This document will record all the strats used in the Pokemon Emerald - Any% Glitchless Blindfolded Speedrun. By Bubzia.

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# Abbreviations

TB = Textbox (Soundwise)

U = Up

D = Down

L = Left

R = Right

B after U,D,L,R = holding that direction will result in a wall sound

J after U,D,L,R = holding that direction will result in a jump sound

# Before the run

Clear saved data before starting by pressing Up + B + Select

Options:

* Text Speed: Fast
* Battle Scene: Off
* Battle Style: Set
* Sound: Stereo

# Splits

## Roxanne

13TB, down A , 2A start A (name), mash A till cutscene

Hold right during cutscene into 9TB, UB into stairs

2R,UB, 4A up A, mash till mom exit, 2L,UB into stairs

3TB wait a bit into 4L, DB into door

9L,UB into rival house

5TB, UB into stairs

UB into stairs again (reexit)

DB into 11TB (music stops), DB into exit

6R, UB into 3TB, UB into 3-4TB

**IMPORTANT:**

**TRY MUDKIP MANIPULATION**

4L, SAVE(2down), reset game and simultaneously start FlowTimer, do this manip:

<https://www.youtube.com/watch?v=Pb3Ho6jmajM&feature=youtu.be> (Shoutouts to Exarion)

Offsets: 10132/17116/23260/36343/63444 (only first two/second manip is important)

Try to get it, if not then you will be running with a suboptimal pokemon for the whole run!

Fight:

Zigzagoon: 3tackle spam

Mash till mudkip get from prof, 2TB into start A for nickname “A”

Mash A hold DB till exit

3R, UB(trainer can block),3L,4U,8R,5U,5L, UB (all the way through town)

4R,UB,9L,UB, SAVE, D,RB mash A into rival1

Rival1:

Treecko: 4tackle spam (survive;else load)

(LVL 6 + MudSlap)

Mash till rival jump sound, DB mash A till TB, DB,RB,DB,4L,UB into lab

2TB after second get, DB into exit

3R,UB mash A for mom, mash till door sound

//From this point use B to run if not stated otherwise, with turnarounds from here on

UB,4L,5U,9R,6U,8L,UB,3L,UB into poke center

UB mash A for heal, mash B into DB into exit

LB,7U,LB,6D,LB into trainer

Trainer:

Poochyena: 3tackle (+mudslap)

(LVL7)

LB,UB,LB,UB,3R,3U,LB,3D,LB,UB,2D,3R,UB into arena

UB mash A, wally cutscene DB mash B till exit

4D,RB,3L,UB into shop

4U,LB 3A,D(Potion)A,4U,3A(Quantity 5)

5D(Repel),A,2U(Quantity 3),3A B mash

DB exit

LB into mash 4TB wait a bit

LB(trainer), UB // berries? TODO

3D,10L, MENU:BAG(2D),D(repel),2A(use),

2D,LB,UB,3R,UB into forest

### Forest

3U, LB/R (trainer)

Tackle spam, 4xwurmple (lvl9)

UB,RB,UB, mash

Trainer:

Poochyena: tackle spam(lvl9)

Mash till get + 1TB UB, LB into trainer

Trainer:

Nincada: tackle spam (lvl10 + water gun) //TODO watergun here would be nice TODO pre petalburg trainer

Nincada: 1watergun

//TODO

# Notes

* Need to buffer turnarounds, so if facing down and need 2R, then actually 3R as first buffers the direction (only slightly pressed); all directionals include the buffer input
* Mash with B if you are facing an NPC after the dialogue to stop cycling
* All menus save their last position, so always remember what you did before!
* From bonk into direction : no turnaround frames
* Started 11122018 till rival 1, resumed 25042019