

# Astro Part 1 - General Tips

## Screen One "Yoku Blocks"

The critical thing is knowing the cycle, and recognizing when to bail out of the speed strat to not fall in a pit. Also remember Ice Wave destroys floor spines.

Always Be Sliding.

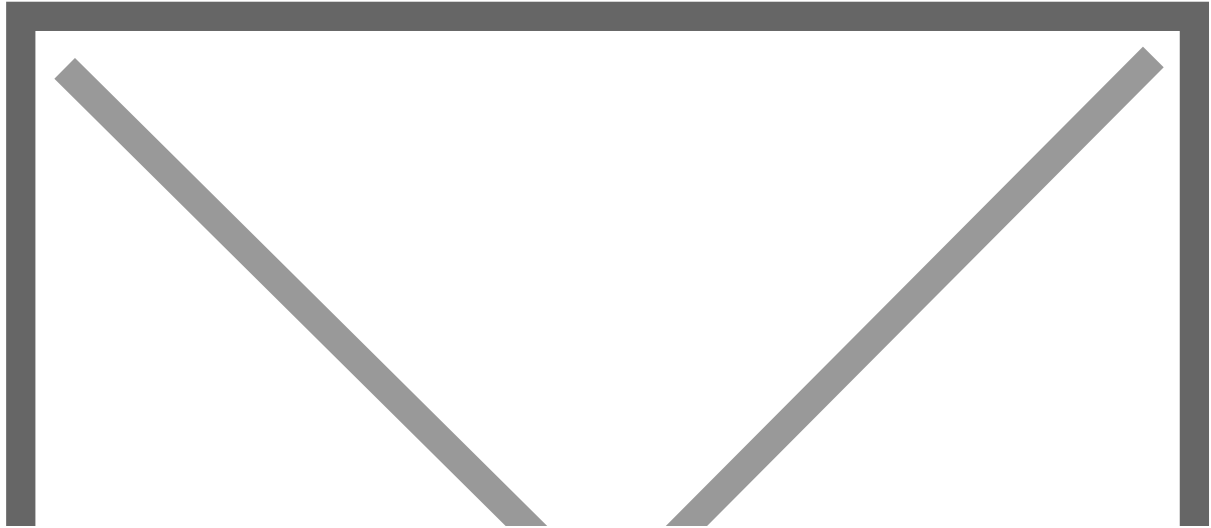
## Screen Two - The Maze

There is 1 bolt in the puzzle room.

## Puzzle Skip - From The Compendium

Click [here](#) for tutorial on skipping the first puzzle room. (NOT RECOMMENDED).

It should be noted that when doing puzzle room skip, the pillar does not initially start at its highest point. This means getting the skip first try is a one frame window. However you can lower and raise the pillar which wastes around ~3 seconds to make the trick into a 3 frame window which is much more consistent. A first try puzzle skip with the easier method will save about ~4 seconds. A comparison can be viewed [here](#).



Left is the starting position of the pillar, right is after lowering and raising it once.

Click [here](#) for a video guide through the first puzzle room.

## Notes

# The Tower

This is a pretty standard auto scroller. Don't get caught in the green slime, and remember you can ball jump.

There is a bolt near the end.

For the last platform, you can use tornado hold to land on the upper platform as quickly as possible.

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