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**todo**

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Game:

The Legend of Zelda -  
Ocarina of Time

Released 1998 (Japan)  
by Nintendo

Special attack, er, such stab“-what’s special?

• *Very fast attack*

• Not a track value



• Uses the same value as the last attack you did

• Animation can be interrupted (by text box)

- Attack continuously active, dealing damage every frame („ISG“ – Infinite Sword Glitch)

# // todo

Game:

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Special attack „crouch stab“ - what's so special?

- Very fast attack
- No attack value
  - Uses the same value as the last attack you did
- Animation can be interrupted (by text box)
  - Attack continuously active, dealing damage every frame („ISG“ - Infinite Sword Glitch)

# Frontend code is visible