

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.

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