This document will record all the strats used in the Undertale - TPE Glitchless Blindfolded Speedrun. By Bubzia.

Select Speedrun Mode for Splits

# Abbreviations

DD = drop down

DH = drop hang

J = jump

G = ledge/corner graab

U/D/L/R = directions

# Splits

## AQ1

Rtap/Utap alternates till door //analog Dpad alternates

Cutscene, mash A till jump

JG,J,3stepsR into URJGladder, get up

JG,ULJG, 2UL sounds, U till end, UJG, JG,

//Fast: 1.5stepsR, RJ,RJ on land, neutral, slowly LJs till mash cutscene

Mash text till cap get

Mash rotate 4 times

Mash bootscreen

Wait till fadeout, then Code1

**Code1: 2xRT,LT,2xRT,3xLT**

Mash J till AQ1

## AQ2

mash text till jump,

Rtap,Utap alternate till door

Cutscene into mash text

DG,DRdrop into open door

JG,RT,J,LT,U into door

**Code2: 2xRT,LT,RT,3xLT,RT**

RJGgetup, R into AQ2

## AQ3

DD, U, R into x mash for key

Mash tutorial text

Ltap/Utap alternates till door

L till door sound exit U

RT,RJ,RT,RJbox, JG,RT, RJG,LT, ULJG, piece, JG

RT,DH,RTgetup,2xLT, JRTbox, LJG/LJ, J piece 2

4DD till door, RT,R utaps till 2xUdoor

**Code3: U,RB,L,A,R,LB,D,RB** //U input before control

JLtaps till AQ3

## Q4

LT,L,Rtaps into door

Rfall till land, LtapJ into piece3

2xRT, R till death, R U into vines

DD, LT,DH,LTgetup,Ltap/Utap into door

Mash

3beatsL, ULJG, Uvines till end, JG, URJG, 2xRJ timed on land

RT, 2xRJ timed on land

RT, 2xRJ timed on land

RT, 2xRJ timed on land

2xRJ timed on land // two pieces, cycle platforms trial&error Q4 on first piece

//respawn on tower

# AQ5

RT,LJ, piece

LT, LJ, piece

LT, LJtop, RT, URJ,R till door sound, enter with alternate strats

Mash, DH, LT,DH,RT,3xLJ timed //respawn on platform

RT, ULJ, mash, alternates into door

Cutscene

RT,1stepR, LT, RdelayedURJG, URJ piece, RT, RtapUtap door

JG,RT,URJ,URJ,RT,DH,RTgetup, 2xURJG,RT,2URJG piece,ULJ, LT, DH,LTgetup, Ltaps till piece, URJG,ULJ,LT,LtapsUtaps till door,RT,1RURJG,JG,J,

Clockpuzzle:

3X,2RT,1X,RT,LJ,6X,2RT,10X

JRtaps into AQ5

## AQ6

# Notes

* Always mash text till jump
* Double start to cancel sound/music? TODO
* Music on 0% or low? TODO
* Started 31032019