

Minishoot Adventure any% glitchless with Primordial Shot Routing Guide

This guide is based off of the Minishoot Adventure any% glitchless with Primordial Shot route by Zookster. This guide is not, and probably won't ever be final as the route may change at any given time. As such, the guide will be updated as best as possible when routing changes are discovered and implemented.

Anything in red denotes optional red gems taken after gun 3 to taken for gun 4 upgrade. Gun 4 is optional and used as a safety.

Link to route used: [▶ \[Old WR\] Minishoot' Adventures - Any% Glitchless - 1:07:49](#)

Intro: Up to Dash

- Get Gun 1(S&Q after getting)
- Farm red gems after first wave before leaving intro cave
- Break robot out
- Head south out of the town, then east, and south. Farm enemies and red gems for one level. Put into fire rate 1
- Proceed to thruster(Level will be acquired along the way, remove from fire rate 1, put into damage 1. You will also get your 4 red gems to buy gun 2)
- After thruster, go to dungeon one
 - Left from start, kill first wave room
 - North to next wave room to press button(S+Q back to start, you will receive your 5th red gem to buy gun 2)
- Get Gun 2
- Go into Southwest entry at the start
- Proceed to northwest ramp, farming enemies along the way(prioritize large shooters, ignore the circle of shooters that spawn)
- Farm 3 red gems at tree before exiting(You will gain a level if you farmed enough enemies, put point into fire rate 1)
- Kill large double shooter(Will drop 4 red gems for gun 3)
- Break large pot above large shooter for 4 more gems(8 total)
- Break large pot to the right for 4 more red gems(12 total)
- Press button below and continue south
- After heading south go east into the opening to spawn a wave of enemies. Kill these enemies for 4 more red gems.(16 total)
- There will be debris in the top left corner to reveal a large red crystal cluster, position yourself between the very large shooter and the debris and have the shooter destroy the debris. Destroy the red cluster for more experience(you will gain a level from this,
- Head south over the ramp into the forest.
- Enter the cave on the left when you enter the forest for 8 more red gems.(24 total) This will be enough for gun 3.(S+Q)
- Buy gun 3(2 red gems leftover), put your level up into movement 1.
- Head east out of the village back to dungeon 1.

- Once in the dungeon, go left and grab the key. Enter the fake wall to the north to get the battery.
- Continue left until you see a red experience cluster, break it for experience. Kill enemies on the way if you can, but don't prioritize killing them.
- Wrap around the guarded shooter, kill it and go up into the room with the small key and kill the waves of enemies. **You will receive a red gem from this fight(3 total).** (S+Q after getting the key)
- Use the key at the entry to open up the path to Dash.(Follow the path to the left, kill the enemies on the path but don't prioritize)
- Obtain Dash
- Head left after obtaining dash. D-boost through the spinner and continue on the path to the small key.
- Obtain small key.(S+Q back to start, you will get a level during the fight to get the key. Put the point into thruster speed)

Post Dash to Supershot

- Head left out of the town and go straight south. **DASH** through the fake wall to get a battery.
- Head west pass the trapped robot and head south. Continue south into the area with the dead trees and follow the path.
- Once you approach dungeon 2, head south.
- Kill the small enemies in the way and proceed south east pass the stationary shooter to the next arena to fight a wave of enemies. Break open the hole and fall in.(**You will receive 4 red gems for gun 4 for later.**)
- After falling in, follow the path to the left killing enemies along the way.
- Head into the underground tunnel, follow the hallway to the exit.
- After exiting, follow the path until you see a button. Ignore this button and head south to another arena.
- In the arena, move around the left side to find a pile of debris, break the debris to reveal a button and press it.
- Remove the points from movement and thruster speed and put them into damage level 2.
- Kill all the enemies(**You will receive 4 more gems and be at 9, S+Q after receiving the gems.** You will also receive a level from this fight, save the point for now).
- Head west from the start back to the entrance of dungeon 2.
- Again kill the enemies next to the spinner shooter, collect the red cluster gem below the spinner.
- Continue south through the ramps.
- You will eventually come up to a button, ignore the button and head west.
- You will be met with a wall of enemies on the pathway, kill them, then farm the giant red experience cluster after them. You will receive another level and should have two points to spend. Put one point into bullet speed level 1.

- Continue west to the buildings and giant dead tree, trigger the fight and kill the enemies. (After the fight you will receive 4 more red gems and will be at 13 total).
- Destroy the black cluster in front of the building left of the tree and enter the building.
- Destroy the black cluster and the large pot in the back center for one more red gem and be at 17.
- Leave the building and enter the building to the north.
- Follow the building all the way to the exit at the end, killing all the enemies you see along the way.
- After exiting, destroy the red clusters on the left to gain a level. You should have 2 levels stored now. Save them for now.
- There will be a large black cluster gem, destroy it and press the button. This will open the door to dungeon 2. Enemies will spawn above you as you approach the cluster, so position yourself below the cluster to avoid taking damage.
- Enter dungeon 2
 - When you enter, remove the point from bullet speed, now 3 points available and put them into shoot rate level 2.
 - Proceed left from the entrance, through the first big room and continue left.
 - You will enter a hallway and a series of stationary shooters will spawn, kill them.
 - Continue pass the room and then head south across the rock bridge into an arena room.
 - Kill the waves of enemies. After killing the enemies, break the pot in the top left of the room and press the button. You should gain a level from this room. Save this point.
 - Exit the room and head left at the intersection to enter another arena room without walls.
 - Kill all the enemies, then leave the room to left to grab a small key and break the three red clusters for experience.
 - Head back to the intersection and head north.
 - Kill all the stationary shooters you see. You will gain a second level from killing these.
 - Continue north into another arena room, kill all the enemies. You will get a third level, a small key and 4 more red gems(21 total). S+Q after getting the key.
 - Head east from the start of the dungeon, then head north when in the next room.
 - When entering the room going north, hug the far edge of the floor on the right without falling to skip a forced fight. Use the key to unlock the door to the next room. If you trigger the fight, S+Q back to the start to reset the room and try again.
 - Head all the way north through the key door until you run into a forced left turn, follow the path. With **Dash** you can skip large portions of the path by jumping over the gaps to the ramp at the end.
 - After the ramp you obtain **Supershot**. S+Q back to the town.

Post Supershot to Tortoise

- From the start, head to dungeon 1 but do not enter.
- Head to the ramp next to the button that was used to open dungeon one. Use the ramp to jump across the river to the north. While midair you will need to use another **Dash** for some extra speed to clear the gap. You will not be able to clear the gap otherwise.
- Head north after the jump until you see a pair of bundled trees, the grouping on the left you can enter to obtain a battery. Grab the battery.
- Head northeast from the trees to see a torch, light the torch with **Supershot**.
- After lighting the torch, head southeast a little bit and kill the two stationary shooters. This will open a path to the northeast.
- Head over the path and kill all the enemies circling the trees.
- Remove all points from bullet damage and one point from attack speed. Put all the points into move speed.
- Head to the northeast to the water. From here you will do a couple of precise **Dash** jumps to get into the small gap between the two trees on the other side of the water.



- Remove the points from movement speed, put two into bullet damage and one into **Supershot** damage. You should have one point left over, save this point.
- Head northeast and kill the jumping robot, then east into another area.
- Kill the jumping robot you run into after entering and head south.

- This will trigger a fight. Kill the enemies. After the fight you will receive 9 red gems(30 total), and a level. Save this point.
- Head east after completing the fight and break the wall you run into.
- In the next room you will trigger another fight. Kill everything. You should gain a level mid fight as well as **4 more red gems(34 total)**.
- Light the torch to the north.
- Remove the point in bullet range and put the points into **Supershot** level 2.
- Leave the area and head southwest until you see a large boulder tucked in between three trees. Break the boulder and enter the tunnel. Farm the experience on the other side and come back through.
- Head west from here pass the big tree with the crack in the front until you run into water. Head south from here and destroy the gigantic shooter. **You will get 4 red gems from this.(38 total)**.
- Follow the water back north until you run into a wall you can destroy. Destroy it and keep going north.
- You will see a large tree that is fake, enter it and light the third torch.
- Head out from the tree and head east through the wall you can destroy.
- You will see a large red cluster gem to destroy for experience. You will likely also have to kill a hopper enemy as well to stay safe.
- Head northeast from here to a series of small islands you will have to hop to.
- Once you get to the small islands head east.
- You will come up to a breakable wall, break it and head through the tunnel.
- Continue to follow this path until you come up to a larger room. There will be a set of boulders on the left and right side of the room, destroy the left boulder and go through the tunnel.
- After going through the tunnel you will light the fourth and final torch.
- Hop out of the little area and head west to the tortoise. Destroy the enemies along the way until you gain another level. You should have two points saved up.
- Get on the tortoise and start the auto scroller sequence.

Post Tortoise to Surf

- Once you are on the tortoise, remove a point from **Supershot** and add two points to bullet range and two points to fire rate leaving you with zero points left. Ride the tortoise to the destination destroying as many enemies.
- Enter dungeon 3
- From the start, head west and then north following the water around the rock and enter the tunnel.
- After the tunnel, destroy the rocks and continue east over the ramp to the small key. During the fight to get the key, you will get 2 levels. S+Q back to the beginning of the dungeon after getting the key
- After the S+Q, remove one point from damage and put two points into movement speed.
- Head west to use the small key to reveal a block path. Follow the block path north to an island.

- On the island destroy the top left pot to get another small key. Ignore all the enemies on the island and head back south.
- Head left when you get back to block path intersection to another island. Light the two torches you see.
- After lighting the torches, hop down into the middle area to the left and go through the tunnel below you.
- Once through the tunnel, hop down into the room next to you and destroy the bottom left pot to reveal a button. Press the button.
- Head north out of the room to another tunnel, go through the tunnel to the west.
- Follow the path around the water to another two torches you are going to light. This should reveal a block path that leads north.
- Take the block path north to another fight, you can skip this fight by squeezing through the far right block and the wall at the top.



- Continue north using the key and going over the ramp.
- There will be two shooter enemies that will pop in and out of the water, kill them both.
- After killing them, you will need to do a precise **Dash** over the water to the next area.
- After getting over the water, follow the path to the right to a button and press it.
- Hop over the water and head through the gate that just opened.
- Go through the gate and complete the race.
- When you complete the race, head east through the gate that just opened.
- There will be a wall of spikes blocking your path, but you can move between the top spike and wall.

- Head south through the room and squeeze through another set of spikes along the right wall and right spike to a button and press it. S+Q back to the start of the dungeon.
- Head left from the start to the rock path and back north.
- Once on the island, head east to the ramp to obtain **Surf**.
- After getting **Surf**, head southwest until you see the tunnel that heads to the west. Go through the tunnel.
- Once through the tunnel, grab the small key right below you. S+Q back to the start of the game.

Post Surf to Primordial Shot

- Remove two points from movement speed and two point from bullet range, add one point to bullet damage and one point to **Supershot** damage.
- Head east from the start and then north to dungeon 1. Just west of dungeon one until you see what looks to be a gravestone. There will be four purple shooters that spawn around it.
- Kill the purple shooters to reveal a dropdown.(You may gain a level if you have enough experience after killing them.)
- Remove all of your points from bullet damage and **Supershot** damage and put them into movement speed and thruster speed. Fall into the dropdown.
- Follow the path to a torch you will light and some red cluster gems for experience. S+Q after lighting the torch.
- Head east out of the town and north again. Once you see dungeon 1, head east.
- You will see a small area of water between a series of trees, enter the building at the back of the trees.
- Once you enter, light the torch and get the red cluster gems to the right.
- After doing that, head north through the door to another room to light another torch. S+Q after lighting this torch.
- Head east out of town until you see the map fragment, then head north.
- You will see a large black cluster gem, destroy enough of them to get behind them into the false wall to enter the building behind it.
- Light the fourth and final torch to reveal the primordial key and obtain it. S+Q back to the start.
- Head west out of town, pass the robot that is trapped in the black gems until you see a building.
- Go around the building and continue heading west over the rock bridge.
- After the rock bridge head northwest through the desert.
- You will see a pile of debris shaped like a snake, when you see this head north to the river.

- Cross the river and enter the building you see against the wall.



- From the start, head north through the first crossroads, then west at the second, south at the following one after going west all the way to the door and exit out.
- After exiting, head northwest until you see the deep water you can't enter, follow this around until you get to an island you can go on to.
- Head south on the island following the water all the way around until you see a small building ignoring all enemies that spawn. Enter the building.
- When you enter, head to the back of the room, destroy the boulders and go through the tunnel.
- Follow the path to a button and press the button. This will open a gate to the north.
- Remove all points from movement speed and thruster speed and one point from fire rate, add three points to bullet damage and one point to **Supershot** damage.
- Head through the gate to the north you just opened.
- Kill the waves of enemies that spawn. You will gain a level during the fight, put the point into bullet range. **You will receive 9 red gems from the fight.(47 total)**
- After killing all the enemies, head east and follow the hallway out of the building.
- Press the button after leaving the building that will reveal a block path.

- Follow the block path to a set of small islands you will hop across to a tunnel, take the tunnel and press the button on the other side. This will reveal another block path.
- Hop off the island and head to the path that was just revealed.
- Enter a grassy area with some trees and kill the enemies that spawn. You will receive 9 red gems from the fight. (56 total)
- Remove all points from damage and **Supershot** and put them into movement speed and thruster speed. You will have 5 points left over.
- Enter the waterfall to obtain **Primordial Shot**.
- After obtaining **Primordial Shot**, break the boulder on the left and fall into the dropdown and leave the waterfall.

Post Primordial Shot to Four Skulls

- Head south out of the waterfall to the walled city and go around the left side of the wall until you see a black cluster gem. Break the cluster to reveal a hole and fall in.
- After falling in, follow the path north(ignoring the button you see) to a tunnel. Go through the tunnel.
- Follow the path all the way pass a ramp to an exit and take the exit.
- Light the torch after exiting and reenter.
- Follow the path back to the ramp and go back across.
- After jumping across turn around and use the ramp back south, but use to jump to the right to the platform. You will need to do a midair **Dash** to be able to clear the gap.
- Follow the path to another exit.
- Light the torch to reveal an entrance. Jump down from the torch and enter the revealed entrance(ignore the button you see).
- After you enter, remove all points from movement speed and thruster speed, put three points in damage and three points in fire rate.
- Head north to trigger a fight. **You will get 9 red gems from this fight.(65 total)**
- After the fight, head north to the exit.
- Enter dungeon 4 and get your first skull. S+Q back to the start of the game.
- **This is when you will purchase gun 4 if you have 65 gems.**
- Remove one point from damage, add three to movement speed.
- Go to dungeon 1(You should know where dungeon 1 is at at this point).
 - At the start head to the east until you come up to a rock bridge, head north at the bridge.
 - Follow the path from the bridge all the way to a small key and get the key.
 - Follow the path all the way back to the rock bridge and head south to the gate locked by the small key. Open the two gates and follow the path. There is a gap

you can Dash across to skip the entire shooter gauntlet.



- Continue to follow the path until you come to a break in the path with a spinner shooter and head south.
- Follow this all the way to the big key of the dungeon.
- After getting the big key, hop down from the ramp and left back to where you got **Dash** earlier.
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- Continue north from where you got **Dash** to the boss. Before starting the boss, remove three points from movement speed and add one point to damage and two points to critical chance. Kill the boss for your second skull.(There are four pots before fighting the boss to refill your health to use **Primordial Shot**). S+Q back to the start.
- Remove two points from damage and put three points into movement speed.
- Head to dungeon 2.
 - After entering, head north through the breakable wall to trigger a fight. Kill the enemies and grab the small key to the left.
 - Exit out of the room and head west. Head north to use the small key to open a gate to light three torches.
 - After lighting the torches, head west and you will see three more torches to light but can't yet, follow the path through the breakable rocks next to the torches. Along the path you will see a small key to use, **DO NOT USE THE KEY!**
 - Press the button at the end of the path to open up the gate to the torches. Light the torches to reveal the path to the big key and get the big key.

- From the big key, head southeast through the path with breakable rocks.
- Kill the enemies in the room you enter, follow the path to use the small key and eventually the big key to enter the boss room.
- Remove three points from movement speed, one point from fire rate and add three points to damage. Again, pots to refill life if needed before the boss.
- Kill the boss, get third skull. Let your experience fill to gain a level. S+Q back to the start.
- Remove three points from damage, add 3 points to movement speed and thruster speed.
- Head to dungeon 3.
 - From the start, head all the way to the northeast corner of the dungeon to press a button, press the button. This will reveal a ramp to a small key to the south. Get the small key.
 - After getting the small key, head south until you see three pots, destroy the left and right pots and use the small keys there.
 - Destroy the large shooter on the left of the pots to get 4 red gems(69 total).
 - Head south through the pathway that just opened up to get the big key. S+Q to the start of the dungeon.
 - Remove all points from movement speed and thruster speed, put three points in damage and one point in fire rate.
 - From the start, head south to use the big key and kill the boss.

Post Skulls to Skull Gate

- Remove three points from damage, add three points to movement speed and thruster speed.
- From dungeon three, head west until you see an entrance into the forest. Head north from there until you see another entrance into the forest and enter there.
- Head west after entering until you see a button. Ignore the button and head southwest.
- Kill two of the bush enemies to get two red gems(71 total)
- Head south through the breakable rocks until you can't go south anymore and head east.
- Follow the path until you come up to a four-way intersection, head east at the intersection.
- You will come up to a split in the road, head north. Follow the west wall until you see a big tree.
- From the big tree head northeast until you see a small building, enter the building.
- This is a one way path all the way to an exit.
- After exiting, ignore the button you will see and follow the wall around to the left and go through the gap in piles of debris.
- Follow the wall of debris north pass the **Dash** jumps.
- After the jumps, remove all points from movement speed, thruster speed and one point from bullet range, put three points into damage and one point into critical chance.
- Kill the large piles of debris you will run into. This will open up a wall above you, enter the opening.

- From the start, follow the path to the respawn point. From the respawn point head south to kill the first corrupted spirit.
- After killing the spirit, exit the dungeon by following the path back out.
- From the exit, head back south from the way you came.
- After coming through the gap in the debris, head north through the water pass the massive pile of debris with torches on it. Kill the largest of the three piles of debris you will run in to.
- After killing it, head east until you see another large debris pile that can be killed. Head north when you see it.
- You will run into another purple entry that is closed, destroy the debris pile on the right to reveal a button, press the button to reveal an entry. Enter the opening.
- Follow the pathway west to find another respawn point, head south from the respawn to fight the second corrupted spirit.
- This will reveal the pathway to retrieve the corrupted gem key item. Obtain the corrupted gem.
- Remove three points from damage, add three to movement speed and three to thruster speed.
- Exit the area from where you came from.
- Head south from the entrance to the large debris you saw earlier and head west.
- You will see a spot to place the corrupted gem you just got, place the gem to open the skull gate and enter.

Final Dungeon

- Follow the pathway north while avoiding shots from the massive shooter at the end. Once you get to the shooter, head east.
- After heading east there will be a torch at the end of the path, light the torch and head back to the shooter.
- Head west from the shooter, follow the path to another torch and light it. This will kill the shooter and open up a new path north.
- Follow the path north to an arena to fight some enemies, you can ignore this entire fight by **Dashing** around the spikes blocking the path to the north.
- Remove all points from movement speed and thruster speed, put three points into damage.
- The upcoming section is a frogger-like section. Dodge the purple shots while killing enemies along the way. If you ever get hit by a shot, you will have to restart the frogger section with all enemies respawned. Take your time and be patient in this section.
- Once you get to the next respawn pool, you can **Dash** around the wall to the little island to the left.
- In this next section, there are a lot of small islands that will have enemies spawn on them, kill all the enemies.
- After killing all the enemies, head north to the next respawn pool.
- Remove a point from bullet range and add it to damage.
- From the respawn pool, head west. A rock trail will appear as you approach it, head across the pathway.

- At the end of the pathway will be a very small island that will spawn enemies in an enclosed circle around you. After spawning them, move south off the island slightly off the screen.
- After the enemies start to move towards you, fall off the path to respawn back on the island and kill the enemies. You will gain a few levels in this fight.
- Once you kill all the enemies, head north on the newly revealed path to another small island you have to **Dash** on to.
- After getting on the island, remove a point from damage and put two points into bullet range.
- After the small cutscene finishes a pathway north will be revealed. Follow this path.
- At the end of the path will be a torch you will need to light and a wall you will break through to get to the next area.
- After breaking the wall, head south to the next respawn pool. Head east from the respawn pool.
- You will come up to a rock pathway that will have small islands to the north, south and east. Each of these islands will have stationary shooters. Ignore the shooter on the south for now, kill the shooters on the north and east.
- Take the revealed path to the east to kill the shooters on the north and east again. This will reveal a path to the south.
- Kill the shooter on the south and move across the pathway.
- Head back north and east to kill a shooter on the east island, then follow the path south and kill the shooter along the way to the east.
- After killing the shooter keep heading east to find three small islands that will spawn three more shooters, kill all three of them.
- Head back north, west and then south to a newly revealed pathway to the west. Follow it and kill the two shooters on the island.
- Head east all the way until you come up to two more shooters, kill them.
- A new path will be revealed next to you heading north. Follow the path to kill some more shooters.
- Head back south, west and then north and follow the new pathway. The end of the path will be a torch, light it and break the wall behind it and go through.
- Follow the new path north to the final respawn pool. Remove three points from bullet range, one point from critical chance and max out bullet damage. This is what your final

loadout should look like.



- After killing the boss, S+Q back to the respawn pool. Head east from the pool to the exit.
- GG!