

ROUTE	LITTLE
Escape, heart, right to Eastern	initial house exit, initial guards first downstairs guard spin? Long bat room hug left wall; hold right in switch room
Eastern: Get 100 rupees for bottle, left at fork 5 arrows, pot key, big key in antifairy room, 5 arrows, arrows, boss door, lower switch, upleft switch, armos knights	Skip armos with boomerang, kill right armos in dark room, practice 2-armos room Arrow fast fire involves stop moving ** 18 ARROWS **
Sashralia, sidedash back room for bombs	Can turn while starting a dash
Desert book, longhouse bottle, up for net, buy bottle (fairy chance by links house)	
Desert, topleft room, rightbottom room, room ABOVE has chest, leftright room glove, leftbottom exit, push right, key bottomleft, keydash, key pot3, keydash, key topleft, [chance hearts on bottom arrows on top], worm	Dash into desert on specific pixel, hug wall to avoid antlion, octopus nose to escape desert
Straight up from desert exit, cut through castle up to lost woods, dmount, warp, hera	Hug for easy dash by dmount entrance, moldorm can't hurt if sword out opposite pit
Hera: RED left pillar, key, mirror, boomtrick up to top door, 4x lamp, key, mirror/death, RED right pillar, BLUE in first squid room, (left pot bomb chance), hug bottom of wide room, RED upstairs, bomb jump?(NO) Pearl, moldorm	
Exit death mountain by left drop+door	
Lost woods, sword, mushroom on way back, bottomright exit, left entrance to castle	
Agnahim: Mazeroom leftside key chest, no kill rooms until SECOND _	Boomerang stun in twisty agnahim room Don't talk to agnahim just walk left
Darkworld: R to pod, tentacle plants until 110 rupees, Kiki	
Pod: Left fork, upright pot bomb, down stairs, bottomleft skull switch, chest key, mirror; center, leftpot bomb, door, right fork, jump left of hallway, skull switch, chest key, mirror; center fork, leftpot bomb, door, bomb hallway, bomb up, chest big key, mirror; center fork, leftpot bomb, right fork, chest key, hop pit, left door keydash?, leftpot bomb, right fork, down left? stairs, right chest, back left to fork, left to dark maze, throw bomb down from door, bottomright key, hammer, mirror; center fork, leftpot bomb, right fork, arrow BLUE, right door, (left pots heart option?), downstairs; BLUE exit left,	Small: Mimics are tricked by sword walking Can hurt helmasaur with held out sword
(Fairy chance to right of up arrow), head west to flute, flute kid, get flute, up to kakariko, free bird, FLY 2, magic powder, FLY kakariko, up and around to portal, pitchfork	
BLIND: Tight corner loop to big key chest, up to exit, up to key pot, downright to blind (pot down left from blind has Antifairy, powder under), left to glove, glove, up to blind room (heart chance where key was)	Can open pitchfork from side, quicker Antifairy easy to powder from top door of hell room
Down to shack (bomb chance in bushes under), rupee chest, down to frog, up to dwarves, (half magic chance before entering), drop Dwarf, leave reenter, dark world and back, sword open lawn house above Dwarf map in dark world for more rupees fairy chance under rocks on way to skull woods skull woods entrance by fortune teller,	
SKULL: up and around into skull, worst room, (fairy chance UNDER pot), key, MIRROR, back down right into skull, bomb jump, fire rod, mirror top left skull, left left, left pot key, down to antlion, rest of dungeon (powder chance with anti fairy), moth	WORST ROOM: Up, jellies, down to PARALLEL WITH BLOCK, right, pull down 1 sound, push from right, pull up Bombjump: Downsword walk, space under tooth aligned with left wall, drop, dash right
Mirror, FLUTE link, up through hyrule castle, catfish mirror and up to buy flippers, whirlpool to ice	
ICE: Kill bottom jelly only, proceed until ladder & 2 icemen room, jump into pit, push bottom block into pit, pick up skull while on block (antifairy option north, more fairy option north of that), be holding fire rod when jump into koldstare, try to knock into upper right during melt [branch: do misery mire first if getting butter/silver] FLY death mountain, get Ether FLY bottomright, run up to ice (bomb option under corner rock) bomb upperleft, fly Mire, ether Pillar	can keep sword charged while dashing? skeleton double kill: remember to WIGGLE kholdstare: hug top right for safety
MIRE: Bonkjump pit, in big room topleft door, right, key in topleft pot, return; stair and leftbottom door, BLUE, get key from jelly, left, down, (4bomb chance from right slug), pushfire glitch, drop, bigkey, left, warp, right, (antifairy option), down, right; [branch] dash up along grating, heart and key, back down and around to rightbottom door, (antifairy), hookshot skip -> somaria, up, left through pit, (heart chance in rightmiddle plus antifairy), up thru big key door (magic chance on left), somaria switch on left, down, left, use somaria to hit switch RED, left, (throw?) bomb up, up and BLUE, down and left, RED up top, (fairy chance), eyeball	only firesnake head actually hurts you
Mirror and FLY Link, downleft portal, aqueduct mirror thing	
Water: Gliders and key, down, bottom pot, keydoor, downstairs and up for pot key, keydoor and hammer lever; leftbottom out of big room, downstairs up and pot key, return; lefttop, BLUE across wall, lever, RED and return; leftbottom, left, blocks and stairs, righttop hole, big key chest (35 rupee option skulls), return; hookshot, right key pot, up bigkeydoor , statue up, lift pot, switch, rightleft door, stairs, lever, left, up, 2nd right waterfall, (heart and arrow option), stairs, right key pot, squid	
up to bomb shop (if <100 rupees hype cave option), travel through light world, mirror and FLY to deathmtn, right and hookshot, bottomright cave (fairy rocks option) hammer BOTTOMRIGHT TOP BOTTOMLEFT	don't have to leave chest fairy to double dip COUNTER clockwise!!
Turtle: Up, righttop, firerod + hookshot trick, right chest, mirror; topleft door key, corridors, bottomright tube (center pot arrow chance), door, LEFT tube, BLUE, key from pokey, pipe, big key chest, up through same pipe, RED, return pipes, RIGHT tube we didn't take, kill pokeys (powder option under bottom right skull), right, tube, dash top, somaria trickshot and key chest, up, in MAZE RIGHT RIGHTDOWN, switch, hug inside, left after angle down down and laserskip bottomleft key chest, key door keydash, (antifairy)	pokey quick kill, pokey fire rod can somaria through walls kill orbsquid with somaria? only head of laser hurts you trinex pause switch before head explodes, can hurt head before middle starts flashing, can quickkill then if spin
Left to ganon	
LEFT stair, torch dash, left, bottomright pot and middle hammers to push block, hookshot then cane/boomerang/bomb delay to RED, down and trick again to BLUE and bottomright key pot and right, invulnerability-trick to RED and portal, push block and hookshot and key chest and down, MAZE: RIGHT LEFT LEFT final portalskip (free arrows if miss), bonk across invisible maze, (topright pot and bottomright chest arrow chances) bomb bottom right, up and BOTTOM KEY, [branch mirror if skipping mail], down and left and (fairy chance) stairs, redmail and mirror; MIDDLE, BLUE and damageboost to lefttop block, mimic room with pull, sword trick mimics (right pot key), up and bigkey, key chest in center of spikeblock room, long room with (fairy/magic chance - top and bottom pots), magic rooms, lanmos, (prize pot room) stairs, somaria 3-kill and veer left, fire room, (heart and magic in eye room), upstairs, up, (bomb chance in bottom left pot) left, bomb trick, BLUE (magic bottomright pot) down, moldorm, to agnahim, ganon	quick to hammer skulls hookshot maze has quick strategy down from first door, in fire worm room can bonk past first fire worm portalskip: dash left OR damage boost bigkey door has special keydash, just don't move in armos/lanmos/gauntlet remember you have silvers TORCH GLITCH REMEMBER: Two drum loops

“TRICKS”

12:10 in tutorial skeleton room ! — *eastern palace / stalks room*
 approach skull from above, throw right when touch
14:10 antifairy room — *eastern palace / big key DMG*
 touch anemone on its left side
18:30 armos knight quick kill — *eastern palace / armos*
 touch top of middle one right, exactly 5 shots OR bottom left easy
Ladderdash when how?
 Remember: Charge and rotate thumb
Keydash 28:30
30:45 worm quick start
Practice dark cave
Pearl bomb jump
4242 pausebuffer angle room
4545 double kill agnahim f1
46:45 tower maze
1:24:00 ice double skeleton quick kill
1:26:00 penguin quick kill
1:37:44 hookshot skip
1:40:50 eyeball damageboost kill
 Big eyeball uses arrow
Practice roller hookshot
1:54:20 pokey quick kill
Practice turtle maze
2:00 laser dash skip
Practice redblue maze,
2:03:15 trinex quick kill
2:06 portal bonk then invisible skip
will need ice armos once i go silveriness
practice spike room
practice big keydash
2:12:20 somaria 3 kill x 2

MANDATORY: skull jump, ice jump, hookshot skip, laser skip

main tutorial <https://www.youtube.com/watch?v=fBiCzWubXCg&t=4863s>
jump tutorial <https://www.youtube.com/watch?v=ZUXbQ23Pxyg>
superspeed tutorial <https://www.youtube.com/watch?v=Pvmi5DuR9rA&t=198s>
torch glitch example <https://youtu.be/bJH87UFkayl?t=142>

SPLITS:
F11 is reset
F10 is undo
DON'T MIX THEM UP