

NOTE: Things highlighted in this color are risky strats

(NOTE: Things in parenthesis indicate possible alternative scenarios)

NOTE: Things highlighted yellow are personal notes and misc miscs.

NOTE: Things this small are calculations I did that may possibly be wrong or inefficient and can be made mo betta if necessary.

-Buy 1 shield + 4 medkits & calculate necessary exp
--Level 5 = 5,376
--MINIMUM from murders before T.K. = 684
--Quests + challenges before T.K. = 2,436 + 840 = 3,276
--Quests + challenges w/ 5 items & 50 loot = 4,436 + 840 = 5,276
--Need at least 940exp from murders
----If 8 level 2 Bandit Raiders murdered, will have 850exp
----8 bandits quest raider count: 7, 6, 7, 7, 6, 6
-----Guaranteed at least 6 Bandit Raiders (only type of enemy inside the bandit camp. Bandit Thugs will only show up as the "gate keepers")
--MINIMUM from murders before T.K. = 840
-MUST MURDER AT LEAST 3 BANDIT RAIDER BEFORE 8 BANDITS TO GET PW AFTER TALKING TO T.K.
-Shield = \$245
-Medkit = \$140
-Insta-health = \$105
--245+140*4 = \$805

—k up all weapons and as much \$\$ as possible
--May not have to worry about picking everything up

-50 loot
--33 by Zed (34) (1sec loss from shooting +1 container)
--42 after Skags (43) (lockers in Zed not consistent. 2-3.)
--50 after fuse (2 skagpilez outside) (48) (may need to get Zed's lootzzzz)
--guaranteed 50 by bandits.

Level 00 Shield from Fyrestone = ~\$245
Level ~06 Longbow from Fyrestone = ~\$2037
Level ~07 BB from Fyrestone = ~\$2030
Green Grenade SDU from The Lost Cave = \$6,104
Green Shotgun SDU from The Lost Cave = \$6,104
Level ~1x Shield from The Lost Cave = ~\$2,000-9,324
Level ~15 Mercenary COM from Lucky's = \$25k-54k
Level ~15 Catalyst COM from Lucky's = \$25k-54k
Level 19 Rocket Launcher from Lucky's = \$7k-20k
Level ~25 BB from somewhere/Old Haven = \$29,379
Level ~?? Corrosive Grenades from somewhere/Old Haven = \$35,259
Level ~28 Shield (~450) (+health?) from Salt Flats = \$25,000-40,000
Purple Grenade SDU from The Back Door = \$60,256
Total = ~\$215,000

After lost caves 9k
After Sledge 14k
After Lucky 18k
After ghosts + RL(11k) 30k
After Skagzilla + merc(27k) 30k
After Earl + respec(4.5k) 66k
After Krom+Tannis + BBs(29k) 52k
After Trash Coast + respec (4.5k) 100k
After first RH kill 116k
After corrosive grenade(35k) from Trash Coast 76k

Split 01 – Intro

-Intro area loot (see PW fast vid)
-Get shotgun (smg is ok if not srs)
-Murder bandits
-Challenge: Relentless
-Drop SMG THEN get BLR
-Collect loot during downtime dialogue
-Murder rest of bandits
-Collect accessible Fyrestone loot
-Mission Accept: The Doctor is In

Split 02 – 5 Skags

-Open Zed's door
-Talk to Zed
-Mission Turn In: The Doctor is In
-Mission Accept: Skags at the Gate
-Trigger Claptrap (exit Zed's building slightly near Claptrap) & collect Zed's loots

- Fyrestone loot
- Shoot skagpile(s) through gate
- Shoot near skag dens on path to Skag Gully to lure skags out
- Kill four bandits
- Fyrestone loot
- Mission Accept: Claptrap Rescue
- Pick up repair kit
- Talk to Claptrap
- Mission Turn In: Claptrap Rescue
- Shoot skagpile(s)
- Murder 5 skags (shoot & kill through gate w/ BLR)

Split 03 – Fuse

- Talk to Zed
- Mission Turn In: Skags at the Gate
- Mission Accept: Fix'er Upper
- Fyrestone loot
- Shoot skag pile
- Get fuse

Split 04 – 8 Bandits

- Install fuse thing
- Buy standard shield
- Talk to Zed
- Mission Turn In: Fix'er Upper
- Mission Accept: Blinding Nine-Toes
- Go to bandit camp
- Fyrestone loot
- Shoot skag pile(s)
- Challenge: What's in here?
- Challenge: Chain Killer
- Drag and murder 2 skags
- Murder 8 bandits
- If necessary, murder more Bandit Raiders*

*Phasewalk fast requires a specific number of Bandit Raiders before 8 Bandits which vary depending on the level the raiders are killed at. Generally, 4 bandits killed before reaching 8 bandits will guarantee PW fast (not counting the 2 bandits that hop over the fence at the beginning of 8 bandits).

Split 05 – T.K.'s food

- Talk to Zed
- Mission Turn In: Blinding Nine-Toes
- Mission Accept: Nine-Toes: Meet T.K. Baha
- Collect Zed's lootzzz (if necessary)
- Buy x4 medkits
- Allocate skill points to Phasewalk
- PW to T.K.
- Fyrestone loot (if necessary)
- Jump before cutscene trigger
- Talk to T.K.

- Mission Turn In: Nine-Toes: Meet T.K. Baha
- Mission Accept: Nine-Toes: T.K.'s Food
- ((-Challenge: What's in here?
- Get that food & open those skagpiles))
- Get dat food and possibly PW many times??????????
- Go back to T.K.
- Mission Turn In: Nine-Toes: T.K.'s Food
- Mission Accept: Got Grenades?

Split 06 – Murder Nine-Toes

- Walk up to & wait for bus driver's shop to open and jump in
- Buy grenades
- PW to T.K.
- Mission Turn In: Got Grenades?
- Mission Accept: Nine-Toes: Take Him Down
- PW to Skag Gully
- Activate TNT
- Enter Skag Gully
- Run to gun stash grave
- Activate gun stash grave
- PW to Nine-Toes after gate is open
- Toss grenades at Nine-Toes
- Murder Nine-Toes

Split 07 – Murder Bone Head

- Enter Arid Badlands
- PW to T.K.
- Talk to T.K.
- Mission Turn In: Nine-Toes: Take Him Down
- Mission Accept: Nine-Toes: Time To Collect
- Level up → PW recharged
- PW to Zed
- Talk to Zed
- Mission Turn In: Nine-Toes: Time To Collect
- Mission Accept: Job Hunting
- Go to Fyrestone Bounty Board
- Mission Turn In: Bounty Board
- Mission Accept: Catch-A-Ride
- PW to Catch-a-Ride
- Mission Turn In: Catch-A-Ride
- Mission Accept: Bone Head's Theft
- Run to other CAR
- Jump gate
- PW to CAR
- Get car
- Run over enemies if it won't waste time
- Car murder Bone Head
- If possible, car murder slowly until a sliver of life is left and then murder on foot
- Collect Bone Head's Bone Shredder if nearby
- (PW and) Grab stuff from chest

Split 08 – BBs/LB + Orbit → Gate Switch

- Luck manipulate BB/LB
- PW to CAR
- Mission Turn In: Bone Head's Theft
- Mission Accept: The Piss Wash Hurdle
- Get car
- Run over enemies if it won't waste time (ESPECIALLY BADASS PSYCHOS =O)
- Challenge: Vehicle Hang Time
- Go to Piss Wash ramp and achieve that orbit
- ”Jump” Piss Wash gully
- Go to gate switch and switch it up
- Mission Turn In: The Piss Wash Hurdle
- Mission Accept: Return To Zed

Split 09 – Conveyor → Turbines

- Go to Zed
- Mission Turn In: Return To Zed
- Mission Accept: Sledge: Meet Shep
- Go to Bounty Board
- Mission Accept: Get A Little Blood On The Tires
- PW to and get CAR
- Run over enemies if it won't waste time
- Drive to Shep
- Get out, talk to Shep
- Mission Turn In: Sledge: Meet Shep
- Mission Accept: Sledge: The Mine Key
- Mission Accept: Get The Flock Outta Here
- Mission Accept: Braking Wind
- Get back in and drive to burrowed Rakk Hive
- Challenge: Killing Spree
- Challenge: Conveyor of Death (watch vid guide =))
- Kill as many Rakk as possible
- Go to nearby skags on upper road and run over 1 to continue chain killing (or 5 if Road Rage necessary)
- Drive off cliff to the three skag dens and run over until Conveyor (or Road Rage) achieved
- Challenge: Road Rage (back up strats)
- If Conveyor failed, run over enemies until Road Rage achieved (level 9)
- Get nearest turbine, drive to other turbine and switch it, run into building
- Open door, get the note
- Mission Turn In: Sledge: The Mine Key
- Mission Accept: Sledge: To The Safe House
- PW to last turbine and activate

Split 10 – LB/BBs + Lost Cave

- Luck manipulate LB/BBs
- Go to Bounty Board
- Mission Turn In: Get A Little Blood On The Tires
- PW to CAR
- Get car and drive to Shep
- Run over enemies if it won't waste time
- Mission Turn In: Get The Flock Outta Here

- Mission Turn In: Braking Wind
- Drive to and enter The Lost Cave
- PW to shop
- Buy: grenades, grenade SDU
- Sell: unnecessary items
- Distribute skill points to: Slayer
- Equip BBs and shotgun
- Murder crabs
- Buy grenades

Split 11 – Lost Cave til Level 12

- Buy grenades if necessary
- Sell items if necessary
- Kill first batch of crabs (4)
- Buy grenades (if not too far from vendors)

MUST BE LEVEL 17 (167,207exp) BY SKAGZILLA

-Kill RRP @ level 15 = 5,320

-Safe House Quest = 5,760

-Kill Sledge @ level 16 = 5,438

-Sledge Quest = 9,804

-Leave Fyrestone = 1,200

-Bandits ~ = #####exp (17bandit thug = 210, normal+ = 273, 18burning psycho = 220, 19badass raider = 1,421, 18midget shotgunner = 143, 18bandit raider = 440, 17bandit killer = 210, 18psycho = 220, 18mutant midget psycho = 143, 19bruiser = 947, 19badass bruiser = 2,369, badass psycho = 1,895)

(-Challenge: Head Hunter = 1,000)

-Getting Lucky = 2,400

-Fast Travel = 2,376

====32,298 + bandit exp

-Ghosts of the Vault (opt) = 5280

196,238 (level 18) – 21,189 (Skagzilla @ level 17 w/ 2 Intuition) = 175,049

175,049exp needed before reaching Skagzilla

175,049 – 32,298 = 142,751 – bandit exp = **139,132**

If we assume we get the worst case scenario and murder 14 bandits that give average experience and one guaranteed bruiser, bandit exp = 3,619 (1 bruiser, 10 normal thugs, and 4 midgets = 947 + 2,100 + 572 = 3,619)

Numbers of Bruisers during past attempts

2, 1, 5, 1, 2, 2, 2, 1, 2

Number of midgets during past attempts

0, 1, 0, 1, 1, 1, 0, 2, 4

Split 12 – Lost Cave til

139,132EXP (or level 16)

- Sell items if necessary
- Buy grenades
- 2 grenades at first batch
- PW to second batch
- 1 grenade at second batch
- 1 grenade at third batch
- Get first red chest and shoot skag pile(s)
- Toss grenade(s) at crabs
- PW/run to the second red chest
- More grenades at crabs
- Drop down and murder if shotgun strong enough

KEEP EYE OUT FOR: DECENT SHOTGUN, DECENT SHIELD (FAST RECHARGE NECESSARY)

--Decent shotgun = ~300dmg (30x10, 32x9, 29x10, etc)

-Use any shotguns found in chests to kill crabs faster

-Once decent shotgun for Sledge found, skip chests and just murder crabs

STOP CRAB LEVELING AFTER ~147,500EXP & GOOD SHOTGUN

TEST 130,012EXP + GOOD SHOTGUN!!!

THEN TEST 137,854 TO HIT LEVEL 18 AFTER FIRST SKAGZILLA KILL

Split 13 – Shield+SDU -> Murder RRP

-Buy fast recharge shield (or any decent shield) if none found from chests

******Buy ammo and grenades******

- Buy many, many medkits (# is up to you)
- Sell stuff
- Allocate skill points into Quicksilver and Hit & Run
- Equip LB
- PW to exit
- Get car
- Drive to and enter Arid Hills
- PW normally to Sledge's Safehouse
- Enter Sledge's Safehouse
- (-Safe strats – savewarp)
- Murder RRP
- Activate hanging panel
- Grab key

Split 14 – Murder Sledge

- Exit
- Grenade jump over rock
- PW normally to Arid Badlands
- Get car
- Drive to Headstone Mine
- Activate door
- Mission Turn In: Sledge: To The Safe House
- Mission Accept: Sledge: Battle For The Badlands
- Allocate skill point to Hit & Run
- Enter Headstone Mine
- Slight left
- Grenade jump over fence
- Grenade jump up rocks
- Jump up big rock, PW to tractor
- Grenade jump to rocks
- Jump onto lower roof
- Jump left-ish to higher roof (lower slant)
- Jump inside window
- Press button while walking past hanging mine cart BUT NOT TOO FAR IN =O
- Murder Sledge (safe strats aw yeah)
- Don't Die Please Please Please plz?

-Take Sledge's shotgun

- Open chest, take shit

Split 15 – Lucky → Fast Travel

- Exit
- Slight left, PW to CAR, get car

- Drive down Piss Wash gully
- Drive to Fyrestone
- PW to Zed
- Talk to Zed
- Mission Turn In: Sledge: Battle For The Badlands
- Mission Accept: Leaving Fyrestone
- Go get car
- Drive to Dahl Headlands (jump ramp over gully)
- Get out of car & talk to Claptrap
- PW to fill up on ammo
- Equip BBs
- Get back in car & enter Dahl Headlands
- Talk to Ernest Whitting
- Mission Turn In: Leaving Fyrestone
- Mission Accept: Getting Lucky
- Mission Accept: Big Game Hunter
- Drive to Lucky's
- Murder 13 bandits
- Collect chest(s) if doable
- Make sure health and shields are high-ish
- Toss grenade through fence or shoot barrels as bandits come out
- Dodge the shit out of the badass bruiser and survive plz
- Open Lucky's cell
- Talk to Lucky through cell bars (don't wait for the door to open like a sucka) (crouch and talk to Lucky's left shin or talk to his back)
- Mission Turn In: Getting Lucky
- Mission Accept: Powering The Fast Travel Network
- Go to CAR & summon car
- Drive to first switch
- Jump from ground (not rock) to flip that shit
- Drive to second switch
- Jump onto rock then platform, then switch that shit (line up on the leftmost side of platform)
- swag alternate: grenade jump to switch
- Drive to last switch
- PW up stairs
- Get last switch

At level 15 with 0 Intuition, 1 Crab = 950exp

At level 15 with 0 Intuition, 10 Crabs = 9,500exp

At level 15 with 0 Intuition, 12 Crabs = 11,400exp (best case scenario)

At level 16 with 0 Intuition, 1 Crab = 855exp

At level 16 with 0 Intuition, 10 Crabs = 8,550exp

At level 16 with 0 Intuition, 12 Crabs = 10,260exp (best case scenario)

At level 17 with 2 Intuition, Skagzilla = 21,189exp

One segment of crab leveling ~1:15 for 8,550-9,500exp

One segment of Skagzilla leveling @ 17 ~2:00 for 21,189exp

Ghosts of the Vault ~2:00 for 5,280 + \$\$

After lucky – 177,463 + 21,189 = 198,652 (2,414exp over)

196,238 – 177,463 = 18,775

TEST SKIPPING GHOSTS OF THE VAULT IF LEVEL 17 HIT AFTER FAST TRAVEL!!

32,190 – 21,428 = 10,762

1,396 + 5,220 = 6,616

11,839 + 1,706 = 13,545

4,696 + 3,467 = 8,163

4,176 + 2,848 + 987 + 819 = 8,830

“Average” chest value = \$9,583

(((Split 15 – Ghosts Of The Vault

- Talk to Lucky
- Mission Turn In: Powering The Fast Travel Network
- Mission Accept: Road Warriors: Hot Shots
- Buy ammo & grenades
- Check for COMs & RL
- Go to Bounty Board
- Mission Accept: Ghosts Of The Vault
- PW to CAR
- *CAR MURDER AS MANY BLUE RUNNERS AS POSSIBLE (possibly 2-4?)*
- Drive to Skagzilla bait
- Get bait
- Drive to Ghosts Of The Vault
- Activate Elevator
- Fall down
- PW past the Guardians
- Mission Turn In: Ghosts Of The Vault
- Open chest and loot it up)))

Loot from chests for \$\$?

- somewhere between 5-11k
- roughly 35-40sec to grab all three

1390, 3610, 4859, 1614, 1617, 582 = 13672
542, 2201, 2106, 1015, 723, 349, 802, 1111, 244, 1735 = 10828
325, 819, 1377, 333, 1515, 891 407 = 5667
1832, 2922, 940 1193 1215, 833 = 8935
1057 2114 582 1738 1605, 768 = 7864

Split 16 – Big Game Hunter

- PW left into the bandit area and get red chest
- Open white chest
- Jump on Lucky's building and get second white chest
- Keep a decent SMG if found for Crazy Earl quests
- Talk to Lucky
- Mission Turn In: Powering The Fast Travel Network
- Mission Accept: Road Warriors: Hot Shots
- Buy ammo & grenades
- Check for COMs (**Quicksilver+High Velocity-based Mercenary** & Intuition-based Catalyst(optional)) & RL (burst count or helix)
- Buy med kits if necessary
- Get car and drive to bait
- Get out and get bait
- Get in and drive to Skagzilla's fence thing
- PW up and place bait
- Murder Skagzilla
- Save warp
- Get car
- Drive to Ernest
- Mission Turn In: Big Game Hunting
- Buy ammo & grenades
- Check for COMs

-x8 Blue Runners = 272
-Road Warriors: Hot Shots = 2,400
-Road Warriors: Bandit Apocalypse = 10,560
-Mad Mel (at level 24) = 900
-Power To The People = 2,376
-Seek Out Tannis = 2,760
-Meet 'Crazy' Earl = 2,880
-Get Off My Lawn! = 4,320
-Get Off My Lawn bandits = ?
-Hair Of The Dog bandits = ?
=26,468 + ???exp from bandits

Maybe kill Skagzilla 1 more time? Crazy Earl bandits experience not reliable.
443,535 + 15,120 (5Intuition) = 458,655exp

461,794 – ???exp from bandits = exp after skag leveling?

- Hair Of The Dog = 4,950
- The Next Piece = 6,480
- Krom (at level 25) = 4,798
- Jaynistown: Secret Rendezvous = 3,480
- Jaynistown: A Brother's Love = 6,264
- Jaynis (at level 25 w/ car) = 788 OR 3,831 (at level 25 w/o car)
- Jaynistown: Spread The Word = 1,740
- Jaynistown: Getting What's Coming To You = 4,872
- Jaynistown: Unintended Consequences = 3,480

=66,362 + ???exp from bandits

Split 17 – Skagzilla leveling til (lvl24 risky%)

-RESPEC TO INTUITION BUILD (Quicksilver, Resilience, Intuition)

If low on \$\$ for COM ONLY, open Lucky's chests

---Keep a decent SMG if found for Crazy Earl quests

-If necessary, buy ammo and grenades

-Buy Blue Shotgun SDU (risky%)

-Check for COMs & RL (burst count or helix)

--Once COM found, only check for RLs when buying ammo

-If available, allocate points to Intuition, then Slayer

-Get car

-KILL A BLUE MAD MEL PATROL RUNNER (if possib)!

-Drive to Skagzilla (through back fence)

-QUICK KILLS STARTING @ LVL19 (vid incomplete)

(-Toss BBs under car, PW up to Skagzilla and murder) (1/3 chance of long roar) (if @ least lvl20)

-PW to Skagzilla's grill

-Almost murder Skagzilla

-Destroy car (w/ BBs)

-Finish murdering of Skagzilla

Split 18 – Hot Shots

-Get car

-Car murder remaining cars

Split 19 – Mad Mel → New Haven – Power To The People

-Talk to Lucky

-Mission Turn In: Road Warriors: Hot Shots

-Mission Accept: Road Warriors: Bandit Apocalypse

-Buy ammo and grenades

-Check for COMs & RL (burst count or helix)

-Drive to Mad Mel

-Car murder the two cars

-Position car near exit

-Exit car & murder Mad Mel w/ RL &/ Sledge's Shotgun

--If fighting w/ Sledge's Shotgun, murder a bandit right before Mad Mel's invincibility ends for Intuition speed boost. Must stay close to Mad Mel to do max deepz

-Get back in car & drive to New Haven transition

-Talk to Claptrap

-Enter New Haven

-Drive to New Haven

-Talk to Helena Pierce

- Mission Turn In: Road Warriors: Bandit Apocalypse
- Mission Accept: Power To The People
- PW to first thing by Scooter
- Destroy car w/ grenade or dope ass rocket launcher (preferably grenade)
- Run to second thing outside the gates
- (-Destroy car w/ grenade or dope ass rocket launcher if car too stronk)
- Run onto the roof for third thing
- Run to fourth thing next to that building thing
- PW to last thing

Split 20 – New Haven → Tannis

- Run to & talk to Helena Pierce
- Mission Turn In: Power To The People
- Mission Accept: Seek Out Tannis
- PW to car
- Drive (U-turn) to Rust Commons West transition
- Talk to Claptrap
- Enter RCW
- Take first right
- Left down the cliff sorta thing
- Straight then slight left
- Slight right
- Take a right to The Underpass outpost
- Activate outpost and circle/u-turn that shit
- Drive to Tannis' place
- PW to lefthand cliff thingy
- (Grenade) jump up
- Murder a rakk for Intuition
- Go to Tannis
- Murder a second rakk because everyone hates rakks
- Talk to Tannis
- Mission Turn In: Seek Out Tannis
- Mission Accept: Meet 'Crazy' Earl

!!CHECK FOR GRENADES FROM NOW ON!!

-PLAIN Bouncing Betties & Corrosive Grenades

ANY TYPE OF CORROSIVE

GRENADE

Split 21 – Crazy Earl → Get Off My Lawn

- Check for grenades&/COMs
- Buy medkits
- Get car
- Drive under bridge (slight right)
- Straight
- Left
- Straight
- PW&/Intuition to Crazy Earl's
- Equip BBs
- Check for grenades&/COMs
- PW&/Intuition to Crazy Earl
- Blow up pressurized air canister things
- Talk to Earl
- Mission Turn In: Meet 'Crazy' Earl
- Mission Accept: Get Off My Lawn!
- Run to and murder 3 spiderants
- Go left and murder bandits (use PW and grenades when appropriate)
- Use SMG if dropped
- (((RISK – PW&/Intuition back to Crazy Earl if possible (low hp, etc = save warp)
- Talk to Earl
- Mission Turn In: Get Off My Lawn!
- Mission Accept: Hair Of The Dog – 3 seconds)))

TIME RUNNING BACK TO EARL AFTER FINAL KILL VS SAVE WARPING IMMEDIATELY

- From start, takes ~20sec to get to Earl
- After final kill, takes ~30sec to get to Earl
- Complete quest → savewarp 5 sec → waste time 5sec → Earl 20sec → savewarp 5sec => ~35sec
- Complete quest → Earl ~27sec → savewarp 5sec => ~32sec

Split 22 – Booze + 495,543/499,108 + Respec

- (((Buy ammo and grenades
- Check for grenades&/COMs
- PW&/Intuition to Crazy Earl
- Talk to Earl
- Mission Turn In: Get Off My Lawn!
- Mission Accept: Hair Of The Dog
- PW&/Intuition back to the New-U station)))

- Allocate skillpoint to Slayer
- Teleport to Outeryard
- Get car
- Drive right to Treacher's Landing
- PW to Treacher's Landing
- Murder 24 bandits and collect their boozies
- Use SMG if dropped
- (--If killed far from the start and can't second wind, savewarp to respawn all enemies)
- Save warp

-RESPEC TO MURDER BUILD (Quicksilver, Slayer, Hit & Run, High Velocity)

- Equip longbow
- Buy ammo and grenades
- Check for grenades&/COMs
- Teleport to Crazy Earl's
- Check for grenades&/COMs
- PW to Crazy Earl
- Talk to Earl
- Mission Turn In: Hair Of The Dog
- Mission Accept: The Next Piece

-MUST HAVE 502,151exp AFTER FINAL KILL
 (IF NOT TOO FAR OFF KILL SOME DUDES BUT IF FAR CONSIDER KILLING KOBBS BROTHER(S) ON FOOT)
 512,391exp is the most ideal, but unfortunately would waste too much time.
 OR

@ level 24

Spiderant King = 486, Spiderant Worker = 152, Spiderant Soldier = 174, Bruiser = 1,166, Bandit Killer = 156, Bandit Raider = 436, Midget Shotgunner = 118, Badass Raider = 1,749, Psycho = 182, Bandit Thug = 100, Bandit Raider = 364, Badass Psycho = 1,944 || Burning Psycho = 243, Psycho = 291, Bandit Thug = 218, Bandit Killer = 283, Bruiser = 1,120, Bandit Raider = 486,

-Need minimum of 495,543exp

MUST KILL JAYNIS ON FOOT

-Probably not gonna be at this much experience. Rethink***
 --3,000exp away from 499k during recent run

Must be level 25 for Taylor (492,414exp) -

Must be level 26 for RH (549,578exp) - 51,082 = 498,496

OR

Must be level 26 for RH (549,578exp) - 54,125 = 495,453

-Hair Of The Dog = 4,950
 -The Next Piece = 6,480
 -Krom (at level 25) = 4,798
 -Jaynistown: Secret Rendezvous = 3,480
 -Jaynistown: A Brother's Love = 6,264
 -Jaynis (at level 25 w/ car) = 788 OR 3,831 (at level 25 w/o car)
 -Jaynistown: Spread The Word = 1,740
 -Jaynistown: Getting What's Coming To You = 4,872
 -Jaynistown: Unintended Consequences = 3,480
 -Jaynistown: Cleaning Up Your Mess = 13,391
 -Taylor (level 25 w/ car) = 839
 = 51,082
 OR
 = 54,125

Split 23 – Murder Krom

- Check for grenades&/COMs
- Teleport to Underpass
- Get car

- U-turn into RCE
- Drive to and activate Middle Of Nowhere outpost
- Drive to Krom's Canyon
- Drive/boost over both fences
- Drive to barrier
- PW to Krom's Canyon
- Go left
- Take a right
- (-Equip longbow)
- GRENADE Jump across cutscene trigger
- Grenade jump up ledge
- PW to Krom (right after first ramp)
- Murder Krom (ride &/ die)
- Open chest
- Loot that shit

Split 24 – Tannis Again

- Teleport to the Underpass
- Check for grenades&/COMs
- Get car
- Drive to Tannis' place
- PW to lefthand cliff thingy
- Grenade jump up
- Go to Tannis
- Talk to Tannis
- Mission Turn In: The Next Piece
- Mission Accept: Jaynistown: Secret Rendezvous

Split 25 – Jaynistown

- Check for grenades&/COMs
- Teleport to Middle Of Nowhere
- Get car
- Drive right to bridge
- Get out of car & talk to Claptrap
- Leftyheroes' bridge skip (w/ grenades)
- Get car
- Drive to and activate the Cauldron Outpost
- Drive to Taylor Kobb
- PW to Taylor Kobb
- Mission Turn In: Jaynistown: Secret Rendezvous
- Mission Accept: Jaynistown: A Brother's Love

Split 26 – Murder Jaynis

- Check for grenades&/COMs
- Get car and drive to Jaynistown
- PW to Jaynis
- Murder Jaynis

****MAKE SURE 30sec have passed!****

(-Phasepush into Jaynistown

-Nearly car murder Jaynis Kobb, then **finish off on foot** (3,831exp if on foot)

--Go slow. ~10 white numbers is ok

-Pick up Meatgrinder if \$\$ necessary)

Split 27 – Shopping & Taylor Kobb

-SPEND AT LEAST 15 SECONDS DOIN STUFF MAYBE JUMP AROUND IN CIRCLES MAYBE LOOK AT THE SKY WHO NO'S

-90 degrees left

-Buy ammo and grenades

-Check for grenades&/COMs

-Sell excess stuffs

-PW to Taylor Kobb

-Mission Turn In: Jaynistown: A Brother's Love

-Mission Accept: Jaynistown: Spread The Word

****MAKE SURE 30sec have passed!****

Split 28 – New Haven → Container

-Teleport to New Haven

-Grenade jump over fence thing (+swag +style)

-Run normally to Erik Franks

-Talk to Erik Franks

-Mission Turn In: Jaynistown: Spread The Word

-Mission Accept: Jaynistown: Getting What's Coming To You

-PW to the container to the left (north)

-Activate container

-Mission Turn In: Jaynistown: Getting What's Coming To You

-Mission Accept: Jaynistown: Unintended Consequences

Split 29 – Murder Taylor

-PW to Helena Pierce

-Mission Turn In: Jaynistown: Unintended Consequences

-Mission Accept: Jaynistown: Cleaning Up Your Mess

-Mission Accept: Smoke Signals: Investigate Old Haven

-Run back to New-U station

-Teleport to the Cauldron

--Check for grenades&/COMs

-Get car and drive to left side

-Phasepush car into Jaynistown

-Car murder Taylor Kobb

-Pick up RL if \$\$ necessary

Split 30 – Murder Rakk Hive

-Check for grenades&/COMs/shields

-PW to Trash Coast

-Grenade jump up tent/path

-Talk to Claptrap

-Mission Accept: Another Piece Of The Puzzle

-Enter Trash Coast

-Check for grenades&/COMs/shields

-BUY MEDKITS AND FAST RECHARGE SHIELD

-Equip Merc COM

- PW to Rakk Hive
- Take right side of mountain thing hill thing
- Jump past cutscene trigger
- Murder Rakk Hive
- PW to mountain cave thing
- Open chest
- Loot that shit

@ level 25, Spiderant Workers & Soldiers = 240ish; Gyros = 420ish
Purple crabs to the right give ~1,550exp

Split 31 – Tannis Yet Again

- Teleport to the Underpass
- Check for grenades&/COMs
- Get car
- Drive to Tannis' place
- PW to lefthand cliff thingy
- (Grenade) jump up
- PW to Tannis
- Talk to Tannis
- Mission Turn In: Another Piece Of The Puzzle
- Mission Accept: Not Without My Claptrap

$549,578 + 52,736 + 10,440 = 612,754$ minimum (level 27) – NEED 790,489
 $790,489 - 612,754 = 177,735\text{exp}$ from RH leveling

-- 51,200exp at level 27 (61,440exp @ 5 Intuition)
-- 51,200exp at level 28 (61,440exp @ 5 Intuition)
-- 46,080exp at level 29 (55,295exp @ 5 Intuition)

No Intuition

1) $612,754 + 51,200 = 663,954$ (level 27; 12,371 away from level 28)
2) $663,954 + 51,200 = 715,154$ (level 28; 31,004 away from level 29)
3) $715,154 + 51,200 = 766,354$ (level 29; 24,135 away from 790,489exp)

All Intuition

1) $612,754 + 61,440 = 674,194$ (level 27; **2,131!!** away from level 28)
2) $674,194 + 61,440 = 735,634$ (level 28; 10,524 away from level 29)
3) $735,634 + 61,440 = 797,074$ (level 29; 6,585 over 790,489exp)

Mix

1) $612,754 + 51,200 = 663,954$
2) $663,954 + 61,440 = 725,394$
3) $725,394 + 61,440 = 786,834$ (level 29; 3,655 away from 790,489exp)

If an extra 2,131exp was had + All Intuition

1) $614,885 + 61,440 = 676,325$ (**level 28**; 69,833 away from level 29)
2) $676,325 + 61,440 = 737,765$ (level 28; 8,393 away from level 29)
3) $737,765 + 61,440 = 799,205$ (level 29; 8,716 over 790,489exp)

-If we want 790,489exp after only one “segment” of leveling with Intuition:

$790,489 - 61,440 - 51,200 - 51,200 = 626,649\text{exp}$ after the first RH kill.

$626,649 - 52,736 - 10,440 = 563,473\text{exp}$ before first RH kill.

$563,473 - 51,082 = 512,391\text{exp}$ needed after **Crazy Earl** quests.

-Two leveling “segments” **must** be with Intuition on if you first get to RH at exactly level 26. Despite the benefits of using Intuition in the first leveling segment to reach level 28 after one kill, it is safer to use the murder build. BUT, that leaves you at level 27 for two segments. Things to try:

---Level up on Skagzilla for an extra “segment”

---Murder extra enemies

---Add an extra optional quest

$549,578 + 52,736 + 10,440 = 612,754$

$551,709 + 52,736 + 10,440 = 614,885\text{exp}$ minimum (level 27)

Mix

$614,885 + 51,200 = 666,085$ (level 27; 10,240 away from level 28)
 $666,085 + 61,440 = 727,525$ (level 28; 18,633 away from level 29)
 $727,525 + 61,440 = 788,965$ (level 29; 1,524 away from 790,489exp)

Ok, need 616,409exp after killing RH quest.

$553,233 + 52,736 + 10,440 = 616,409\text{exp}$ minimum (level 27)

Mix

$616,409 + 51,200 = 667,609$ (level 27; 8,716 away from level 28)

667,609 + 61,440 = 729,049 (level 28; 17,109 away from level 29)
729,049 + 61,440 = 790,489 (level 29; whoa)

With 5 Hit & Run - ~51sec
With 1 Hit & Run -
With 2 Hit & Run - ~51sec

Split 32 – Rakk Hive Leveling til **709,475exp**

- Check for grenades&/COMs/shields
- Buy ammo and grenades
- Buy medkits (if necessary)
- Teleport to Trash Coast

-Kill RH twice with Murder Build (risky%)

-Kill RH three times with Intuition Build (if 495k after booze)

or

-Kill RH once with Murder Build and twice Intuition Build (if 499k after booze)

-Respec to Intuition Build (Quicksilver, Resilience, Intuition, Slayer, Hit & Run) when necessary

- Check for grenades&/COMs/shields
- Buy ammo and grenades
- BUY MEDKITS
- PW to Rakk Hive
- Take right side of mountain thing hill thing
- PW and grenade jump(s) (if shield is nice) to Rakk Hive
- Murder Rakk Hive

(((((If an Intuition kill is missed, go right and kill crabs instead of RH again

@ level 26 – 1,550

@ level 27 – 1,550

@ level 28 – 1,395 (1,674 w/ Intuition))))))

@ level 26 (murder build)

0:56 (2-3 gun drops, 0 quick stomps, 1 pause to kill rakks)

death

0:45 (0 gun drops, 2 quick stomps, 1 quick pause to kill rakks)

death

1:16 (terrible shotgun, terrible fight)

@ level 27 (murder build)

0:38 (2-3 gun drops, 1 quick stomp, 0 pauses to kill rakks)

@ level 27 (intuition build)

0:38 (0 gun drops, 0 quick stomps, 2 pauses to kill rakks)

0:45 (0 gun drops, 2 quick stomps, 2 pauses to kill rakks)

1:34 (terrible shotgun, terrible fight)

1:47 (terrible shotgun, extremely terrible fight)

@ level 28 (intuition build)

0:38 (0 gun drops, 1 quick stomp, 1 long pause to kill rakks)

0:44 (0 gun drops, 0 quick stomps, 1 really long (13sec) pause to kill rakks)

Must be level 31 (899,363exp) for the Destroyer.

Or, must have 878,963exp before reaching the Destroyer.

— 61,500exp from quests (Not Without My Claptrap → Reactivate the ECHO Comm System + Smoke Signals: Investigate Old Haven)

— @ level 30 = 356x4 = 1,424exp from 4 cars

— @ level xx = 0exp from Flynt

— @ level 30 = 4,900 + 4,900 + 15,750 = 25,550exp from McCloud and friends

= 88,474exp → 878,963 – 88,474 =

~790,489exp

Must be level 30 (820,463 exp) for the Destroyer.

Or, must have 800,063exp before reaching the Destroyer.

— 61,500exp from quests (Not Without My Claptrap → Reactivate the ECHO Comm System + Smoke Signals: Investigate Old Haven)

— @ level 28 = 396x4 = 2,772exp from 4 cars

— @ level xx = 0exp from Flynt

— @ level 29 = 5,047 + 5,047 + 16,222 = 26,316exp from McCloud and friends

= 90,588exp → 800,063 – 90,588 =

~709,475exp

Split 33 – C/BBs + Old Haven

-Respec to PW Build (Slayer, Hit & Run, Diva, Inner Glow, Hard To Get)

- Teleport to the Cauldron
- Check for grenades&/COMs/shields
- **BUY GRENADES AND AMMO****
- Get car
- Drive to Old Haven
- Enter Old Haven
- Play with dead bodies (don't mind the stares – you're a normal person like everyone else)
- Mission Turn In: Smoke Signals: Investigate Old Haven
- Run to vendor
- Luck manipulate and save warp until BBs/corrosive grenades GET
- Check for shield once grenade GET, too
- PW through Old Haven
- Take left intersection
- Barrel jump that shit STYLE POINTS
- (-If shield not 400, take right intersection BOOOOOO *thumbsdown*)
- Jump across bridge
- Activate cell
- Wait for Claptrap, then talk to his ass
- Mission Turn In: Not Without My Claptrap
- Mission Accept: The Final Piece

Split 34 – C/BBs → Salt Flats → Murder Baron Flynt

- Luck manipulate and save warp until BBs/corrosive grenades GET
- Leave Old Haven
- PW right to car
- Get car
- U-turn and enter Salt Flats
- Drive past saving pole
- Car murder 4 cars
- Drive to the Thor
- PW & go up elevator
- Grenade jump up tarps
- Drag Flynt to catwalk THIS STRAT IS 4 LUZERS ONLY
- PW up to Flynt, B-tier strats—drag to stairway bend ramp place? (see vid)
- Alternatively, use incalex's strat (vid incomplete)**
- Send him to space
- PW to chest
- Mission Turn In: The Final Piece
- Mission Accept: Get Some Answers

Split 35 – Backdoor → Enclave

- 180 degree right
- (-PW to Zed's vendoring machine
- Buy a shield if none found yet)
- Get car
- Drive to the Backdoor
- Enter the Backdoor
- PW straight
- Grenade jump up
- PW to vendor

- Buy ammo, grenades, and purple grenade SDU
- (loot and sell from two chests if necessary – need ~\$6,300 for respec)
- Equip Mercenary COM, shield, and corrosive grenades
- Activate thing
- Toss corrosive grenades preemptively
- Murder McCloud and his friends
- If terrible corrosive grenades luck manipulated, focus on one enemy at a time
- Take McCloud's eridian cannon for the Destroyer
- MASTER MCCLLOUD NEW STRATS
- Toss two corrosive grenades, then immediately switch to normal Bbs; they'll glitch into corrosive Bbs. Rinse & repeat (vid incomplete)
- Enter Crimson Enclave base
- PW through door and take a sharp right
- Go through the place normally
- Go down the stairs
- Open the door
- Go through normally
- Jump over guardrail
- Talk to Tannis
- Mission Turn In: Get Some Answers
- Mission Accept: Find The Echo Command Console
- Go through door
- Go through normally
- Activate computer thingy
- Mission Turn In: Find The Echo Command Console
- Mission Accept: Reactivate the ECHO Comm System
- Go to door
- Enter Crimson Enclave

Split 36 – ECHO Comm System x3

- PW to tower
- *RISK – grenade jump up ledge – < 1 second*
- PW again
- Activate ECHO Comm System
- ***TEST OTHER COMM SYSTEM TOWERS IF FASTER***
- ***ACTIVATE COMPUTER FROM OUTSIDE?***

Split 37 – Find Steele (Enter the Vault)

- Go back into the Crimson base
- *RISK – run to computer thing and PW afterwards – 5+ seconds*
- Don't PW until door opens
- PW to computer thingy
- Mission Turn In: Reactivate the ECHO Comm System
- Go back to the New-U Station
- Mission Accept: Find Steele (mash enters)
- Buy ammo and grenades
- Equip BBs
- Unequip all weapons except Sledge's Shotgun
- Teleport to Salt Flats
- PW to car
- Drive to the Descent

- PW to the Descent
- Enter the Descent
- PW to Eridian Promontory
- Enter Eridian Promontory
- Buy Greater Kits
- PW to the Destroyer
- PW to the Destroyer
- PW to the Destroyer
- Enter the Vault
- Save warp immediately before cutscene (doesn't waste time because purple warp is eaten up by cutscene and can position self next to new-u station, but cutscene will play every time you die)

Split 38 – Murder the Destroyer

- Run (straight) up to the altar during the cutscene and play around
- Backpedal (straight) and
- RESPEC TO MURDER BUILD (Quicksilver, Slayer, ENFORCER, High Velocity, Silent Resolve/Diva/Resilience/your personal preference)
- Murder the Destroyer (aim grenades low in mouth to hit tongue but high enough to clear tongue) (if fighting at level 30, fight real good and not dumb)
- Take names
- Take over other people's's personal bests
- yayuh