Gate 1

- Gate 1 - First Climb
- Gate 1 - Ice Slopes through Fire Room
- Gate 1 - Small Rising Fire Room

Gate 1 - First Climb

Stage Intro

Your movement is simply to dash-jump to the chasm holding Gate's lair. You need to mash through 3 Alia text boxes along the way.

The Climb

You are immediately met with a ton of spikes guarding walls. For the very first one, the screen snaps to the left a little, so be careful trying to jump up there.

Zero Routes

Be careful with the initial double jump up. The fastest strat is obviously to just keep jumping, but a solid safety is damage boosting off the wolves and their ice breath.

Gate 1 - Ice Slopes through Fire Room

Trigger Invincibility Glitch

Use the ice slopes to trigger Zero's invincibility glitch.

Other than that, make sane climbing and traveling decisions (also mind the pits). Try not to destroy enemies (if you are invincible) since hits freeze the game for frames at a time. You can farm for health if you absolutely need to (going slow only loses time, nothing more)

Gate 1 - Small Rising Fire Room

Dash jumping through this in one jump is possible with Hyper Dasher.

Without it, it's tighter but possible to not get killed. Don't land on the right platform - hit the wall first.