

Eli speed (DLC)

For short: SA= Shovel Attack, BK= Bomb Kick

Hello, im SwitchAxe and i will try my best to share what i learned from around 3000hs of speedrunning the uncle. My intention with this guide is to help people interested in Eli speed that struggle to understand the character and to incite members of the community to get into running him in order to make the leaderboards more active.

I'll aim this guide towards people in all skill levels. For those who don't think they can do fast uncle i just want to say that applying the principles and strategies shown here, and ofc with practice, you can reach way faster runs that you can imagine. I included the time spent on this char not to say that it requires this insane amount, my learning curve is pretty slow for most of the games i play. Just like what i see in monk, eli is called a slow char, which true because his average rng run is slow, but the potential is huge using the core speed items correctly. And btw i'll just give my opinion, not because i hold the record or i have experience it means i'm right on everything, whatever you feel is incorrect or not boarded in a proper way go ahead and be critic about it.

This guide is meant to help you learn more efficiently so it doesn't take you the insane amount of hours it took me to have a deep understanding of the char. I consider my learning was really slow and even toxic because i had this mentality where i just cared about results, that juicy WR, for way too long instead of becoming a better player. My best advice is enjoy the game, improvement will just happen as a consequence J J

Basics

Bomb usage

Your goal is to avoid retreating (running opposite to the exit's direction), this situation requires you to place a bomb and run away from the enemy, or BK. You will encounter enemies that will actually force you into this timeloss, but sometimes there is a way to just walk past them or, for more safety (i.e if you suspect you are close to the exit room), you can leave a bomb as you walk past this enemy (see **Enemies** section). Playing Eli you will find this situation every two seconds, so learning to tell when the "keep going towards the exit as i bomb stuff" concept is a good idea.

Choosing between bomb placing and BK is other important aspect for speed. Generally speaking, you want to BK whenever you spot a swarm that you can kill at least two enemies, but also take in mind that if you find an enemy that completely blocks your path BK is faster than running into the enemy, bombing, and retreating (really common scenario in z1,z2 and z5, check **Zones** section).

Value bombing is a helpful concept to look at. It consists of getting more than one objective with the same bomb (an objective can be killing an enemy, an item check, or cracked Wall). To value bomb you have to pay attention to the tile where the bomb is placed, because i see people forgetting diagonals are also inside the radius really often.

This strat has two variants: In order to get a value bomb you have the option of **spotting this value**, which happens when 2 or more items are sitting inside a 3x3 radius, bomb the center of this area. The other option is to actually **create the value situation luring enemies into a 3x3 radius** which already has an objective and bomb all of them (don't force this if you can't spot the situation clearly and quickly, or it will be slower than bombing separately). Observe that all kind of monkeys are great to create value bomb situations, just be careful not to jump into a monkey that is too close to other enemy (check **Enemies** section).

To decide if BK or bomb placing is faster to check for an item you can ask yourself these questions:

> Will i get a value bomb if i place a bomb or if i BK?

>Is this item check on the route to the exit? If it isn't then BK is the answer, so in case the check is bad you end up closer to the exit after it.

>In which tile will i be standing after the bomb/BK? Is it closer to the next objective i planned getting?

Note: When i say that a tile is "on the exit route" i mean that walking up to the tile will cause you to move closer to the exit tile.

>Does a BK change the bomb's position in my favor?

HP/Sustain management

Balancing your hp and speed while using as much hp as you can without dying is what allows you to push. Using too much HP early in the run causes you to loose time searching for more food or even worse, having to deal with z3,z4 or z5 on low hp which is what kills your speed entirely. **You should play always knowing how much hp, armor and healing sources you have.**

First thing i want to make clear is that you **need to tank some hits** to go fast, the better you get at **knowing how much you can tank** on a scout to the exit will make minutes of difference in your time (note: generally speaking the closer you are to finishing the floor the more efficient it is to tank, but ofc it depends on your hp/sustain situation because i.e you should tank if you have 10 hearts and need to get past an annoying enemy you encounter on the beginning of the floor).

In general you just want to take as much damage as you can heal. If you want more speed on the balance you will be taking more than you can actually heal, putting yourself in more risk and therefore lowering your consistency. Basically, if you have a regeneration item try to tank for as much as you can regenerate. Tanking hits and balancing the hp is something every non-aria/coda char uses but my point is that Eli relies even more on this concept to get speed.

Use iframes, this is why cookies are the best food for Eli in terms of speed (ham is good but needs a foodshop to get its full value). You can turn what looks like a death situation into free healing (you are using dead beats to heal, same as healing on exit stairs). When the situation starts getting bad and you lack the space to bomb the enemies you can follow these steps: bomb, place yourself inside the blast as you dodge/SA the enemies, and be ready to eat your food on the explosion beat. Just **make sure that you have a plan for the beat you place the bomb and the 2 following beats to avoid getting hit.** Placing 3 consecutive bombs can be followed by 3 cookie eats and clears a good amount of enemies on a swarm as you take no risks. Btw, am heal gives you iframes too. <https://i.imgur.com/5maUcqN.gifv>

Note: "tanking" also means using blood magic, know your bloodcosts very well!

Note: Again, use hp as a resource, if you never try to you will never learn how to.

Know your bomb timer, the "4 beat rule"

Being too afraid of your bombs or not caring at all about them are two big problems.

This might sound obvious but **plan what to do on your 3 beats AFTER you place your bomb**, because it will explode. Including the bomb placing beat **you end up needing 4 beats to do damage**. If it helps you, think than golems move every 4 beats.

If you are playing Eli you want to **process the game in "chunks" of 4 beats. Double bombing makes it so this extends to 5 beats.**

>This **gives you time to place two consecutive bombs and run away** (take in mind that you will have to repeat the first input, if you moved up you gotta keep moving up at least twice).

>You have time to **move in a "stair pattern"** (i.e up-right-up, down-left-down, right-down-right).

>You can move 1 tile horizontally, then 2 vertically (or 1 tile vertically then 2 horizontally).

>You can move 2 tiles horizontally then 1 vertically (or 2 tiles vertically then 2 horizontally)

>In case you are getting cornered against a tier1 wall you can (standing with 1 tile between you and the tier1 wall) place a bomb, dig the wall and jump into the new space you created-This can be also used to optimize, not just as a safety measure, remember how avoiding retreating is key> <https://i.imgur.com/RSXfi8r.gifv>

>If you realize you won't get out of the blast in time or simply just trapped yourself between your bomb and some enemy use food to iframe that beat, or get hit by something that deals less damage than your bomb. In case you realize early enough and have the space you can Kick that bomb.

Conclusion: **Knowing how to manipulate enemy's pathing** to lure them into your bombs, ideally AS you move towards an objective/stairs is key. Mixing this with **knowing as many possible ways to kill enemies as possible** will make you more efficient. Knowing how to make

every enemy move into the bomb blast the beat before it explodes helps your quick planning skills a ton. **Knowing the most important priority orders is important to understand what the pathing of an enemy combination will be, and therefore maneuver to scout past them or value bomb them** (general rule is higher damage moves first on the SAME BEAT, don't fall in the common "faster enemies move first" deception).

Shove attack

The Shove attack (SA) is a really powerful tool that allows you to create space between you and an enemy. You can use dead beats to push away any threat (by dead beats i mean beats where you can't make progress towards the exit). SA can be used also to reposition enemies into a value bomb situation, or simply to get it out of the way and leave it behind. Other use is pushing enemies to give you that tile of space to BK, normally costs getting hit, but remember its OK to get hit given the right circumstances (regeneration item on build or bombing a swarm that would otherwise hurt your speed/hp even more)

SA interaction with the wire in z5 works the same way it does for any normal weapon, but skulls don't proc the electricity due to a bug. This will save your life more than once, but make sure you kill the devils that you de-egg (see **Zones** and **Enemies** sections). As general advice proc electricity hitting a devil whenever you can, then its up to you to leave that devil behind or kill it.

Space management and avoiding fights

If you are playing Eli you want to **process the game in 3x3 "chunks"**. Always be aware of **your surrounding tiles including diagonals**. Combining this concept with the "4 beat rule", **integrating and internalizing both will be the best way to learn how to play Eli, not just to speedrun him.**

Main death cause on Eli is his own bombs, directly or indirectly (getting hit by an enemy because of running from the bomb, or vice versa). This is related most of the times to the lack of space. Take in mind, even if it looks obvious, that you have infinite bombs and the SA to make yourself some space... so use them, but carefully since you might be opening that bat cave or enemy room that you really don't want to fight.

Second main goal is to **reduce the amount of fights** as much as possible, Eli is slow killing enemies so **a lot of times digging (shovel, cap or bombing) to skip a room is the best option**. Here is where **mapping comes really handy to make the decision**. Also **direct damage sources** will save time and make fights easier (see **items** section).

Take trapdoors, they are easy and consistent to fight as Eli. (detailed trapdoor fights in **enemies** section). The only counterpart is that bats sometimes make them trickier, so

spotting the bat position (and maybe even pausing if needed) to know where to run after you bomb is important if you are low on hp, like in z1 where you normally lack the tank items.

Other good option in case you are facing t2+ walls is to stand next to the wall, bomb and then move back and prepare a BK aimed towards the first bomb. Sometimes you will be bombing anything, opening some space or hopefully getting a good objective/value. This also depends on the vision/mapping you have, the better information the better planning (i.e double bombing next to the wall might be a better solution, because second bomb will hit more objectives or a more important objective). See **items** section

Tier 1 walls are the only tiles you can dig normally, use them to setup BK because creating space for your BK can help a lot if you are facing a value bomb situation like a multikill and you are against a wall -> <https://i.imgur.com/HL04eE9.gifv> . Don't do this if there is an enemy threatening to trap you, spotting the right scenario takes time but knowing this and paying attention you will start getting timesaves. If possible avoid moving close to inf tier walls (1 or 2 tiles of distance gives you room to maneuver if a swarm corners you against these walls)

Conclusion: routing your way to the exit efficiently saves more time for Eli compared to any other carácter, competing with coda and monk

Enemies and Minibosses

Enemies

<https://i.imgur.com/zhgjle3.gifv> **Ghost** Don't move towards it the beat of the blast

<https://i.imgur.com/mpE6swA.gifv> **Bats** consider getting lucky charm, red/black bats suck

<https://i.imgur.com/mollevW.gifv> **Green Slime** consider repositioning them with SA if needed, they still take 1 tile of space from you. Can use them to get enemies trapped behind them.

<https://i.imgur.com/j5Ceo3F.gifv> **Blue Slime**

<https://i.imgur.com/2O1rmTy.gifv> **Yellow Slime**

<https://i.imgur.com/ehkQQ5y.gifv> **Purple Slime** (double bomb and BK)

<https://i.imgur.com/AONzjgz.gifv> **Skeletons**

<https://i.imgur.com/yS6JSKx.gifv> **Monkey** they work as shields for bombs/dragon fireball, if you use them optimally you can get awesome value bombs (you get 1 beat of iframe after the blast)

<https://i.imgur.com/bU6lAXh.gifv> **White Monkey** (double bomb)

^ <https://i.imgur.com/g3vDWCB.gifv> **White Monkey** (bomb + movement)

<https://i.imgur.com/hjrRprA.gifv> **Normal Mimic**

Z2

<https://i.imgur.com/WqX1qiD.gifv> **Tarmonster**

^ <https://i.imgur.com/qcECrbF.gifv> **Tarmonster grab**

<https://i.imgur.com/thr2pnD.gifv> **White/Yellow armadillo**

^ <https://i.imgur.com/GcGSKSS.gifv> **W/Yarmadillo** (bomb+armor+SA interaction) If you time the SA precisely on the beat you kill it, if you SA early/late you get hit and the armadillo survives

<https://i.imgur.com/Q9HNF2A.gifv> **Blue mushroom**

<https://i.imgur.com/0hWEf79.gifv> **Purple mushroom**

^ <https://i.imgur.com/DiWweLY.gifv> **Mushroom stall**

<https://i.imgur.com/1NI1HBx.gifv> **Shield Skeletons**

^ <https://i.imgur.com/gsAZzWW.gifv> **Shield Block**

<https://i.imgur.com/sXRRxS7.gifv> **Windmages**

^ <https://i.imgur.com/jrcHffc.gifv> **Windmages walk**

<https://i.imgur.com/p4CucmB.gifv> **Golem/Darkgolem**

<https://i.imgur.com/2vQMcQS.gifv> **Clone**

Normal mimic (dirt wall) you can sit on a diagonal to them, bomb and continue moving

Z3

<https://i.imgur.com/2K9Ge15.gifv> **Hellhound** (no stall)

^ <https://i.imgur.com/Jp4Wkch.gifv> **Hellhound** (stall)

<https://i.imgur.com/d5de8UW.gifv> **Beetles**

<https://i.imgur.com/kmkwvY4.gifv> **Elementals**

<https://i.imgur.com/hvrn0wC.gifv> **Red/Yellow Slime**

<https://i.imgur.com/otPiQnI.gifv> **Horses**

^ <https://i.imgur.com/eJOpDVj.gifv> **SA Fast Horses**

^ <https://i.imgur.com/CKkQZx1.gifv> **Double Bomb Horses**

<https://i.imgur.com/l5Bk4ez.gifv> **Goblins**

<https://i.imgur.com/34co9Ds.gifv> **Shovel Monsters** (with SA)

^ <https://i.imgur.com/mHEQxUJ.gifv> **Shovel Walk**

^ <https://i.imgur.com/x641cMZ.gifv> **Shovel Bounce**

<https://i.imgur.com/PR1U5Zm.gifv> **Yeti**

Normal mimic (cauldron)

Z4

<https://i.imgur.com/KhdAL8f.gifv> **Blademasters**

^ <https://i.imgur.com/UJe3E4E.gifv> **Blademasters** (SA)

<https://i.imgur.com/7t4ue77.gifv> **Goblin Bomber**

^ <https://i.imgur.com/NRfn07u.gifv> **Goblin Bomber's bomb BK** (lol)

<https://i.imgur.com/sOfH332.gifv> **Liches**

<https://i.imgur.com/ptgr1qo.gifv> **Harpie**

^ <https://i.imgur.com/ptgr1qo.gifv> **Far Harpie BK**

<https://i.imgur.com/t2IFx4n.gifv> **Spider**(or just BK since dig can agro harpies trapping you)

Z5

<https://i.imgur.com/rAR0nft.gifv> **Devils** (hug bomb run)

^ <https://i.imgur.com/XfkkfHz.gifv> **Devils** (bomb into BK)

^ <https://i.imgur.com/0NrIr91.gifv> **Devils** (BK into bomb) can electrocute with wire too, but it's risky and must deal with the de-egged devil with more wire electricity

^ <https://i.imgur.com/gF9QGRH.gifv> **Devils** (de-egg fight) every beat diagonal fight

<https://i.imgur.com/LCXRsvE.gifv> **Evileyes** (bait) you can BK, they are easy to BK like slimes and mushrooms

<https://i.imgur.com/eHzDe7D.gifv> **Electric Mages**

<https://i.imgur.com/Hqiu5IG.gifv> **Orcs** (hug bomb)

^ <https://i.imgur.com/eWK2Wkm.gifv> **Orcs** (pre bomb)

<https://i.imgur.com/pKbuu5r.gifv> **Skulls** (bomb-run-bomb and Double Bomb)

<https://i.imgur.com/X8WPW28.gifv> **Electric Zombie** (SA out of wire)

<https://i.imgur.com/qTmpVlo.gifv> **Electric Zombie** (bomb + SA)

<https://i.imgur.com/hC7yJpV.gifv> **Shop Wall Mimic** (it's a diagonal every beat fight if the wall gets activated)

^ <https://i.imgur.com/sl8ox0d.gifv> **Shop Wall Mimic** (pre-bomb into bait) faster version

Waterball: Get hit by them, if not possible try to set up a value bomb that kills it, or use wire.

This is how to walk past every other beat enemies

<--- move horizontally, bomb, move vertically

bomb, move horizontally, move vertically **--->**

This movement can be applied when facing these enemies horizontally, just inverting the horizontal and vertical inputs (careful with the blue dragons!).

Minibosses

> **Yellow/Gray Direbats** are 1.5/2 damage bats respectively. Taking distance and then BK is 95% of the times the better option. Can always roll the dices leaving a bomb and walking past them. You don't even have to kill them if they are not bothering during trapdoor fights, but this makes reading the floor way harder. If you are skipping the bat kill make sure you bomb a corner of the penalty box to have better info about the layout.

> **Green/Earth Dragon** are basically 2/3 damage skeletons respectively, earth drake can't summon the walls.

> **Red dragon** (1) <https://i.imgur.com/pC4MsUW.gifv> (vertical)

(2) <https://i.imgur.com/QBqF7E0.gifv> (horizontal) Correct alignment where i wait for the drake to walk into my diagonal and then double bomb and walk past it.

(3) <https://i.imgur.com/p7lz42L.gifv> Red Dragon (horizontal fail) made me eat a fireball, double bombing and moving horizontal is risky if you don't get the correct alignment.

In general you want to line up vertically with the red drakes asap, because if you don't they will do it first delaying the kill which is slow and dangerous. If you can't, plan b is setup horizontal kill. Damage is 2.5 on fireball and 3 on stomp.

<https://i.imgur.com/p90UqHS.gifv> safe red dragon trapdoor fight

> **Blue Dragon** should be treated as a red dragon if faced vertically. If faced horizontally you can: bait the ice breath and position quickly diagonally to bomb it

(1)<https://i.imgur.com/1sF78K0.gifv> or use the red dragon horizontal strat, but it's riskier to do when its a blue drake-> (2)<https://i.imgur.com/zz8TTbM.gifv> other safe option is to double BK it, since you out-range the ice breath (just don't place the bomb on the same beat it prepares the breath)-> (3)<https://i.imgur.com/OA4YZsZ.gifv>

Panic bombing as you are about to get frozen will get you killed

(4)<https://i.imgur.com/BtoyNEx.gifv> but ironically it might defrost you to run away from a swarm in time. If the drake is isolated enough your best panic button are the up and down keys, not bombs, because it won't be able to reach you in time after vertical movement. If forced to do the kill in a horizontal corridor then bombing yourself will be better than eating the stomp, also you gain mobility thanks to the defrost but it's just an option in the worst case. Being frozen on the edge of the breath cone is fine too, if no other enemies are near.

> **Minotaurs** > Don't let minos charge at you to then dodge them, unless you are forced to. With the SA you can always push the mino back to where it came from, as long as it doesn't have any enemy blocking it (maybe take a step back before pushing it if you need to) the next step is to prepare a double bomb or BK to kill it.

3hp Mino trapdoor fight -> <https://i.imgur.com/nE0wiYQ.gifv> two things: i place one bomb on the first beat of the song and i run to the right, since the bat is placed on the left. <https://i.imgur.com/hXNR7Cb.gifv> In case its a 5hp mino place two bombs and then apply same reasoning used for the bat.

> **Blue/Green Banshees** can be treated as normal mimics that deal 2/3 damage respectively. Here is what you do if the banshee is trapped behind something <https://i.imgur.com/X85k9zl.gifv> If this something is t1 wall then bomb next to it, dig and run. If the something is t2+ you can double bomb next to it and run. With miner's cap you will want place a bomb before you do the move-dig, if needed SA it towards the blast. Banshees trapdoors-> <https://i.imgur.com/Sljto9B.gifv> after the banshee is dead, if the bat is alive just try to avoid rolling it, you can always change parity stalling/bombing.

> **Nightmares** should be killed with a BK, or 2 BK if 5hp it's version. The reason for this is that the cloud can be hiding a value BK. You can go for the double bomb if you find it to be faster but it's riskier and might discover an ugly swarm coming out from the cloud ready to surround you. If you do bomb/double bomb be ready for what you might find and don't do it if you left dangerous enemies behind (i consider dangerous enemies the every beat ones, or many slow ones). The nightmare 3hp trapdoors inputs are the same as green dragon trapdoor fight; the 5hp nightmare fight is the same as the red/blue dragon fight. These trap doors can be done with a BK into the miniboss too.

> **Ogre** (like any z4 miniboss) is normally surrounded by the exit room swarm so 2 BK is usually the better option. If possible place yourself on a diagonal and double bomb to then continue to the exit tile-> <https://i.imgur.com/BEIcQD9.gifv> If the first BK clears the room enough you can finish it with bomb and then walk past it.

> **Mummy** should generally be killed with 2 BK since the turnip summons will make the double bomb strat harder, leaving the turnip alive or allowing it to hit you.

> **Yellow/Green Metrognomes**: The yellow one can be killed with bomb, BK or 3 wire attacks depending the situation, given the 3x3 splash attack on the 4th beat its usually better to BK. The green one is a big pain because of the teleport to the exit tile (SA will proc the teleport) but a good way to get rid of it is using 1 wire attack + BK , or simply wire attacking it to death (see **Zones** section). If you are tanky enough and fighting the green version (you are already on 5-2) so go ahead and set up a double bomb next (cardinally or diagonally) to the exit stairs. Remember using hp as a resource. Z5 trapdoors harder to fight but the reward of skipping partially or entirely a z5 floor is incredible.

Tips, and some shenanigans

> **Every beat diagonal fights**: You can apply the same inputs used for de-egg devils/ shop wall mimics/ freddie ghost. These are the same fight. Notice that after you double bombed normal Freddie it becomes this exact fight.

> **Bomb knockback on armored enemies**-> <https://i.imgur.com/GalpDAs.png> (the 3x3 grid is the bomb blast, the coloured squares mean the enemy position)

> **Enemy caves**-> <https://i.imgur.com/tTj14ev.gifv> Unless its red/black bats where your options are 1) don't even try or 2) you are forced to then double bomb, run away, then BK the rest

Freddie Kill -> <https://i.imgur.com/UBeWvJi.gifv> Might look sketchy at first but its really easy to learn and saves a good amount of beats, it's just following the steps.

Every other beat enemies: **Try to develop the ability to bomb them while keeping your movement towards what you think is the exit direction. This concept can be applied to any non-diagonal every other beat enemy**; that skeleton could be a dragon, warlock, lich, windmage, blademaster or beetle.

Highly Situational:

> Monkey triplebomb freddie kill-> <https://i.imgur.com/6FS2G2P.gifv> dont force getting the monkey setup, just use it if it happens. Can be used with any monkey grab but gotta be able to move twice in the same direction. If its a White monkey damage it twice while grabbed then proceed as previously mentioned.

> Leaping triple bomb-> Place 3 bombs and jump out of the blasts, if you have the space.

Really situational: It can be combined with a BK that didn't reach its full range (due to a wall) to kill an enemy without taking steps back. <https://i.imgur.com/QbB2YTR.gifv>

> Triple bombing on monkeys: you can place three consecutive bombs if a monkey is going to grab you in the next two beats (DON'T hit the monkey the first three beats of the grab, if

you break free from the grab you will bomb yourself), or if you have leaping/lunging you can jump away from the blasts.

>Bombing as you slide on ice is one of the two ways to bomb and move the same beat, can be helpful to leave a bomb to kill that/those enemy/enemies following you before you engage in other fights

Zones

Zone 1: Main z1 concept that matters is that its based on rooms connected by 1 tile corridors, so you will want to skip some rooms if possible by digging or even bombing around unnecessary rooms (remember that seeing an enemy in a 1 tile corridor means BK is the best option). In this zone you will want to build up as much as you can, i don't mean checking every single thing but open the crates, check crack walls and shops you find on your way to the exit. On 1-4 you will want to check for black chest where most of the time 1.5 plate armor shows up, unless you already have it which happens from time to time.

Zone 2: Similar to z1 in many aspects, its based on 2 tile corridors, has a more open space concept, more trapdoors, more hidden rooms, or hidden rooms that connect to the exit. Shielded enemies appear here and more 5+hp enemies that require double bomb. You will want to keep prioritizing to check for items to build up.

Zone 3: Open space concept, where you risk getting surrounded, but at least there is plenty of space to maneuver. Many hazards (natural, created by enemies) will make it harder to use your bombs and BK (you should most of the times bomb as you slide on ice, since those are dead beats). You will want to aggro as less enemies as possible, which is way easier when you have mapping tools which you should try really hard to get before this zone. During and after z3 it's already a little too late to farm a build, but don't ignore core item pickups like a space shrine, peace, regen or food shops.

Zone 4: It's room based so choosing correctly your route is the key to victory, your main problem as Eli is that you have to be very careful not to open a room that's not in your planned route because z4 does not provide that much space and harpies exist and will get you surrounded and force you to retreat.

This strat can help <https://i.imgur.com/Yg3D9XW.gifv> since you can know when you are about to face the exit room. Exit rooms require you to kill the sarcophagus + miniboss to progress, so in order to stop them from spawning more enemies and to be able to finish the floor focus sarcophagus, even consider tanking hits to land a BK that hits this high tier objective if you can afford it. Value bombs are way easier to achieve given the room structure.

Also harpies tend to separate from slower enemies as the jump on tiles next to you, so you will find many of these situations-> <https://i.imgur.com/TlgCctw.gifv> or <https://i.imgur.com/k1tswag.gifv> similar to how you handle 90% of the exit rooms where you

bomb into BK. Do not let any harpie behind you if you want to live, unless you are tanky enough.

Zone 5: By far the hardest zone for Eli mainly due to the lack of space, this is caused by the 3 tile corridors in general. A good rule is to bomb/BK always in the center tile of the corridor, to avoid opening side rooms. Opening the incorrect room might be a death sentence or will cause you a massive timeloss (a good rule to remember on z5 mapping is that there must be x amount of tiles between the spawn room and the first room's door tile for it to be the exit, said room most of the time is not the exit). Don't check for exit rooms opening doors, check digging a tile next to it to the door if you can. The exit room size is 8x9, and the biggest in the floor.

You have to make use of the wire or you will slow down considerably, so keep in mind where and when you bomb the wire so you don't get surprised by the lack of wire when you need it the most. <https://i.imgur.com/uCHHeCI.gifv> <-this shows how to deal with the corridors. I don't stop and bomb if there is more than 1 enemy close to each other. I first use the wire electricity until the situation can be handled with just a bomb. I also get hit by the waterball outside of the wire to have that wire tile as an option. Be really careful with devils, best thing to do is walk past them, or SA them to proc the wire electricity since this doesn't actually hit the enemy you are shovel attacking-> <https://i.imgur.com/HfdlsfX.gifv>

Example of a z5 exit room scout in two parts-> <https://i.imgur.com/zqGkqJm.gifv> continues here-> <https://i.imgur.com/AWqkfN9.gifv> I just focused in one thing in the first part of the scout: getting to the exit tile with as less hits as possible. Then on the second part i focused in killing the miniboss with as less hits as possible so i could scout into the exit tile asap.

Since mapping is key in z5 map, torch of foresight and torch of walls are S tier items for Eli that give you the option to skip many fights by digging into the exit room.

Items

Space: Miner's Cap to maneuver and bomb/BK, allows dig strats which helps on z1,z2 and z5 mainly, but on z5 it's risky and relies on getting a layout that allows the dig strat. On z4 it does more harm than helps generally, but if you go for fully optimal runs it will speed things a bit with a huge risk involved because you open a lot of unwanted rooms if not careful. Deciding between map and cap on a space shrine depends on what you want, map will give you consistency; cap on the other hand will give you a fastest time if you read layouts with other means of mapping or just good mapping understanding (cap improves the fastest possible time on the seed compared to map). If you already have good mapping, go for the cap!

Dove familiar is incredible on Eli, clearing the path for you as you move between enemies. In z4/z5 in particular it most of the time traps enemies on other rooms. Imagine if you could make disappear those enemies blocking your path on a corridor, or that swarm sitting on the

exit tile and its surroundings! Again, Eli is slow killing so this saves plenty of time. The downside that makes the fam bad for other chars does not make up for how useful it is on Eli (i kill freddie shops for dove).

Tank: (armor, hp containers, potion) You need at least 1.5 armor, because you will bomb yourself a lot and want to have the option to do so and the bomb deals 2 damage. Plate armor normally is picked up on 1-4 black chest, unless you get glass if really unlucky. A lot of times 1-3 shop or arenas have the plate armor/heavy plate which causes you to get more chances of glass in 1-4. I've had god tier z1 that started on chainmail and i still ignored 1-4 purple chest to go for the armor improvement. As a general rule if you are on 6hp or less i'd always go for armor, if you have more then it's a matter of risk and reward analysis: 1.5 armor is reliable with the small chance of glass, and ofc the chance of heavy plate, while purple has way smaller chances to give you an S or better tier item. Let's say you get regen... great but what armor do you have to make it actually useful and get the full potential? Will you pray to get armor/spells later on? 2-4 will probably be glass if you already skipped plate armor... It's just a matter of consistency vs risking it and going for speed, see what does your run need at that moment.

Sustain (food, RoRegen, healspell, freddiefam)

With RoRegen/healspell consider being more risky and tanking even more on x-3 floors since (if you do practice enough your bosses) they are all really consistent fights and you can get healed on 3-3 and then 3-4 right away.

Direct damage: Sources of direct damage are spells (Pulse, Fireball and Earth); rat familiar wich has piercing effect (i already showed in this guide how to deal with armoured enemies, it's quite complicated and piercing just solves the problem) which can deal damage as you move and combined with the SA gives you many more options on your pushes, and also space since it allows you to walk in the direction you chose for the fam as you clear 1hp enemies. Rat makes horses, devils and harpies a joke ... Yes... the worst enemies become easy! It also makes 5hp enemies killable with just one bomb + rat hit, so i place rat in the S tier. Other piercing damage item are shurikens but they are limited and take your consumable slot, but still can help.

Mobility: (leaping and lunging boots)

Lunging/leaping :If you are new to Eli but you have used leaping/lunging in other chars they are really powerful speed items for him. Lunging is just superior to any other speed item because it solves the lack of direct damage and it also works as a movement attack weapon that jumps up to 4 tiles in a beat.

Note: rat and dove fams allow you to do BK that would have taken years to setup without them, thing which happens a lot on z4 where its most of the times the way to deal with the exit room's sarcophagus, miniboss and the swarm.

Mapping: Information from mapping will help you decide if its a good idea to use dig strats to skip rooms (Map, torch of walls) or to spot trapdoors wich can potentially skip many fights

or even an entire floor (foresight). Trapdoor fights are reliable for Eli if you know how to execute them.

Secret shops (crack walls):

>**Tier 3 walls:** **Food shops** are a good check since you get max hp, and combined with a potion you will duplicate any extra heart container you get (bomb sacrifice shrines for +1 heart if its on the route to the exit). Pawnbroker is useless unless you picked RoBecoming/jaw on accident or want to sell RoShadows, which isn't really worth it.

>**Tier 2 walls:** **Blood shops** have all the highest tier items <https://i.imgur.com/i1awKXJ.gifv> shopkeeper kill (the stall outside the shop is 4 beats to be safe, but if the teleport i on the right side of the shop you can just wait 1) Don't panic if you miss a bomb, SA will teleport the shopkeeper. **Transmog** might be useless on the early game, since eli can't transmog literally anything (1-1, 1-2 transmog where you have no money/item slots to transmog), later in the game it might make lead boots lunging/leaping so the potential is huge. **Glass shop** is not worth checking (if you already saw blood and transmog skip it) but glass torch pickup before z3 if you have no mapping can help, just don't try too much to keep the torch alive since this char, for like the 6th time, needs to tank to go fast (might also work as transmog material like shoes/armor if you really need them). The glass and blood shop kills are the same exact inputs.

>**Tier 1 walls:** **Shriner** might also have core items such as space, darkness, peace or regen and also some food wich can keep a run alive. The shrine fight is RNG based, some spawns might literally kill you with no options to survive it or it can be an easy fight. You will want to keep an eye on the blue dragon's breath mostly and, if you have to, eat a green dragon stomp, fireball or bomb yourself to get out of there alive because not killing any dragon for too long is usually a death. **Conjurer** has three good things to check for in priority order: ring, head and boots. If you happen to get RoShadows conjure you can start the darkness conjurer madness. About darkness conjurer, remember you can bomb the excess of items, believe me its worth doing. With shovel and weapon not even existing for Eli its easier to make a desition here. **Arenas** always give you spawns you can deal with, unlike shriners wich can trap you into a horrible death with not much counterplay. Z1 arenas in particular are a lot of the times the cause of glass in 1-4 chest since they have good chances of having plate armor. As a general rule, deal first with the dragons and let minos walk past you as you do so. <https://i.imgur.com/zJLoKwF.gifv> <- picking up item on the right

Note: if you want to go for lunging it means you are on a higher skill level, but remember that lunging alone makes the run unsafe and wastes a lot of potential without a cap so if you are with 0 items go for ring.

Note 2: on the shrine kill getting rid of the armadillo as you start the fight gives you space to manouver. Again, don't be greedy trying to have it all (hp and the shriner value) this is a place to use your hp as a resource, not for speed, but to keep the run alive.

Bosses

Before jumping into the strats, as i mentioned previously you need you armor on 1-4, if you don't have it the 1-4 flawless i guarantee you will have a pretty big timeloss on the best case scenario (can always get bailed by armor later on but can't rely on this ofc, and each floor you do with no armor or bad armor will cost you a lot). **Practice your z1 boss fights, make sure you get the flawless even if it means investing time.**

Since there are 5 variants for each boss i'll just cover the basics, and leave tutorial video links showing to avoid making this guide longer than the bible.

Deep Blues (DB): DB1 and DB2 are easy fights. (all kill options start from the door's horizontal line) Entering by the left column, move up 4 times and BK up. Entering by the center column move up 4 times and BK, if you get left knight opener move left before the BK. Do NOT enter by the right column. DB3,4,5 with a horse opener can either force you to tank once or get off the rails and kill you or make a massive timeloss. If you don't want to tank being honest its pretty hard to not get hit, but if you want to try it focus killing the knight and queen, while keeping the King under you or else it will escape to the upper part.

<https://www.youtube.com/watch?v=1YQbGAzgwB8> <- DB video tutorial

King Conga (KC): Don't even think about doing ozuma in KC1, unless you already have the plate armor. KC2,3,4,5 should be done with ozuma, unless your build lacks a key component (i.e you have regen and want a spell or vice versa). Also to decide if doing ozuma or not its easier to decide on the no the later you are on the run (i only hesitate on KC2,3). Keep in mind KC4,5 survives the first bomb.

<https://www.youtube.com/watch?v=EI-q3PgPGWQ> <- KC video tutorial

Death Metal (DM): You want to enter the fight lined up with vertically with DM facing you, then take a step to the side and plant a bomb (if you need to BK). Your main goal in DM1 is to clear all of the ghosts as you approach DM, just use the bounce traps if you got two ghosts hugging you and remember that leaving bombs and running away from ghosts will 99% of the times kill them. To finish off DM use the horizontal lines of the arena that have bounce traps, here you can't get hit by the fireball and you will be able to BK the boss.

If you start delaying the fight you will get skeleton spawns, just make sure you kill them if you have to since taking to long to kill the skellys will just end up in even more spawns.

<https://www.youtube.com/watch?v=yjzVEMIIAuE> <- DM video tutorial

Coral Riff (CR): Enter by the center, BK the head and move to the second row. Tentacles will spawn:

Keyboards: move up, bomb, move away from the head and BK

Drums: just BK the head horizontally, they won't bother

Diagonal instruments: bomb, move away from the head and BK

CR can teleport to the bottom corners of the arena or closer to the center, when the teleport is not bottom corner you can get away with planting a bomb instead of BK which is slightly faster. https://www.youtube.com/watch?v=NSQIW6In_Tw <- CR video tutorial

Fortissimole (FM): The toughest one, but can get super consistent. For FM1 you will want to kill the four ghosts as a safe strat, try to do this with just 2 bombs by killing the ones that spawned on the lower position of the arena, then take on the upper ones.

After the ghosts are dead BK in a spot that will force FM to jump out of the stage and immediately align vertically with the mole and run towards him. Two situations might happen when you run into FM: you end up right next to him, in which case you place a bomb and move down (just once, after that move horizontally if possible); the other option is that there is one tile between you and him so you will want to place a bomb and move horizontally, the following movements will depend on the skeleton spawns you got.
https://www.youtube.com/watch?v=ZjgJzUjK_3o FM1,2,3 video tutorial

<https://www.youtube.com/watch?v=t834gc1mSv8> <- FM4,5 video tutorial