustained emotes, the spiral will descend on their screen.
- Changing your graphics settings does *not* have an effect on your vertical speed, but it does change your rotation speed.
- Sustained emotes cause lots of strange behavior. Contact Forest with results.

Ground Warp

What you need: Any *placeable prop* and a friend

Credit: sensei

This trick lets you warp onto the ground from any height above. It even ignores wind walls. Unfortunately, you have to be rather tall to perform this glitch. Chibi's legs are simply too short to accomplish step one. [Video](#)

1. Get your player to stand on the very edge of the prop so that its center is not over the prop.
2. Tap on your friend and offer to do any emote with them.

Levitation / Stall

What you need: Any *table* and a friend

Credit: Forestpupoozzle

Ever want to just stop, midair, with nothing around? This trick lets you levitate on nothing at all while doing any emote offered to a friend. This makes for some amazing screenshots. [Video](#)

1. Land on your table and offer to do any emote with a friend.
2. Move your table (If you just tap the table icon, your table will disappear completely).

Infinite Flight Regeneration / IFR / Air Regen

What you need: A friend with *piggyback* unlocked

Credit: Astria Esper

Have your friend jump on your back and then start flying and tap the follow button on

them. The effect of doing so will suspend you in midair around your friend. The best part? Your flight power still increases. [Video](#)

Poof Warp v2

What you need: A friend with *warp* unlocked, the *seesaw* (Days of Love), and a *table* spell OR a friend and the *hammock* (Season of Assembly)

Credit: Saint for discovery, Forestpupoozzle for optimization

This trick will take you to a spot under the map (presumably 0, 0, 0) called the shadow spot. Here's how to do it: [Video](#)

1. Place the hammock.
2. Have your friend lay in it and offer their hand.
3. Drag out the hammock again. When they are teleported, grab their hand.
4. Release the hammock.

Rubberbanding

What you need: A friend

Credit: Forestpupoozzle

When being pulled by a friend, spamming any sustained emote will leave you behind. (Your friend won't see this.) When you stop, you'll be pulled right back to your friend as long as they haven't left the area. When you are in a rubberbanded state, your camera will go to the midpoint between your actual location and your friend's location (it also adjusts to Sky's pre-defined camera locations), meaning you can get some great cinematic shots! The further you are from your friend when you stop spamming a sustained emote, the longer it will take before you return to them. [Video](#)

Note: You are not physically pulled with your friend so you do not collect light and cannot tap buttons that would be there if you were to be with your friend.

Loading Zone Hop

What you need: A friend

Credit: Forestpupoozzle

Loading zones can be annoying when trying to go OOB. With this method, you can hop right past **loading zones** that are relatively shallow. To perform it, start **Rubberbanding** until your friend freezes for a second after going through a loading zone. It won't work with any loading zone deeper than your friend can go after fading out to a white screen, however. It's better to be late than early when performing this trick. Being late will leave you behind, being early will teleport you through the **loading zone** with your friend. In addition, it's helpful to get relatively close to the loading zone before you start **Rubberbanding** to reduce the wait time between when you stop emoting and when you teleport to your friend. [Video](#)

Miscellaneous

Efficient Candle Collection

What you need: N/A

Collecting a candle just before whiting or blacking out (when the screen turns all white or black, like when traveling to a new area) will skip the animation of collecting the candle. You can also easily collect a candle while going Home by simply tapping the candle before you sit to go Home. [Video](#)

Spell Saver

What you need: Any *placeable prop* spell

It's possible to place a prop spell without using up the prop. After activating the spell and dragging it out of the spell menu, tap anywhere outside the menu without lifting your finger to place the spell. The spell will be added back to your inventory! [Video](#)

Rainbow Bridge

What you need: A *rainbow* spell

Wait, but isn't that an OOB spot? Yep, but it's also its own glitch, completely unrelated to the OOB spot. This trick lets you place a rainbow spell horizontally so that you can walk on it! **Spell Saver** won't work for this glitch, so it does consume a real spell. [Video](#)

1. Initiate the rainbow spell.
2. Position your camera straight down.
3. Tap the rainbow icon quickly to place it down (use graphics setting 0 if you're having trouble).

Reset Wall Removal / Immortality

What you need: N/A

This glitch has a very important function: It lets you go right through anything that might reset you. That includes both **reset walls** and pesky fire trial demons. The basic idea is to cut off transmission to Sky's servers, enter an area, pass a **reset wall**, and then reconnect to the servers. Disconnecting from the servers is a little different for each platform. iOS is a little more inconsistent than Android due to this process.

Videos: Android, [iOS](#)

For Android: Simply disable wifi and data. Press retry when the reconnection box pops up.

For iOS: Do the same as Android, but when you encounter the "Connect to the Internet to Continue Playing" screen, enable data from the Control Center (the menu when you swipe up from the bottom of the screen) and, without closing the Control Center, disable it once the screen disappears. It will come up again after a few seconds, so be prepared to do this process a lot. It might help to be on graphics setting 0 if you're having trouble.

To perform:

1. Disconnect from wifi and data outside of the area where you'd like to remove reset points.
2. Travel into the area.
3. Hit a reset point (often you'll need to go OOB somehow).
4. Turn wifi and data back on.

Advanced

This section is primarily about combining tricks and glitches to your advantage, but it also includes higher-level expansions on tricks and glitches stated earlier. This tech is generally harder to pull off.

Drive / TD / Table Drive / Advanced Table Uber

What you need: Any *table*, at least one friend (up to 4 other players)

This more complicated version of the **Uber** glitch can bring you as well as up to four other players on a ride. What this glitch actually does is the same as the **Uber Clip**, but you are holding the hand of one of your friends so you go with them. [Video](#)

1. Place your table.
2. Have a friend sit at the table (You don't need to sit at it).
3. Tap your friend to make the follow icon appear and tap it to follow them.
4. Have your friend prepare by opening the friendship menu by tapping on you.
5. Since you just tapped the follow button, there will be a "hold hands" button above your friend's head. At the same time, tap this and have your friend offer to hold your hand from your friendship menu. This puts you into a state where both of you just stand there on the chair. (It's easiest to count to three with beeps, as in the video.)
6. Move the table and place it down. You and your friend will go where it does!

Note for #5: The goal is to be in the process of grabbing your friend's hand while they start their offering animation. This way they are still offering even though you're already holding their hand.

Supersonic / SS / Supersonic Drive

What you need: Any *table*, at least one friend (up to 4 other players)

Credit: Cheng/Euemj(程程)

This glitch creates the same effect as the **Driving [PATCHED]** glitch, but it moves *much* quicker. [Video](#)

1. Place your table
2. Have a friend sit at the table
3. Have your friend **freeze**
4. Grab the hand of your friend by tapping the "follow" button and then the "hold hands" button
5. Drag your table out and zooooom

Offset Rocket / Offset Piggy

What you need: A friend with *piggyback*, any *table*

Credit: Tuna

Sideways Rockets, as you can imagine, can be rather useful for OOBing. Their effect is to shoot you out in one direction and then up. They're used to start a rocket not where you are, but a little ways away. This trick is not used all that often, but it has its moments.

1. Place your table on any vertical surface (even the side of another table). You can use a normal table and **Spell Saver** if you like.
2. Both players sit at the sideways table.
3. Stay at the table, but both players prepare for a **Rocket** by asking to piggyback. Careful not to start following your friend by accident.
4. Tap the piggy button at the same time.

Legging Clip / Advanced Chibi Clip Techniques

What you need: N/A

This section is an expansion on the **Chibi Clip**. The *sneaky* stance isn't strictly required to perform this glitch, but it is highly recommended as it makes the glitch much more consistent. It's also possible to do this without being chibi at all. Not much is known about clipping like this without chibi or the *sneaky* stance because it's so fiddly.

General tricks:

- When active, the *Firework Staff*, *Harp*, *Horn*, *Umbrella* (not *Lightseekers Ultimate Gift*), *Flute*, *Bass Drum* (from *Season of Prophecy*), and *Lantern* can be a replacement for the *sneaky* stance.
- If you have the *tea table* you can clip into a flat floor by positioning yourself near a cup, legging a foot towards the ground, and performing a **Chibi Clip**. [Video](#) Credit: Dough

Pushing Through Water

What you need: A friend and any *table*

Credit: Forestpupoozzle

This glitch can be used to much more actively control your position underwater than other underwater tricks. This glitch was previously able to be performed in the same way as with wind walls. However, it can be done much easier (and now faster) with the help of a friend. Careful in oil (water that depletes your light) though, it doesn't stop hurting under the surface! [Video](#)

1. Initiate an **Advanced Uber**.
2. Drag your table as far as you can underwater.
3. Use the **Midair Table Placement** mechanic to place the table where you'd like to go by facing your camera in the desired direction. Be cautious not to have any placeable surfaces in the direction you're facing.
4. Since it only moves you a little bit, repeat step 3 until you're in whatever location you'd like! Careful not to tap any of the "hold hand" or "sit" buttons on-screen (your friend shouldn't either).

Note for #3: You can use the **Table Cooldown Skip [PATCHED]** glitch to make this faster! For versions where the cooldown skip is patched, try using **Spell Saver**.

More friends can go for the ride by holding your hand before initiating the **Advanced Uber** or by sitting at the table like a normal **Uber**. The former is preferable because there are fewer buttons that can make the trick fail crowding up the screen. If that somehow doesn't bother you, go ahead and take a whole server down.

Cosmetic

This section includes little tricks to do things that look fun but don't really have a use. Great to use in a crowd to get a laugh or an ooooo!

Crawl / Oreo Imitation / Horsey

What you need: A friend with *piggyback* and the *Hide 'N' Seek* emote

Have a friend ride you like a certain doggo! It's quite simple, just piggy with a friend and activate *Hide 'N' Seek*. If your friend stays on your back, you start to crawl! The person actually crawling won't notice a difference beyond their movement being a little restricted, but everyone else certainly will! [Video](#)

Candle Hold Smuggling

What you need: Various holdable props

If you have a prop active, you can tap your prop and candle at the same time to take out both at once. Because you need the emote menu open, this doesn't work with props that bring up their own UI, like instruments. This trick is best used with an *Umbrella*. No more getting wet while burning those darkness plants! [Video](#)

Prop Popper / Item Confetti / Prop Hold Smuggling

What you need: Various holdable props, *Confetti* emote

Shoot your props into the air! Similar to **Candle Hold Smuggling**, you just tap your prop and the *confetti* emote at the same time to send your prop flying! Because you need the emote menu open, this doesn't work with props that bring up their own UI, like instruments. However, if you're holding the hand of a friend and have any prop active, they can do the *confetti* emote for you. [Video](#)

Lighthouse / Spinning Spotlight Hold Smuggling

What you need: The *Lantern* (One-time IAP) and the *Ice Skating Spin* emote (from *Season of Dreams*)

This little trick is currently taking the Sky community by storm. It works in the same way as the other hold smuggling tricks. Simply take out the *Lantern*, switch it to "Spotlight mode" and then initiate the *Ice Skating Spin* emote and *Lantern* again at the same time. Careful not to blind anyone in the vicinity! It's a little hard not to. [Video](#)

Holding Props / Using the Force

What you need: A *lantern* spell and any *prop*

Credit: Jesse

This trick lets you hold a prop out in front of you! Others can see it and you can move it around using various stances (emotes seem to just stick it into your neck. Ouch!). It will stay there until you switch props or go to a new level. This trick can also be done with any *umbrella* spell. Here's how to do it: [Video](#)

1. Activate a *lantern* spell
2. Cancel the *lantern* spell
3. Just after, tap your *prop*

Capeless

What you need: A friend with *warp* and their table

Credit: Forestpupoozzle, Saint, Sensei

All capeless methods have a simple task: Escape the Home void room. When you die outside of Eden, you're sent Home but far off in the distance in a black room with a star to start you on your journey. Making it back to the main Home island will let you go into the seven realm gates with no cape!

Currently, most capeless methods require three players. One to be capeless, and two friends to get out of the room. Here's one that only requires two:

1. Die outside of Eden and be sent to the Home void.
2. Have your friend join you at Home (they'll be on the main island).
3. **Freeze** for a couple of seconds and then deep call so your friend can warp to you (your friend should be with you in the Home void at this point. If not, **freeze** again briefly).
4. Have your friend place down their table.

5. Sit at it and offer your hand to them (let them know when you do because they can't see you moving).
6. Have your friend close their game, log back in, and warp to your Home (this puts them on the main island).
7. Have your friend place their table on the main island and you'll go with it!

Once you're capeless, this method needs to be done every time you return home until you collect a star and have a cape again. While you're at home (after performing the glitch), no one will be able to see you moving around. You can **freeze** at any time to update your location on others' screens.

Patched

This section includes tricks and glitches that have been patched by thatgamecompany. They are not usable in Sky anymore.

Pushing through Wind Walls [PATCHED]

What you need: Any *table*

Credit: Forestpupoozzle

Yes, this is possible. However, I'm sad to say most wind walls are most likely infinitely thick. This trick is possible because of the **Checkpoint** glitch.

1. Place your table as far out as you can in the wind wall.
2. Perform the **Checkpoint** glitch.
3. If you're spinning on top of your chair, open your emote menu.
4. Tap the flame (the button that pulls out your candle).
5. Immediately after take your table and place it further into the wind wall.

Sometimes you get thrown out of the wall immediately when you perform the **Checkpoint** glitch, just recover and perform **Checkpoint** again. It may help to use a different slope to perform **Checkpoint** on. [Video](#)

Table Cooldown Skip [PATCHED]

What you need: Any *placeable prop*

After placing your table once in a level, it's possible to skip the cooldown after dragging the table out of the emote menu by simply tapping anywhere that closes the emote menu instead of lifting your finger to release your table. This trick works every other time you place your table. [Video](#)

Poof Warp [PATCHED] / PW / Disconnect Warp

What you need: A friend with *warp* unlocked

When a friend is in the same area as you and they let out a call, you usually can see an eye icon on them. This also appears when your friend goes home or into another area without you. (Also when you warp to them from home, but that's not important.) When you warp to them Sky doesn't know where to put you since they don't exist anymore, so it takes you below the map (presumably 0, 0, 0). The timing for this glitch isn't difficult, it often happens by accident when warping to friends after they get disconnected or leave the room in any way. Lots of areas have a failsafe to send you to a safe spot if this were to happen by mistake, however, some don't. [Video](#)

Checkpoint [PATCHED] / Table Teleport

What you need: Any *table*

After placing your table somewhere, you can teleport to it whenever you like as long as it still exists. Tables disappear when you move too far away or leave the level.

1. Place down your table where you'd like to teleport to.
2. Take out your table and hold it near you.
3. Tap the "sit" button.
4. Tap to close the menu.
5. Let go of the table to place it down.

The timing of this glitch is a little hard to get a feel for. You want to go into the sitting animation and before you've fully sat down close the menu and release the table. To understand why this glitch works, try pulling out your table and then closing the menu. There's a little bit of time between when you close the menu and when the table disappears. During the sitting animation, the game's job is to have you sit at your table. When you tap the button the game commits to putting you at your table, but it can only be placed down to do that. That's why you need to close the menu. If you place the table during the time it takes to put away the table after closing the menu it will still take away the table. However, the table was physically placed so you can sit at it before it is taken away. The game then transports you to where your table was previously placed because the game has committed to having you sit at your table. [Video](#)

A couple of helpful things:

- Your checkpoint table can be placed so as to clip out of bounds. You'll want to place the side with two chairs in the wall since those are the easiest to sit at when doing the glitch.
- The sit button is quite easy to miss, so my own personal practice is to always tap twice (not too quickly) when tapping the sit button. If I get haptic feedback (the little vibration) I'll let go of the table.
- (Untested but generally a good idea) Try to keep the table as stationary as possible when tapping the sit button because lots of movement can make it so your sky kid can't sit down. (The same idea as pulling the chair out from under someone as they go to sit down lol.)
- If you're not clipping or **Pushing through Wind Walls [PATCHED]**, you don't actually have to sit down. If you position your table close to you (basically the same positioning as if you were going to sit) and then close the menu and release the table, you'll still be teleported to it. *Campfire* users beware you have to be right on top of the central logs for this to work. It's best to wait until your Sky Kid moves up on top of the logs to release the table.

Table Fling [PATCHED] / Table Yeet

What you need: The *campfire* (Season of Belonging Ultimate Gift), *swing* (Days of Love), *tea table* (Days of Bloom), or *shelf* (Season of Assembly)

Credit: Fine-tuning by Forestpupoozzle

You can teleport yourself around a level with this little trick. However, it is very difficult to control and will take you any distance it wants. While that doesn't sound very useful, we are figuring out how to control it. This trick is much easier on the lowest graphics level because it runs at a slower frame rate. Any use of this after flying up a little in a level will double your height. You can easily take this trick up to the [farlands](#) on maps without reset walls, but beware it will get increasingly harder to land on your table.

[Video](#)

1. Place your table and stand on it.
2. Open the emote menu and tap your table icon for a single frame.

This glitch is, in my opinion, the most difficult glitch to control of all. From my research, I've determined that it will double your position relative to the origin of the map you're currently on (be mindful this includes vertically). Do with that what you will.

Spiral [PATCHED] / S / Piggy Spiral

What you need: A friend with *piggyback* unlocked

Spiraling is a type of launch. When you and a friend are piggybacked and flying, grab the hand of your friend. You will start flying in a spiral up or down regardless of any collision boxes in their way (NOTE: Clouds are not a collision box, so won't affect the glitch. However, strong winds are often in the clouds, and these can repel players and stop spirals).

The deciding factor for which direction (up or down) you will go is the size of the player leading.

- If you are above medium (normal) height, you will go up ([1](#), [2](#)) (uSpiral).
- If you are below medium (normal) height, you will go down [1](#), [2](#)) (dSpiral).

Keep in mind the person leading will see the real location of both players (going through collision boxes), while the player on their back will see them hitting collision boxes. When the leader lets go of their hand, they will be “teleported” to the real location. (The links in the bulleted list above are the same two spirals from two perspectives each. Notice the difference in location and the size of the person leading.) More ways to manipulate spirals are in the Multi-Player Movement section.

Advanced Spiral Techniques [PATCHED]

What you need: A friend with *piggyback* unlocked, various emotes

The spiral can be manipulated in a few ways, each of which has its own effects. Here they are:

- The player on top using any sustained emote will make the spiral more vertical and, as a result, faster. (As of patch 0.13.0, this is always the case without the sustained emote.)
- Changing your graphics settings will change your speed depending on FPS (0 is $\frac{2}{3}$ speed, 1&3 are normal, 2 is 2x speed).

Zoom Out [ADDED AS A FEATURE: Pinch/spread camera at any time]

What you need: N/A

Changing the controls to one-handed mode lets you zoom out. You can keep the zoom by just switching back to two-handed mode. This persists until you change it from one-handed mode again. This can help you take your screenshots to the next level or, more usefully, help you see statues in Eden.

1. Tap the top right of your screen to go into settings.
2. Tap Control.
3. Tap One-Handed Mode.
4. Pinch your fingers to zoom out and spread your fingers to zoom in.
5. Repeat steps 1-3, but tap Two-Handed Mode to change your control scheme back to two-handed mode.

Rainbow Checkpoint [PATCHED] / RCP / Rainbow Table Teleport

What you need: Any *table*, at least one *Rainbow Spell*, and a friend with *warp* unlocked

The successor of the loved **Checkpoint** glitch. This glitch can be very complicated, but luckily only the person who owns the table needs to know how to perform it. This glitch essentially has the same function as the old **Checkpoint** glitch, just slower. This glitch will teleport a friend to where your table is placed so you can warp to them. [Video](#)

1. Place down your table where you'd like to set your checkpoint.
2. Have your friend sit at your table to make it solid for them.
3. Fly away, do whatever you need, etc.
4. Activate a *rainbow* spell.

5. Drag the rainbow out of the menu and perform a **Spell Saver**, placing the “fake rainbow” near you.
6. Your friend will be able to see the seats from your table where you placed the rainbow.
7. Have your friend sit at the “fake rainbow.” They will be teleported to your real table but won’t see it from their view.
8. Warp to your friend and then let go.
9. Have your friend warp to you.

Rainbow Teleport [PATCHED] / RT

What you need: Any *table*, at least one *Rainbow Spell*

This glitch is basically **Driving** with a rainbow spell. It can easily be used in combination with a normal **Drive**. Simply place a rainbow instead of your table to be teleported to it. This is useful because rainbow spells can be placed at a much further distance than tables can. It will not make you follow where you drag the rainbow, but it will teleport you after you place it. Important: Make sure you do the **Spell Saver** method when placing the rainbow so that the spell doesn’t get used but the fake table is still placed. When you’re ready, just let go of your friend’s hand to stop the glitch. Your friend sitting at your table will not see themselves move when you place a fake rainbow but they will see you move. They can either warp to you or, when the glitch is still active, you can place your table normally to get them where you are. Something extra and interesting about this glitch is that it will always position the fake table completely horizontal, so it can be used as a clipping method as well.

Bicycle [PATCHED] / B / Directional Rocket

What you need: A friend with *piggyback* unlocked, various emotes

Credit: Astria Esper

More useful because of their convenience and better consistency than the last glitch, bicycles can take you in any direction: Up, down, and sideways. Because of the difficult setup, this glitch is meant to be performed by two well-experienced OOBers.

1. Both players offer to piggy one another.
2. Player 1 accepts the offer and does a sustained emote directly after.
3. Player 1 should end up behind or inside Player 2 while being “on” Player 2’s back. Player 2 should still be able to see Player 1’s piggy offer. If not, start over.
4. To start the launch, Player 2 simply taps the piggy offer. In order to go sideways or down, Player 2 must use the same emote as Player 1.
5. When finished, just let go of the other person’s hand to bring them to you.
6. The most useful sustained emotes to control your skew are:
 - *Follow me* (Preferably lvl 3 or 4) for sideways
 - *Point* (When Player 1 is doing *follow me*)
 - *Play dead* for down (will take you underwater)

The launch will send both players directly behind where Player 2 is facing in a normal-looking rocket until Player 2 completes step 4. Player 1’s setup for this glitch is much more difficult with a level 3 or 4 emote but it gets easier each time you get it right. My own practice is to start charging the emote, accepting piggy when it reaches lvl 2, and letting go when it hits lvl3 directly after. Player 1 cannot land on Player 2’s back for their piggy button to still be active. This glitch is difficult to explain so these videos will be very helpful when learning: [Player1](#), [Player2](#), [Down](#).

You can change your speed by changing your graphics mode. Changing the game’s FPS will change the speed of the launch from your point of view (0 is ⅓ speed, 1&3 are normal, 2 is 2x speed)