

Start and Ammo Routing

There is a free e-tank at the stage start if desired

Screen 1

Your route to this point needs either just Ring ammo and possibly Dust ammo. Keep in mind there is a spare ammo drop on the top right if needed, but most runners should only need Ring ammo on the bottom left.

If needed, Ring and Dust Ammo is collected more in a few screens. The current WR route does not collect extra dust ammo here at all.

Screen 2

Take the damage boost and proceed. Fall against the left wall to collect ammo on screen 3, but don't try to collect the small health drops. (They don't impact the route, they just lose time and shouldn't be necessary)

Screen 3

Hold  left as you fall in to collect some small drops.

- New route only gets enough Ring to finish and stays on Ring.
- Old route switches to Dust for some more dust ammo and stays on dust.

Screen 4

If you have Dust out, kill the enemies

If not, dodge them

Screen 5 & 6

Slide to the gate. Get the health if desired.

Remember it's hard to jump under a ladder out of a slide.

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