

Project Blindfolded Celeste (any%) by twitch.tv/katun24

Phase A	(DONE)	- strat all levels individually
Phase B	(DONE)	- run all rooms individually
Phase C	(DONE)	- run all chapters individually
Phase D	(DONE)	- full runs - PB = 3:08:00 (https://www.twitch.tv/videos/378693976)

Phase E - optimize strats

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for speed:
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to do:	PROLOGUE:	1	2	3	4																					
	1-1:	1	2	3	4	5	6																			
	1-2:	1a	1b	2	3	4	5	6	7	8																
	1-3:	1	2	3	4	5	6																			
	2-1:	1	2a	3a	4a	4b	5	6	7a	7b	8	4b	4c	4d	3b	2b	9									
	2-2:	1a	1b	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16								
	2-3:	1	2	3	4	5																				
	3-1:	1	2	3a	4a	3b+4b	4c	5a	5b	6	7a	8a	8b	7b	9	10	11	12a	13a	14	15	16	17	13b	13c	12b
	3-2:	1	2a	3a	2b	4a	5	6	7	8	9	4b	2c	10a	11	12										
		13	14	15	10b	2d	2b	2e	16	17	18	19	20	21	3c	2f										
	3-3:	1	2	3	4a	5	4b	6																		
	3-4:	1	2a	2b	3	4	5	6	7	8	9	10														
	4-1:	1	2	3	4	5	6	7	8	9	10	11														
	4-2:	1	2	3	4	5																				
	4-3:	1	2	3	4	5a	5b	5c	6	7	8															
	4-4:	1	2	3	4	5	6	7	8	9	10															
	5-1:	1	2	3	4	5a	6a	7a	8	7b	6b	9	6c	5b	10											
	5-2:	1	2	3	4	5	6	7	8	9																
	5-3:	1	2	3	4	5	6	7	8	9	10	11	12													
	5-4:	1a	1b	2	3	4a	5	4b	6	7a	7b															
	5-5:	1	2	3	4	5	6	7	8	9	10	11	12													
	6-1:	1																								
	6-2:	1a	1b	2	3	4	5	6a	6b																	
	6-3:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17								
	6-4:	1	2	3a	3b	3c	4	5																		
	6-5:	1a	1b	1c	2	3	4	5	6	7	8	9	10	11	12	13	14	15a	15b	16	17	18	19	20	21a	21b
	6-6:	1	2																							
	7-1:	1a	1b	2	3	4	5	6	7																	
	7-2:	1	2	3	4	5	6	7	8	9																
	7-3:	1a	1b	2	3	4	5	6	7a	7b	8	9														
	7-4:	1	2	3a	4	3b	5	6	7	8	9	10	11	12												
	7-5:	1	2+3	4	5	6	7	8	9	10	11	12	13													
	7-6:	1a	1b	2	1c	3	4	5	6a	7	6b	8	6c	9	10	11	12	13								
	7-7:	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16										
		15	14	13	12	11	10	9	8	7	6	5	4	3	2	1										

- check discord for other vids
- check use of jump + dash diagonally down + jump out of hitting the ground

NOTATIONS AND ABBREVIATIONS

_5	=	for 5 beats of the music (example)
_5e	=	for 5 enemy sound cycle (example)
_5f	=	for 5 footsteps (example)
>>	=	start moving from the start or repeatedly move till the end
B	=	dash
BC	=	dash + climb
BJ	=	dash-jump
BJC	=	dash-jump + climb
C	=	climb
D/_D	=	move down
DL/_DL	=	move down + left
DLG	=	dialogue (skip cutscene)
DR/_DR	=	move down + right
HB	=	hyperdash (dash down + jump)
HBC	=	hyperdash + climb
HOP	=	tap jump
HOPC	=	tap jump + climb
J	=	jump
JC	=	jump + climb
L/_L	=	move left
MAX	=	[motion] until you can't go further
PB	=	pause buffer (pause only at the end of the input)
R/_R	=	move right
TALK	=	mash talk + dialogue (skip cutscene)
U/_U	=	move up
UL/_UL	=	move up + left
UR/_UR	=	move up + right
W	=	release all buttons

- for individual room strats, if the number is in **blue**, continue without dying/retrying; otherwise do the strat after taking a death/retry

MAIN STRATS

[PROLOGUE]

1)	[START]	DLG, C_UR
2)	[JUMP]	R_1, JC_UR (6, -)
3)	[WITCH]	C_UR (> DLG, -)
4)	[DASH]	J_R (music + 5, 7, 2), DLG

[CHAPTER 1 - FORSAKEN CITY]

[1-1 - START]

- 1) [START]BC_UR_1 >>, L_0.5, BC_UR
- 2) [SPRING]C_UR_3, BC_UR_1 >>
- 3) [DASHJUMP]BJC_UR (3.5, 3, -)
- 4) [HORIZONTAL ZIPPER]L > MAX, J_0.5, BJC_UR_3, W_1, JC_UL
- 5) [SHORTCUT DASH]B_UR_2, J_R_0.5, B_U_0.5, C_UL_3, BC_UR
- 6) [VERTICAL ZIPPER]BJ_R_0.5, W_2, BJC_UR_2 x3, JC_UL

back-ups: 6) if left room is entered: C_UR

[1-2 - CROSSING]

- 1a) [CRYSTAL]C_UR > MAX, J_R
- 1b) [CRYSTAL]C_UR > MAX, BC_UR > MAX, J_R_0.5, BC_UR
- 2) [WALLHOPS]C_R > wall, B_L_2, J_R (1, 0.75), BC_UL > MAX, HOP_R > crystal, BC_UR
- 3) [DOUBLE ZIPPERS]BJ_R_1 x2, L_1, BC_UR > MAX, J_L_1, BC_UR
- 4) [DOUBLE SPRINGS]CU_R_2, B_R + C_UR
- 5) [BEACH]JC_UR (1 x2, 2), J_L_0.5, BC_UL
- 6) [EXTENDED DASHJUMP]B_R_0.25, J_R_0.5, BJC_UR_1 >>
- 7) [CRUSHING ZIPPERS]R_1.5, B_UR (1.5, 1), W_1, J_1, B_U
- 8) [KING ZIPPER]J_0.5, BC_UR_2, JC_UR

[1-3 - CHASM]

- 1) [WIDE ZIPPER]J_R_0.75, B_U, JC_UL_1.5, J_R_0.75, BC_UR
- 2) [ROUNDAABOUT]HBC_UR > MAX, JC_UR > MAX, J_L_1, BC_UR > MAX, HBC_UL_1.5, J_L_2.5, BC_UL_1, mash JC_UL >>
- 3) [HANGING ZIPPER]JC_UL > MAX x2, J_L_0.5, BC_UL > MAX, JC_UR
- 4) [FALLING BLOCKS]J_R_0.5, W, BJC_UR > MAX, JC_UL > MAX, W, JC_UR_4.5, C_L > down, C_U > MAX, C_D_0.5, J_R_0.75, BC_UR
- 5) [HIGH WALKWAY]C_U_1.5 (R, L), J_R_1, BC_UR_1.5, J, B_U, L_1, BC_UL_1.5 >>
- 6) [TOMBSTONE]C_UR > DLG

[CHAPTER 2 - OLD SITE]

[2-1 - START]

- 1) [TOMBSTONE]R > MAX
- 2a) [JUNCTION]C_UR > MAX
- 3a) [WELL]J_R > MAX x2, L
- 4a) [MAIN ROOM]L > left wall
- 4b) [MAIN ROOM]R > MAX, J_R > MAX, B_R
- 5) [WEST SPIKES]B_DR_0.5, J_R_1, BC_UR > MAX, J_R
- 6) [EAST SPIKES]R_0.5, B_DR_0.5, J_R_1, BC_UR (1, -)
- 7a) [MIRROR ROOM]C_UR > DLG
- 7b) [MIRROR ROOM]C_UR_4, J_1, B_U, C_UL
- 8) [DREAM BLOCKS]L > MAX, JC_UL_9 >>
- 4b) [MAIN ROOM]J_L_1, B
- 4c) [MAIN ROOM]B_U, R_1, BC_R > MAX x2

4d) [MAIN ROOM] J_1, B_U
3b) [WELL] C_UL
2b) [JUNCTION] L > MAX, J_L_1, BC_UR
9) [ZIGZAG DREAMS] J_DR, B_UR > MAX, B_D, J_DR x3, B_U x2, B_DR, B_L > MAX, J_1, B_U

back-ups: 2) if (1) is re-entered: C_UR
4) if centre left room is entered: C_UR

[2-2 - INTERVENTION]

1a) [BADELINE INTRO] DLG, R
1b) [BADELINE INTRO] BC_UR_5 >>
2) [DONUT SKIP] B_UL (2, 0.75), JC_UL > MAX, BC_UL
3) [UP AND DOWN] R_1, J_R_1, B_U_1, R_2, BC_UR_4, J_L_1, BC_UR
4) [BELL] BJC_UL_10, JC_UR_3, B_U_1, C_UL, B_L_1, C_UL
5) [4 BELLS] J_0.5, BC_UR_3.5, J_1, B_U_1, L_1, BC_UL_4, BC_UR (5, 2), R_2, BC_UR_4, J_L_1, BC_UR
6) [TWO FLOORS] JC_UL (6, 4), JC_UR_3, B_R_3, J_0.5, BC_UR
7) [BAIT CORNER] R_3, B_UR (2, 3.5), BC_UR_6, L_0.5, J_L
8) [TALL SHAFT] B_L_4, BJ_R_1.5, L_1.5, B_L_6, B_R_1.5, L_0.5, R_1, (L_4, R_4, BC_U_4_) (R, L), B_L_3, R_5, C_UL
9) [OUTRO STAIRS] R > MAX, J_R > MAX
10) [OUTRO MESS] J_R_1, BC_UR > MAX
11) [OUTRO DREAMS] BC_UR > MAX, mash B_R
12) [OUTRO 4] C_UR
13) [OUTRO 5] C_UR > DLG
14) [OUTRO 6] C_UR
15) [OUTRO 7] C_UR
16) [OUTRO 8] C_UR

[2-3 - AWAKE]

1) [SCREEN 1] C_UR
2) [SCREEN 2] C_UR
3) [SCREEN 3] C_UR
4) [SCREEN 4] C_UR
5) [SCREEN 5] C_UR > DLG

[CHAPTER 3 - CELESTIAL RESORT]

[3-1 - START]

1) [OUTSIDE 1] J_DR >>
2) [OUTSIDE 2] J_DR >>
3a) [OUTSIDE BUNNIES] >> R_3f, JC_UR
4a) [OUTSIDE KEY] L
3b+4b) J_0.5, BC_UR (2, > key)
4c) [OUTSIDE KEY] C_UR
5a) [RECEPTION] C_UR + TALK
5b) [RECEPTION] C_UR
6) [INDOOR BUNNIES] >> R_5, J_0.5, BC_UR_1.5 x3, J_R_1, BC_UR_2, W_2, R_2, BC_UR
7a) [WEST LOBBY] >> C_UR_6, R_1, BC_UR

8a) [WEST KEY] >> W_4, BJC_L_4, JC_UR_3, BC_UR > MAX, L_1, B_L > MAX, J
8b) [WEST KEY] R > MAX, L
7b) [WEST LOBBY] >> R_4, L_2.5, B_R > MAX, C_UR
9) [DASHJUMP HALLWAY] BJC_UR > MAX, J_R_1.75, B_DR_3/8, J_R_5/8, BC_UR > MAX, J_R > DLG, R
10) [PLATFORM] W_4, BJC_UR_5, J_R_2, BJC_UR_1.5 >>
11) [FLOATING WALLS] R_1.5, BC_UR_3 x2, J_R_1, L_1, JC_UR
12a) [EAST LOBBY] C_UR
13a) [EAST KEY] C_UL
14) [SINKING PLATFORMS] >> W_6, L_1, B_UL_1, BJ_UL_1, W_1, BC_UL
15) [EAST ATTIC] BJC_UR > MAX x2, J_R_0.5, (JC_UR > MAX) >>
16) [BELL ROOM] >> R_4.5, W_0.5, R_1.5, BC_UR_1.5, BC_UL_2, BC_UR > MAX, W
17) [ZIGZAG ROOM] L_1, W_2, R_0.5, W_2, B_L_0.5, J_L_0.5, B_U_0.5, C_UL > MAX, J_L_1.25, B_L
13b) [EAST KEY] B_L > MAX
13c) [EAST KEY] B_U, B_L > MAX, R > MAX
12b) [EAST LOBBY] W
12c) [EAST LOBBY] >> R_4, B_UR (1.5, 1.25 >>)

back-ups: 8a) if left room is entered: BJC_UR_3, L

[3-2 - HUGE MESS]

1) [BRIDGE] R > DLG, C_UR > MAX
2a) [MAIN ROOM] BC_U > MAX (R, L, R, L), J_R > MAX x2, _ > MAX (L, R, L, R, L), C_UR > MAX, W, C_UR
3a) [LAUNDRY ROOM] L
2b) [MAIN ROOM] J_L_1, BC_UR > MAX, JC_UL > MAX, L > TALK, C_UR > MAX, W, JC_UR
4a) [NORTH LOBBY] JC_UL (1.5, 7), JC_UR
5) [HEART ROOM] >> BJC_UR_3
6) [NORTHEAST CORNER] BC_UL
7) [NORTHEAST ATTIC] >> R_3, BC_UR (3.5, 3, 2), JC_UL (1, -)
8) [NORTH CENTRE] B_L_3, BC_UL > MAX, JC_UR > MAX, B_L_7/8, W, L
9) [NORTH SWITCH] C_UL > switch, B_D, C_UL
4b) [NORTH LOBBY] W
2c) [MAIN ROOM] (L_1, J_L > MAX, R > MAX) x2, TALK, L > MAX, (C_UR > MAX, R > MAX) x2
10a) [SOUTH SWITCH] R
11) [SOUTH LOBBY] >> BJC_UR_1.5 x5, J_L_1.5, B_UL
12) [SOUTH PILES] >> L_6, R_0.5, HB_R_5.5, (C_UR_2, C_1) >>
13) [SOUTH CRYSTALS] >> R_3.5, L_1, mash B_L > MAX, C_UL
14) [SOUTH PLATFORMS] >> L_3.25, BJ_UL_1 x2, C_U_2, HBC_UR
15) [SOUTH CHIMNEY] C_UR > MAX, J_L > MAX, JC_UL
10b) [SOUTH SWITCH] C_UL > switch, B_D, BJ_L > MAX, JC_UL
2d) [MAIN ROOM] C_UR
3b) [LAUNDRY ROOM] L
2e) [MAIN ROOM] J_L_1, BC_UR > MAX, JC_U > MAX (L, R, L, R), HB_L, TALK, R_0.5, HB_R, R
16) [THEO ROOM] J_R_0.75, B_UR_0.75, W, R > DLG, C_UR
17) [EAST DASH ROOM] >> W_4, JB_DR_1 >>
18) [WATERFALL ROOM] >> W_4, HBC_R_3, C_UR_1, L > MAX, J_L
19) [EAST POOL] >> L_5, J_R_1, J_DL_3, (J_R_0.75, B_1.25_) (UR, U), BC_UR_1, BC_R, W

20) [EAST SWAMP] >> W_4, L_2, B_R_2, J_L_1 x2, C_1, C_UL
21) [EAST SWITCH] C_UL > switch, B_D, C_UL > MAX, JC_UR
3c) [LAUNDRY ROOM] C_UL
2f) [MAIN ROOM] J_L_0.5, BC_UL (3, 2 x3), J_L_0.5, BC_UL > DLG, C_UL

back-ups: 11) if right room is entered: >> W_5, L

[3-3 - ELEVATOR SHAFT]

1) [ELEVATOR SHAFT] >> W_4, JC_U (R_1, L_1, R_2, L_1, R_1, L)
2) [CRYSTAL ROOM] (BC_UL > MAX, J_L_1, B_U_2) x2, BC_UL > MAX, J_L_1, BC_UL
3) [DUSTY ATTIC] L_1, BJC_UL_1, C_U > MAX, L_1, B_UL_1, W, L_1.5, (J_L_0.5, B_U_1, C_UR_0.25, C_U) x2, BJ_L_0.75, R_1.25, B_L_1.5, JC_UL > MAX, BC_UR_1, JC_UL
4a) [DEMODASH ROOM] >> W_6, L_2.5, (BC_UL_, J_L_2.5) (3, 2), BC_UL
5) [DEMODASH BASEMENT] JC_UL
4b) [DEMODASH ROOM] C_UL > MAX, J_0.75, L_1/8, BC_L, C_UL
6) [FINAL ATTIC] >> W_4, J_L_0.5, B_L_1.5 x2, C_U_3, J_0.5, BC_UL_3, C_U_3, BC_UL_1, L_2, BC_UR_5, JC_L, W, J_DL, J_DL_1, BC_UL_1.25 >>

[3-4 - PRESIDENTIAL SUITE]

1) [PRESIDENTIAL SUITE] DLG, C_UL > MAX, W, J_L_1, C_UL
2a) [OSHIRO START] DLG
2b) [OSHIRO START] >> R_4, BC_UR (4.5, 2.5, 2, -)
3) [BIG HEAP] BC_UR_1.5 x2, C_U > head, B_UR_2.75 >>
4) [DUSTY TUNNEL] >> R_5, J_R (2+1/8, 1+7/8, -)
5) [OSHIRO COINS] C_UR_3.5, B_UR_1, W_3, R_1, BC_UR_4.5, B_R_2, J_R_1, BC_UR_1, W_1, R_1.5, BC_UR (3.5, 1, 2), L_1.5, R
6) [OSHIRO INDOOR] >> R_3.5, BC_UR_3.5, J_R_3, BC_UR_3.5, R_1.5, B_UR
7) [BUNNY COLUMNS] >> R_4.5, J_R_1, W_1, B_R_1, C_U_2, J_0.5, R_2, BC_R_1, C_UR_2, B_UR_2, B_R_2.75 >>
8) [OSHIRO CRYSTALS] J_R (1.5, 0.5), mash B_R_3, mash B_UR
9) [OSHIRO FINALE] >> R_4, J_R (1, 0.75), BC_UR (3, 2, 3.25, 5, 1, 2 x3), J_R_2, (J_R_0.5, BC_UR_1, W_1) x3, J_0.5, BC_UR_ (6, 4.75, -)
10) [BALCONY] DLG

[CHAPTER 4 - GOLDEN RIDGE] (count with drum when drum sound is present, otherwise count with piano)

[4-1 - START]

1) [CLOUDS] BJC_UR (2, 4 >>)
2) [BLUE BUBBLES] _1.5 (R, J_R, B_UR, U, BC_UR >>)
3) [WITCH HUT] C_UR > MAX, W, C_UR > DLG, BC_UR
4) [BACKWARD WIND] BJC_UR_5, BC_UR_3 >>
5) [CRUMBLING WALLS] BJ_UR (6, 12), BC_UR
6) [PINK CLOUD] J_R_3 x2, W_1.5, JC_UR > MAX, BJ_R_3 >>
7) [SIDEWAYS PLATFORMS] >> C_UR_9, J_DR_4, HBC_UR
8) [FORWARD WIND] J_D, JC_UR > MAX x2, J_R_0.5, W_1, R
9) [TWIN BELLS] B_UR_1, U_2, BC_R, C_U_6, J_L_1.5, D, B_U_3, BC_UL_3, J_R_1.5, D, C_UR
10) [CLOUD STAIRCASE] R_2.5, (BJC_UR_1, C_1) >>
11) [WALL CLIMBING] J + C_UR >>

[4-2 - SHRINE]

1) [ARROW PLATFORM] JC_UR_6, C_6 (L, -, R), C_UR

- 2)

[KIDDY POOL]

BC_UR_4, B_U
- 3)

[SMALL ARROW]

C_UL > MAX, J_L_1, BC_UL_4, D_4, U_4, JC_UR
- 4)

[DOUBLE PLATFORMS]

(J_R_1, BC_UL_5) x2, J_R_2, BC_UR
- 5)

[CARPET RIDE]

B_UR_2.5, J_R_1.5, BC_UL_4, _8 (D, U, D, BC_R, C_U), mash J_R

[4-3 - OLD TRAIL]

- 1)

[BUBBLE CLIMBING]

(J_R_1, BC_UR_) (3 x2, _) (4, 6), W_2, J_R_1, B_U_1, C_UL > MAX, HOPC_UR
- 2)

[WALL HOP]

BJC_UR (3, > MAX, 1), C_UL > MAX, J_R_2.5, BC_UR
- 3)

[ISLAND HOP]

R_1, J_R_1, B_UR_1.5, L_0.5, J_L_1, B_UR > MAX, J_R_1, W_1, BC_UR_3, JC_UL_3, JC_UR
- 4)

[TWIN ISLANDS]

BJ_UR_3, B_U_0.5, C_UL_2, R_1, W, BJ_UR_4, B_U_1, JC_R_5.5, B_UR_1.75, C_UL_5, JC_U
- 5a)

[ARROW SHAFT]

C_UR > MAX, J_L_1, B_U_0.5, C_UL_4, (J_1, B_U_0.5, C_UL_) (3, 4), J_L_4, B_UL_2, W
- 5b)

[ARROW SHAFT]

BC_UL > move
- 5c)

[ARROW SHAFT]

C_UL_9, JC_UR
- 6)

[CARPET AND BELL]

JC_UR_3, D_6, BJ_R_2, W_2, J_6, B_R_4, J_UR_1, B_U_1, C_UL_3, JC_UR_2, W_6, U_6, JC_UR
- 7)

[ALTERNATING WIND]

>> R_4, BJC_UR (4, 2, 1), W_0.25, R_1.25, J_R_0.5, BC_UR
- 8)

[SPRINGY SHAFT]

>> R_4, J_R_2, BC_UL (4, 1), R_1, BC_UR_3, J_L_2, B_UL_1, R_1, BC_UR_7, J_1, B_U

[4-4 - CLIFF FACE]

- 1)

[CLIFF INTRO]

mash B_UR >>
- 2)

[CRUMBLY PLATFORMS]

BJC_UR_2 >>
- 3)

[BELL TUNNEL]

B_R_4.5, J_R_1, BC_R_5, W_2, C_UR
- 4)

[SNOWBALLS]

BC_UR_1 >>
- 5)

[DASHY WINDWAY 1]

BC_UR (2, 4, 4, 6, 5, 1), B_U_1, BC_UR_1 >>
- 6)

[FOUR SPRINGS]

B_R (2, 2, 3, 2), BC_UR
- 7)

[DASHY WINDWAY 2]

BJC_UR (4 x3, 2 >>)
- 8)

[WINDY BUBBLES]

BJ_R_3, B_U_1, C_UL_5, R_3, B_UR (2, 3 >>)
- 9)

[UNDER THE WALL]

B_UR_2, B_R (4, 2), B_UR_2, JC_UL_4, BC_U_3 (R, L), JC_UR
- 10)

[STRETCHED WINDWAY]

B_UR_2 x2, J_R_1, B_R_2.5 x2, BC_UR (2, > MAX), W_2, J_UR_2.5, U_1, BC_UR_4, JC_UR_1 >>
- 11)

[GONDOLA]

R > DLG

[CHAPTER 5 - MIRROR TEMPLE]

[5-1 - START]

- 1)

[TEMPLE ENTRANCE]

DLG, R
- 2)

[ENTRANCE TUNNEL]

J_R > MAX x2, B_R > MAX, J_R
- 3)

[DASH PLATFORMS]

C_UR > MAX, (W, J_L_1, BC_UR > MAX) x2
- 4)

[RED BUBBLE]

BJ_R
- 5a)

[RHOMBUS LOBBY]

HB_R_6, UR_2, B_U
- 6a)

[NORTH LOBBY]

C_UL
- 7a)

[CROUCH PLATFORM]

BC_UR > grab, D, BJC_UR
- 8)

[RED CROSSWAY]

BJ_L_1, R
- 7b)

[CROUCH PLATFORM]

W
- 6b)

[NORTH LOBBY]

W
- 9)

[BLADE CORNER]

BJ_7/8e, B_UR_0.75e, C_L, C_UL
- 6c)

[NORTH LOBBY]

L > MAX, R_2, B_DR > MAX, C_UL
- 5b)

[RHOMBUS LOBBY]

B_4, R
- 10)

[LOCK TUNNEL]

C_UR

[5-2 - DEPTHS] (2 beats = 1 echo sound; the final room (monster) has the same timing)

- 1) [THEO'S ROOM]R > DLG, C_UR > MAX, J_L_1, BC_UL > MAX, (B_, C_UR > MAX) (DR, -)
- 2) [TORCH LOBBY]C_UR > slide, J_0.5, BC_UL_4, B_U_0.5, J_0.5, B_U_0.5, C_UR
- 3) [DASH DIVE]R_2, BC_R_2, C_U > MAX, B_1.5, L_1, C, JC_UR
- 4) [STATUE BRIDGE]C_UR
- 5) [SHORTCUT CROSSWAY]J, L > MAX, J_R_3.5, B_U, R
- 6) [BLADE CORRIDOR]>> W_4, JC_R_4, J_R_1.5, BC_UR_1.5, J_R_1, C_4, C_U_4, J_R_0.5, B_R_2, BC_UR_5, J_R_0.5, C_4, (J_R_1.25, BC_R_2.75) x2
- 7) [SHAFT ENTRANCE]JC_UR (2, 0.5), C_UR
- 8) [MIRROR SHAFT]J_R_1, B_U, (C_UL > MAX, R_0.5, B_D) + reverse, B_UL, DLG
- 9) [NIGHTMARE]B, _ > MAX (DL, UL, R, D, B_L, U, L, DR, B_L x3, UL), tap R, B x2, D

[5-3 - UNRAVELLING] (before the drum sound, 4 beats = 1 panning tone)

- 1) [DARK ENTRANCE]C_UR
- 2) [BADELINE TALK](BC_UR > DLG) >>
- 3) [RHYTHMLESS ROOM 1]R_0.5, W_1, B_R_0.75 x2, U_2, B_UL_2, B_R_0.5, JC_UR
- 4) [RHYTHMLESS ROOM 2]R_0.5, W_0.5, C_UR > MAX, J_R_1.5, BC_UL > MAX, JC_UR
- 5) [SEEKER]R_2, B_UR_2, BC_UR_4, W, C_UR
- 6) [SEEKER BLOCKS]BC_UR
- 7) [SEEKER BELLS 1]JC_UR_4, BC_UR
- 8) [SEEKER BELLS 2]C_U_9 (R, L), JC_UL_4, BC_UR_2 >>
- 9) [WIDE BELLS]R_1.25, BC_UR (7.75, 2), JC_UL_2.5, BC_UR
- 10) [SAFETY ZONES]BJC_UR_4 >>
- 11) [BELL TRIANGLE]BC_UR_4, W_3, BC_UR_4 >>
- 12) [BELLS FINALE]>> C_UR_6, JC_UR_6, W_1, JC_UR (3, 9), JC_U_2 (L, R), JC_UL (6, 2), BC_UL_4, L_1, C_UL_4.5, W_0.5, C_UL_1, J_0.5, BC_UL

[5-4 - SEARCH]

- 1a) [SPIKE LAYERS]J_L > DLG, C_UL
- 1b) [SPIKE LAYERS]J_0.5 (L, R), B_U_0.5, C, J_L_0.5, B_U_0.5, C, J_R_0.5, BC_UL_2, JC_R, HOP_L_1.25, B_L_0.5, U
- 2) [TEMPLE CORE]J_0.5, BC_UL > MAX, J_R_1, BC_UL
- 3) [BUBBLE SKIP]BC_UL > MAX x2, B_R_3/8, J_L_1, BC_UL
- 4a) [SEEKER WALLS]L > MAX, R
- 5) [SEEKER DIVE]>> L_4, W_5, B_0.5, JC_UL_7, J_R_1, BC_UL_7, J_L_1, W_1, B_U_0.5, J_0.5, B_U
- 4b) [SEEKER WALLS]>> C_UL_10, JC_U_4 (R, L), J_R_0.75, BC_UL_1.25, JC_UR
- 6) [SAFETY SCREEN]R_0.75, J_R_0.75, BC_UR
- 7a) [ENCASED BELL]C_UR_5, W
- 7b) [ENCASED BELL]>> C_UR_6.5, BC_UR_0.5, C_U_4, J_L_1, BC_UL_2, W_1, C_UL_5, J_R_1, B_U_1, C_UR

[5-5 - RESCUE] (use drum sound also in silent rooms)

- 1) [THEO CRYSTAL](C_UR > DLG) >>
- 2) [THEO WALL]C_R > MAX, JC_0.5, (JC_0.25, C_R_0.75) >>
- 3) [THEO SEEKER]C (R > MAX, J_R (1+1/8, 2)), C (B_UR_2, L_2, R)
- 4) [HIGH SWITCH]C (R > MAX, J_R (1+1/8, 3+7/8), J_0.75 (R, L, R, L), J_R_1), W_1, C_R
- 5) [HIGH ISLANDS]>> C (R_6, J_R (3, 1.5, 1), W_2.5, J_R (0.5, 1)), W_1, C_R
- 6) [DOUBLE GATES]C (R > MAX, J_R > MAX), W, J_L_1, BC_UR_2, B_D, C_U_2, BJC_UR_4.5, BD_1, C (UL_6.5, J_R (2.75, 5.25, 2, -))
- 7) [LAUNCH UP]C (R > MAX, J_R > MAX x3), D, B_D_2, (JC_R > MAX) >>

8) [DOUBLE BOUNCES] >> C (R_4, J_R (4, 3.75, 1.25), R_4, J_R_1 >>)
9) [DASH GATE] C (R > MAX, J_R (1.5, 1)), B_D_1, J_1, C_R_4, B_D_1, C (R_1, (J_R > MAX) >>)
10) [THEO DASH] C_R > MAX, JC_R_1, W_0.5, B_U_0.5, C_UL > MAX, JC_UR_4, W, C_R > MAX, JC_R
11) [SEEKER FINALE] >> W_5, C (J_R (2 x2, 1.25, 3.75, 1.5 x2), J_0.5), W_0.5, C (UR_4, J_R_1), B_D_0.5, J_1, JC_R_1 >>
12) [EYE TUNNEL] C (J_R_1 > eye, R > MAX), W

[CHAPTER 6 - REFLECTION]

[6-1 - START]

1) [NORTHERN LIGHTS] DLG, C_UR > MAX, J_UL_3, U_4, UL_1, C_UR > MAX, C_UL_8, B_UR (3, 1.75), C_UL > MAX, C_UR_5
B_U_3, UR_3, U_2, UR > MAX, (J_0.5, BC_UL_1, C_U > MAX) + reverse, B_UL_2.5, U > DLG

[6-2 - LAKE]

1a) [KEVIN POOL] UR > air, DL > MAX, UR
1b) [KEVIN POOL] J_R_1, B_R_1.5, W_10, B_D
2) [FEATHER SPIKES] BJ_UR_2, U_1, UL_1, C_UR > MAX, W, (J_L_1, BC_UL_2) >>
3) [KEVIN SKIP] J_L_1, B_U_1, UL_2.25, C_UR > wall, C_U > MAX, HBC_UR_4, J_L > MAX, C_U > MAX, B_DL_3/8, J_L_1, BC_UL
4) [HORSESHOE FLIGHT] B, PB (BJ_L_3.25, U_1.5, R_3.75), BC_UR
5) [FEATHER ZIGZAG] B_U_1, UL_1.5, UR_1.5, R_0.5, D_2.5, B_R_2, UR_1, UL_1, UR_3, C_UR_3, JC_UL (5, 1), BC_UL > MAX, BC_UR
6a) [KEVIN SHAFT] B_L
6b) [KEVIN SHAFT] B_L_1, C_UL_2.5, B_D_5, J_1, B_U, C_UL > MAX, JC_UR

back-ups: 1a) if subchapter started from menu: B x3, DL > MAX, UR

[6-3 - HOLLOWS]

1) [WALL CLIMB] C_UR > MAX, (J_L_1, B_1_) (UR, U), J + C_UR >>
2) [KEVIN BARRIER] R_2, B_L_1, D > hit, R_0.5, B_L_0.5, C > hit, JC_UR
3) [KEVIN BOOST] BJ_R_4, U_2, C_L, C_U > MAX, C_D_1.5, BC_8, JC_UR > MAX, L_1, BC_UR
4) [FORK PATH] C_UR
5) [TWIN KEVINS] R_2.5, B_DL_0.5, C_2, JC_R, C_UL > MAX, B > hit, J_1 x2, BC_UR
6) [BUMPER FORK] J_R_1, BC_UR (5, > MAX), J_L_1, BC_UR
7) [BUMPER SKIPS] (B_DR_3/8, J_R_1, BC_UR_2, C_U > MAX) x2, R
8) [UPPER QUADRANTS] HBC_UR > MAX, J_L_1, BC_UR
9) [BUMPER DASH] HBC_UR_3, L > MAX, B_DR_3/8, J_R_1, BC_UR_2 >>
10) [CRUMBLING MAZE] R_1, W, B_D, C_UR > MAX, B_R > MAX, L > MAX, B_D, B_R > MAX, (BC_UR > MAX) >>
11) [BUMPER SPIKES] B_UR (3, 1), C_UL > MAX, J_R_0.5, B_R_2.5, B_L_2, BC_UR
12) [BUMPER CHAIN] >> W_4.5, BC_UR
13) [CRYSTAL FLIGHT] J_R_1, B_U_1, B_R_2.25, B_UR_1.75, (R_1, C_UR_) (0.5, > MAX), W_2, BC_R, C_UR
14) [KEVIN GATE] BJ_R_1.5, B_DR_1.5, BC_U > MAX (R, L), J_R
15) [MOVING BUMPERS] >> W_5, HB_R_3, B_UR_2, W_1, BC_R, C_U > MAX, C_D_1, L_1, R_1, B_U_0.5, C_UL > MAX, HOP_R_1, (BC_UR_2, W_1) >>
16) [WIDE FEATHERS] B_UR_9, W_2, B_R_4, UR_4, BC_UR
17) [PINBALL FLIGHT] >> R_5, J_R_2, DR_1, UR_1.5, DR_1, C_UR_10, PB (B_DL_1, DR_1, UR_2.25, DR_2), C_R_4, C_U_4, PB (R_3, UR_1.25), R_2, B_R

back-ups: 6) if lower-right room entered: C_UL > MAX, J_R_1, BC_UL > MAX, W
8) if lower-right room entered: C_UL > MAX, J_R_1, BC_UR > MAX, W, BC_UR > MAX
12) if lower-right room entered: (J_L_1, BC_UR > MAX, W) >>
14) if lower-right room entered: BC_UL > MAX, JC_UR > MAX, W, JC_UR > MAX, J_L_1

[6-4 - REFLECTION]

- 1) [ELEVATOR]C_UR > DLG, C_UR
- 2) [PURPLE INTRO]BJC_UR_18, J_R
- 3a) [BUMPER SHAFT]B_DR, B_U, tap L, W
- 3b) [BUMPER SHAFT]HB_L_2, C_R, C_U > MAX, BJ_R_2, C_L, W_2, B_L_4 >>
- 3c) [BUMPER SHAFT]B_R_1.25, W_2, R_0.25, W, R > MAX, DR > MAX, UR
- 4) [FLOODED SHAFT]R > MAX, DL > MAX, DR_2.5, D > MAX, L > MAX, UL_1.25, DL > MAX, DR > air, W, C_UR
- 5) [KING KEVIN]HB_R, J_R_0.5, C_L, B_L_1, W_1, (J_R_1.5, W_) (0.5 x2, > end), R

[6-5 - ROCK BOTTOM]

- 1a) [BADELINE INTRO]C_UR > DLG
- 1b) [BADELINE INTRO]B_UR
- 1c) [BADELINE INTRO]B_UR_4 (C x3, -)
- 2) [BADELINE SHOTS]BC_UR (2, 4, 10, 6, 4, 2, 4, 4, 5), R
- 3) [BADELINE LASER 1]BJC_UR (4 x3, 2 x2, 2.5 x6), L
- 4) [BADELINE LASER 2]BJC_UR (6, 4, 2), W_3, BJC_UR (3, 3, 2, -)
- 5) [DOUBLE SHOTS]R_0.5, BJC_UR_2 >>
- 6) [BADELINE CRYSTAL](J_R_, BC_UR_2) (2, 3), JC_UL_2, J_R > MAX, L > MAX, R
- 7) [BADELINE WALLS]BJC_UR_6, B_R_3, HB_R_3, B_U_0.5, C_UR_7.25, BJ_UR > MAX, L
- 8) [FEATHER STRAIGHT]BJC_UR_3, BC_UR (7.25, 1), R
- 9) [LAYERED SHAFT](R_1, BJ_R_2, L_6) x2, R_1, BJC_UR_5 >>
- 10) [FEATHER CURVED]HB_R_2, UR_2, C_UL_4, B_UR_2, R_2, DR_0.5, R_0.75, UL > MAX, HB_R + C_UR
- 11) [BADELINE BUMPERS]>> W_6, J_DR_3, B_UR_2, L_2, B_DR_0.5, J_R_1, BC_U_4 (R, L, R >>)
- 12) [NARROW SPIKES]BJC_UR_4.5 x2, BC_UR (6, 4, 3, 8.5), J_R_0.75, W_2, J_R_0.75, B_R > MAX, L > MAX, R
- 13) [BADELINE DESCEND]HB_R_4, BJ_3 (L, L, R, L, L), R_2, L_2, BJ_R_1.5, W_0.5, BJ_R > MAX, L
- 14) [BADELINE MIDWAY]C_UR
- 15a) [VIRUS CRUSHERS]DLG
- 15b) [VIRUS CRUSHERS]>> C_UR_8, BC_UR (2, -)
- 16) [VIRUS ZIPPER]R_0.75, W_1.25, HB_R > MAX, L
- 17) [VIRUS PLATFORMS 1]BC_UR (3 x3, 2, 2), W_4, BJC_UR_8, BC_UR_3 >>
- 18) [VIRUS PLATFORMS 2]BJC_UR (4, 3, 2), W_0.25, HB_R_1.75, J_R_1, W_5, J_1, BC_UR > MAX, L
- 19) [COMPLEX SHAFT]R_1, DL_1.5, R_2.5, C_UL_4, JC_UR_3.75, R_4.25, B_L_2, _1.5 (W, B_R, L), B_L_2, W_2.5, J_R_1, B_UR_2, L_1, W_4, L_1.5, J_R_1, L_2, BC_UR
- 20) [BADELINE FINALE]J_R_1.25, B_UR_4.25, R_1.5, DR_1, R_4.5, DR_1, C_UR_2, C_U_2, J_DR_3, R_1, U_2, BJC_R_3 x2, C_UR_5, BC_UR
- 21a) [LEVEL UP ROOM]C_UR > DLG
- 21b) [LEVEL UP ROOM]J_R_1, B_U_1, BC_UR

[6-6 - RESOLUTION]

- 1) [DOUBLE DASH]B_UL_1 x2, JC_UR > MAX, J_L_1, BC_UL_1 >>
- 2) [BADELINE BOOST](J_R_0.75, BC_UR (1, > MAX), W) + reverse x3, J_R_1, B_UR_1, B_U

[CHAPTER 7 - THE SUMMIT]

[7-1 - START]

- 1a) [SPIKE PILE]C_UR
- 1b) [SPIKE PILE]J_R_1, B_UR (1, 2), W, HBC_UR > MAX, J_R_1, BC_UR > MAX
- 2) [TWIN WALLS]B_DR_3/8, J_R_1+1/8, B_UR_1 x2, BC_UL_4, J_R_1, BC_UR

3) [HORIZONTAL SPRINGS] B_UR (1, 2, 1), BC_UL > boing, B_UR
4) [SPRING WALLS] BJ_UR (1.5 x3, 1), C_UL > MAX, W_1.5, BC_UR (1.5, > MAX), J_R_1.5, C_UL > boing, BC_UR
5) [CRYSTAL SKIP] B_DR_3/8, J_R_1, BC_UR (1, > MAX), J_L_0.75, B_U, J_R
6) [WALL COLLECTION] BJC_UR_3 x2, J_R_4.5, BC_UR_1 x2, JC_UL_3, J_R_3, BC_U_3 (R, L, R, R), J_R_1, C_UL > boing, BC_UR_1 >>
7) [FIRST BADELINE] B_DR_3.5, B_UR_4.5, B_UL_1.5, W_1, B_UL > boing, R > DLG

[7-2 - 500 M]

1) [DOUBLE ZIPPERS] (J_R_1, BC_UR (1, 3)) + reverse
2) [SPRING ZIPPERS] R_1, J_R_2, BC_UR (1, 8), R_2, L_1, B_UR_1, B_R
3) [FORK PATH] HB_R_4, J_1, BC_UR > MAX, J_L_1, BC_UL_3, J_R_1, B_U_1 x2, R
4) [LAYERED SPIKES] _1.5 (R, J_R, B_UR, W, J, BC_UL), BC_UL > MAX, B_UR_1, B_U_1, C_UL
5) [SPRING BELLS] C_UR > MAX, J_R_0.75, BC_UR > MAX, B_U_0.5, C_UR > MAX, BC_UR (3.5, > MAX)
6) [DIAGONAL ZIPPER] J_DR_2.5, J_R_1, BC_UR_1 >>
7) [SPIKE WALLS] R_1.5, JC_UR > MAX, J_R_1, W_0.5, B_R_0.5, B_UR
8) [2.5 ROOM] R_0.5, W_0.5, R_2.5, B_UR_1, BC_U > MAX, B_UR_2.5, B_UL_1, C_UR > MAX, R_2.5, B_UR_1, B_UL_2, BC_UR_1 >>
9) [ZIPPER BADELINE] B_UR_1, BC_UL_2, J_R_2, BC_UL (2, 8), BC_UR (1.5, > MAX), L_1, W_2, J_1, B_U_1, B_UR_1, W, B_U_1 > DLG

[7-3 - 1000 M]

1a) [TRIPLE DREAM] J_R
1b) [TRIPLE DREAM] B_UR_3 (C x3, -), mash B_U
2) [DREAM WALL] C_UR > MAX, (B_UR + C_UL > MAX) + reverse x2, B_L_2.25, mash B_U
3) [DREAM BELLS] B_R (2, 0.5), B_U_2, B_UL_2.5 x2, BC_UR (1, > MAX), J_R_1.5, BC_UR
4) [DREAM SPRINGS] BJC (R_2 x2, UR_2.5 x2, R (1, 2), U_1, UL_2, R_1 >>)
5) [SPLIT PATH] >> W_4, JC_UR_5, B_U
6) [VERTICAL ZIGZAG] J_DR, B_1.5 (U x2, UL, U, UR, U, UL), B_UR_1, B_U
7a) [HORIZONTAL ZIGZAG] C_UR
7b) [HORIZONTAL ZIGZAG] BJC_1.5 (R, _) (UR, DR), B_UR_1 >>
8) [DREAM ATTIC] B_R_1 x3, B_UR_3, BC_UR > MAX, J_R_2, B_UR_2, B_R_2, B_UR_1 >>
9) [DREAM BADELINE] R_1, J_R_1, BC_UR > MAX, B_R_1, B_UR_2, B_R_1, B_U_1, B_R_3, B_UL_3, B_R_1.5, B_U > DLG

[7-4 - 1500 M]

1) [BUNNIES INTRO] >> L_4, J_L_1, B_U_1 x2, BC_R_1, BC_UR
2) [BUNNY PLATFORMS] >> R_4, J_R_1, (B_U_1, B_UR_2.5, W_0.5) x3, B_U_1.5, B_UR
3a) [SKIPPED ROOM] R
4) [SKIPPY SKIP] JC_UR
3b) [SKIPPED ROOM] R
5) [BELL SHIELD] >> R_5.5, BC_UR (0.5, >>)
6) [BUNNY NIGHTMARE] >> W_7, HB_R_2, BC_UR_6, B_R (1, 2), B_UR_1 x2, W_2, R_1, BJC_UR_4, J_L_0.75, B_U_0.25, C_UR_5, L_1, W_1.5, BC_R_1.5, JC_R_1 x2, BC_UR
7) [HIGH STRAWBERRY] >> R_6, BC_UR (2, 1 x2), J_L_1, JC_UR
8) [BELL AND PILLARS] >> W_4, BJ_R_1, DR_2, HB_R_2, BC_UR (1, 1, 2), D_2, HB_R_2, BJC_UR_1.5 >>
9) [COLUMNS ROOF] >> W_7, R_2, B_UR_1.5 x2, W_1.5, B_UR_1.5 x2, B_D
10) [ROOF SKIP] HB_R_3/8, J_R_1, B_UR_1 >>
11) [BUNNY WALLS] >> R_6, (BC_UR_, J_R_3) (4, 3), mash BC_UR
12) [BUNNY BADELINE] >> W_4.25, HB_R_1, W_3, B_U_1, BC_UL_1, J_R_2, B_UL_3, B_UR_2 x3, W_2.5, B_UL_1 > DLG

back-ups: 7) if lower-right room entered: B_UL_1 x2, BC_UR

[7-5 - 2000 M]

- 1) [BUBBLE LAYERS]BJ_R_1.5, B_R_1, C_UR_1, BC_UL_1 >>
- 2+3) [SCREEN TRANSITION](mash B_UL)_2, mash B_UR
- 4) [LOW CLOUDS](B_UR_2, B_R_0.5) x2, BC_UR_2 >>
- 5) [EMPTY TUNNEL]R
- 6) [WINDY SPRING]BJC_UR (1, 4) x2, B_R_1, B_U_1, R_1, BC_R_1.5 x2, C_UR
- 7) [WINDY ISLANDS]BJC_UR (4 x4, 1, 3, 1, 4), (B_U_1, BC_UR_3) >>
- 8) [COMPLEX CARPET]BJC_UR_3, D_1, W_2.5, BJC_UR_6, C_2 (L, U, D), J_R_1, B_UR (1, 2), C_2.5 (U, UR), U_4, B_U_1, B_UR
- 9) [VERTICAL ARROW]BJ_R_2, JC_UR_2, J_L_1.5 x2, B_U_1, B_UR_2, (W_2, _1) (L, R), BC_UR_4, B_UL_1, W_4, B_U
- 10) [CORNER SKIP]C_UR > MAX, B_UR_1 >>
- 11) [BACKWIND CORRIDOR]BJC_UR (4.5, 1.5, 3, 2.25), B_R_0.75, UR_2, BC_UR_1.5 >>
- 12) [ARROW WALLS]R_1.5, BJC_UR (2, 2, 1.5, 2, 4), BC_U_2 (L, R, L), JC_8, W_1, B_L
- 13) [BUBBLE BADELINEL]HB_R_1, mash B_R > boost, C_UR > MAX, B_UL (2.5, 3.5, > MAX, C > MAX), R_1, BC_R_4, C_U_4
B_U_1, BC_UL > MAX, L_2, B_L_1, BC_R, W_2, B_L_1, B_UL_2, B_U (1, 3), B_R_1, B_UR > DLG

[7-6 - 2500 M]

- 1a) [TEMPLE OUTSIDE]C_UR
- 1b) [TEMPLE OUTSIDE]J_R_1, L
- 2) [SHORTCUT BUBBLE]J_DL x2, B_U_1 x2, R
- 1c) [TEMPLE OUTSIDE]W
- 3) [SKIPPED ROOM]W, L_2, R
- 4) [ZIPPER DASH]HB_R, B_DR_3/8, JC_UR > MAX, BJC_UR
- 5) [VERTICAL ZIPPERS]R_1, J_R_3, BC_UR_1 x2, C_U_2, R_0.5, JC_UR > MAX, R_2, BC_UR_1.5 >>
- 6a) [LOCKED LOBBY]R
- 7) [BLADES DIVE]>> C_R_10, J_L_4, BC_UL_1.5, JC_UR_1.5, JC_UL > MAX, J_R_0.5, U
- 6b) [LOCKED LOBBY]W
- 8) [FORK KEY]B_R > MAX, L
- 6c) [LOCKED LOBBY]C_UR
- 9) [LAYERED ZIPPERS]BC_R, J_L_0.5, BC_UR > MAX, BC_L_1 x2, C_U_3, JC_R, C_U > MAX, mash B_R
- 10) [DIAGONAL BUBBLE]R_3, B_U_1, B_UR_2, U_2.5, B_R_1, W_1, B_R_1, UR_1, B_R_2, BC_UR
- 11) [ZIPPER CLIMB]B_UR_1, C_UL > MAX, J_R_2, B_U_0.5, C_UL > MAX, R
- 12) [DOOR SKIP SKIP]R_2, B_L_2, R_1, B_U_2, BC_UR_2, C_U > MAX, J_0.5, B_UR (2, 0.5), B_U_0.5, BC_UR (2, 1) >>
- 13) [MIRROR BADELINEL]HB_R_2.5, B_UR_1 x2, L_1, BC_UL (1, > MAX), W_2.5, BC_UR_1 x6, W, J_DL, B_DL_3/8, J_L_1, BC_UR_4, J_R_1
BC_R_4, R_1, BC_UR > MAX, W, J_DL x2, B_U_0.5, J_0.5, B_U_0.5, C_L_3, JC_UR_1, JC_UL > MAX, B_U_1 x2, DLG

[7-7 - 3000 M]

- 30] [CLIFF CRYSTALS 1]C_UR > MAX, (J_L_1, B_U_0.5, C_UR_3) x4, mash J_L
- 29] [CLIFF CRYSTALS 2]BC_U_4 (R, L, R), (J_L_1, B_UL_1, BC_UR_) (2, 5), B_UL
- 28] [RAIN INTRO]C_UL > MAX, R_0.5, (J_R_1, B_U_0.5, C_UL > MAX) x2, HBC_UR
- 27] [RAINY CLIMB]BC_U_5 (L, R, L)
- 26] [CRYSTAL DASHES]J_L_0.5, BC_UL_6, B_UR (1, 1.5) x2, mash B_R > MAX, B_UL_1, B_UR
- 25] [RAINY WALLS](J_0.5, BC_UL_4) x2, J_L
- 24] [CRUMBLY RAIN]B_U_0.5 x2, JC_UR (2 x2, 1.5 x4), BC_UR_1, L_1, BC_UL_1.5 >>
- 23] [MASHED RAIN]HB_R_1, mash BC_UR > MAX, J_L_1, mash B_U
- 22] [RAINY SPRINGS 1](BC_UL (1, 4), J_R_1.5) x2, L_1, B_UL_1, B_U_1, BC_UL (1, 4), JC_UR_1, JC_UL > boing, mash B_R

21] [RAINY SPRINGS 2] JC_UR_3 (B, -), J_0.5, B_UL_1.5, B_R_1 x2, BJC_U_5 (R, L, R)

20] [CRYSTAL BADELINE] J_L_0.5, B_UL (1, 2), J_L_1, BC_UL_2, JC_UL_2, J_0.5, B_U_0.5, C_UR_2, J_L_1, B_U_1 x13, BC_UR

19] [LOW-G INTRO] (J_1, B_UL_1 x2, C_U_1) x2

18] [LOW-G CLIMB] JC_UR > MAX, mash B_UR

17] [LOW-G CLOUD] JC_UR_1, J_L_1, B_UR (2.5, 1.5), W_1, J_1, B_UR_1.5, W_1, R_1.5, BC_UR_3, JC_UL_3, J_R_2.5, BJC_UR_3 > MAX, L

16] [LOW-G DASH] J_1, B_UL_1 >>

15] [0.75 FLAG] J_0.75, BJC_UR_0.75 >>

14] [SPIKE WALLS] R_1, BJ_UR (2, 4), (BJ_UR_1.5, C_UL_1.5, JC_UR_) (1, 4), JC_UL_4, J_1, J_R

13] [LOW-G BELLS] R_0.5, J_R_0.5, B_UR_1.5, W_1.5, B_L_2, B_UR (2, 1.5), L_1.5, BC_UR > MAX, J_L_1

12] [LOW-G CRYSTALS] B_UR_2.5, L_1.5, B_U_2, R_1.5, B_UR_3.5, BC_R (1, -), J_L_1.5, R_1.5, L_0.75, B_U_1 x2, R

11] [SPIKE CRYSTALS] (J_1_, B_U_1, C_UR_2) (-, L), J_L_1.5, B_U_1, B_UR_2, B_U (1, 0.5), C_UR_1, J_L_2, BC_UR_1 >>

10] [DIVE UNDERNEATH] L_0.25, BJ_L_1.5, W_1, B_L_0.5, B_UL_1.5, W_1, B_0.75 (L, U, C_UL > MAX), W_3, B_L_0.75, B_U_0.75, C_UR_4, J_L

9] [SPIKE LAYERS] R_0.5, L_1, W_0.5, B (2.5, 1), R_1.5, B_U_1, B_UR_2, B_U_1, C_UR > MAX, J_L_2, B_UL_1, W, L

8] [CLIFF CLOUD] B, J_L_1, B_U_0.75, R_0.75, B_0.75 (U, L, U), mash B_UR

7] [CLIFF BADELINE] L_1, B_L_1, B_U_1, C_UR_1, J_L (2, 1), BC_UR_1 >>

6] [CLIFF FLIGHT] J_R_1, BC_UR_3, (J_L_1, BC_UR_) (1 x4, 6), J_L

5] [CLIFF SPRING] L_2, B_UL_1 x2, U_3, C_UR_6, J_L (2, 1), B_U_1 x2, C_UR

4] [HORIZONTAL FLIGHT] BC_UR (1, 4), B_U_0.5, C_UR_3, J_L_0.5, B_UR

3] [VERTICAL FLIGHT] JC_UR_2, J_L_1, B_U_1, B_UR_2, B_U_1, B_R_1.5, J_0.5, B_U_0.5, C_UL > MAX

2] [FINAL CLIFF] B_UR_1.5, W_1, L_1, R_0.5, B_U_1 x2, D_1, DR_1, R_1.25, UR_3, BC_UR_1 >>

1] [FINAL ASCENT] BC_UR_8, B_UL_1, B_L_1, PB (R_2, UR_1.5, UL_1, L_1, U_1), C_UR > MAX, JC_UL_2

BC_R, C_U_1.5, B_L_2, PB (U_0.5, UR_1.5, U_3), C_UR > MAX, L_1, B_L_0.75, BC_UR

J_L_1, B_UL_1 x2, B_U_0.5, C_UR > MAX, J_L_1, BC_UR_1.5, J_L_1, B_U_1, BC_UR > MAX, W_1

L_1, B_UL_1, B_U_0.5, C_UR > MAX, tap C_D, J_L_1, BC_UR (1, 2, 4.5), J_L_1, BC_UL_2, JC_UR

(J_R_0.75, BC_UR_3.25) x2, J_L_1, BJC_UR (3, 6, 3), BC_UR (1, > MAX), JC_UL > MAX, BC_UR (7, 4.5, 0.5, > DLG)

[EPILOGUE]

1) [EPILOGUE] C_UL > DLG

INFO

version: 1.2.6.1

- rules: **Category Objective**
- Unlock the Epilogue from a new file.
- General Game Rules**
- Timing is done using the in-game file timer, please refrain from taking long breaks mid-run.
- The use of cheat mode, assist mode, variant mode or debug mode features are banned.
- Forcefully exiting the game is banned.
- Altering any game files except for settings.celeste is banned.
- Any scripts or macros are banned.
- The use of any third-party programs that directly affect the game are banned, with the exception of keyboard rebinders, controller mappers, and autosplitters.
- Verification Guidelines**
- All runs require permanent video proof.

- The game version has to be verified by showing the version number on either the title screen or a chapter complete screen while using an in-game timer. For pre-1.2.5.0 patches the version number can only be found on the title screen.
- The final IGT must be verified either by showing the pie screen in Epilogue, the file in the file selection screen or The Summit chapter complete screen while using the File timer.
- When submitting your run, leave Time blank and only fill in In-game time, make sure to also include the 3 decimal digits.

Patch Restriction

- The run must be performed on the newest patch available on the platform you use at time of play.
- Any exploits that are not possible to perform on the most up-to-date PC patch are banned.

controls: - An XboxOne controller is used for gameplay. It's only hooked up after having started up the game, with a PS3 controller already connected. This way the XboxOne controller is not directly recognized by the game, making a workaround possible to use the analog stick only for left-right. Buttons on the controller are mapped to keyboard keys with JoyToKey.

- Button configuration:
 - left analog stick - left = left
 - left analog stick - right = right
 - left trigger = up
 - left bumper = down
 - d-pad - left = left
 - d-pad - right = right
 - d-pad - up = up
 - d-pad - down = down
 - A = jump
 - B = pause
 - X = dash
 - Y = jump + dash
 - right trigger = climb
 - right bumper = jump + dash + down (demodash)
 - start = pause
 - select = talk/cancel

- BUG: the XboxOne controller is sometimes suddenly recognized when going back to the first menu of the game, softlocking the run

in-game settings:

- rumble: 100% (but not supported by controller)
- fullscreen: off
- window scale: 5x
- vertical sync: off
- photosensitive mode: on
- screen shake effects: off
- music: 10
- sounds: 10

info:

- the final room of 5-2 (monster) cannot be reset, and you cannot die
- advanced movement notes:
 - hold down, then dash to go further
 - > down+right, then dash with the right timing to go even further
 - dash up and then quickly wallkick to go much higher
 - contiuous wallkicks to get up a wall infinitely without losing stamina

- dash off a wall into the other direction to retain momentum/speed
- for each room there are two different default positions of the dust bunnies, the position they are in when you enter the room (completely predictable) and the position they are in when after you die (completely predictable)
- legacy procedures before demodash setup:
 - 5a) >> L_5.5, J_L_0.5, BC_UL_6, L
 - 6a) >> L_3, J_L_1, B_UL_1, W_1, L_0.5, J_L_0.5, B_UL_1, W_1.5, J_L_0.5, B_UL_1, W_0.5, J_L_0.25, B_L > MAX
 - 6b) J_R
 - 5b) R_1, JC_UL
 - 4b) C_UL
- for debug mode: go to the game files, Saves > Settings and at the end there is a line that says 'LaunchInDebugMode', change that to true

RESOURCES

speedrun WR (any%):	https://www.youtube.com/watch?v=O7sMqjDj5RM
speedrun WR (all A-sides):	https://www.twitch.tv/videos/332580434
advanced movement tutorial:	https://www.youtube.com/watch?v=BX0WFfd5R-Y
blindfolded chapter 1 (Rac_the_kitty):	https://www.twitch.tv/videos/323015840
blindfolded chapter 1 (Pythonicus):	https://www.twitch.tv/videos/337905294
blindfolded chapter 1 + start of 2 (Calixe Cuche):	https://www.youtube.com/watch?v=PrVcSGpRw4U