Blindfolded Breath of the Wild Project by Bubzia

# Great Plateau% Strats (Excluding Amiibo Farm for any% for own RTA)

## Tower

Cutscene skip //TODO learn timing

Z(1L), Uhold run mash A for slate cutscene

Mash till regain control //TODO memorize TBs or exact audio cue

Z(1R), ctap, 3sU run into 3sURinto L UL U mash A for slate

Mash till regain control //TODO memorize TBs or exact audio cue

Buffer U run till wall climb, then Y to climb up into U UL run for cutscene

(save)

//from here all beatcounts in 175 bpm

Ctap, 11U,11UL,25L mash A for axe, reZ, sbuffer UL, Z(4L)

(save) //only important save probably

Ctap, U run till Zelda cutscene, buffer UR during it and count 24-25 from b cancel, then full U till wall (around 50 beats //TODO check how many approx.)

Drop from wall into ctap, UR R mash A find slate somehow //TODO find some better normalization for this part

## Bombs

Skip cutscene x2, mash till control // TODO check how many, timing

Z,Ujump into falldamage cancel with 7CD,7.5CR, talk to old man

Talk option: B,A,A,A //TODO check when regain of control

Sbuffer L into Ztap, Ctap, U run till wall (XX beats TODO), then getup wall into reZtap, sbuffer L into Z(xU,yR,zU) TODO, A for slate

Skip cutscene into UL buffered run mash A //TODO confirm

After cutscene, Z(1R), throw bomb + detonate at 3, ctap into U till wall, L till wall, Rtap into bomb whilste , run R detonate into L into U UR for ladder, climb, reZ(buffered 2U,2R), sbuffer R into neutral bombthrow with 3 detonate, Z(Uhold when platform is moving), wait till stop into U till next area

Ctap into U till wall, L till wall, Jx2 into fall into U ESS DL hold for ladder, cancel into Z(buffered3L1D,bomb3throw,buffered3R2D,bomb3throw, U run for ladder, Z(buffered1L5U4L,1-2L hold for steps, into U run mash A for monk

## Stasis

## Cyro

## Magnesis

# Any % Glitched Route Idea

1. Get out of first shrine
2. Get tower (infinite running glitch + grab woodcutters axe for weapon throw (only perhaps, might make route to mag and bombs easier (more straight?)
3. Fall damage cancel from tower cutscene to bombs / or climb tower TODO time both options
4. Bombs
5. Instantly Amiibo equip farming

We need: (3 set of Fierce Diety)

Order is important too: revali for bow, then toon zelda for shield (if we don’t get the stasis one or somewhere else), then discard all the food in the inventory somehow, and then get MM Link farming done.

* It will be RNG which arrows we will get, best case is lots of bomb arrows.
* We can check how many arrows we dropped by saving, shooting all the arrows, counting and then reloading.

1. Stasis (TODO how to get there fast? Time both from bomb over field and from SoR over the hill
2. Cyro (from stasis to cyro: there is 5 bomb arrow chest from DLC potentially)
3. Magnesis (go from tower)
4. Flight to ganon castle (BLSS), land with glider into cutscene
5. reset position into leave area for position normalization
6. Ganon Castle Farm (check Saver’s Run notes)
7. Fight (Wolf for specific fight)
8. (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) //TODO check all 1 hit attacks from ganon + blights , MM link might not be the best farm then, but still would probably need some arrows from it = maybe ancient arrows?

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
* You can buffer input / ztarget jumps with swing or neutral hop
* Climbing Camera Manipulation: climbing resets static back to dynamic camera, so each climb needs a tap for sure; Z targeting also resets it once more, so we need to tap again after Z targeting: from getup we maintain the static cam if tapped before
* Ztargeting in general resets to dynamic camera : CAREFUL!

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.
* Farm lots of arrows for blight and ganon fight
* Maybe farm ancient arrows from guardian amiibo
* 4 Ironshroom + Dragon Fang in castle would be what you're looking for and would give 13mins of defense +3 //TODO check if really needed with 3 set piece armor

Ganon Fight Information

* Arrows would be a good and safe source of damage / problem would be durability of bows //TODO test maxed out bow inventory => how many arrows can we shoot?
* Bomb arrows do lots of damage, would be nice to have a lot from amiibo farming
* Ancient arrows best for ganon fight? TODO check since blights might be easier

Saver’s run rewatch

* pants = boot soud when jumpig
* wooden shield is probably needed from somewhere for thunderblight attack = stasis chest or amiibo
* cooking guide: <https://www.guideofthewild.com/cook>
* Ganons Castle Route: need 2 shroom skewers with stamina for royal bow and 3 anicent arrows in beginning after bridge,
* Then get thundersword and enemy ( royal halberd)
* Ancients arrows behind fake wall normal entrance and enemy lizard shield + boomerang
* After that, destroy barrel = > acorn? TODO ask Saver
* Down stairs into statue claymore, savescum into kill for royal guards claymore
* Climb to upper floor for bomb arrows (don’t take bow or other weapons?)
* Shard of naydras fang in hidden chest behind curtains => is that the elixir or also the defense prolongation buff?
* Kill lizards in front for more boomerangs and shields
* Ignore other weapons, throw away thunder sword because farming is over ?
* Then cooking, into ancient arrows on staircase (skip weapon and shield?)
* Climb the tower, kill guarding and use stamina food to do omega climb directly to ganons room //TODO figure out somehow without stamina shrooms or find amiibo setup for shrooms to skip farming (especially hyrule castle ones),
* //TODO potentially check different entrance for windblight skip or at least initial dmg (according to saver windblight is easy though, so maybe not worth it)