

Screens 1-4

Screen 1

Slide off the ledges to the right. You might wanna start charging here without releasing, see [Stored Charge Mechanic](#) for more information about it

If you need the weapon refill (presumably for Pharaoh), switch to the weapon and hold right against the wall at the screen transition. While the record route does not need this refill, it is highly recommended for beginning runners and all racers to collect this weapon drop for Pharaoh until they are comfortable now needing Pharaoh refills.

Screen 2

If you need the weapon refill for Pharaoh, hold right during the fall to collect it.

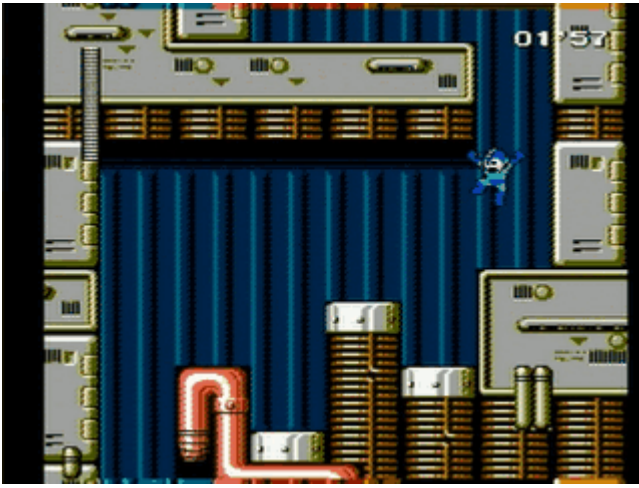
Otherwise, just fall through and slide to the right.

If you dont plan on taking the E-Tank Switch to your desired weapon for the next screen - Balloon is optimal, Coil is backup/safer strat.

Screen 3

Jump and tap right to back-boost through the cannon. Continue sliding to the left to fall down.

If you want the E-Tank, just hold right during the fall. This requires an extra weapon swap to Drill to break the wall, but otherwise does not impact the route.



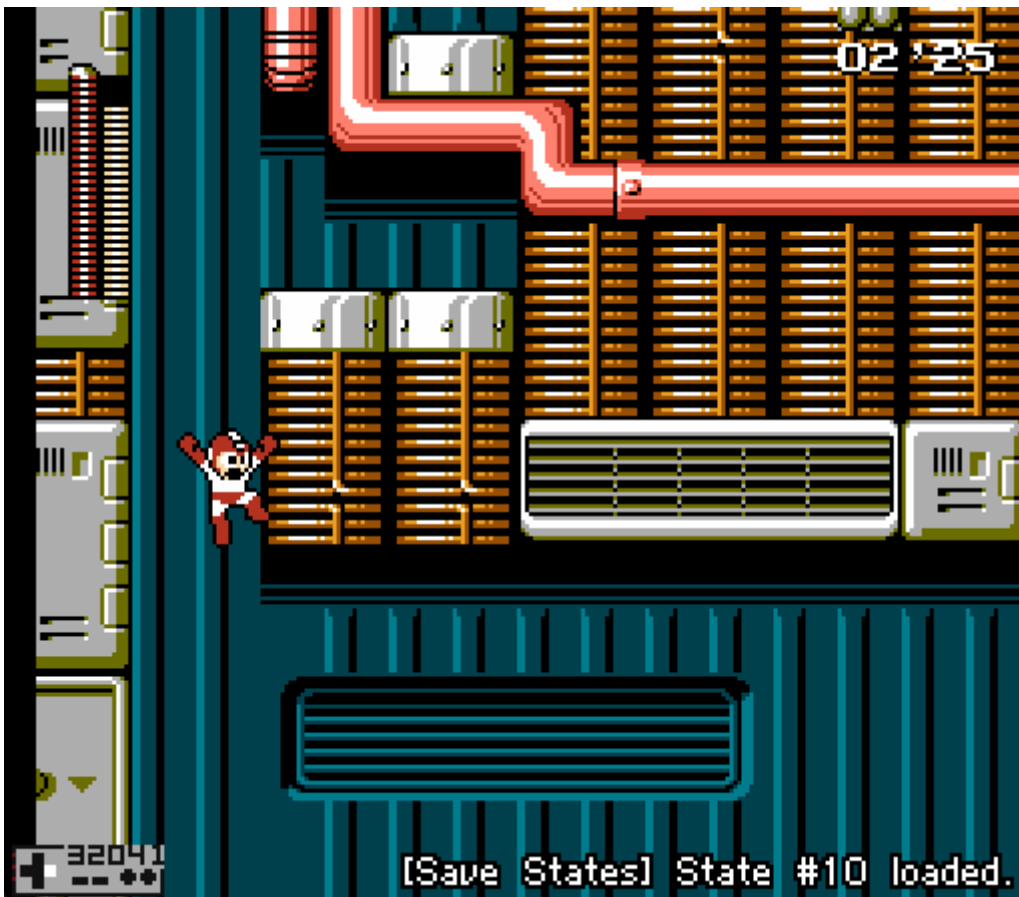
Screen 4

Slide to the right.

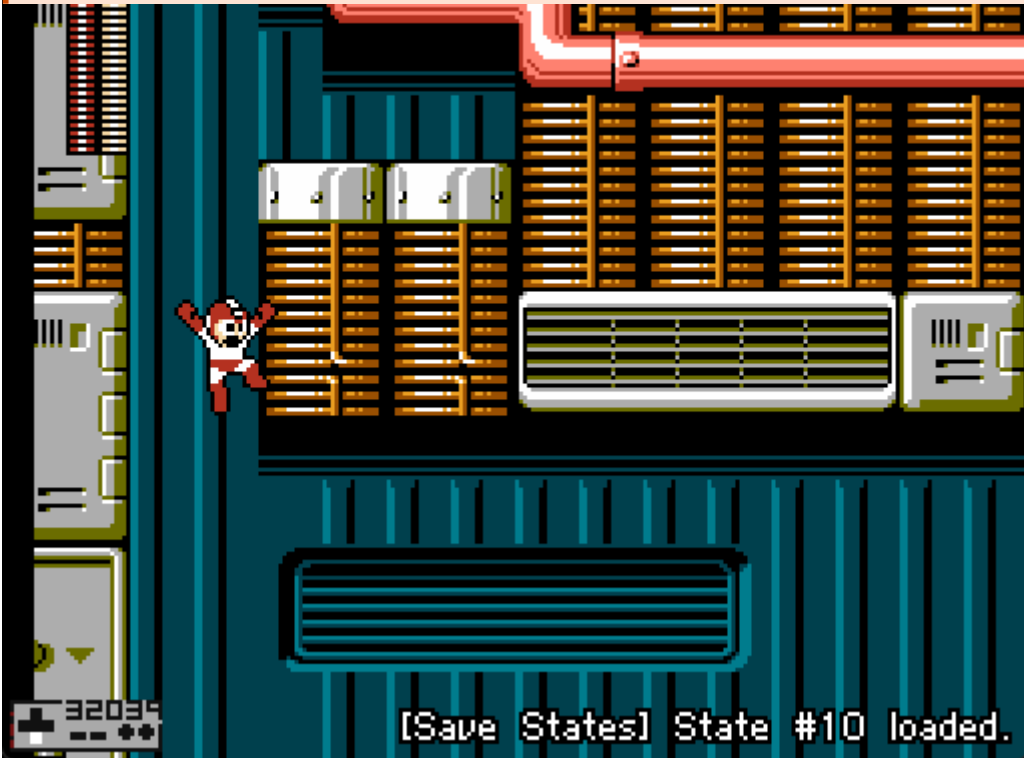
The stomper or Jumbig, as 2 jump patterns variant. The low jump is the bad one as it will stay on screen as you damage boost through it. The high jump is the best one, as you can despawn it quicker and reduce lag by extension.

There's various strats you can do for the high pattern.

Slide below him

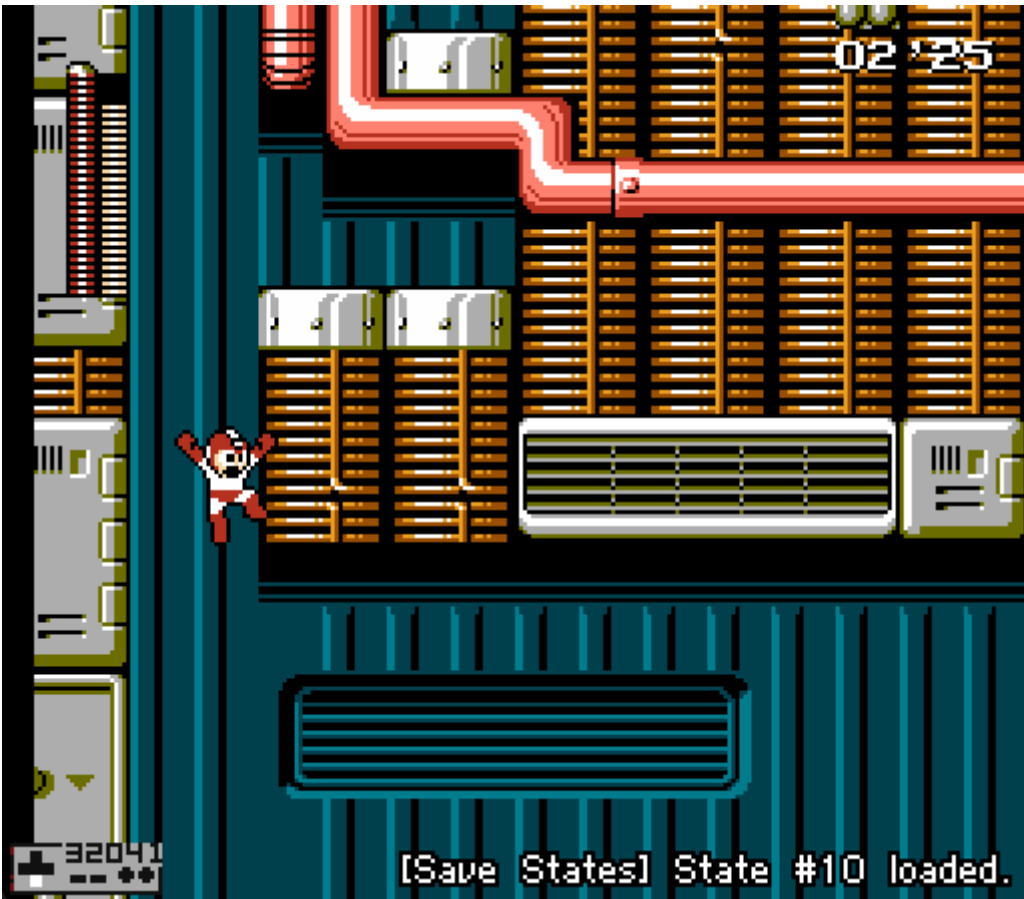


This strat is not easy as you need fairly precise movement to not get hit, getting hit result in getting another hit from the spark ball loosing a bit of time and health

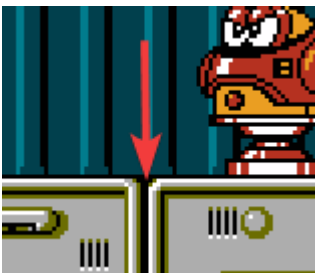


Early damage boost

This strat is supposedly ever so slightly faster or tied to the one up there, but it is much easier to execute



Notice that you wanna take the damage boost before passing this line



Else, the spark ball will spawn early and you wont be able to make it without taking an extra damage

You can technically (in case you messed up) dodge the spark ball. Though note that wiggling can be quite laggy or slow, the difference isnt all that massive so if you are scared of health in this stage, do that.

You can't jump out of a slide in front of a ladder. Yes! you are not crazy if you think it eats your jump sometimes! Thats why if your movement is ever so slightly suboptimal, you may want to take a step before jumping.

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