

# Rainy Turtloid

- [Turtloid - Map](#)
- [Turtloid - First Visit - Nightmare](#)
- [Boss - Rainy Turtloid](#)

# Turtloid - Map

Map pinned in discord by Kammesennin



## Notable Items

- Shadow Armor Part
- Saber Plus (Nightmare Area)
- Hyper Dash (Nightmare Area)

# Turtloid - First Visit - Nightmare

## Acid Rain

In Any% All Stages you want to visit Turtloid first to get Zero. Not only does this stage let you do that, but this area contains two upgrades that aid the speedrun.

The nightmare area is a 2x6 section of acid rain, similar to the last section of the regular stage but taller.

START	SABER PLUS Replid
	EYE
EYE	
HYPER DASH Replid	EYE
EYE	Rain Generator & Boss Gate

Your objective like the rest of this stage is to destroy the 4 eyes then the rain generator, while rescuing the two listed replids (There are more in this section if that concerns you).

Make use of X's charge shot to destroy the eyes from a distance (one full charge + a lemon), and get into the gate quickly.

## Nightmare Zero

Nightmare Zero is weak to the Z-Saber. Using a standing slash will stun Zero, and he will teleport after a long flinch animation. Using a JUMP slash will do the weakness-damage to Zero without the flinch, meaning he will continue attacking (watch your health!), but have significantly shorter invincibility frames.

# Boss - Rainy Turtloid

## Zero

The strat involves Guard Shell and the Saber Dash Cancel.

Damaging Turtloid requires destroying the green gems on his shell. The Guard Shell glitch with jump slashes will make short work of it.

Once vulnerable, use dashes and slashes. Win.