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THE GUIDE'S CURRENTLY UNDERGOING A HEAVY RECONSTRUCTION.  
PLEASE EXCUSE IT BEING MESSY



Welcome to Disney's 102 Dalmatians: Puppies to the Rescue – All Levels (Out of Bounds) Speedrunning Guide by Avouca, Passere, Custom


The purpose of the documentation is to summarize the current knowledge of the game and provide the reader with a detailed explanation of the given category. Don't hesitate to join discord server to talk about the game and speedrunning or to get help!

 [Speedrun.com leaderboard](#)

 [Discord invitation](#)


 [Promo video](#)


## Resources

 [PC version setup guide](#); PS1 emulator setup guide (WIP)





 [OBS](#) – free software for video recording and live streaming

 [LiveSplit](#) – a timer program; [Pre-made blank splits](#)

 [NohBoard](#) – a keyboard visualization program

 [Gamepadviewer.com](#) – web-based tool used for representing gamepad input visually.

## Color notation

|   |   |
|---|---|
|  | Section with this color indicates a glitch, softlock, or anything bad in general for the speedrun |
|  | Section with this color indicates a “Beginner’s route” for the level                              |
|  | Section with this color indicates an “Advanced route” for the level                               |
|  | Section with this color indicates a “Universal” route for the level                               |

## Abbreviations

RB – Roll Button ( $\Delta$  on PlayStation; Y on Dreamcast; Customizable on PC)

JB – Jump Button (X on PlayStation; A on Dreamcast; Customizable on PC)

AB – Action Button (O on PlayStation; B on Dreamcast; Customizable on PC)

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Level 10: Cruella II

Level 11: Countryside

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Level 14: Ancient Castle

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Level 16: Spooky Forest

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Level 18: De Vil Manor

Level 19: Toy Factory

Level 20: Cruella IV

## General information

Please [check the doc](#) with general information about the game.

## Level 01: Regent's Park

### Beginner's route

#### Description:

1. Skip the cutscene at the start of the level by pressing **X**. The run starts on gaining control of Domino.
2. Do a series of [slope speed boosts](#) (not necessary, but fastest) and get to the area with [Jasper](#).
3. Do a [fence clip](#) — simply jump over the fence in the [marked area](#) and navigate directly to the portal.

### Advanced route

1. Skip the cutscene at the start of the level by pressing **X**. The run starts on gaining control of Domino.
2. Do the slope speed boost (not necessary, but fastest) and get to the rock formation with the gate.
3. Do a gate clip — [option 1](#) or [option 2](#). The idea of the clip is to partially get into the gate and trigger the loading zone, which is right behind it.

It's recommended to start with option 1 to get an idea for the positioning.

#### Option 1:

A more consistent way to get the clip. Once on top of the rock, press and hold **X**. While holding **X** get as close to the edge of the gate as possible by tapping UP on D-pad (it is recommended to be perpendicular to the edge). The puppy will automatically jump at the edge and clip inside of the rock at some point (but don't go too far forward on the jump).

#### Option 2:

Jump once onto the rock, and then jump again, aiming at the very edge of the rock. This method is fastest but the most inconsistent. The point at which you jump comes down to trial and error.

It's also possible to get the clip without jumping, by tapping forward until you fall off the rock. This isn't recommended in runs but can help you understand the trick better.

## Level 02: Toy Store

### Normal route (for everyone)

Description:

1. Room #4 — Trampoline speed boost — [option 1](#) or [option 2](#)

#### Option 1:

Get on top of the trampoline, but don't jump. Face the puppy toward the [gap between the spaceship and the trampoline](#), which is next to it. Start moving in that direction and hold the [roll button](#) at the very edge of the trampoline. Use the elevator to get to the next room.

#### Option 2:

Get on top of the trampoline. [Jump and land on the slope part of the trampoline](#) and start rolling to get a speed boost.

2. Room #5 — [Elevator door clip](#) — the door is not a solid object, so once able to move, you can easily go through it.

## Level 03: Piccadilly

### Normal route (for everyone)

Description:

1. [Railing shortcut](#) — jump over the railing in that area to save some time.

Don't bark near the [manhole](#). It triggers the cutscene.

Don't kill [the drunk clown](#). It triggers the cutscene.

Avoid the [tank-guy](#) near the end of the level.

## Level 04: Big Ben

### Beginner's route

Description:

#### Room #1

1. [Staircase shortcut](#) — skip the last stair step on the way up. Not necessary, but still a minor timesave.
2. [Fence shortcut](#) — jump over the gate at the top of the ramp instead of going over the gears normally. Jump at the last second and roll to make it over.

#### Room #2

3. If you go fast enough in both 1st and 2nd rooms you will be able to get in time for the pendulum cycle. It will get you to the opposite side of the room without wasting a second on waiting for it. If you miss the cycle, then you have to wait for the next one. This is a perfect spot to switch to Oddball by pressing SELECT (saves time in Cruella II).
4. [Pendulum speed boost](#) — a great example of moving object speed boosting. Get on the first pendulum and then hop on the second one. Wait until you get close enough to the other side of the room. Bounce off the moving pendulum and immediately after that start rolling toward the end of the room.

#### Room #3

5. If you go fast enough in previous rooms you may get in time for the piston cycle.

#### Room #4

6. Go all the way to the top of the room. If you go fast enough you may get in time for the pendulum cycle.
7. [Pendulum shortcut](#) — an easy shortcut that skips going through the hallway.

#### Room #5

8. Lots of platforming in this room. The cogs are pretty slippery, so try not to fall down.
9. [Cogwheel shortcut](#) — walk upstairs until you get to the second last stair step. Turn around and jump on the thing that rotates the cogwheel. Then, jump and roll towards the next part of the room. This shortcut saves some time, but it's very tricky and may ruin your run.
10. Bark at [the helicopter](#) as you get to the 3rd floor to prevent falling down.
11. [Cogwheel speed boost](#) — another tricky thing to do in a run, but it may save a few seconds.

## Advanced route

Description:

### Room #1

1. [Staircase shortcut](#) — skip the last stair step on the way up. Not necessary, but still a minor timesave.
2. [Fence shortcut](#) — jump over the gate at the top of the ramp instead of going over the gears normally. Jump at the last second and roll to make it over.

### Room #2

3. Helicopter (Heli for short) clip — [option 1](#) or [option 2](#).

The idea for both of the options is the same, but with a slightly different setup. In order to make the trick work, we need to manipulate Heli's movement by puppy's movement. Then, we destroy the toy in a certain way, so it lands right in the corner. It doesn't disappear right away, so we use it to clip through the wall. The game will instantly put the puppy on the floor of the upper part of the room.

#### Option 1:

- a. Hold RIGHT on the Dpad and R1/R2 during fade in. Release R1/R2 once you cross a [line on the floor](#) and walk a little bit to the right until the [puppy's lined up with the corner in the background inside of the marked tile on the floor](#).
- b. Wait for the Heli to come closer. Once hit, bark at the Heli (so it flies up) and start moving toward the corner. Reach the corner and place the puppy parallel to the wall on the left.
- c. Jump straight up and press the [roll button](#) at the highest point of the jump. The puppy will bounce off the wall and it should land on the perfect spot for the clip.
- d. Once you land, don't move. Turn the camera 90 degrees to the right. Wait until Heli falls down.
- e. Once the puppy is clamped between the wall and Heli, gently tap to the right until the puppy's facing the helicopter. Do it fast enough before Heli disappears.
- f. Jump (hopefully, that will place you on the upper floor), turn right and roll towards the exit.

#### Option 2:

- a. Hold RIGHT on the Dpad and R1/R2 during fade in. Release R1/R2 once you cross a [line on the floor](#) and walk a little bit to the right until the [puppy's lined up with the corner in the background inside of the marked tile on the floor](#).
- b. Once hit, bark at the Heli (so it flies up) and start moving toward the corner. Reach the corner and place the puppy parallel to the wall on the right.
- c. Jump straight up, while holding UP. Release UP and press the [roll button](#) once you reach a certain line on the wall in front of you.
- d. Once you land, don't move. Turn the camera almost 90 degrees to the left.
- e. Once the puppy is clamped near the wall, gently tap to the left until the puppy's facing the helicopter. Do it fast enough before Heli disappears.
- f. Jump (hopefully, that will place you on the upper floor), turn right and roll towards the next exit.

### Room #3

4. If you go fast enough in previous rooms you may get in time for the piston cycle.

## Room #4

5. The following trick is hard. You should [get a checkpoint at the bottom of the room](#) if you feel like it may take several attempts, otherwise you'll respawn in the very first room of the level!

[Bouncing Bag Clip](#) — major skip that skips all the platforming in the room #5. Here are the steps to make it work:

- a. Go all the way to the top of the room.
- b. [Badun Punching Bag](#) (Bag for short) spawns right after you pass [this bone](#). When the Bag notices you, it stops moving around the place, which is an important part of the setup. Once spawned, you must get to the Bag as fast as possible, so it notices you. That will make it stop moving and start jumping at the perfect spot to clip. Don't get too close to the Bag just yet, or it will attack you.
- c. The puppy must be in front of the Bag, facing toward it.
- d. The puppy must be perpendicular to the wall behind the Bag.
- e. Once done, walk straight at the Bag. If you need to line up the puppy, use camera buttons — L1/L2 and R1/R2 for more camera adjust accuracy.
- f. Bark at the Bag to push it to the wall and go through it. The Bag will hit you, which is fine. Keep walking until you reach the wall. The puppy must be between the Bag and the wall at this point.
- g. The next step is to gently tap LEFT on the Dpad to turn the puppy around and to hold R1/R2 to turn the camera around. The puppy must be facing the Bag at this point. Note, that going too fast will cause the puppy to slip to the side from the required spot. Going too slow will let the enemy attack again. If done correctly, the puppy should be in a sliding animation.
- h. All that's left to do is to jump and hopefully be pushed OoB. Head in the opposite direction (about 180 degrees from jump position) to reach the final room.

If you couldn't go OoB, you can [head back to the puppy crate](#) (the Bag will despawn) and try again.

Don't bark at the Bag more than once at a time. That will destroy the toy. It will no longer be able to respawn.

## Level 05: Cruella I

The objective of the fight is to hit Cruella 5 times with the use of pineapple catapults. Hit the bell to stun her in the air for a short period of time.

### Beginner's route

#### Description:

1. Mash **X** as the level loads to skip the cutscene.
2. Go diagonally to the left as soon as you're able to move. Cruella always goes to the left at the very beginning.
3. Get to the catapult and stay as close to it as possible. Cruella will not be able to hit the puppy.

Once she's in front (or almost in front) of the catapult, shoot the pineapple and then hit the bell. Repeat this sequence until it's 5/5 on the screen.

### Advanced route

#### Description:

**The following part of the guide requires some heavy reconstruction, but you may still use it, even though it's kind of messy. Please join discord server for any questions.**

### Level 05: Cruella I

The objective of the fight is to hit Cruella 5 times with the use of pineapple catapults. Hit the bell to stun her in the air for a short period of time.

| #  | Difficulty | Name                                 | Description   |
|----|------------|--------------------------------------|---|
| 1. | Hard       | <a href="#">Early Bell Hit Strat</a> | The difference from the 'Normal Strat' is that you need to hit the bell before you shoot the pineapple—that runs the cutscene and makes Cruella be in front of the catapult right away. Right after the cutscene, get to the catapult and shoot the pineapple as fast as you can.   |
| 2. | Easy       | <a href="#">Normal Strat</a>         | <p>4. Go diagonally to the left as soon as you're able to move. Cruella always goes to the left at the very beginning.</p> <p>5. Get to the catapult and stay as close to it as possible. Cruella will not be able to hit the puppy.</p> <p>6. Once she's in front (or almost in front) of the catapult, shoot the pineapple and then hit the bell. Repeat this sequence until it's 5/5 on the screen.</p> <p>Speed is not key for the fight. If you hit the bell too soon after you launched the pineapple, there's a chance she will randomly decide to go to another catapult to the left or right.</p> <p>There's some kind of a <a href="#">glitch</a> that makes her go under the level if you hit the bell too frequently.</p> <p>There's also a chance to get some kind of a <a href="#">softlock</a>. It only happens when the cutscene shows up at the same time as you hit the bell. It's hard to get it in the run, but still be careful with that.</p> |

## Level 06: Royal Museum

This is the first level which can only be finished by completing 5 tasks in their intended order. Help Fluffy return all the museum artifacts to their correct places. Once a task is completed, you have to come back to Fluffy and get the next task.

| Task | Objective   |            |  |   |
|------|---|------------|--|---|
| 1.   | > Get an old Roman coin in the <a href="#">dinosaur room</a> .  |            |  |   |
|      | #   | Difficulty | Name                                       | Description   |
|      | 1.1   | Easy       | <a href="#">Fence Shortcut</a>             | Get close to the fence, press JB and only after that hold UP. You can't jump over the fence by pressing both inputs at the same time.                                 |
| 2.   | > Get a scarab in the <a href="#">Rome room</a> .   |            |  |   |
|      | #   | Difficulty | Name                                       | Description   |
|      | 2.1   | Easy       | <a href="#">Roof Boost</a>                 | Simply roll off the roof to get a boost.  |
|      |   |            | <a href="#">Entrance Glitch</a>            | The loading zones are placed one above the other, so it's pretty easy to trigger the upper one by jumping towards the exit on the first floor.                        |
| 3.   | > Get a fossilized bone in the <a href="#">medieval room</a> .  |            |  |   |
| 4.   | > Get a crown in the <a href="#">Egypt room</a> .   |            |  |   |
|      | #   | Difficulty | Name                                       | Description   |
|      | 4.1   | Medium     | <a href="#">Toaster Robot Clip</a>         | This is the fastest way to get to the top of the pyramid. Make sure to line up in the proper floor tile.  |
|      | 4.2   |            | <a href="#">Pyramid Speed Boost</a>        |   |
| 5.   | > Get a donut in the <a href="#">food court room</a> and bring it back to Fluffy. That will spawn the 102 sign in the <a href="#">medieval room</a> . |            |  |   |
|      | #   | Difficulty | Name                                       | Description   |
|      | 5.1   | Medium     | <a href="#">Toaster Robot Damage Boost</a> | Helps to get to the donut faster, then return via the normal route. Jump against the wall until you get the boost. This is harder on PC since there's no auto-camera. |

## Level 07: The Underground

| #  | Difficulty | Name                              | Description   |
|----|------------|-----------------------------------|---|
| 1. | Hard       | <a href="#">Train Speed Boost</a> | Jump on the escalator railing and roll off the escalator to get to the train in time using a slope boost. That will bring you to the crate.   |
| 2. | Medium     | <a href="#">Crate Clip</a>        | <p>Instructions:</p> <ol style="list-style-type: none"><li>1. The puppy must be positioned right in the middle of the front side of the crate. Face the puppy perpendicular to the wall.</li><li>2. Make a straight jump towards the wall behind the crate (don't move the camera and don't tap left or right during the jump).</li><li>3. Position the puppy parallel to the wall by gently tapping LEFT or RIGHT. As a result, you'll get a sliding animation.</li><li>4. Turn the puppy 90 degrees to the left or right, so the crate is in front of it. Make sure the camera went completely out of bounds (down), otherwise it won't work.</li><li>5. Tap JB to get pushed out of bounds</li><li>6. Follow the video to get to the end of the level.</li></ol> |
|    |            |                                   | Killing these Teddy Bears triggers a cutscene, so don't do that: <a href="#">Teddy Bear #1</a> , <a href="#">Teddy Bear #2</a> .  |

## Level 08: Carnival

Just optimize movement. You can skip the entire level and head right to the end.

## Level 09: Lumber Mill

| #  | Difficulty | Name                                 | Description   |
|----|------------|--------------------------------------|---|
| 1. | Medium     | <a href="#">Wooden Log Shortcut</a>  | <p>Jump and roll towards the rotating log at the very edge.</p> <p>This <a href="#">wooden log clip</a> might also happen if you hit the edge of it while rolling. If that happens, then you're stuck and you have to restart the level.</p>  |
| 2. | Hard       | <a href="#">Bulldozer Clip</a>       | <p>Go around the bulldozer from the left side (if you do it from the right side, the toy gets stuck in the wall) and get close to the wall. Press RB just before it hits you. Turn around and clip OoB. Follow the video to get to the 102 sign.</p>  |
| 3. | Hard       | <a href="#">Tank Damage Boost</a>    | <p>It can be hard to get a consistent set up for this route, so you first need to get an idea of it:</p> <p>When you jump and get hit by the enemy in the process of gaining height, you (in addition to the jump height) gain extra height, which allows you to reach the top of that wall. When jumping, face the puppy toward the shadowed part of the wall. The toy-tank shouldn't be too close or too far away from the puppy.</p> <p>If you take the log shortcut without falling or stopping, the tank should be in the right place for it to work. If you fall or take the other way around, you'll have to line the tank up at the right distance.</p> |
| 4. | Medium     | <a href="#">Jack-in-the-Box Clip</a> | <p>If you decide to use this option, then, for safety's sake, get a checkpoint via the Waddlesworth first.</p> <p>The idea of the clip is to get a damage boost in the air and go into the OoB through the unsolid wall behind the toy. Get close to Jack-in-the-Box and wait a bit until it stops swinging from side to side. Start moving towards the toy and jump when the toy is about to hit the puppy.</p>  |

## Level 10: Cruella II

The objective of the fight is to hit Cruella 4 times with the use of watermelons.

| #  | Difficulty | Name                  | Description  |
|----|------------|-----------------------|--|
| 1. | Medium     | Double Watermelon Hit | You can do the double watermelon hit to skip a short cutscene. It's recommended to hit Cruella normally first, so the 1/4 is on screen, then do the double hit, and then the normal hit again. |
|    |            |                       | If you do the first two hits normally and then do the double hit, the game softlocks.  |
| 2. | Easy       | Final Watermelon Hit  | For the final hit, roll into the watermelon at a 45 degree angle in the direction Cruella is moving (while she's still moving). It should hit every time.                                      |

There're a few things to note:

- Even though the level is RNG-based, Cruella always goes to the left at the very beginning of it. She might change the direction afterwards.
- It takes some time for a watermelon to grow. Don't hit it when it's growing. Hitting it too early causes it to explode and restart growing.
- You can save time on this level just by [switching to Oddball](#) before you hit Cruella for the third time. That cutscene lasts shorter when you play as Oddball. You can switch to Oddball in the early game. Many people, for example, do that in the Big Ben level while waiting for the pendulum in the second room.

## Level 11: Countryside

| #  | Difficulty | Name                                  | Description  |
|----|------------|---------------------------------------|--|
| 1. | Easy       | Mountain Inclined Surface Speed Boost | Get near the entrance to the cave, go around the Waddlesworth, and slide off the mountain surface. Press RB just before you land on the ground to get a speed boost. |

## Level 12: Barnyard

This is the second and the last level which can only be finished by completing 5 tasks in their intended order. Take care of the barnyard and complete Priscilla's tasks. After completing each task, you must go back to Priscilla to get the next one.

| Task | Objective  |  |  |      |             |     |        |  |  |  |  |     |      |   |  |
|------|--|--|--|------|-------------|-----|--------|--|--|--|--|-----|------|---|--|
| 1.   | > Free Priscilla from thirst by turning the handle in the barn.  |  |  |      |             |     |        |  |  |  |  |     |      |   |  |
| 2.   | <p>&gt; Fix the windmill by removing the broken bar.</p> <p>The hitbox of <a href="#">the broken bar</a> is large. You don't have to hit it directly. You can remove it either by rolling into it or bark at it.</p>   |  |  |      |             |     |        |  |  |  |  |     |      |   |  |
| 3.   | <p>&gt; Get the hens back into the coop.</p> <p>General note about the hens: you can only get them into the coop when they're facing towards it and when they're close to it. If you bark the hen at a large distance from the coop, it will just fly away from you to another place.</p> <table border="1"> <thead> <tr> <th>#</th> <th>Difficulty</th> <th>Name</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td rowspan="2">3.1</td> <td rowspan="2">Medium</td> <td> <a href="#">Route 1 - Death Warp &amp; Cutscene Skip</a> </td> <td> <p>Get hit by the bulldozer on the way to the coop, so you're left with one paw pad on the health bar. Before getting the last hen in the coop, you must be at 1 health. Then, bark the 3rd hen into the coop and get hit by the bulldozer just before the hen goes in. This will death warp you to Priscilla and skip the 3rd rooster cutscene. You can hold RB and AB as soon as you die, and you'll roll straight to her for the next task.</p> </td> </tr> <tr> <td></td> <td> <p>Be careful not to get the last pair of hens into the coop at the same time, or you'll <a href="#">softlock</a> and have to restart the level.</p> </td> </tr> <tr> <td>3.2</td> <td>Easy</td> <td> <a href="#">Route 2 - Normal Death Warp</a> </td> <td> <p>Get all 3 hens into the coop and then use the bulldozer to death warp. The difference from the Route #1 is that you lose about 6 seconds on watching the 3rd rooster cutscene (which is still faster than going all the way back normally).</p> </td> </tr> </tbody> </table> | #  | Difficulty   | Name | Description | 3.1 | Medium | <a href="#">Route 1 - Death Warp &amp; Cutscene Skip</a> | <p>Get hit by the bulldozer on the way to the coop, so you're left with one paw pad on the health bar. Before getting the last hen in the coop, you must be at 1 health. Then, bark the 3rd hen into the coop and get hit by the bulldozer just before the hen goes in. This will death warp you to Priscilla and skip the 3rd rooster cutscene. You can hold RB and AB as soon as you die, and you'll roll straight to her for the next task.</p> |  | <p>Be careful not to get the last pair of hens into the coop at the same time, or you'll <a href="#">softlock</a> and have to restart the level.</p> | 3.2 | Easy | <a href="#">Route 2 - Normal Death Warp</a> | <p>Get all 3 hens into the coop and then use the bulldozer to death warp. The difference from the Route #1 is that you lose about 6 seconds on watching the 3rd rooster cutscene (which is still faster than going all the way back normally).</p> |
| #    | Difficulty   | Name   | Description  |      |             |     |        |  |  |  |  |     |      |   |  |
| 3.1  | Medium   | <a href="#">Route 1 - Death Warp &amp; Cutscene Skip</a> | <p>Get hit by the bulldozer on the way to the coop, so you're left with one paw pad on the health bar. Before getting the last hen in the coop, you must be at 1 health. Then, bark the 3rd hen into the coop and get hit by the bulldozer just before the hen goes in. This will death warp you to Priscilla and skip the 3rd rooster cutscene. You can hold RB and AB as soon as you die, and you'll roll straight to her for the next task.</p> |      |             |     |        |  |  |  |  |     |      |   |  |
|      |  |  | <p>Be careful not to get the last pair of hens into the coop at the same time, or you'll <a href="#">softlock</a> and have to restart the level.</p>   |      |             |     |        |  |  |  |  |     |      |   |  |
| 3.2  | Easy   | <a href="#">Route 2 - Normal Death Warp</a>              | <p>Get all 3 hens into the coop and then use the bulldozer to death warp. The difference from the Route #1 is that you lose about 6 seconds on watching the 3rd rooster cutscene (which is still faster than going all the way back normally).</p>   |      |             |     |        |  |  |  |  |     |      |   |  |

Table "Level 12: Barnyard" (continued):

| Task | Objective   |            |                                |   |
|------|---|------------|--------------------------------|---|
| 4.   | > Clean out the grain silo and come back to get task #5.                    |            |                                |   |
|      | #   | Difficulty | Name                           | Description   |
|      | 4.1   | Easy       | Haystack Clip                  | After entering the silo area, go along the haystacks on your right until you get to the third inward corner. Simply jump into the corner to clip on top of the haystack.  |
|      | 4.2   | Easy       | Route 1 - Normal<br>Death Warp | After clearing the silo, use the first bulldozer to death warp back to Priscilla. Some runners choose to lose health from bulldozers along the way to prepare for this.   |
|      | 4.3   | Medium     | Route 2 - Haystack             | After clearing the silo, head for the first haystack corner on the right. Run into the corner and jump, tapping the button to rotate the camera counter-clockwise. Once on top of the haystack, head for the farmhouse. When you hit the invisible wall, go to the left to jump off the haystack and back on to get around the wall. You can then fall into the void at the back of the haystack. Don't press any buttons, and you'll warp back to Priscilla. |
| 5.   | > Get a key in the barn, demolish the outhouse, and come back to Priscilla. |            |                                |   |
|      | #   | Difficulty | Name                           | Description   |
|      | 5.1   | Medium     | Route 1                        | Jump at the corner as shown in the video, then get hit by the toy soldier, so you're left with one paw pad on the health bar. After riding the tractor, get hit by the toy soldier behind it to death warp. This works in combination with 4.3 above to replace death warp 4.2.   |
|      | 5.2   | Easy       | Route 2                        | Jump at the corner as shown in the video. After riding the tractor, use slope boosts to get back to Priscilla faster.   |

## Level 13: Ice Festival

Unintended route:

| #  | Difficulty | Name  | Description  |
|----|------------|---|--|
| 1. | Hard       | <a href="#">Leftside Penguin Clip</a><br>or<br><a href="#">Frontside Penguin Clip</a> | <p>Penguin behavior: it can either walk around the level or attack the puppy by sliding on its belly.</p> <p>Instructions:</p> <ol style="list-style-type: none"> <li>1. Hold UP and RB during the loading screen. Roll straight forward as the level loads.</li> <li>2. Get close to the wall. Turn the camera 180 degrees and make a few steps towards the wall to be as close to it as possible.</li> <li>3. Place the puppy parallel to the wall by gently tapping LEFT or RIGHT.</li> <li>4. Don't move and wait until the puppy is clamped between the wall and the penguin.</li> <li>5. Turn around and jump at the right time (right after the penguin is on its belly). Sound cues may help your timing.</li> </ol> |

Normal Route:

| #  | Difficulty | Name  | Description   |
|----|------------|---|---|
| 1. | Easy       | <a href="#">Slalom Slope Speed Boost</a>            | Rolling toward the wall on the left side causes the puppy to temporarily fall down the slope. If you roll again when this happens, you can get a speed boost.   |
| 2. | Easy       | <a href="#">Jasper Cutscene Skip &amp; Shortcut</a> | <p>Don't cross the conditional boundary (red lines) near Jasper. If you get too close to him, it triggers a cutscene and places the puppy back at the frozen lake, which is a waste of time.</p> <p>You don't have to wait for the ice floes to line up to cross the water flow. There's a certain spot on the wall which allows the puppy to jump over it and get to the other side.</p> |

### Level 14: Ancient Castle

| #  | Difficulty | Name  | Description  |
|----|------------|---|--|
| 1. | Hard       | <a href="#">Leftside Alligator Clip</a><br>or<br><a href="#">Rightside Alligator Clip</a> | Lure the alligator to the wall and let it bite you. Get in-between the wall and alligator right after it bites the puppy. Clip OoB before it bites you again and follow the video to get to the end of the level.  |
| 2. | Easy       | [Console only]<br><a href="#">Pillar Clip</a>   | The fastest PS strat for this level. Get upstairs to the lever arm and jump towards the marked area of the wall and go all the way to the end of the level. Use the marked corner of the background texture as a reference point.  |
| 3. | Medium     | <a href="#">Corner Clip</a>   | This is the best PC strat. Tap the camera OoB while jumping into the corner. Moving the camera at the peak of the jump seems most consistent. Sometimes simply moving the camera causes you to go out of bounds, but usually you have to move right after moving the camera OoB. |

### Level 15: Cruella III

| #  | Difficulty | Name   | Description  |
|----|------------|--|--|
| 1. | Medium     | <a href="#">Cruellas Movement Manipulation</a> | <p>Instructions:</p> <ol style="list-style-type: none"> <li>1. Shoot the wall (1/6) and go all the way to the left once you're able to move. Reload the catapult and shoot the wall (2/6).</li> <li>2. Go to the right and stop about halfway to the right end. Cruella should be going towards the puppy from the right side. Stand still until she notices the puppy. Start moving towards the right end as soon as she throws the water balloon.</li> <li>3. Reload the catapult as fast as possible and follow the exact same movements as on the video. You'll know that the trick worked when 3/6 is on screen AND Cruella goes all the way to the left. If she throws the water balloon at this point, then the trick didn't work.</li> </ol> |

## Level 16: Spooky Forest

| #  | Difficulty | Name                                   | Description  |
|----|------------|--|--|
| 1. | Medium     | <a href="#">Levitation Speed Boost</a> | After exiting the tree, head toward the toy army man ahead. Corner him against the tree and bark to destroy him, then quickly jump against the tree to levitate between the tree and the toy. After levitating for a short moment, jump and roll back and away from the tree to get a speed boost. |
| 2. | Easy       | <a href="#">Speed Boost #1</a>         | An ordinary slope speed boost with the following inclined wall speed boost.  |
| 3. | Medium     | <a href="#">Speed Boost #2</a>         |  |

## Level 17: Hedge Maze

Unintended route:

| #  | Difficulty | Name                        | Description   |
|----|------------|-----------------------------|---|
| 1. | Hard       | <a href="#">Monkey Clip</a> | The way to skip the level entirely, but it's extremely hard to put the monkey in the right place for clipping OoB. There's no consistent set up for this trick, so it's not recommended for use in runs. It's much more useful in Any%. |

Normal route:

| #  | Difficulty | Name                                   | Description  |
|----|------------|--|--|
| 1. |            | <a href="#">Fast Button Activation</a> | Get a slope boost and get to the button, which rotates the wall. You can press the button just by rolling near it and pressing AB. It's not necessary to get on the button to activate it.   |
| 2. |            |  | The Cruella puzzle near the end of the level is RNG-based. No one has found a way to manipulate it, if there's any. It's fairly easy to solve the puzzle, but <a href="#">this is how it looks when solved</a> . You can rotate the puzzle pieces either by mashing AB or by holding it. |

## Level 18: De Vil Manor

Unintended route:

| #  | Difficulty | Name                                  | Description   |
|----|------------|---------------------------------------|---|
| 1. | Hard       | <a href="#">Toaster Robot Clip #1</a> | Instructions: <ol style="list-style-type: none"><li>1. Turn around as soon as you're able to move.</li><li>2. Get close enough to the toaster, so it starts chasing you.</li><li>3. Start moving towards the wall as soon as the toaster starts turning from side to side (usually after the third shot).</li><li>4. Stand next to the wall as shown in the video (it's important to be a bit to the left of the red line) and turn the camera around. Move towards the wall in order to prevent bouncing too far to the side.</li><li>5. After the puppy is clamped near the wall, start gently tapping left or right to turn around, so the toaster is in front of the puppy. Make sure that the camera went completely OoB (down) and then clip into the void.</li></ol> |
| 2. | Hard       | <a href="#">Toaster Robot Clip #2</a> | Description is in the video. It's a more precise version of Clip #1 that lets you clip out earlier.   |

Normal route:

|    |      |  |   |
|----|------|--|---|
| 1. | Easy | <a href="#">Air Shaft</a><br><a href="#">Speed Boost</a> | A simple trick which allows the puppy to get on the furnace straight from the air shaft. Press RB and start holding it just before you get into the shaft. Don't jump until the last possible moment. |
|----|------|--|---|

## Level 19: Toy Factory

Unintended route:

| #  | Difficulty        | Name                         | Description  |
|----|-------------------|------------------------------|--|
| 1. | Extreme (no joke) | <a href="#">Penguin Clip</a> | Same idea as for clipping in Ice Festival. Lure the penguin perpendicular to the wall, while the puppy is parallel to it. Once clamped near the wall, turn around and jump to clip OoB. Follow the video to get to the end of the level. This one is much more inconsistent than Ice Festival. |

Normal route (with or without OoB clips):

| RM | Tricks |            |  |   |
|----|--------|------------|--|---|
| 1. | #      | Difficulty | Name   | Description   |
|    | 1.1    | Easy       | <a href="#">Shortcut</a>   | Go to the left after you're on top of the platform and jump towards the next part of the room, instead of going around it normally.   |
|    | 1.2    | Hard       | <a href="#">Bouncing Bag Clip</a>  | Requires the double damaging of the bouncing bag to place it close enough to the wall for clipping. Not recommended for runs, but it's the fastest way to get to the next room.                           |
| 2. | #      | Difficulty | Name   | Description   |
|    | 2.1    | Easy       | [Optional]<br><a href="#">Crushers</a><br><a href="#">Speed Boost</a>                              | Press against the side of the crusher, then hold UP and jump until the crushers activate. Right after that, hold RB to get the speed boost. The boost can be done with any pair of crushers on the level. |
|    | 2.2    | Medium     | [Console only]<br><a href="#">Wall Clip #1</a>   | Jump on one of the machinery parts, wait for the right moment, and roll OoB by going through the unsolid wall. Follow the video to get to the end of the level.   |
|    | 2.3    | Easy       | [Console only]<br><a href="#">Wall Clip #2 (easy setup)</a>  | Use pause buffering to line up the bottom of the crate inside the first window. Then, hold roll to get oob.   |
|    | 2.4    | Medium     | [Console only]<br><a href="#">Wall Clip #2 (Video 1)</a><br><a href="#">Wall Clip #2 (video 2)</a> | If you decide to use this option, then, for safety's sake, get a checkpoint on the way to the crate via Waddlesworth first.<br><br>The idea is to get from <a href="#">A to B</a> .                       |

Instructions: (taken from the video 2)

1. Line yourself up as straight as possible.
2. Start jumping right when the crate lands.
3. Hold RB just before landing after the third jump.
4. Hold JB while rolling towards the crate to automatically jump after rolling.
5. Do a very short roll and jump onto the top of the box.
6. Tap JB and roll immediately after, as soon as you land on the crate. Don't let go too soon. You should roll OoB.
7. If you know the direction and you're sure that you're lined up with the final room, you can roll towards it straight after the clip.

If not, then stop rolling as soon as you clip into the void, because it's quite easy to get lost. Move forwards and wait until you see the final room. Line up with it and only after that start rolling towards the final room.

Box edge clip

Be careful not to hit the edge of the crate here, and especially don't roll into it. If you clip inside, it damages you. You can also take damage in weird places around the crate if you jump over it.

Table "Level 19: Toy Factory" (continued):

If any of Wall Clips were not used in the previous room, then you have the following options for the next 3 rooms:

| 3.  | <table border="1"> <thead> <tr> <th data-bbox="292 376 376 439">#</th> <th data-bbox="376 376 547 439">Difficulty</th> <th data-bbox="547 376 815 439">Name</th> <th data-bbox="815 376 1471 439">Description</th> </tr> </thead> <tbody> <tr> <td data-bbox="292 439 376 539">3.1</td> <td data-bbox="376 439 547 539">Medium</td> <td data-bbox="547 439 815 539"> <a href="#">Bouncing Bag Clip</a> </td> <td data-bbox="815 439 1471 539">Fastest PC strat. A good alternative of Wall Clip #2 for the PC version.</td> </tr> <tr> <td data-bbox="292 539 376 1093">3.2</td> <td data-bbox="376 539 547 1093"></td> <td data-bbox="547 539 815 1093"> <a href="#">Crushers Glitch</a> </td> <td data-bbox="815 539 1471 1093"> <p>For some unknown reason, it warps the puppy OoB. It may crash the game on PC version. You have to restart the level in both cases.</p> <ul style="list-style-type: none"> <li>If you keep holding JB for some time after the warp, the puppy disappears from the screen.</li> <li>If you let go of the controls, the puppy respawns in the first room of the level. The platforms, which go up and down, do not exist at this point anymore.</li> </ul> <p>There's a way to prevent this glitch. It usually happens with the last pair of crushers. Avoid going through the crushers right in between them. Try to rub against them (doesn't matter which side) and wait for the right cycle.</p> </td> </tr> </tbody> </table> | #                                 | Difficulty   | Name | Description | 3.1 | Medium | <a href="#">Bouncing Bag Clip</a> | Fastest PC strat. A good alternative of Wall Clip #2 for the PC version.  | 3.2 |  | <a href="#">Crushers Glitch</a> | <p>For some unknown reason, it warps the puppy OoB. It may crash the game on PC version. You have to restart the level in both cases.</p> <ul style="list-style-type: none"> <li>If you keep holding JB for some time after the warp, the puppy disappears from the screen.</li> <li>If you let go of the controls, the puppy respawns in the first room of the level. The platforms, which go up and down, do not exist at this point anymore.</li> </ul> <p>There's a way to prevent this glitch. It usually happens with the last pair of crushers. Avoid going through the crushers right in between them. Try to rub against them (doesn't matter which side) and wait for the right cycle.</p> |
|-----|---|-----------------------------------|--|------|-------------|-----|--------|-----------------------------------|---|-----|--|---------------------------------|--|
| #   | Difficulty  | Name                              | Description  |      |             |     |        |                                   |   |     |  |                                 |  |
| 3.1 | Medium  | <a href="#">Bouncing Bag Clip</a> | Fastest PC strat. A good alternative of Wall Clip #2 for the PC version.   |      |             |     |        |                                   |   |     |  |                                 |  |
| 3.2 |   | <a href="#">Crushers Glitch</a>   | <p>For some unknown reason, it warps the puppy OoB. It may crash the game on PC version. You have to restart the level in both cases.</p> <ul style="list-style-type: none"> <li>If you keep holding JB for some time after the warp, the puppy disappears from the screen.</li> <li>If you let go of the controls, the puppy respawns in the first room of the level. The platforms, which go up and down, do not exist at this point anymore.</li> </ul> <p>There's a way to prevent this glitch. It usually happens with the last pair of crushers. Avoid going through the crushers right in between them. Try to rub against them (doesn't matter which side) and wait for the right cycle.</p> |      |             |     |        |                                   |   |     |  |                                 |  |
| 4.  | A straightforward room. No tips for it.   |                                   |  |      |             |     |        |                                   |   |     |  |                                 |  |
| 5.  | <table border="1"> <thead> <tr> <th data-bbox="292 1205 376 1267">#</th> <th data-bbox="376 1205 547 1267">Difficulty</th> <th data-bbox="547 1205 815 1267">Name</th> <th data-bbox="815 1205 1471 1267">Description</th> </tr> </thead> <tbody> <tr> <td data-bbox="292 1267 376 1516">5.1</td> <td data-bbox="376 1267 547 1516">Easy</td> <td data-bbox="547 1267 815 1516"> <a href="#">Shortcut</a> </td> <td data-bbox="815 1267 1471 1516">There's no need to press all of the 3 buttons to get across the room. You can freely jump to the 2nd rotating cogwheel after you press the first button. Then, jump towards the end of the level from the 3rd cogwheel at the very last moment.</td> </tr> </tbody> </table>   | #                                 | Difficulty   | Name | Description | 5.1 | Easy   | <a href="#">Shortcut</a>          | There's no need to press all of the 3 buttons to get across the room. You can freely jump to the 2nd rotating cogwheel after you press the first button. Then, jump towards the end of the level from the 3rd cogwheel at the very last moment. |     |  |                                 |  |
| #   | Difficulty  | Name                              | Description  |      |             |     |        |                                   |   |     |  |                                 |  |
| 5.1 | Easy  | <a href="#">Shortcut</a>          | There's no need to press all of the 3 buttons to get across the room. You can freely jump to the 2nd rotating cogwheel after you press the first button. Then, jump towards the end of the level from the 3rd cogwheel at the very last moment.  |      |             |     |        |                                   |   |     |  |                                 |  |

## Level 20: Cruella IV

This is the final level of the game, where we need to defeat Cruella once and for all.

This level has a lot of cutscenes. Whenever you see "CUTSCENE" below, it means you need to skip it by pressing JB.

Don't ever jump on [bouncing pads](#) during the level (it slows down the puppy).

Remember to always go clockwise around the arena.

| PH | Description and tips   |
|----|--|
| 1. | <p>"Rotating blocks"</p> <ol style="list-style-type: none"><li>1. CUTSCENE.</li><li>2. Once you're able to move, roll to the left until CUTSCENE.</li><li>3. Roll to the left until you see the <a href="#">bouncing pad with the 'Zap!' sign</a> (indicates the location of the laser cannon).</li><li>4. Activate the cannon by pressing AB.</li><li>5. Once the cannon is activated, you need to make a shot towards any of rotating blocks as sooner as possible to make another cutscene pop up (you can't skip it this time).</li><li>6. Aim about <a href="#">here</a> and hold both JB to activate the shield and RB to shoot. Release them both, once you see 8/8 on the screen. CUTSCENE.</li><li>7. Roll to the left to another cannon. CUTSCENE.</li></ol> |
| 2. | <p>"Robots" (RNG-based)</p> <ol style="list-style-type: none"><li>10. There should be enough cannon power to destroy the first 4 robots while constantly holding JB, which activates the shield.</li><li>11. Once it's 4/6 on the screen, go to another cannon. CUTSCENE.</li><li>12. Do the same thing with the last 2 robots. CUTSCENE.</li></ol>  |
| 3. | <p>"Energy orbs" (RNG-based)</p> <ol style="list-style-type: none"><li>13. Go to another cannon. CUTSCENE.</li><li>14. Hide behind the cannon and wait until the second energy orb shows up.</li><li>15. Activate the cannon and destroy them orbs normally.</li><li>16. Then, aim about <a href="#">here</a> and after a few seconds of waiting, start shooting there. The last orb <i>should</i> spawn right at that spot.</li></ol>   |