Elevators

Elevators are a pretty infamous glitch in the Dishonored speedrunning community. They are one of a few glitches with a framerate requirement. The general rule is that the longer the elevator you want to do, the higher the FPS requirement (maxing out at about 180-190FPS).

Any outwards facing right hand corner in Dishonored is, on a single pixel, regarded as a vaultable object. Not only that but it vaults you upwards on every frame until you reach the top of the corner. Fortunately for us, if you move backwards and press jump, you will at some point in that backwards trajectory hit that pixel. This is how we set up the elevator.

How to:
Move backwards and sideways (towards the wall you want to go up) while looking almost parallel, but slightly into the wall on your side. Then, right before you reach the corner you want to elevate you, press and hold space and let go of the movement keys you were holding.

FAQ:
Q: I can't get the elevator to work at all, what am I doing wrong?
A: You should probably play around with your camera placement, jump timing and make sure you have high enough fps. It might seem like minute details, but this trick is quite precise.

Q: I keep falling down in the middle of the elevator, sometimes it stutters before hand, got any tips?
A: Your frame rate is probably too low, as this trick is hardware dependant, there really isn't much you can do except lower your settings or upgrade your hardware. Sorry.

Any% elevator runthrough on the next page.

Intro



This elevator is actually two in one, you can see Corvo climb up in the middle, and then move backwards for a sec before doing the second one.
Note: on very rare occasions the game will complete it as one. We call that the “God Elevator”.
There is an alternate elevator available as this one can be tricky to figure out.
(I recommend using the alt when starting out)



This elevator is quite long so therefore it requires quite high FPS. Fortunately you have plenty of time to set this up while the empress talks about some lore. Use that to your advantage, waiting while staring into a wall will usually heighten your framerate.

Prison



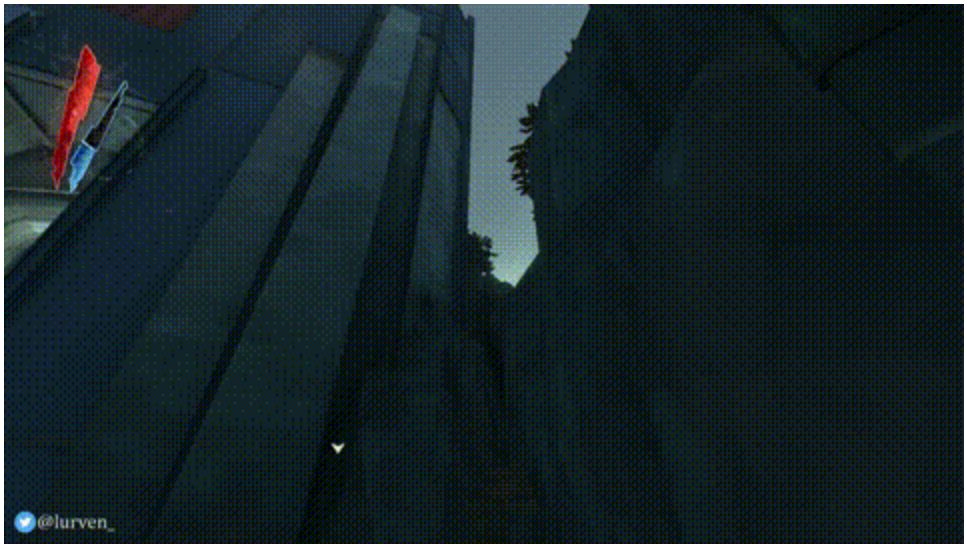
The dreaded prison elevator. While this is shorter than the one at the end of Intro, you have no time to do it. There are a few work arounds, the easiest being the console elevator.

Sewers



This one is how we get out of bounds for sewers skip. As you clip through a solid roof, it is only possible to perform this elevator on version 1.2 (See the setup guide if you haven't downpatched)

Tower



Not a lot to note here, quite easy, press space earlier than most others.



Also a quite long one. Unfortunately there is no real work around to this one, there are other elevators in the same spot, but they are all equally long.

Note: In these gifs the elevators all end with climb up animation, with high enough FPS and clean enough elevators this can be avoided for all of them.