

Read before continuing to strats (if this is your first time here)!

This is how to read the openers:

L means you should aim all the way to the top left corner. R is the same for the top right corner. D means you should aim down the center (this can be done by aiming just below the center of the character portrait). The number immediately following L, R or D signifies how many taps you need to do (can use scroll wheel or arrow keys) to set up the shot correctly. DL means you should tap to the left and DR means you should tap to the right from center.

The - or + sign and the numbers are for the bucket timing. - means you should shoot when the bucket is moving to the left, and + is for the right. The number indicates where on the screen the bucket should be when you shoot, with 0 meaning all the way to the left side of the screen and 10 being all the way to the right side. The bucket timings should get you a free ball on the shot. +/- means that the timing is pretty much right on the change from + to - (for 10) or - to + (for 0)

My timing uses tracking for the center of the bucket. Feel free to experiment on bucket timings for your own timing method! 3D acceleration must be off for all of these! Also, not every strat on here is consistent, and for many levels there is no single best opener. Try them out to see what is best for you, and please give me feedback on strats and suggestions of your own!

If you need any assistance using these strats, want to contribute any of your own, or just want to hang out with other peggle people, check out our discord through speedrun.com or by using this link: <https://discord.gg/ng53gCQH>

Thanks to these people for contributing strats:

Pnaha
whiggy69
phoenixbros
smart n silent
PoetryStud
OzvenomDnD
Brassbeat
Anygeorge
Fausse_passerby

1-1 (not for any%):

R-6

R-6

1-2:

R5+/-0

or

R3+5 (new strat)

and

L5+2 (new strat, any% optional)

1-3:

L4

R7-1

or

R7-1

L1-3

Or

Pixel (573, 492)

1-4:

L3+9

R1+10

R+2

or

L1-9

1-5:

R-5 (original)

or

R3+9 (new strat, bigger slide on left side)

L2+5 (inconsistent but may clear a lot on the right side)

or

First shot: <https://i.gyazo.com/e132bd152488b29b712d0ba08b240ccf.mp4>

Aim down, barely make circle appear on the brick then move one to the right

Second shot: <https://i.gyazo.com/94f2cf8a8e1b248dee5562b571669b3a.mp4>

Barely miss first peg in between slides on the left then tap 10 times to the right

2-1:

DL1-0.5

or

R-5

R12

L2-5 (any% optional)

Can go R again if you want to clear the rest of the small bubble

2-2:

L2-7

DR4+3.5 (the bucket timing is important, not consistent but often clears out a lot of the right side)

Pixel shot (image soon)

2-3:

Pixel: (288, 403)

R1-8

R1-10 (new strat, only use if no pixel)

2-4:

DR3+9

R+10

or

L

2-5:

R5+7

R-0

L4+6

or

L

3-2:

Aim at the bottom of first tile in the slide. Scroll up until the fourth blue aiming square disappears, and then scroll one more up. Double slide is guaranteed! (If the slides are uninterrupted by power ups, the bucket should be at -3.)

Bonus (new strat): aim at top slide until the 3 aiming squares are all visible. Scroll two more to the right

Bonus: **R2** or **4**

3-3:

R3+9.5

and

L5+/-0

or

L+5 (new strat)

3-4:

R1-0

L4-0 (new adjusted strat)

3-5:

DL3-1

or

L2+8

L+9

4-1:

R2+10

R2+0

L4-7

Go for the tent slides from here

4-2:

R+2.5

Scroll strat: aim all the way to the right side and scroll until you're just off the circular peg **+3**

DR2-2

R+2.5

4-3:

R-0.5

R-/+0

4-4:

Try to get in the hoops using the closest gap at the top. Aiming the farthest in is the best

5-1:

Pixel shot, shoot right in between 2 little blue circles on the fevermeter **+10**

5-2:

L+5

R4-0

5-3:

Pixel shot, aim at top right corner of black part of metal behind menu button, often clears much of spinning circle

5-4:

L1+10

DR2+1 (should get a slide)

or

R4+9.5

5-5:

L1+7 or **-10**

Slide the right ring/zero in the middle **-6** or **+10**

Note: flippers change bucket for all strats in stage 6, will probably result in no free ball (but strats still usable for clearing pegs)

6-1:

R2 (gets full left slide)

L (gets most on top left)

6-2:

L2+2

R1-9

DR2-1

or

L+5 (original strat, not for any%)

or

6-4:

L+8

then

L-3 (original strat)

or

Pixel shot for slide on the left side, aim at the left corner of the fish's tooth -**5**

or

Pixel shot using the white gleam on top ball in the ball-o-tron

6-5:

L3-1 (optional for any%)

then

R5+3

R-9

7-1:

R+1

L3-8 (new strat, clears much of reinfeld and bjorn)

R1+7

L-5 (could use more investigating)

7-2:

D-4.5

or

L2+6.5

L+10

R2-5

7-3:

R2-5

R3

L+9

L+8

7-4:

R+9.5

Pixel shot: aim at the seam between top two pegs of tallest vertical peg line (image coming) **-7**

7-5:

L-0

R-2

R1-9

R-5

8-2:

R-9 (new strat, gets into smoke plume, may be too slow for any%)

R-0

R

and/or

L+2 (original strat, not any% viable unless green is on far left):

and/or

Aim all the way to the left and scroll so that the mouse is on the top peg. Click/scroll one more to the right and shoot **-6** (not consistent but gives best chance)

Hold mouse still and shoot again

8-3 (both most useful without cinderbottom or to get to greens):

L-9

R3-10 (new strat, gets a lot under the dragon)

8-4:

Fireball R7+8.5

8-5:

DR1+9

L+6

or

L+1

9-1 (stop earlier the more confident you are on finishing the level/when you get a non-triple score green):

D-10

R3+/-10

L1-6

9-3:

R2-5 (new strat, gets a slide)

L+9 (also gets a slide)

9-4:

R3-4

D+5

9-5:

R3+10

L1+7

10-1:

R, hold left until you touch the leftmost peg. Tap left 5 more times. Time the shot when the two pegs in the bottom of the football ring are in the same place horizontally. Should clear all of the left side of the right guitar. **-5**

or

R1

10-2:

R5-0

R+10 (new strat, bucket unpredictable but gives a good chance)

L

10-3 (Developed by SmartnSilent, thanks to PoetryStud+Anygeorge for addition to this doc):

Aim at peg in the middle of hu's wing on right side. Aim for barely not contacting, get to contact using scroll/arrow keys, then go two more **or** tap until the 6th aiming bar disappears (not fully consistent) **+9.5**

Mirrored on left side, more consistent **or** tap until the 6th aiming bar barely appears **-1**

10-4:

L-0

R3+0

R+/-0

11-2:

R+10

L+10

R6 (new strat, somewhat likely to get in spiral, not for any%)

11-3:

Aim between the two top static pegs on the right side such that you're aiming at the moving pegs. Shoot when the tip of the bottom right peg is moving up and touches the bottom of the volcano mouth—this should get it into the moving pegs if done precisely.

11-4:

Hit bottom left corner of second to leftmost tile underneath the top wave on the right

11-5:

L2+7.5 (new strat, eventually clears all slides and most of left bolt)

R2-0

L1-3

or

L2+7.5

Pixel shot (top of top right bolt peg, credit to brassbeat)

12-1:

Use cinderbottom, go through middle. Can also try to get your ball stuck in middle, Hu could help with this. Marina/Splork can also be used.

12-2:

Slides on the top of the wings. Top right **-6** if perfect. I like using Hu here, but Marina is also good.

12-3 (use Marina):

R+9

R+5

L-4 (shoot when gate starts opening)

12-4:

R+10

L+1

or

R5-/+10 (new strat)

L3+1

12-5:

R+10

R-1

L+0

L+0

R+8.5

L+5

L-0

Bolt bottom right +2

Bolt bottom left +3