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## Bullet time bounce locations

Breath of the Wild players have always used the game's miraculous physics, either speedruns or fun. It's one thing to ride on the stasis launched by trees, but it's way more fun to shoot across Hyrule Field with a good head stomp. The new glitch allows just that, allowing players to gain tremendous speed and blast off when they shield jump on enemies at right angles. This new glitch is currently called a bullet time bounce. It requires players to jump, turn 180 degrees until their back faces the enemy, and hit them while riding their shield. There is only the smallest catch: the enemy concerned needs a ragdoll when you hit them. This means that the trick requires either a weak enemy, an enemy frozen in ice, or one that may be ragdolled by a descent to the head. Magic happens when they ragdoll into Link's shield. For some reason, the game will freak out and start to link forward at preposterous speed. It's fast enough to go over most of Hyrule Field.The formerly known show trick comes from a group of Chinese players experimenting and exploring the game. They posted their compilation video in August. Another player named LegendofLink rebuilt, and since then, the game's speedrunning community has been playing around with the trick to find radical new shortcuts through the game. High-speed explosions are not completely unmarked territory in the Breath of the Wild; early speedruns made heavy use of the asses-launches, which allowed players to freeze items with their asses runes, hit them to build momentum, and then ride them over long distances. Some launches involved players allowing Link to get hit with objects to fly faster. This new bullet time bounce trick is a bit trickier to perform, but if executed properly, it takes less time, making it ideal for speedrunners. G/O Media can get a commissionwaterpik Cordless Water FlosserBreath of the Wild has done something of a speedgame bonanza over the past few months, as more and more glitches have been discovered, many of them involving the shield. For example, players have discovered that it is possible to clip out of bounds using a shield that makes it easy to enter the shrines and skip obstacles. This latest shield bouncing trick has the potential to shake many game routes, especially at the beginning of the game, and with this new tactic emerging, it seems likely that we will see even more changes coming to the game's speedruns soon. As for casual players: if you ever wanted to bounce off the enemy so hard that your game has to stop and load the rest of the world while you move, now is your chance to give that a try. From Zelda Wiki, Zelda Encyclopedia These are glitches that are likely to take a breath of the Wild. Please read glitch Disclaimer Notes before trying any of the glitches on this page. This page has been constantly updated with the latest glitches and patches. Whistle Sprinting Speed Effect: Makes link sprint at next top speed without losing strength. How to: Hold down the D-Pad and tap the sprint button repeatedly. Notes: Ideally, the player should alternate between conventional sprinting and whistle sprinting on his feet traversal, because normal sprinting is still a little faster. Even if no sound is made, the game still treats it as constantly whistling; Therefore, the whistle sprint will be a warning to nearby enemies and other wildlife in your presence. Link can not whistle while gliding or swimming, so this glitch is only useful when crossing long distances on foot. A similar glitch – Throw Sprinting – can be made while pressing B and R repeatedly with the weapon fitted. It's an advantage not to make so much noise, but it's also more embarrassing to make and gives a less consistent speed. Fast Travel Softlock This glitch was patched. Effect: Softlocks game. Prerequisites: Must be a horse as well as have access to an ancient shrine saved as a travel point on the map. How to: Position your horse to the point of travel in front of the shrine entrance. Then, travel to the same shrine as the horse is placed on. If done correctly, Link will appear at the tour point, but will be put on the horse at the wrong angle, softlocking the game. Note: To get out of this glitched state you have to reset the game, so be sure to save it before trying it. Clip Into Walls Using Horse Effect: Clip walls using your horse. Prerequisites: Is there a Horse. How to: Position your horse so that it is facing the wall. Once you're done, jump off of it, save your game before you touch the ground, and reload it. You should spawn inside the wall behind the Horse. Note: If you try this glitch in a place like Hyrule Castle that allows you to explore the ground beneath it, it is advisable for you to save in advance, as otherwise you may have to backtrack to find and get back to your horse. Otherwise, stick to the zones with at least a travel point (ancient shrines, Sheikah Towers, etc.) nearby. Horse Clip Horse Clipping Through The Earth Effect: Clips Horse through the ground. How to: If a player tries to climb a steep cliff or wall with a horse, it will start to fall. If the player quickly turns as the horse falls, but still on the rock, the horse will start to slide down obliquely, seemingly leaning against the air. The horse will continue to slide until the bottom half of it moves along the ground. Note: When Link reaches ground point, he will jump off automatically and the horse will return to normal. Jumping off at any time will end the glitch faster. Missing Chief Softlock Effect: Makes Rijū disappear from the cutscene, softlocking game. Prerequisites: Must have access to Genudo town, but haven't met Rijū yet. How to: Approaching the throne to start a cutscene while Rijū isn't sitting on it seems to be the most likely reason. Wii U it could also triggers by re-switching the game view from the TV screen to the Wii U gamepad during the cutscene with voice running. Note: This softlock game that requires you to connect to the console or close the game from the home screen. Find the Wii U as well as Switch.Steps to reproduce not tested thoroughly. Endless Magnesis Effect: Magnesis will continuously try to add a metal object, but can't be so stuck resulting in an endless Magnesis cycle. Prerequisites: Recommended (but not necessarily) to have amiibo spawn metal blocks in the game. How to: Spawn or go to any metal block anywhere in the game and stand as far as to add distance to go. At the same time, when activating Magnesis, turn the camera so that it is facing the link. Magnesis will now be stuck in an endless cycle of trying to add a block, but not every time, meaning Link can now walk around in an infinitely activated Magnesis rune in his hands. Notes: If you turn the camera back behind Link or he has hit the enemy, Endless Magnesis will be canceled. You can also cancel it if you wait long enough. Dark Beast Ganon of the Border Effect: Lets link explore Hyrule outside the Dark Beast Ganon fight. Also allows Link to use bow lights where he is not usually designed. Prerequisites: Has defeated the misfortune of Ganon. Note: You can even use your horse out of bounds. However, during the research, some NPC may not exist (e.g. stables staff, etc.). Note that if you keep this position, you probably can't get back to the limit, possibly softlocking your game (although you could still move out of bounds). You will either be forced to reload from the previous save or start a new game. How to: There are two ways to do this. One method This method was patched. How to: Ride your horse to the light limits, which is usually designed to prevent Link from leaving the fight. Line your horse up so it will go along the border and unmount it. If Link is off to the right side, he will clip out of bounds, allowing him to explore Hyrule at a time he usually doesn't expect. Method Two How To: Activate Minigame storage with the Birdman Minigame (disable water physics.) Method Two How to: Activate Minigame Storage with Birdman Minigame (Disable Water Physics.) Then fight and beat Ganon. When you go to Dark Beast Ganon, mess around. Unfortunately, we're not sure exactly how we got out of bounds, but it seems to be climbing a certain place. Notes: If the NPC that offers the minigame says: huh? You're supposed to be gliding as far from the tower as possible! and teleports you back, the glitch worked. after you are in the dark beast ganon fight clime something (trees rocks ruins dead Guardians you name it), then branli (bird guy) will give you back, and you still have a bow light method three How: Beginning of battle, collect bow lights and do a U-Turn then go to the barrier straight behind where you originally spawn. Find the metal box on the right and to launch yourself with a asses through the barrier. It's best done using magnesis to put a box next to the barrier with a bit of space for link to go. Then place the square ball on the opposite side of the barrier and walk the gap between the box and the barrier. Activate the assis, then hit the box until the time is almost up, then move on to your ball and activate it by switching the direction of the assis. Zelda Mute Effect: Mouth Zelda during the Dark Beast Ganon Battle As: After escaping the Dark Beast in Ganon, talk to the traveling NPC at the battle. NPC has to pause for a bit, then the time will resume without link exiting the dialog box. When the time resumes, get on the horse and start pressing A. Eventually, the screen should display a blank dialog box and Zelda should stop talking. Note: Do anything that opens the dialog box resets the glitch. Panic Blood Moon Effect: Blood Moon suddenly triggers at a seemingly random, unplanned time. How to: Sometimes when you're in the middle of a game, Blood Moon accidentally triggers, even when the sun is up, it can also happen if it is past midnight. Notes: This glitch is said to be a game failsafe countermeasure to RAM leaks that can develop into longer play sessions, even in all cases when the game is in sleep mode. When you close the software or reset the console will restore the use of the game's RAM back to normal. Frozen Guardian Beam Link with Guardian Scout's Light on His Leg Effect: Causes the Guardian's Light Freeze on the Link. How to: By chance, when deflecting a small Guardian like guardian scout's, the lights, lights will be stuck on the Link. Comments: The beam will continuously deal with damage while it is in contact with the Link. Jumping and having light transaction damage while Link is in the air will cause the light to fly off, finally glitch. Bullet-Time Bounce Link about to bounce off frozen Bokoblin while Bullet Time Effect: Launches Link very quickly in any direction. Prerequisites: Shield, Bow, enemy, and item freeze said enemy (if the enemy is not a red variation). How to: To perform this glitch, you will need an enemy. Go to the ledge or a vantage point with a view of the enemy; If they are not a red variation, they must be frozen before trying this glitch. Use Shield Surfing to jump off the ledge (i.e. Shield Jump) and pull out Bow in slow weather in the middle of the descent. If your shield lands on the enemy during slow, immediately stop slowing down by pressing Y, unequipping the bow, or pressing B twice. If performed correctly, link will fly at significantly accelerated speed; it can be combined with the Paraglider to cross spectacular distances. Note: This glitch causes monitoring of physics to slow down. Link interactions with ragdolling enemies are not properly modified to slow down; However, the game will still try to reconvert this physics when returning to normal speed, causing those interactions to be up to 20 times more powerful! The direction of the bounce depends on the location of the enemy's body Link Shield lands. Putting away the shield after successfully making the bounce will kill Link's forward speed; conversely, since Link is his shield, the player can highlight and put away the Paraglider to maintain endurance without losing speed (they do a little lose height). The faster the player cancels the slowdown after contact with the enemy, the stronger the bounce will be. For perfect results, cancel the first contact frame (this can be easily done by buffering with bow selection menu). Voice Acting Switch Effect: After switching languages, cutscene subtitles will be in the right language, while voice acting will be the language in which the cutscene was first observed by the player. How to: Play the game in one language until you find a re-watchable cutscene, then save. Open the console menu and switch the language. Go back to the game and rewatch the cutscene. Note: The Switch application has been checked only. Not sure if new cutscenes will play the right language. Daruk's Perfect Parry Effect: Daruk's defense will be activated without consuming the ability. How to: As soon as you get hit, release ZL. Bow spinning effect: allows you to make a spin attack with a bow // Allows the use of elemental weapons effects for an indefinite period of time. How to: Equip the heavy weapon and hold Y, then press ZR and B at the same time. Note: The blade will still be damaged and you will have less reach. Mini Guardian Combo Effect: Lets you hit mini guardian 2+ times very fast. How to: Hit the guardian and immediately press X and Y. Notes: This is a shrine to shallow water. Only blades work. Flying Ganon Effect: Makes unhappiness ganon fly. How to: Hit those legs while Ganon is on the wall. Fall Damage Cancel Effect: Resets Link ground position, allowing him to fall from high altitude without taking fall damage. How to: Being in the air: hold the R to throw the weapon. As you release the R, equip another one. Scope Trimming Effect: Clip through the walls using your horse. How to: Place your horse on the wall, then use your scope to rotate it by 90° so that the back of the horse is in the wall. If necessary, you can shield the jump off of it. Note: If the horse does not have enough space, it is easier. Stallion Trimming Effect: Clip through walls using objects. How to: Position the object (Boxes are perfect for this) next to the wall, with a small gap between. the asses and hit it a few times so it will towards the wall. Now stand between it and push to the object. Ollie Clipping Effect: Clip through the ground. How to: Shield jump and enter Bullet Time. 1 Frame Before You Hit the Ground: Start mashing x. Then, if you stay in Bullet Time, repeat the model of three or two X presses. Note: If you run out of endurance during the process, it can lead to Infinite Shield Surfing. Cryo Clipping Effect: Clip through cryonis pillars. How to: Climb on a pillar while it grows. Note: Since the pillar is completely solid, you can be pushed out. Blood Moon Clipping Effect: Clip through the earth using blood moon cutscene. How to: Position yourself on the spot where you killed a Guardian Stalker or Turret. Wait until the blood moon causes. After the cutscene, you'll get pushed through the land by the Guardian. Note: It can be used to clip inside Hyrule Castle. Blocked state effect: You won't be able to move or rotate, it can lead to other weird stuff. How to: Jump from the mountain to your bike – If it's despair as you touch the ground, it would've worked. Spinning Head Effect: The link will rotate your head until you crouch. How to: Get a wooden shield with an arrow on it and open the map for the first time. Note: It should be the first arrow you have collected in this file. Skew Storage Effect: Stores Link orientation from the moment he last shield surfed. How to: Cancel shield surfing as soon as Link hits the ground. This can be done automatically, shield jumping against the slope. Note: To use skew, unequip shield during Link boarding animation. The saved skew remains when the screens are loaded. You will lose your skew if Link touches the ground while surfing or completes his boarding animation. Shield Trimming Effect: Clip through the walls using the shield. How to: Keep skew faces in the same direction as the wall you want to clip into, shield jump, then send your shield as Link boards to his shield. Extended Shield Clipping (ESC) Effect: Clip through walls using shield (More wall options). How to: Like Shield Clipping, but in the frame you snap back out of your skew, pull out your shield by pressing ZL and A. Then immediately unb then unb then unb ampelize the shield. Note: It even works on most hard walls. Instant Shield Clipping Effect: Clip through walls using shield. How to: ESC, but instead of storing oblique, shield jump off from an oblique surface, then send a shield. Then immediately shield the surf and send the shield. Comments: is less consistent than esc. Skew Bounce Effect: Bounce really high shield jumping. How to: Set the skew but bullet time. Note: Make sure you face against the wall so that shield surfing is lifted in the same frame you hit the ground. Fosbury Flop Effect: Launches Link up. How to: Shield Surf, perform a trick with Y, jump and unequip your shield frame after. Stasis Launch Effect: Launches a link using stazi on an object. How to: Stall the box and hit it repeatedly. Either hold or stand on the object as it away. Note: This leads to a Super launch. Super Launching Effect: Launches a link using stazi on an object. Maintain speed using the paraglider. How to: Stasis Launch, but jump on the trajectory of the object as it gets launched. Bullet Time Launch Effect: Launches the object. How to: Place the object above the water and stand on the ledge you can activate Bullet Time from. Create cryonis pillar under the object and activate bullet time as the pillar is raising. Note: Does not work with some objects. Time will determine how far the object will run out. The ideal time is when the Cryonis pillar raises the fastest. If carried by bike or other large objects such as rafts and boxes, Link can launch itself with an object jumping over them before activating Bullet Time. Bullet Time Storage Effect: Allows you to

walk bullet time. How to: Create Cryo pillars with a small gap between. Stand on the gap and jump. When touching the ground, enter Bullet Time. Then re-press R and B. Flying Machine Effect: Fly using two metal items and a magnesis. How to: Place two objects on one another. The lower object must contain metal parts. Then climb up to the top of the object and use the magnesis on the bottom to enlarge the machine. Note: This is the most stable when done with two minicarts on each other, or a box on a minuscart. Pressing up on the D-Pad will speed up the machine, but pressing down will de-accelerate it. Link can balance the machine using its own weight. Horse Sliding Effect: Get momentum by dismantling your horse/bike. How to: Get to the steep slopes and place your vehicle parallel to it. Mount it, holding Zl and pressing X. Notes: the distance and speed depends on the distance you have to travel, the direction depends on the direction the slope was directed. Ball Smuggling Effect: Make the link stuck in the ball holding an animated/invisible ball. How to: Stand next to the seal, press R and A very quickly. Sealing Sliding Effect: Make the link rotate insanely fast. How to: Use the ball to smuggle and pull out your bow. Then unmount the seal and install another one. Stuck with seal effect: get stuck until the seal wakes up. Prerequisites: Must be shield equipped. How to: Stand next to the seal, hold ZL, press A and immediately use your bow. Shield Sliding Effect: Removes the turning radius of shield surfing. How to: Stand next to the seal and press A and B very quickly. Note: It stays when you restart the game // Trying to install a stamp can crash the game. Shield Oscillations have an effect: make you shield surf in the air. How to: Make Link Rotate (using horse or ESC). Place the horse on the slope next to the wall and hold ZL, press A and X. If Link touches the wall until he is tilted, he will start surfing in the air. Note: Need a shield slide. Horse Strength Refresh Effect: Remounts the horse very quickly, restoring its endurance faster than usual. How to: Have a shield and bow fitted. While on horseback: Hold ZL, ZR and press X. Note: It works better than flat terrain. Arrow Duplication Effect: Farm arrows very fast. How to: Use a multishot bow to shoot a lit torch in lost woods or a Kara Kara Bazaar. Arrows shot will not despair. Sword Smuggling Effect: Hold the weapon until you use it. Keeping it, you can do any action. How to: Spawn the ball, pull out your weapon, press B to unequip it, pause as Link still has his unequipping animation, unequip your shield. Unpause, then pick up the ball. Notes: The glitch will end if you draw your smuggled weapon. Bow Smuggling Effect: Hold the bow until you use it. Keeping it, you can do any action. How to: Either use the Sword smuggling setup or stand in front of a ball or rock, then hold ZL and press ZR and A. Hold Contraband Hold Smuggling + Dead Link Inventory Effect: Lets you hold objects everywhere. How to: There are several ways to do this. Method One Drop Fire Jelly and hit it with the sword. As you damage, hold the object and teleport. Method Two Stand shoulders deep in the water. Hold the object, jump and spawn the ball. Detonate the ball, and n third frame bang animation, break the game and teleport away. Color clothes with any component effect: Allow the link to paint your clothes in any color with any ingredient. How to: Take Hold Smuggling with five items of any kind, then talk to Sayge. Smuggling components will be used for paint. Stand on a horse/bike effect: stand on a horse/bike. How to: Once done Hold Smuggling: Get a wooden shield with an arrow on it and install a horse/bike. Note: It should be the first arrow in this file. Horse Teba Cutscene Effect: Stay at Flight Range // Become very tall // Instant Death // Softlock How to: Talk to Teba while sitting on a horse. Reset Runes Effect: Allows you to reset runes charging timer. How to: Watch the memory. Free Compendium Pictures Effect: Allows you to complete up to 1 page of Hyrule Compendium for free. Prerequisites: May not have got Symin's free picture yet. How to: Go to trader Hateno, select the item you have the most, choose to sell everything and cancel, then talk to Symin. Weapon Stamina Glitch Effect: Allow you to use weapons without damaging it. How to: Press Y and switch weapon to 1 frame before the enemy gets hit. Shield Strength Glitch Effect: Use a shield without damaging it. How to: Swap your shield during flip mid-air. Burn Timer Reset Effect: Allow you to survive the death of a mountain area. Prerequisites: There are two hands equipped. How to: When you start burning, hold Y, then let go of it. Blood Moon Timer Reset Blood Moon Timer Reset (skip to 0:53) Effect: Skips Blood Moon refreshing game in the world, but still resets the timer as if Blood Moon had happened. How to: Use Travel Gate (or positioned Travel Medallion) to pull away just before the clock strikes midnight. You know you do it right, if upon arrival at the destination, there is no cutscene in the game, shows midnight, and only malice particles are around, no red sky effect. Guardian Stalker Stasis + Clip Guardian Stalker Stasis + Clip Effect: Makes sleep guardian stalker clip through the ground. Have a reset if Link leaves the area. How to: Use Stasis+ for a Guardian Stalker while it's still sleeping. WARNING: Don't work on all sleeping Guardian Stalkers, and those who don't clip wake up instead. For example, on Lomei Labyrinth Island they will not clip through the earth. Ball Revali Gale effect time: Hold the ball while you stand up. How to: Hold the X, let go of X and immediately use your ball. Horse Factory Effect: Spawn horses yourself. How to: Make a boko dismount a horse (Don't kill it!) and walk away. Boko will be despawn, the horse will remain. Note: If = 200 or 250 horses on the screen, it can cause panic in the blood of the moon, causing the crash. Healing for the Horse Effect: Transfers Hot Spring Water effects on your horse until you come down. How to: Place your horse in a warp point, then go into the spring water &t; Teleport on the horse. Get Damage on Horse This glitch was patched. Effect: Makes you die very fast. How to: Place your horse warp point, then go into the ice water &t; Teleport on the horse. Note: Cooldown will no longer exist, so you pretty much die right away. Infinite Guardian Parts Effect: Guardian spawn an unlimited number of guardian parts. Lags game is very difficult. How to: Move one of these four guardians two quadrants away from the spawn point. [1] Infinite Treasure Chests Effect: Allows you to open breasts repeatedly. How to: Move the iron chest two quadrants away from its spawn point, open it, and reload. The breasts will be still there. Horse Weapon Duping Effect: Allow dupe weapons/bows/shields out of thin air. How to: Weapons Duping B-Lock Effect: Causes Five Glitches: Stuck in Place, Stuck running animation, Moonwalk, Slide, Hover How to: Pull out your bow and press B-&t; Immediately lonely your shield during unequipping animation. B-Lock: Stuck Spot Effect: Makes you stuck in place, but you can still rotate the permanent animation. How to: After performing B-Lock: Jump Holding B and Don't Let Go B.B-Lock: Stuck running Animation Effect: Makes you be stuck running an animation // You can't move at all How: After performing B-Lock: Jump holding B and move and don't let go of B.B-Lock: Moon sidewalk: Lets you moonwalk. How to: After b-llock: enter in any direction, holding ZL, hold B (Do not let go of it), release the NOSP. B-Lock: Slide Effect: Replaces running animation with permanent animation. How to: After checking B-Lock: Hold ZL, jump and start holding B mid-air. Then don't stop moving or holding a B.B-Lock: Hover Effect: Makes you stuck in mid-air. How to: After performing B-Lock: Climb a small step keeping B. Letting go B down it. Ragdolling Bokoblin Effect: Make Bokoblin stuck Animations. How to: Let the moblin throw bokoblin, then freeze/electrocute it when it touches the ground. Glitched Shop Items Effect: Lets shop display glitched items. How to: Stand in front of an object, place a ball. Take it and pause the bumper. If you break, there will be one frame that shows the wrong number of rupees, melee damage, etc. flying rope effect: spot the seal rope mid-air. How to: Stand next to the stamp -&t; Press A and B for some footage later. Note: The next time you try to set the stamp, it won't work. Invisible Link Effect: Make Link hold an invisible rock that turns him invisible. How to: Pick up an object because it's from the eaves. Then turn the camera away from where it was dropped. Notes: Walking away will fix the glitch. Goddess Glitch Effect: Spawn particles for an indefinite time that are lagging behind the game. How to: If you have full hearts and stamina (To do this: [Apparatus Glitch: Heart Duping], talk to the goddess in the Temple of Time repeatedly. Hyrule Overload Effect: An overload game that leads to weapon duping and other weird stuff. How to: Escape the Dark Beast Ganon fight using a stalise clipping or Shield Clipping, then enter Hyrule Castle and leave it again. Do it 180 times and Ganon should despair, and the inventory should show a glitched Link. Lizalfos Curse This glitch was patched. Effect: Makes NPC, Enemies and Link rotate forever and crashes the game sometimes. How to: Push three Lizalfos from a cliff. Note: This is a Switch exclusive glitch. Flying guardian flying guardian boat (11:00) effect: make a flying raft. How to: place the guardian on the surface of the raft. Then, if necessary, place the cryonis block underneath. Sanctum Zip Effect: Warps you back to the Ganon fight, but immediately pushes you again. How to: Escape the ribulation ganon fight and fall to the ground by holding a ball or object. Delete The Korok effect: Avoid spawning Rock Koroks until you reload the game or warp. How to: Explode the ball at the same time you lift the rock. Then the asses start it away. It won't lift Korok anymore. Floating Campfire Effect: Make the campfire float until you exit the dialog box. How to: Place a campfire next to the tower pedestal and use it. 90s Screen effect loading: Reloading takes much longer. How to: Reload until you have 1 ball on the screen and have Bullet Time. Mess with color cutscene effect: makes link t-poz and other funny stuff. How to: Place in the box where Link gets painted // Use your ancient saddle inside the building and paint your clothes while you sit on a horse. Malice Glitch Effect: Loss of horse when you look at it or walk near it. How to: Jump off a horse when it touches auge. Kilton Overload Effect: A drastic lags game. How to: Place the objects where Kilton spawns and wait at the campfire. If it is done by a horse, it will push Kilton outside his shop. Korok Softlock Effect: Softlocks game. How to: Watch the memory of the exact frame of Korok Puzzle Solve. Camera Glitch Effect: Walk around freely while in the camera position. How to: Hold R, ZR, ZL, or press Y and press R and crouch. Apparatus Glitch Apparatus Glitch + Every Side effect: Allows you to Control The Apparatus and Link // Makes The Link Invinc by // He Can't End Endurance // Leads to Heart Duping, Early Master Sword, Void out everywhere, Free Rupees, broken paraglider, (+Sheikah Slate Skip), Climate Immunity, Transfer Potion Effects, Death Mountain Effect Everywhere How: Take a Camera Glitch to the Shrine with an apparatus, then check the apparatus and immediately pause, hold the object, unpause, pause and watch the memory. Note: This glitch stops when you open the menu. Apparatus Glitch: Heart Duping Effect: Allows dupe hearts and endurance (At least four hearts are needed). How to: Keep inside the shrine, pass it, [sell all your hearts, take the game auto-save, reload the shrine save, do a apparatus glitch and reload the save where you've sold all your hearts. Then sell your hearts again] &t; Repeat this until you have max hearts and strength, save, reload and buy them back. Apparatus Glitch: Early Master Sword Effect: Allows you to dupe hearts and stamina (At least four hearts are needed). How to: Save on a horse next to the Master Sword, take the Apparatus glitch, then reload and warp to another location. Now collect the Master Sword. Note: As long as you haven't collected it normally, you won't get an extra slot. You can still pull it, though. When you pull the invisible Master Sword, everything is fixed. Apparatus Glitch: Void Out Everywhere Effect: Makes you void as soon as you load save the file and spot you under Hyrule Field. How to: Take the appliance to glitch, void and reload. Note: You can use it to skip the opening cutscene or get sheikah slate. Apparatus Glitch: Climate Stability Effect: Makes you immune to fire, ice, hot and cold temperatures (+Broken Paraglider) How to: Make the Apparatus Glitch twice in a row very quickly (Reload before the camera completely zoom out). Note: It ends after the game resumes. Apparatus Glitch: Death Mountain Everywhere Effect: Sets your equipment on fire. Ball Arrows is not a good idea how: Take climate immunity and enter lava. Note: Walking into the water sets the glitch, leaving you with climate immunity. Apparatus Glitch: Transfer Potion Effect Effect: Allows you to transfer potion effects from one save file to another. How to: Take the Apparatus Glitch and load the save file. Apparatus Glitch: Free Rupees Effect: Get free rupees (breath of wild currency). How to: Have a Heart Duping glitch but don't buy your hearts back, but the glitch when you reload puts you hearts back on, but still keeps the rupees for sale in them. Apparatus Glitch: Broken Parigider Effect: Makes link slide as if he's not equipped for paraglider How: Is a Heart Duping Glitch but with strength once at 3 wheels your paragild will be broken Note: To just save and reload that save. You must have under 3 wheels of strength before this glitch. You still make no fall damage when gliding. Moon Jump Effect: Allow you to jump continuously in the middle of the air. How to: Start a horse archery mini game at Lake Tower, then land a wild horse as the timer ends. When it is, you're still on the horse because it keeps jumping in the air to teleport to any warp spot on the map. You'll be able to jump in the middle of the air. This glitch is reset if you either reset the game or ride a horse. Lynel or Mastercycle Zero. Go under the Mud effect: Lets Link go under the mud How to: Get a Moon Jump Glitch, then enter the mud pit. Notes: Putting the Cryonis block just above the Link will allow him to see under the mud. Wrong Warp (V1) Effect: Respawns you into your travel medallion when you're in a void, How to: Create a moon jump glitch, but teleport to a tour medallion as your warp point. Now that you void, you will be placed if your Travel Medallion is on the map (or its equivalent coordinates, if shrine or dungeon) Wrong Warp (V2) Effect: Allows you to teleport to any saved space, saving and reload how to: Create a moon jump glitch, then load the save into the place you want to improperly warp on. Teleport to Travel Medallion once you've done this and now you'll be placed said to save the site when you save/reload (until the game is reset). This effect can also be transferred to master mode/normal mode, pointing to the title screen and toggle mode. Rune Skip Effect: Leave the plateau without all the run like: create the wrong warp on no Plateau shrine as a warp place, then start a new game. Save and reload to the wrong warp into the said shrine, and finish it. You will get a Spirit Orb as usual before canceling, and appear on plato. You can use this site for some particular Great Plateau shrine to avoid collecting rune there, or instead of all four of them, to skip getting any runes at all. Mini Game Storage Effect: Escape the mini game, and roam the world, but said the game is still going As: Use glitches to escape the mini game, with said glitch varies depending on the mini game. For example, you can use the first type of wrong deformation with Blue Flame or Gut Check Rok mini games to avoid them, and keep things like a timer going elsewhere in Hyrule. Mini Game Storage: Birdman Contest Effect: Lets walk anywhere while bird contest minigame is still active. How to: Create a moon jump, then talk to Brantl. Note: You will not be able to talk to any NPC while in this position. Mini Game Storage: Eventide Paraglider Course Effect: Lets walk anywhere while eventide minigame is still active. How to: Activate the Eventide minigame, then go off the site, causing cutscene like Gerudo Tower or liberated divine beast. Notes: Going near Eventide Island will deactivate the glitch. Mini Game Storage: Test wood escape basic guide mini game Effect: Setup mini game storage, escape test Wood How: Start a test wood mini game, and then land somewhere outside the main area that is close to / before the mini game exit trigger. If done correctly, Korok running a mini game will ask if you want to quit, but the Lost Woods fog will cover up the conversation. Agree to continue, and you will be voided and placed at the entrance to Korok Forest. Now, head back to the trigger for a mini game (but not close enough that it will count as you left), and the mini game will start again with you outside the intended area. From here, you can go anywhere in Hyrule with a mini game active, and it will only end up if you relax in the Forest Dweller gear in your inventory. Mini Game Storage: Keep one hit obliterator effect: allow you to keep one hit obliterator out in search of it's supposed to be used as: activate mini game storage with test wood escape glitch mentioned above, then start the Obliterator trial. You will immediately fail in a mini game because it navquipped Forest Dweller's Sword in favor of the One Hit obliterator. Now, select resume mini game. Monk Little Koshia will say you've left the Great Plateau and that the trial is over, but he won't take the obliterator away. Instead, he will take his current weapon, which is now Forest Dweller's Sword. You then fail to test Wood again, and still have a One Hit obliterator in your inventory, allowing you to use it whenever you want, or hang it in your house. Note: One Hit the obliterator with only one injury outside the Big Plateau, but will reduce the link to a quarter of the heart when used independently. Dying with being equipped will miss the immediate game more than either, and both Fairies and Mipha's Grace will now work as expected through it. Eventide Storage Effect: Keeps Eventide Island searches going, but outside Eventide Island, which resets its inventory after saving and reloading How to: Escape Test Wood to activate Mini Game Storage, then go to Eventide Island. You fail in a mini game when the quest starts, and warp back to Korok Forest. Choose to continue, then fail/exit the mini game. In doing so, you now have empty inventory from Eventide Island, but not just to the island itself. Note: All changes in your warehouse will be reset when you save/reload. So Spirit Orbs accompanied by goddess Statues will come back, key items to give away to NPC will be returned to your inventory, and any clothing purchased/acquired by eventide storage asset will be lost forever when you reload. However, upgrades to Link itself (such as additional inventory slots or heart/endurance upgrades) and event triggers won't be reset. Ride Prince Sidon Anywhere Effect: Lets ride Sidon outside Vah Ruta boss Battle How to: Create a moon jump, then go to the shrine at East Reservoir Lake. From there the moon jump on the lake without touching the earth, and talk Prince Sidon, in the air over the water. Start the battle, then drown out to respawn in the shrine. Now, head to the bottom of the dam near the reservoir, and Sidon should appear soon after. Defeat bosses in one Hit Effect: Wins any boss (including adversity ganon) in one hit How to: Go to the boss battle trigger (like Sanctum), and stop just outside that trigger. Now, shoot arrow/bunch arrows instead of the boss spawns during the cutscene, and quickly activate the battle while they're in mid-air. If done correctly, the boss must take tons of damage during the pre-flight cutscene, and collapse dead a minute to the cutscene ends. dupe items anywhere How to dupe items bread width effect: allow clone weapons, shields and bows anywhere in the game Prerequisites: At least 7 multishot bows and at least one shock arrow. How to: Equip one of the multishot bows and shock arrow(s). Tap ZR so Link pulls out its bow, drop a bow on the floor, equip another multishot bow, then repeat six times. The link should start to disappear on the menu screen. From here, just equip the object you want to clone using the quick change menu, and swap it for the one you want to replace with the inventory itself. If you do this correctly, the item that you want to hold a link for should not be changed. Now drop the currently equipped object and it will become the clone of the one you want to dupe instead. Elemental Trap Effect: Makes elemental weapons retain their elemental properties after being dropped. How to: Equip an elementary weapon, press Y, then immediately break and drop the weapon in the middle of the swing. Note: Not working with ice weapons. Electric weapons need a kind of enabling object to transfer electricity. Shield Block Reset Effect: Allow the link to double jump. How to: Jump, block the attack with your shield, then immediately jump again. Note: You can use to access bullet time from ground level. Worried Lock Effect: Makes Link launch an unprovoked fess rush. How to: Press Y when you enter Bullet Time. Horse's Wrong Warp Effect: Lets you bring your horse anywhere (or almost anywhere) How to: Create a moon jump, then take your horse to the entrance to The Lost Woods. Now, head to the right of the entrance and there must be a rock with a small cliff at the bottom of the lake that surrounds the forest. Take the horse down there. Bring it close to the entrance, and the Lost Woods fog should quickly roll in. If done correctly, you then respawn instead of your travel medallion was set. Disable Water Physics Effect: Allow you to use weapons, champion abilities and runes in the water, as well as don't drown when your stamina runs out How to: Activate the moon jump, then start the Birdman Contest mini game in mid-air while over water next to the tower. You will now be able to swim forever / walk in the water normally, as well as walk on the ground while the mini game is still going on. Note: It activates Minigame Storage with Birdman minigame Trial Skip Method 1 by skipping the Final Trial Effect: Allows you to immediately fight Little Koshia without having to go through the Final Trial How to: There are two methods here: For one of them, get a moon jump, and enter the Final Trial. Now, the jump-up elevator shaft shrine resurrection moves down and head to the back wall. There is no collision in this area above a certain point, so you can head through to avoid the dungeon. From here, keep jumping until you escape the dungeon itself boundaries (you know when it happens because your Champion abilities will come back), and then keep the moon jumping away from the dungeon. Or it's long enough and you end up on top of the boss arena where you fight Maz Koshia, and can drop down to start a fight. Alternatively, you can also use the wrong warp to immediately warp there. Go to Riverside Stable, then walk away from the river. You'll get to another road with a few trees nearby. Place the Travel Medallion here, then create the wrong warp through it. From there, you need to head for the Final Trial and jump on the lava to respawn the Little Koshia boss scene. Guardian Hypnosis Effect: Hypnotizes Guardian. How to: Crouch under the guardian stalker and the spam buzzer button. Sharo Lun Crash Crashing game using this Shrine Effect: Leaving Sharo Lun Shrine crashes game How: Setup the wrong warp or moon jump, then falls into the pit while at Sharo Lun Shrine. The game will crash either immediately after Link voids out, or immediately after he respawns. This is because the shrine itself is very unstable, and passing more than 20 feet from the edge of the shrine through glitches will cause the game to crash for unknown reasons. Daqa Koh Clip Effect: Makes a Link clip through the moving blocks of daqa koh shrine. How to: Shield surf and land on the ground at the moment the blocks begin to rise. Hyrule Escape video tutoria on how to escape Hyrule with this glitch Effect: Lets Link get past the world limits with moon jump How to: Create a travel medallion from the border, then get a moon jump. Go to the Travel Medallion, then go to the border (if it says you can't go further) with the moon jump while staying out of bounds. Now quickly drop into the water, then swim forward. If done correctly, you should go under the barrier and eventually start out through the air. Moon jump back up to escape hyrule. Magnesis overload game with Magnesis overload effect: Allows you to overload (and eventually crash) the game with dropped items and Magnesis How: Use Magnesis, then pause when Link is a holding magnet. Hold some items and you drop them after leaving the menu. Either pick them up or leave them, and repeat to overload the game. This is because it creates invisible items when you do this and they don't get deleted. So doing enough will cause you to pick up invisible jars by pressing random spots, or eventually crash game in general. Hinox Xray Breaking Physics with Hinox Curse Effect: Allows you to break several parts of the physics engine (including link model, enemy and opposition interaction, etc.), pushing Hinox into a waterfall How to: Use a Magnesis and a weapon or box to push or take Hinox into a waterfall. If done correctly, it will despair/ turn invisible, and the game's physics engine will only completely shatter. Link will be stuck in a rotating place or walking upside down, enemies flying in the air or walk, but tilt diagonally, the camera accidentally zooms out, all the shrines sometimes begin to turn in place and the game will lag like hell. Rune Lock Using Rune Lock Glitch Effect: Lets you walk around with a glowing Sheikah Slate hand, and walk automatically. How to: Activate any rune, then hold ZL. Now remove the shield to activate the glitch. In this condition, you can't interact with objects in your environment (such as NPC or features), and if you equip and send or shield, you'll either spin around (if you stand still) or walk automatically (when moving). moving).

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