Blindfolded Breath of the Wild Project by Bubzia

Any % Glitched

Route Idea:

1. Get out of first shrine
2. Get tower (infinite running glitch + grab woodcutters axe for weapon throw)
3. Fall damage cancel from tower cutscene to bombs / or climb tower TODO time both options
4. Bombs (either cheese with 1st try windbomb, or learn first half for real (might save around 1 min first try + Instantly Amiibo equip farming (if possible inside still)

We need: (3 set of Fierce Diety), Bows , Shields , Swords, Arrows

1. Stasis (don’t know the order yet)
2. Cyro (don’t know the order yet)
3. Magnesis (don’t know the order yet)
4. Flight to ganon castle (BLSS)
5. //reset position
6. Get into ganons room + grab arrows (no idea yet how many we need)
7. Get elixir for attack up (ganons castle chest)
8. Fight (Windblight skip, wolf for specific fight)
9. (check Ganon fight with and without armor; probably both are instant death on hit anyways, just +3 attack buff or armor set is gone then)

Movement Guide

Normalized Movements: Z target with sidehops all directions

Buffering Stick inputs: pausebuffer or neutral jump

Camera dynamic to static change: PB D tiny bit into neutral again for static camera : TODO is it affected with each load or reload or what? => definitely after every cutscene

Infinite Running Glitch: Dpad D hold into A mash

Camera repositioning: PB notches works on like frame1 (probably, at least very accurate), Z z-target for facing angle, R3 for current camera angle facing

Misc Route Stuff

Zelda talking cutscene always after x amount of time or distance

Amiibo usage after first shrine, so after bomb, go amiibo farm?

* Can remap buttons on switch system menu : for infinite running to shoulder button? (remap R (weapon throw with Dpad Down)
* Big question is order of first two shrines: either mag or bombs, one of these we cannot windbomb in that case because amiibo farm will start after 1st shrine. Otherwise we would need a bow and arrows first somehow (Maybe get bow from bokos somehow in front of tower; or stasis chest under rock; or mag inside shrine)
* Picked up armor that you don’t want CANNOT be thrown away besides if sold in shop (which is not in the route so RIP)
* Beginner Tutorial: [(8) How to Speedrun Breath of the Wild’s Great Plateau (Beginner Tutorial) - YouTube](https://www.youtube.com/watch?v=r5utB87iQ_Y)
* BLSS Tutorial [https://www.youtube.com/watch?v=S81n74sObrM](https://www.youtube.com/watch?v=S81n74sObrM&s)
* Boulder Tutorial <https://youtu.be/dclCAgX4bKk?t=71>
* [(8) How to Fall Damage Cancel in BotW! - YouTube](https://www.youtube.com/watch?v=DKx7By2k66E)
* [(8) Breath of the Wild Comprehensive Windbomb Guide - Basics - YouTube](https://www.youtube.com/watch?v=KlF8jnsYW8g&t=1s)

Amiibo Grind

* **swiffy22**: iirc, Revali amiibo gives a guaranteed bow before you leave Plat, so that's also a good option => use this for getting a bow ,
* [botw-tools/amiibo.txt at master · MrCheeze/botw-tools (github.com)](https://github.com/MrCheeze/botw-tools/blob/master/amiibo.txt) amiibo droplist resource
* TODO check fierce diety armor how many hits ganon can give you, because attack buff is enough to get from food + elixir to last 13 min
  + If the armor is too weak, then we probably need phantom armor for hit resistance + attack up => no more food needed since attack up does not stack.