This document is made for people that want to know more about the blindfolded Breath of the Wild – any% (glitched) speedrun.

I will provide some information about every split so you can follow along my runs and hopefully get a bit more interested in the technicalities behind this amazing speedrun!

Hey ladies and gentlemen! With this video, I want to provide a short introduction to the world of blindfolded Breath of the Wild Speedruns, specifically – any% (glitched). I am currently working on a new route for this game and will speedrun full runs the game very soon. That is why I want to provide some information about the game, so that even first-time viewers can enjoy the streams and runs and be a part of the journey with me!

# Introduction

The Legend of Zelda: Breath of the Wild is the nineteenth main instalment of The Legend of Zelda series. It was released worldwide for the Wii U and Nintendo Switch on March 3, 2017 and got quickly very famous due to its new approach to the Zelda series, its enormous open world and the clever possibilities of using your surroundings and everything else available for fighting and puzzle solving. It makes especially well use of the world’s physics with the new rune powers, which allow you to freeze object in time with stasis, create bombs, create ice from water and use metal objects via magnets. The story revolves around Link waking up after a long slumber, only to find the kingdom of Hyrule under the dark influences of the evil that is Ganon. The game is not only open world in terms of territory, but it also allows for great freedom in terms of gameplay. In theory, one could finish the tutorial section, and right away go to the endboss. Of course, that skips more than 95% of the game and the game does not except people to be well equipped enough at that point to actually defeat the boss. And this is exactly where speedrunners come into play.

# The Speedrun Route

Now, I am going to explain the general route that the blindfolded speedrun will take and what makes each section special. Just as a little disclaimer that the route is not finalized yet and can change in the future with new discoveries, but for now it seems like this is what I will be going for.

**Tower:** The run begins in the Shrine of Resurrection, where Link awakes from his deep slumber. There are lots of cutscenes and tutorials going on in this section, as it teaches us how to move etc., so we have quite a bit of downtime in the very beginning. After we get out into the open world, the real run starts. Our first goal is to activate the tower which is located in this far away cave. Now how are we able to navigate in such a vast world? Let me explain a few techniques we are using throughout the run.

First of all, we have bunny hops. Breath of the Wild features the same kind of normalized camera and movement as in Ocarina of Time. You can hold the Z-Target button in order to lock the camera behind link and only strife to the sides and back and forth. On top of that, you can do hops into all directions in this mode. These hops are 100% normalized but unfortunately, they are quite slow in such a huge world. That is why we are only using them for precise setups or sections that would otherwise be very weird to traverse through. What we use instead is our good old friend called beatcounting. And more precisely, we pseudo-beatcount close to all the overworld movement in the game. That means, instead of performing and counting for example 100 hops to the cave, we hold up and sprint for a certain number of beats. Since Breath of the Wild only has really ambient music without rhythm, I have to count a song like the slider from SM64 in my head so I keep a consistent bpm for my counting, therefore the term pseudo-beatcounting. This allows us to go much faster from A to B. On top of the movement, we are also going to grab our first weapon on the way, which we actually don’t use to fight, but rather for blindfolded setups. The two handed axe has a great buffering feature, in which you can start your swing, then hold a direction on your stick, and release once the swing is over. Like this, you can turn in 45° angles and set yourself up for movement etc.!

**Bombs:**

After activating the tower, we have to move to the first of four shrines that we need to beat in order to progress the main story. Each of these shrines teaches you a new ability, and acts as kind of a mini dungeon. We first go to the bomb shrine, as the bombs are a really powerful tool that we will need in later sections of the run. The way to the bombs is very straightforward, so let me talk a bit more about the shrines in general. Shrines are really great for blindfolded, since they are mostly closed rooms with walls all around you, and you can easily normalize all of your movements in them. On top of that, you always have the ability to save and reload your save file in shrines, and it will just let you restart the entire thing. The bomb shrine itself is really not very difficult, you need to listen for a cycle, time some bomb throws and that’s it.

**Amiibo Farm:**

**Stasis:**

**Cryonis:**

**Magnesis:** cool use of a deathwarp where we kill ourselves in order to get back to Pascals Village, afterwards the city gets attacked by tricky boss that requires some strange camera setup

**Ganon’s Castle:**

**Blights:**

**Ganon:**

# The Speedrun Techniques

To speedrun this game, many fast techniques and skips have been found by the community. I will go over the most important ones right now.

* **Highjumps**: By chaining various aerial attacks together, we are able to gain a lot of vertical height, which allows us to jump over certain barriers the game places in front of us.
* **Out-of-Bounds:** The speedrun is known for its paper-thin walls. With certain moves like the pod launch or the shortsword heavy attack, we can clip through various walls in the game, allowing us to go out-of-bounds and skipping large chunks of required gameplay**.**
* **DamageGlitch:** For basically every fight in the game, we only use a single move out of our extensive attack moveset, which is a heavy attack after a dash. There is a programming error that increases the damage output but the attack right after a dash by like x5, so even if we are underleveled, we just melt everything with our spinning sword away. To further increase this, we equip two swords at the same time and throw both of them in this matter, effectively doubling this damage once more + using the taunt feature, which lets enemies receive double damage for the tradeoff that they also deal double damage to you. But that is still not all: we also buy tons of buff items that enhance our power even more, making this one attack one of the most broken and powerful moves out of any videogame in history.
* **Blindfolded Setups:** For the blindfolded run of this game, I mostly count the dashes of 2B in order to navigate through the vast world. We have some semi-normalized movement options like backdashes and attacks, which we use for some precise setups. Other than that it is interesting to note that I dont use beatcounting basically at all in this run, in fact I have to turn the BGM volume down in the beginning of the run as the music overplays many other important audio cues. We also heavily change the custom camera settings, which allows us to change the dynamic camera to a static one. For enemy location we abuse the lock on system of the game.