This document will record all the strats used in the Deltarune - Any% New Game+ Blindfolded Speedrun. By Bubzia.

Set to japanese

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WR: 34:03

SoB: 33:14

# TODO for RTAinJapan

* King fight , as safe as possible
* All encounter skips
* Better timed mashing in cell
* Practice timed puzzles a lot
* All enemy skip backups
* Castle enemy skip1 practice for 100% consistency
* Forest escape 100%/more consistency
* Less thinking time in movements/fight menus (muscle memory)

# Splits

For NewGame:

After waking up bed: //fields count

1D,2DL,4DR,2.5UL,2DR,1R, Utap R into door cutscene

Mash till music/classroom, 4L,2D, mash into R Y selection mash into cutscene //7 TBs into fast mash

4R,1U,UL into door,

Mash cutscene till after susie drop sound 8s mash UR hold until cutscene

R hold mash till fall

Begin castletown: just start with R hold into step counts

## Castle Town (gold = 4:49)

activate sticky fingers (shift + ctrl)

Mash with L

13 sound cues

U,yy(mash),d,d,y,r,y

4/5beats,repeat

Mash till getup sound

3.5s R,mash hold L,mash into UD mash till footstep

U y mash into sound

Downtap(2steps) into R till music start

5R,2DR,8R,2DR,11R,2UR,1R,2UR,8R,2DR,6R,2DR,8R,2UR,15R into RD till slide

3.5DR,6R,4DR

R till end //12 U steps from loading

(U,UL, mash )slow y till 2 sounds 1.5 steps puzzle solved

16R, DR into slide neutral

Dtap, R mash hold right till footsteps again

R,mash,5steps fadeout, 5steps R,RD till slide

R, mash till attack sounds

R mash all the way (rng hits)

Mega slide (rng hits), just neutral and stay

13steps R (7,load 6) for faster room

U mash for save

URtap,U,UL into dialogue

Hold right + mash till fight

Fight(Lancer1):

4hits(mashed):

//focus on mashing, neutral wont kill

Mash till music

D mash for save

//from here beatcounting  
Rtap,6D,2DR,R till second stop mash,(1R),UR cutscene

## Fields (Gold: 4:14)

D,mash for save

Rtap,D till end

R till beatcounting music

6R,1DR,3R,1UR, 3Rwall

//If fails: Fight: R,y(act),y(enemy1),R,y(convince),2L,y(spare),y(enemy1) repeat

7.5D, 9R with mash text//try to skip

Skip: 1U, 2L,4R,1.5DR,1.5R,1.5UR, 5R If fails: Fight: R,y(act),y(enemy1),R,y(convince),2L,y(spare),y(enemy1) repeat

Fight backup: 4R,4DR,4R,

4UR, 4DL mash for cake;, // non mash for cake skip

3R into fight: //try to skip

Skip: 6Ry,1.5UR,1.5DR,4R

If fails: Fight: R,y(act),y(enemy1),R,y(convince),2L,y(spare),y(enemy1) repeat

Upright corner,,3U,1L,U

Puzzle1:

Y into 3D,UTap,1.5UL,1.5DL,11R, 4DR,6D,R into fight (solved sound)

1:R,y(act),y(first),D(xflatter),y

1dodge: neutral

2:2L(spare),y,y; L(defend),y,y wait attack out

3:2L(spare),y,y; 2L(spare),y,D,y

Mash till music

16R mash until joined party music x2

7.5L (for early U check) ,

New: 1R,3D,2.5UL,2.25R,1DR,1DL,wiggle

(4UL, 2.5R,)U,y for puzzle2:

1R,3D,2.5U,2.5L,2.5R,1DR,1DL,wiggle LR alternates till open //go neutral in betweens

R mash till fight, just mash fight

3R,2UL, 5UR mash for save

9R mash talk

Mash into Idiotfight:

TP: t1 act down, t2 act right, spare, t3 spare, spare down

Mash attacks all phases until 3 kills //evade 2 beats clockwise diagonal, try perfect hit

//2char atks, 3.5beat timed4.5

//try to dodge actually

7R into 12beats mash (box room)

2.5D, 2R(instant 2),U till box

//backup:2DL(corner), 3R(on 3 U)

Y U, R Y,R Utap,L Y, circle it down, 2 U Y, circle it right, L neutral Y , mash //box 1

2D, 2R(instant2) 3 Y U, circle it left, R Y into mash

Backup from downright corner: 2,5L, U, etc.

backup: UR corner, 3.5L, 4UR slowly taps till enemy

11Mash, 2U into ULtap //prepare enemy skip

Skip: 4.5UR into enemy spotted, 1D,2L,3R,1.5DR,1UR(hold),(U)R into checkerfield (more like 0.5-0.75 than 1DR)

//backup fight: 3 kills with act combo again, 1 and 3rd enemy : left right dodge (not too far if second enemy alive)

//backup TP fight: act mid, down X ojiku, t2 spare 1 spare 2, t3 spare def

//backup after fight: 2DR corner, UR into area change

## Checkboard (Gold: 3:06)

//Left reset area

//10R (continue old beats, on 11start), 1UR,

R hold into area if clean, on sound cue URtap

22R into fight: kill 2 enemies:just mashed 2turn

Newstrat: from fight: 10R,0.5UR,2R,0.5DR,2R,0.5UR,R into mash

//backup: 4.5L transition,8R into URUL setup

R into mash hold R mash talk into U mash from laughter sound cue

U Y into save after he runs away

14R into 1DR,R till fights

//backup 4L (full) into transition, 13R,DR,R hold till enemies TODO practice

Kill 3 enemies, act combo on 1 and 3 after fight

7.5R,U mash Y for save //search for with UR,UL

DR into R into mash talk

FIght: all rounds: act(1R),2Y,D,Y (deep bow)

//important to dodge as ralsei or kris might die

1: Dodge on jump right left

2: dodge on stars L,U,R,L

3: mash since no dodge (milk special)

4: dodge on jump right left (with stars)

Dead

Mash till new area

## Forest (Gold: 6:31)

6RD, mash Y for save

Utap 2R into new area

//deactivate sticky keys shift

3R, 1.5D, 4UR,R till talk

Mash till music

4DR , 5DL into slow 3DL, 1DR, 13R(take dmg),2DR,12UR(13begin,precise)

Puzzle: y,neutral, 1UR,y,1UL,y,2UR,y into solved

//backup:URcorner into 2UL, backup reset: 5.5UL,2(at 3start)UR for first tile

holdU mash till sound, 10R,2DR,2UR,8R

2D, 2UR,y,1UR,y,2UL,y,1UR,y

backup: from tiles: 9ULtransition, 7R till edge repeat

from DL corner: 3R, then 9ULtransition,7R edge repeat

2UL,6UR into text mash

(activate shift sticky fingers again)

1:Clover Fight: 2R(litems), 2Y(manual), L,Y(defend)

Dodge with uptaps

2: 2R(items),2Y(manual), 2L,2Y(spare) end

U mash Y for save

//cake skip: 1DR into R till music

2UL,4U y, L mash for cake till cutscene, 6D,8R

//Left into reset area if not instant

4R (starting from beat area),4U,4R,2.5N,4D (Dat2.5till6)

8R,12DR,4UR,R into talk

Mash till creation music, wait till sound clue, long note end first loop

(2Y down)x4 into Rhold mash again till music gone

27R real beats

Neutral UR mash till switch, mash

14DR into R mash till save

2U,2UR into 1N mash

6U,2UL,5U,3UR,2U 2UL,2UR,2U,3UR,1UL into 5U mash 4N talk

13U,2R,10U,2UL,U mash till save (11-12)

1R,1DR, R into mash hold right //stop mashing after susie axe

SusieLancer Fight: //need to survive 3 rounds with ralsei

1: R,Y(act),D,y(lancer),d,y(x-anything),

1Dodge: wait till 5 throw sound then R into UR

2: R,Y(act),D,y(lancer),d,y(x-anything), // repeat

2Dodge: D,DR,DL /rng

3: R,Y(act),y(susie),D,y(sing)

3Dodge:U, as soon as engine start sound down //rng, if fast then U if long then D

4: R,Y(act),D,y(lancer),d,y(x-anything), // repeat

4Dodge: neutral/D into LURD circle /also rng

5: R,Y(act),D,y(lancer),d,y(x-anything) //if ralsei dead then act into right for nanisuru, // repeat

Mash till lancer joins party sound ends

UR mash y for save

4R,2DR, just right mash till serious music

10 beats Neutral mash into 11R RNG run starts:

2U,35R,30U (survive somehow) //you can take 7 hits

//test:13,2,R 1hit, 34U

//1hit : 34.2smt

//2hit : 35.5smt

//3hit 36

UR tests for entrance

Mash into gate close sound or UL mash into gate close sound

## Prison (Gold: 3:16)

9s (8s maybe but risky) UL mash after prison close sound, hold UL

DR mash into neutral mash 12s (11 long)

Choices: left,y,right,y,up,y,left,y into open sound //dont go too fast else inputs get eaten

Hold right mash till fight (after a hard hit and music stop)

Slow mash fight till final hit

Mash normal again till prison music

DR mash till save, go neutral on save

U/UR into music gone (elevator)

Hold down Mash till getup sound

D mash till castle music

## Card Castle (Gold: 4:32)

Utap R mash into save

1UR

Skip: 6L,4.25D,N,2UL(stop at start3),instant count,3N,3.5U,1L(Uat 1.75to2),4U

//old Skip: 6L,4.5D,N,eins und zwei start zweiU,N,2L,3 U,2.5L,4U

//if you fail,backup fight with act down spare combos for both, heal again into 9L,5U,3DR

3DR,2UL (endless door), N

(Wait 2beats), 17R into door close mash //single dmg boost

Mash till music, U,y,check box, circle right, L,Y

Mash till he is gone,2s,2b

3DL,1UL,on 6beatL,1DL,5D,2L,2mash (sandwich) , 5UR, 1neutral, 9.5U door transition

//sandwich skip for faster time: 1UL, 7L,1UL,5/6.5U door transition

2.5R,1.5U (tap)(endless door)

If only one dmg on way here: 2 hits survive round 1

5DL into fight //if dead respawn at box room

1: R,y(act),y(first),R,y(flirt); y(atk),U,y(last); 2L,y(spare),y(first)

Slow y till spared into count 3.5 hit

1guard: just stay still

2:repeat if not dead (if dead, both attack on last for kill); attack mash till won

2DL,6UL, 3R into corner for setup

1U,2neutral,3R,1U,6R(5 long),2DR,R till cutscene

Mash till sound

U,y,check,circle right, L Y twice, mash a bit

3DR, 1UL,on beat 3L,8DL,3.5DR,1U neutral (endless door),

Backup: from crazy room: 3.5R,1.5UTap into transition

4L,UR mash for save

//615g check how many items you can buy, if only 2 amber then buy 3 heals

UR into shop: Y(buy),,2Yx2,2D,2Y,D,3Y,D,Y, U,Y(exit)

MENU: C, R, Y, L(ralsei) ,Y,Y,Y(scarf on ralsei,sound),D,Y,Y(ironShakle on ralsei(sound)),D,Y,D,Y(amber on ralsei),X,R,Y(kris),D,Y,D,Y(amber on kris),D,Y,D,Y(amber on kris),3x mash to exit

2R, 7.5UL(endless door), 5R ,mash into fight

deactivate both sticky fingers

1:R,Y(act),Y(enemy),D,8Y(idea) (7th sound),time 9th IMPORTANT: count 4beats, 1Y,2C,3.5C for crown hit

1dodge: R,L alternate on jump

2:R,Y(act),Y(enemy),D,Y(idea)

2dodge:DL/UR alternates somehow RNG

3:repeat till dead

Reactivate sticky fingers, Mash till gone 3s after sound

6R(8R mashed from music start),4.5UL,R mash into save (downright corner if lost)

## King (Gold: 3:26)

2U,2UL,4U, 10R into mash till laugh/fight

//3UL if behind save

//only use dual heal if everyone is alive, or no heal then desperate try and hope for susie dead

1. Spades1

Defend with all. (48TP)

1dodge: neutral(rng or 1-2hit)

1. Wire1

dual heal/talk, throw random heal at kris(2D)\*only if hit

2dodge. Neutral till 3 near hits then right no dmg

1. Spears1

Defend with all. Dual Heal if 1 hit spades/no heals

3dodge: circle on release sound, neutral after 4 (0-3hit)

neutral into circle dodge

1. Cage1

Defend with all.

4dodge: moving cage neutral for 3hits //impossible rng into which corner (3hits)

1. Wire2l4its , DL 1hit, slight 3Rtap neutral
2. RedCage2

Defend with all.

Red cage neutral taps 4-5hits

1. Spears3

Defend with all. Dual heal // sandwich if still

Spears circle

1. Cage3

Defend with all.

1. Wire4

Dual heal, throw heal at kris. //throw sandwich if still

DL neutral 2hit, DL 1hit, R into L ? 1 hit

1. Spades3

Defend with all

END

## LightWorld (Gold: 3:21)

TP: Left hold mash until last sound of first loop music

7D,y talk to lancer 5beats, 8U, 3xR into cutscene, UR hold into cutscene

Mash, text cutscene till hat drop ralsei sound

12sUR mash from sound, U into cutscene text till door close sound

slightD,2DL into text cutscene till susie text sound

D till music 2th beat (through cell phone and music start)

12L,1UL,7U,2DL, 2UL, 6U into house music

4L, 3UL, 1DL, 3UL,2R Y L Y

time