

# Kraken - Wall Skip

Late in Kraken's stage is a section with two of the colored gate switches over spikes. The speedrun can be seen skipping this through the wall using an invincibility trick. **This requires damage boosting.**

- Get on the right edge of the moving platform
- As soon as it starts moving, dash jump to the wall, and slide down it
- Your objective is to take damage from the electrical plug in the wall, then stand on the spikes with the invincibility frames until the platform arrives
- When the platform does crushing damage, quickly jump up the wall and air-dash through the gate.

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