Glitches

yes

- Axe boost
- Door merging / Door bridge
- Object flying
- Old glitchmill
- Wire clip through blueprint
- Car merging
- Item merging
- Blueprint desync
- Multiple Wobble heads on 1 car
- Axe attribute juggling
- Wood from sawmill uninteractable
- No water damage
- Interaction stuck
- Cannot load plot
- Random false error
- Random car stucks
- Over 100% blueprints
- Blueprint rotating
- Volcano script breaking
- Supercharged cars
- Trailer welding
- Free Squidward painting
- Car acceleration bug
- Wood clipping through floors
- Wire update check
- Random car mini-fling
- Ferry-lifting

- "nil" error when placing wire
- Loose objects falling through car
- Car doors stuck
- Laggy behavior of other people's items
- Wood amount not updating upon seperation from wood-dropoff
- Lag with cars on not-owned door bridges
- Water hover disrupt
- Sled flying
- Plots saving units incorrectly when rotating
- Object range checks are not perfect
- Double wire edit
- Object speed boosting
- Hitches not saving
- Plot wipe exploit upon whitelist
- Car wipe
- Save axes from being lost
- Edit cancelling a sawmill
- Object juggling in stores
- Store fall off counter message
- Extend end times bridge time
- Open store doors
- Hold blueprint in car
- Camera clipping
- Bird axe door bypass
- Plot clip
- Pause jump / Halting
- Stale server-cache (duping)
- Item equip boosting
- Toboggan Flying

Axe boost

By hitting a tree with an axe and then quickly rotating 90 degrees with your camera while doing a jump.
It's possible to launch way into the distance with speed.

This glitch was found by Walter and hasn't really been documented yet.

I practiced this move a lot and it's extremely consistent once you master it.

The only real purpose i found for this glitch is crossing islands and quickly getting back to a car after being stranded.
This is also kind of why i didn't want to report this glitch, since it saves a bunch of time.

Door merging / Door bridge

By placing 2 doors inside of each other (1 unit at the top and right side of each door is transparent in collision when editing) or by using Blueprint Desync.
You create a door that is sort of merged.

You can use this to create "Door bridges", which is the official name for these.
However, there have been people who have done insane things with these,
like giant garage doors, door stairs, even entire traps designed with them.

So it's suffice to say this is one of the endgame mechanics that players with nothing else to do might want to experiment with.

Object flying

Axe flying, Sawmill flying, Pane flying.

There are many names to this glitch, it either involves you holding an object underneath your character to levitate in the air or go upwards.

There is an easier, more accessible version of this glitch that involves 2 players holding items underneath each other, this will prevent falling down due to the game not detecting you are trying to do this.

Old glitchmill

* This has since been patched

It used to be possible to place 2 Sawmax 02's inside each other by having a friend place them at the same time and place as you.

After that you would have a sawmill that could process giant trees by sticking a large part of that tree into the sawmill.

This was used to create gigantic wood logs that still go around in trading.

Wire clip through blueprint

When editing wires, it's possible to have the wire go straight through a blueprint.

This is one of the ways to get wires going straight through walls.

I'm assuming it has to do with the wires checking for collision and since blueprints don't have any, well. it works.

Car merging

It's possible to place 2 car spawners so close to each other that when you spawn cars with both of them,
that you will have the cars collide and be stuck in each other.

This can lead to some interesting combinations like a safe transport truck with a roof on the luggage area.
or a multi-colored car with 4 seats.

This hasn't been explored too much since it's a rather obscure glitch.

Item merging

There are multiple ways to merge items with each other, i'll just list the ones i know of.

- Putting items into a fridge and using TNT outside the fridge to push the items inside each other
- Sticking multiple wobble heads onto the back connector of a car and then reloading your plot
- Having a lot of pressure on small items, causing them to merge (this is quite rare)

Blueprint desync

Blueprint desync / Client-side edited structure mismatch

A pretty complex glitch that goes as follows:

1. You being whitelisted
2. You editing someone's structure or blueprint
3. You being unwhitelisted whilst still in edit mode
4. Exiting the menu

After doing these steps the structure should be invisible for your client.
Allowing you to build inside those structures.

I did not find this glitch, some guy with a pyramid found it but did not document the glitch.
So there are only a few people who know how to do this.

It's extremely powerful for experimental builds since this allows you to build inside anything.

Multiple Wobble heads on 1 car

This was briefly mentioned in `Item merging`
You can place multiple compatible items on the back of cars and other vehicles.

Axe attribute juggling

Axe attribute juggling / Double axe attributes switch

By using an axe and switching quickly after hitting,
it's possible to have the speed of Axe 1
and have the power of Axe 2

This has been patched sadly, even though it was really obscure and could find no documentation about this.

Wood from sawmill uninteractable

This can happen for a number of reasons including:

- Preventing the processed log from the sawmill from exiting properly
- Unloading the plot while a sawmill is producing a log

There are a few more reasons but those are unknown at the time.

No water damage

Very rarely it's possible to have no damage from water.
There will also be no water GUI overlay when you enter the water.

There is still no explanation on how this can happen and it's not certain if it's still possible.

Interaction stuck

It's possible to have the lock set by dialogs to be set indefinitely.
The lock prevents you from walking and using E to interact.

It seems to be caused by somehow breaking out of a dialog.
There are 2 main ways i know how this can happen:

- Pressing the movement keys during the ending phase of a conversation can cause this rarely
- Being in conversation with the ferry guy when the time runs out

Cannot load plot

Sometimes you are unable to load your plot.
The cause is unknown but can be fixed by pressing ESC and then resetting your character.

Random false error

Sometimes when playing an error message pops up with the text: `false`

The reason is unknown and it's probably fixed since 2018.

Random car stucks

Sometimes while driving with some items in the luggage area of your car,
You will experience being unable to move your car after standing still for a while.

An easy fix is jumping out of your car and walking a bit against one of your front wheels while shaking the camera left and right.

Over 100% blueprints

Sometimes when filling blueprints with wood, you will get a blueprint with an >100% ratio. They can't be used anymore, still have no collision and their object name changes from `Blueprint` to `CompletedBlueprint`

The reason is unknown but most likely related to some rounding error

Blueprint rotating

Blueprint rotate (It has no official community name)

Is the act of holding out a blueprint and putting it on top of an item and rotating it with R or T.

The blueprint has no real hitbox but can have weird effects.

It can allow you to:

- Rotate/Flip your own car while driving it
- Make the giant rock at the swamp area fall
- Teleport to cars by rotating them over to you
- Make your character go sideways or upside-down
- Make your car go straight through the floor (credit to paticzulo for helping me get the power using this in the snow biome)

A small sidenote is that some cars get "Super-charged" by rotating them a lot.
There will be a seperate page explaining what this exactly entails.

Volcano script breaking

Sometimes you don't get damage at the volcano and boulders also don't spawn.

Reason is unknown.

Supercharged cars

When using the Blueprint rotate glitch a bunch on cars.
It's possible to have a supercharged car.

These do considerable knockback when driving into other cars, players or objects.

Not much is known about how this works.

Trailer welding

Trailer welding / Trailer glitch / Car in hand glitch / Trailer swiping

Is a patched glitch that allowed you to place a chair next to a sideways trailer spawner and spawning it.
The trailer would spawn into your arm and be attached to you.

The 2 main use-cases for this were:

- Getting to the palm island for palm wood safely
- Obliterating someone's base (Known as "Trailer Swiping")

Free Squidward painting

Presumably after the RPO (Ready Player One) event removal update (Which featured having to place a red and blue processed wood in the 2 eye holes in the squidward cave).

It somehow broke the script, allowing all sorts of items to be used to get the squidward painting.

It was a very obscure glitch so it wasn't exploited that hard
but the strategy was basically:

- joining a new server
- buying 2 basic axes or basic sawmills
- throwing them into the holes for a free painting

Car acceleration bug

It's possible to go over the speed-cap of the car by rolling off a steep slope and not accelerating.

Once you accelerate, the speed-cap kicks back in

Wood clipping through floors

There is a problem with loading in small items. They tend to clip into the floor sometimes when loaded.

With wood this is an even bigger problem and seems to get worse the bigger the piece of wood is.

When you see someone with giant pieces of wood, you usually see them standing upright,
The reason is that it prevents the wood from sinking into the ground and disappearing.

Wire update check

When connecting car spawners to a button with wires,
The wires that get moved or removed will still act as if they are connected for some reason.

Random car mini-fling

Sometimes when driving around with a bunch of items in your car,
you will experience a "mini-fling".

One wheel will suddenly jump upwards and your items will fall out of your car.

It happens exceedingly often in the cave crawler maze and the only thing unique to that place regarding physics is that you brake a lot with your car and drive up a slope at the end, so those might be a contributors to the bug

The reason for this is unknown, it's assumed to be a roblox engine bug.

Ferry-lifting

It is possible to get a free ferry ride by doing this:

- Stand on the ferry boat with a car and no ticket and wait for the timer to hit 0
- Drive off the boat and immediately on again

If done right, you should now be half-floating with your car on the ferry and get to take a free ride. It's extremely precise and i'm pretty sure i am the first to document this.

Use-cases aren't really that useful since it just saves a tiny amount of money.

"nil" error when placing wire

Sometimes when trying to place a wire that is in an invalid location it will show an error message saying: `nil`

Reason unknown

Loose objects falling through car

Sometimes loose objects fall through a car,
this happens more often with items owned by other people.

Car doors stuck

Sometimes upon loading your plot, some car doors will be open and unable to close.

The reason for this is unknown but it's possible to fix i think.

Laggy behavior of other people's items

Physics are really unresponsive when trying to move items owned by other people.

Wood amount not updating upon seperation from wood-dropoff

When you have a tree with a certain amount of volume.

That volume does not get split between parts when the tree breaks into multiple parts by the wood-dropoff.

In other words:

- You can take a gigantic tree to the wood-dropoff
- Have it eat the tree until you can pick up a tiny part
- Drag that insanely heavy tiny part to your base's sawmill and put it in
- Get a gigantic wood log equivalent to the entire gigantic tree's volume

It has not yet been tested if it's possible to duplicate wood using this method.

Lag with cars on not-owned door bridges

Driving on someone else's door bridge is very unreliable and your car gets stuck a lot.

I have no clue why, doors are structures, they are supposed to be reliable.

Water hover disrupt

It's possible to stop getting damage from water by lifting yourself with a piece of wood or an object.

It is insanely difficult to pull this off multiple times so i don't think this would be that much useful.

Sled flying

When the sled just released, people could grab them before sitting on them and fly around.

It was patched some time later.

Plots saving units incorrectly when rotating

Rounding errors make all items slightly offset when saving a rotated base.

So if you have door bridges or any complex things, never rotate your base.

Object range checks are not perfect

When holding an object and teleporting (to your plot),
you will have the object flying at high speed in the direction of your plot.

Double wire edit

It's possible to edit 2 wires at the same time, i forgot the details but it was most likely opening the edit/move menu twice.

Object speed boosting

It's possible to drag objects behind your character to boost your speed.

I haven't found a consistent way to keep doing it indefinitely but it should be explored more.

Hitches not saving

Connectors in front and back of cars don't save upon reloading.

Plot wipe exploit upon whitelist

It's possible to have all your plot objects deleted upon whitelisting someone with cheats.

Popular Youtuber Heath Haskins has also been hit by this

And the general recommendation is to Fill out this form to have Defaultio (Developer) fix it for you if you have been hit.

Car wipe

It's possible to abuse the blueprint rotating of your car to cause devastation in other people's plots.

Save axes from being lost

You can reload your plot or leave the game to save your axes from being lost due to death.

Edit cancelling a sawmill

You can edit a sawmill, then move a large tree or log into the sawmill and then cancelling to have it inside.

This is useful to convert trees or logs that barely fit.

Object juggling in stores

Found by paticzulo

It's possible to buy items in bulk by just throwing them all on the ground and moving them in the same order in which you initially threw them.

Store fall off counter message

There was an undocumented glitch that involved the store owners saying an item might have fallen off the counter, but still allowing you to buy the item.

This is caused by double-clicking the buy button which probably tried to buy it twice and second attempt fails.

Extend end times bridge time

It's possible to extend the amount of time the bridge will be down to the end times.

Indefinitely.

Open store doors

You can open doors to stores when outside by using shift-lock camera to get your camera inside the store and open the door

Hold blueprint in car

Using blueprints or axes in a car was recently patched but you can still do it by equipping the item before entering the car.

Camera clipping

Camera clipping / Zoom clipping / Shift-lock clip

It's a Roblox global glitch that allows you to go straight through walls.

Bird axe door bypass

History about twitter door

There was once an update that added a cave in the ferry island that housed a pillar.
If you were subscribed to the creator of LT2's twitter account then you would be able to turn regular axes into bird axes.
However this cave was closed in an update and thus made inaccessible.

The glitch

It's possible to use a camera clip to still go inside the area with the bird axe generator and it's still possible to use it as of 2019.

Plot clip

This glitch allows you to walk straight through other people's walls inside plots.

To do this you need to load your own plot and cancel the loading.
You will be able to walk through walls inside other plots for a brief moment.

Pause jump / Halting

The Pause jump involves jumping and then halting the roblox client process by holding the mouse button on the close button.
This can allow you to hover in mid-air for short durations (20~ sec max)

You can also get a unique bounce when falling from great heights as demonstrated in some parkour games.

I haven't found a useful application for this glitch in-game yet, apart from showing people you can hover.

Stale server-cache (duping)

There used to be a very convoluted duplication glitch that went as follows:

- Join server A with account 1 and account 2
- Load the plot of account 1 and unload (this is to put the savedata into server cache)
- Join server B with account 1 and account 3
- Load the plot of account 1 and account 3 and move the items from account 1 to account 3
- unload the plot of account 1
- Join server A with account 1
- Load the plot of account 1 and move the items to account 2 (it loads savedata from server cache)

After this you should have the items on both account 2 and account 3

Item equip boosting

Very rapidly re-equipping items seems to have a massive effect on vehicles when inside them.

Current source of this happening is from this video https://youtu.be/7_am4m2T6-0?t=126

Mirror in case the video gets deleted:

Toboggan Flying

A glitch mentioned by someone during October 2022.

He mentioned he saw people scouting for halloween trees using a Toboggan and a Sign somehow.

Idk how, maybe there's a video of it.