This document will record all the strats used in the Pokemon Gold - 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
* Print: normal
* Menu account: off
* Frame: as you like (Type 1/8)

# Splits

## Rival1

5TB //A mash

18TB,A,start,A for name

Mash till beginning

5RB,3UB into stairs

Mom: 7TB(get sound),6TB,D(no daylight savings),10TB(music)

6DB,2L,DB door

7L,UB into door

15TB,2D,3R,U,A mash till get, 3TB,delayedA start,A for nickname

A mash till get,DB into mash for potion, DB mash into exit

3DB,1L,1D,LB

//MENU: pokemon,toto,item(2U),Take(1D),Bmash

7DB,1LB,1D,7L,6UB,5R,3U,13LB,2UB,2LB,2UB,6LB,3D,8LJ,15LB (town music) //flee all fights, cannot escape lvl4 rattatas

D,LB,UB,7L,U check for route //if mart,go out and 6L, if UB then 1L more

UB(route music),5R,20UB,2R,5U,3L,6UB,2RB,8U,Rbuffer,A(secret potion),4R,UB into house

Mash/DB until exit after mandatory heal

Phone call on tile1, mash till close sounds

5L,DB,L,DB,3R,7D,LB,DJ,D,RB A mash for berry

D,2R,DJDB,RB,2D,RB rival fight

Rival: Chikorita Lvl 5

Leer, scratch spam

//TODO EV test

12atk = 5 scratch w/o crit with one growl

TODO reset if dead or bad EV

TODO maybe save reset tests for EV checks

## Falkner

Mash till town music after bash sound

U,RB,

# 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 exclude the buffer input(either buffer it or hold the first step longer for a few frames)
* 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! (only on choose)
* Pokemon submenus (item, stats) do not memorise!
* Encounters on turnaround frames possible! Watch out for stepcount and when the encounter starts. //better buffer turnarounds in grass
* MENU: dex,mon,item,gear,trainer,save,option,exit
* Strats with 12/11/10/10/10 toto
* Started 01112019, last osaka day