

# Induction

-Very slow and boring opening bits with having to save a useless teammate in a QTE segment. You don't need to rapidly spam, technically only three presses of the F key/X button would do it.

-After that, you'll eventually be able to release your harness + kick the door open.

-Finally gain control at 2:37 and drop into the street. Activate your land assist to avoid dying. Very easy thing to do, but can still catch you out if you're not paying attention.

-Tent skip, so easy it's not even worth talking about.

-Will breaks 90% of the time later on when you attempt this skip so for turbo safety wait until teammates begin their conversation, but if you wanna be a speedy boy just go up the left after tent skip and hover to the turret.

-Do the turret segment, very fun.

-Enter the next building and we're already where we want to initiate the skip.

-Come to this thing and jump on top of it, then to the upper railings.



**-Get out of the map by hovering over here with a well timed boost jump as you get close. If you don't make it but land just below this you can recover by just jumping from there.**



**-You're out of the map at this point, so you can just keep hovering until you're back on solid ground but don't slam, or you die.**

**-Run ahead until you go through a wall and seemingly are about to fall, until a piece of collision loads in for you to stand on.**

**-Run, jump and hover over here and try to land on a piece of debris.**



**-Jump up once or twice more then land back in bounds.**

**-You're just after where the cutscene where you meet Gideon for the first time, so just keep going up the stairs and get to the binocular cutscene.**

**-Will probably TPs away just after this point, softlocking you, so cry if this happens.**

**-If he actually didn't, you can also crash, so cry if that happens too.**

**-If none of this happened, just finish the level as normal.**

**-To get around all softlocks, play the inbounds route, or watch the WR route by Dylan, but I'm not describing it here:**

**<https://www.youtube.com/watch?v=b8U87dcT3jA&list=PLb3fH8wT-CJG5-DDQMtkDqSScSglNgl-n&index=1>**

## **Atlas**

**-Press F to pay respects.**

**-Meet Jonathan Irons.**

**-Once you transition into the simulation, your immediate goal is to make sure your teammates delay killing enemies long enough so you can get out of the map and to the spot where you have to do the skip and get a save just as you arrive.**



- Exo boost to this first tree then hop to the others, then on top of the shed.**
- Once you make it over throw grenades behind you if the enemies are in fact still alive.**
- Two ways to do the first jump to the trees by the way, either go on this umbrella or use the lamp to your right.**
- Once out you have to get here and stop.**



- "Close on the kitchen" is your cue that the checkpoint is about to pop.**
- If you made it, then just sit and try this stupid jump, it's as hard as it looks.**
- You can literally just reset checkpoint for about 3 and a half minutes and still save time until you hit this first jump.**
- No lineup really is the best lineup.**
- If you can walk along the edge of the playable space and not get stopped by the scenery you can continue.**
- Walk very carefully since even more of the scenery is right there next to you and a wrong step will mean a checkpoint reset.**



**-Once you can get here, either boost jump across or do a simple strafe. Jump a bit too forcefully and you'll get stuck on the other side. If you lose stamina or jump too late, you're falling down.**

**-You land near a fence that's more or less in the actual Atlas camp part of the map. Carefully wind your way around this fence, as you can also get stuck from just being too close to it.**

**-One more boost jump around the upcoming wall and you'll actually land in the camp part of the map. Or, you take it as safely as you can by walking around the wall.**



- Mostly movement section to get to where you have the arm calibration cutscene.**
- Leave that, and be careful in this upcoming section as Gideon can sometimes go so fast he just flies past the door to the armory while never opening it for you, softlocking you and requiring a checkpoint reset.**
- Just go through firing range and grenade training as you would any other time, both are timed sections and you can't speed them up.**
- Last bit before the elevator to go back to the simulation, grab whatever guns you want but to make the very last clear easier, grab either of the ARs that have a thermal sight.**

## Atlas Ending

-Take the elevator back to the house, but we are speedrunning and we simply don't want to rescue the president. We are instead going to exploit some fantastically bad level design which allows us to jump over a fail trigger that will get us immediately to the ending segment of this level.

-Take the path to the left and come over to these rocks.



-The fail trigger is quite literally inches away from us here.

-Try to maneuver and get one jump + boost in *WITHOUT* slipping off and hitting the fail trigger.

-You'll land over the trigger, so run over and place the president inside the car.

-For the ending segment, I am fairly certain you need specific enemies cleared to trigger the Warbird Irons will ride in on to complete the level.

-The drones and the gunners on the trucks are the enemies to focus on the most.

-Irons's Warbird will come in to clean up the remaining enemies and the level will end soon after.

## Traffic

-Wait approximately 90 seconds

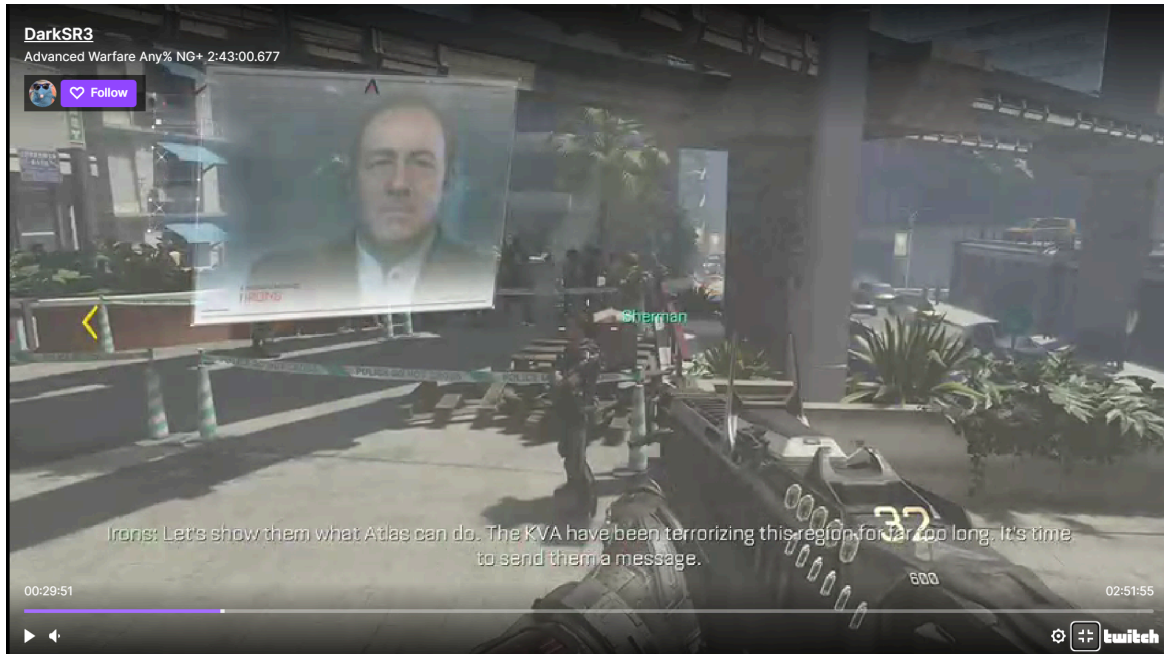
-Question why the fly drone somehow doesn't get seen while you watch Hades shoot the technologist (you can even have the drone be in Hades' line of sight)

-Once you're in the playable area grab the SN6. Or don't.

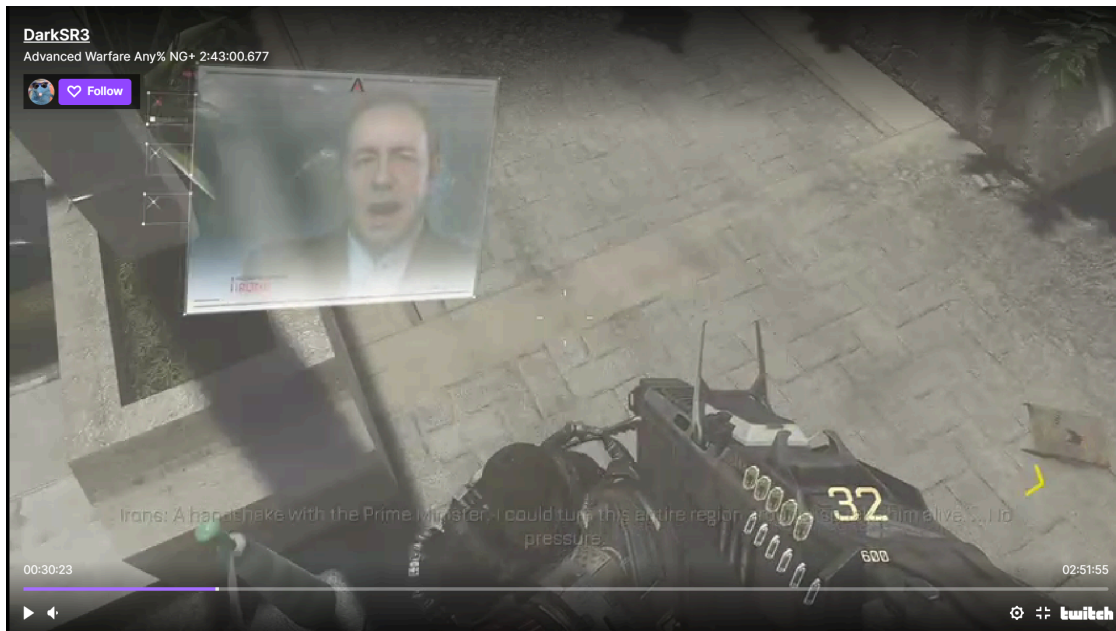
-Line up to land on this dude's head with a simple sprint-jump-boost. Different lineups will work, there's not one set way as long as you just land on this dude's head.



**-If you get stuck to the right of this dude's head, or don't even land on him at all, you'll be kinda stuck before falling back down anyway.**

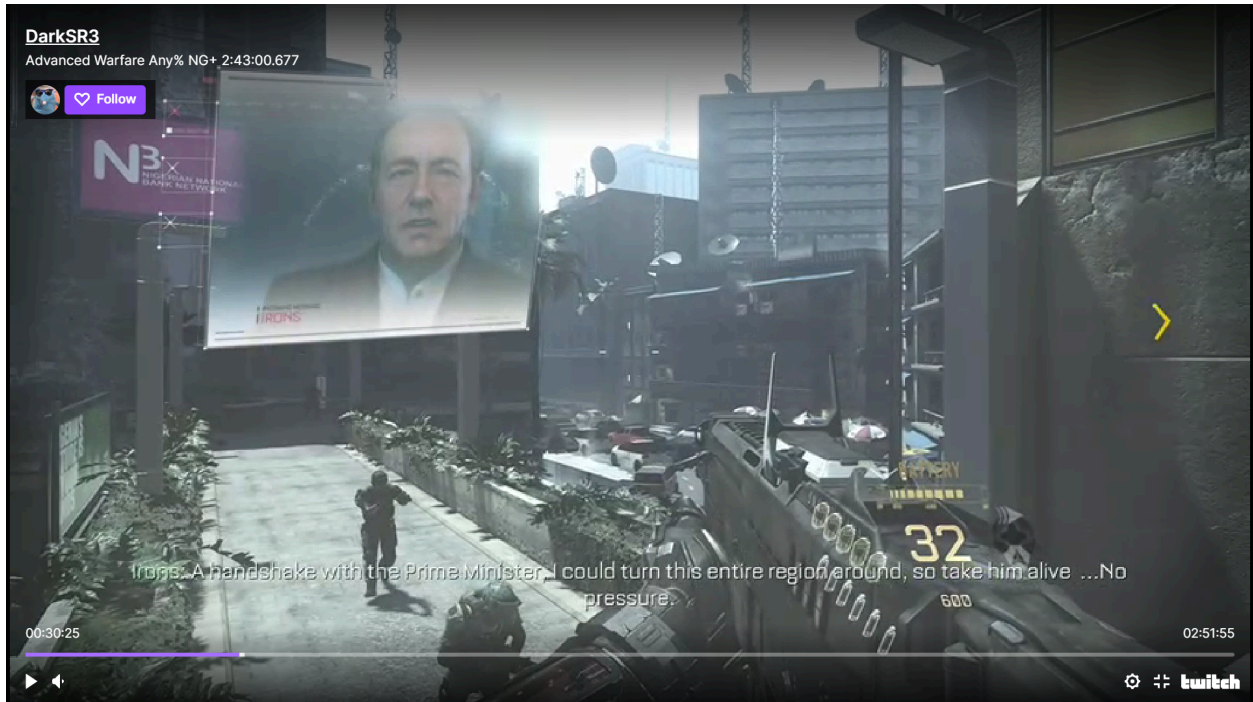


**-Land on his head then try to backpedal enough so you're standing kinda like this.**



**-Climbing down on his head (but not fully falling off) will help with gaining the height we need to do the next jump to get on top of the row of plants.**

**-Line up something like this then use an overdrive. Overdrive will help with basically every part of the skip**



**-Sprint off your teammate's head, jump, boost right to land next to the pole and thus on top of the row of plants.**

**-Line up roughly in this spot and use your next Overdrive.**



**-Back up somewhat here so you don't risk falling down into the streets. If you do, cry and reset checkpoint.**

**-Sprint, then jump, then DELAY your boost somewhat so you can make it. This is probably the most bullshit part of this whole thing.**

## **-Jump here next**



**-Move left then jump boost to get in the little balcony, then repeat again to get to the next railing. This is also quite bullshit but after this we're basically on easy street.**

**-Jump to another railing then follow the next few to get properly out of bounds.**

**-While on these railings the game will try to push you off, go carefully around them. You can fall down from one railing to the next below and still continue but if you completely fall down you're going to end up falling through the map requiring a checkpoint reset.**

**-Now we're on easy street.**

**-Run and boost down to the street.**

**-This next segment is mostly movement but we still have to go through a bit where the map will disappear for a bit. Go through here first...**



**-Then left. Parts of the map will reload once you come here.**



**-Jump through, move up and then to the left, then after one more jump through a part of the map that seems de-loaded we pop back in on the other side of the area inbounds is just coming to after the long fight sequence.**

**-Get on the balcony railing for the last jump we need to do to get properly back in bounds.**



- Jump from here, use any leftover overdrive if you need the extra helping hand.
- Follow the barbed wire and land on the other side of the gate. If you fall, checkpoint reset and do everything again.
- Congratulations, you just saved about three minutes.
- Play to the next area as intended.

## Traffic Part 2

- What you do here needs to be done such that you don't crash about a minute after this when you're going from vehicle-to-vehicle.
- Dylan's school skip gets around all of this, but we're not going to talk about it here.
- Kill as many of the first enemies you see in the school as you can before coming out into the area with the technical truck.



- The turret gunner is a bitch who likes to kill our speedruns so we want to kill him ASAP so he kill triggers every other enemy in the area. If we are slow to kill him, enemies will be left alive and the chance of crashing later skyrockets.
- For safety you can just stay before climbing up to throw all of your grenades behind you to kill any stragglers.
- Climb up, and play a game of frogger on the streets. How fun.
- Kill every enemy you see here (including the dogs) then proceed to the gate Gideon rips down.
- Wait to get the QTE event to get on the first bus.
- Jump from bus to bus, killing enemies in SUVs.
- If the crash is to happen, it will happen during or just after this dialogue: "Pursuing target, southbound on the highway! Find transportation and follow!"
- In a situation where you will crash, killing the SUVs delay the crash until basically the last inputs of the level.
- If the crash happens restart game and hope the checkpoint was saved. On console it doesn't seem to be but PC it does.
- Proceed as normal to the level ending, being wary of the funny bus and the barrier that's around it.
- You should be able to very easily get 8:30s or less even with bad movement and poor execution of some parts of the skip.

## Fission

- Wait for about two minutes for your Warbird to take you and Gideon to the landing zone.
- Clear the enemies and land in the map.

-Two distinct ways to accomplish the start of the skip, and both are really simple.

The OG version

-The way I relied on doing this skip (and what older runners had relied on before 2021) for so long starts by coming over to the crate surrounded by industrial equipment, then boosting up and then another jump + boost to make it to the top this light post.



-Boost jumping + two additional boosts will get you atop of this part where you just killed the enemies earlier.



## Modern Route

**-This version of the skip starts as soon as you land, come over to this area.**



**-Face the broken wall, then boost up twice to get to the railings.**

**-Line up on the railings something vaguely like this, then run off to the left and do a boost jump + two additional boosts.**





**-You hopefully land on top of the pipes, so if you do boost up again. If not, repeat this process.**

**-Once boosted up you're to the left of where the other skip would place you, saving time from not having to go around to get to the same place we eventually have to go anyway.**

## Level ending

**-Regardless of chosen route, it is now simply movement from here to reach the end trigger, but there are areas where you can still fall under the map and wind up dying, needing a checkpoint revert.**

**-Just follow the WR routes for how to end the level, it is actually really simple. Only actually difficult part is the jump-boost jump-boost-slam combo you have to do to land on the ground after the last walkway/pipes.**

**-Go through one last section of movement once on the ground again to hit the trigger, simply going through the guardrail is the fastest way to get there.**

**-Level ends 50 seconds after you cross the trigger, as the reactor will suddenly pop into existence only to blow up.**

## Aftermath

**-Walk excruciatingly slowly for two and a half minutes then ride a bike for another two. Really just exhilarating gameplay.**

- I hate train jump so OG Backwards Route is what I'm going to describe.
- Once the bike ride is over, go to the front of the school and turn around to boost onto the railing on the fence.
- You have to get out of the map fast since, because this is entirely a stealth section, your sprint eventually gets disabled. With that said, you have three separate ways to proceed here:
  - The first being to follow the railings on top of the building before dropping out;
  - Just dropping down and going through the office building;
  - Or, doing this (credits Dylan, timestamp 5:18):  
<https://www.youtube.com/watch?v=hwbdnz8MJK0&t=318s>
- Regardless, you get out of the map and after that you follow the loop around until you hop through the fence (or drop from above) to end up in front of the hospital. Your sprint should be disabled by now, meaning your fastest way to move here is bhops.
- Just go through the hospital as normal, and breach the door to the Doctor. Don't shoot him, since that's something that you could do by accident. After the cutscene, you get your sprint back.
- Rush ASAP to get to the next cutscene trigger that starts with you being flashed.
- After you meet Knox and ? (really just Sentinel) head to the door that will get you back to the Bikes.
- If this level actually worked, you can just get on the bikes now and go to the end of the level, but the game will instead crash if you attempt to do. As a result, we now have to proceed through the worst part of this level: the school, which we were supposed to have done first in intended routes, but we have to come back here now to satisfy the remaining conditions to complete the level.
- Go inside the school to have your sprint disabled (again), then wait for Gideon to open the next door, and then wait until Gideon can tell you to open the door after that.
- Slow, boring section of waiting to crawl across a ledge you eventually fall off of and end up in the basement below you.
- Knife the first guy you see down here to get a gun, then go through the rest of this section until you get to the QTE.
- One more guy to kill after that, then you go back outside. From here, we can now go to the end of the level after one more set of jumps.
- Get on the car first, then hop up onto the street sign, then on to the same part of the building you went across earlier, before one more jump to get back to the bikes. Overdrive will help with all of this.
- Get on the bikes, then ride to the end, avoiding the random garbage that's going to be in your way.
- Level ends about half a minute after you slide to a stop and the AST opens fire on the pursuing vehicles.

# Manhunt

- Boring camera scanning section to try and find the key-man. Veteran only gives you like 30 seconds to find him.
- A-D strafe once you finally get to start moving.
- Do the full safehouse segment to get your exo. Going this way loses about 30 but eventually evens out anyway given the access to the full range of movement.
- Kill the last guy in the safehouse only after he stops talking with Hades and Hades' face disappears from the screen.
- Rush back downstairs and get on this tree.



- Stop there to wait for a checkpoint. It'll pop midway through "Mitchell, put on your exo-suit. I'll assemble the WASP." Line up in this way while you wait.



- The arrow shows the area around/under the porch we need to get to in order to continue.
- Do a bit of a strafe then boost to make it. If you don't, last checkpoint.

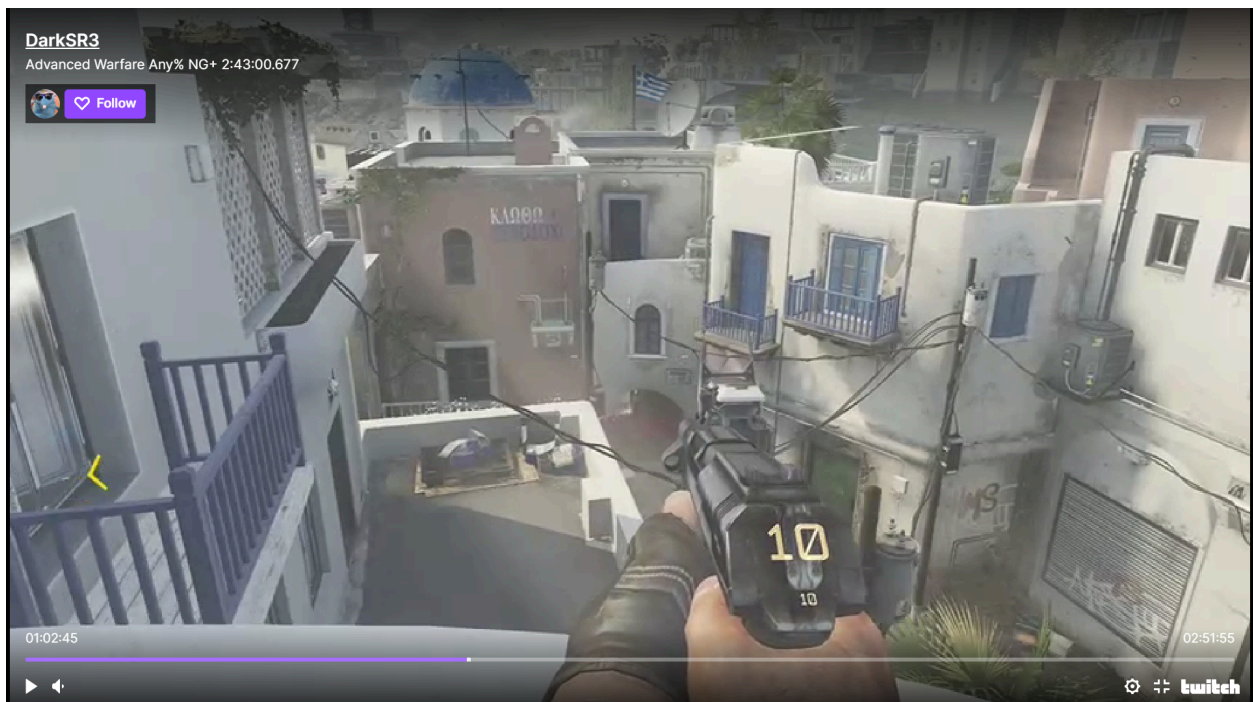


- We land here. Sometimes you can land somewhere where you *seem* to be stuck but really aren't. If you don't clip into the porch but are to its left, that's just as fine, just jump to clip into the porch railing.
- Boost to the white railings.
- Hop through a part of the railings where there is no collision.

**-Now on the red/pink portion of the railing, come to about here, then jump back to the white railing but don't fall back into the part of that section of railing that has no collision.**



**-Boost to land on the higher area then line up like this for the next jump.**



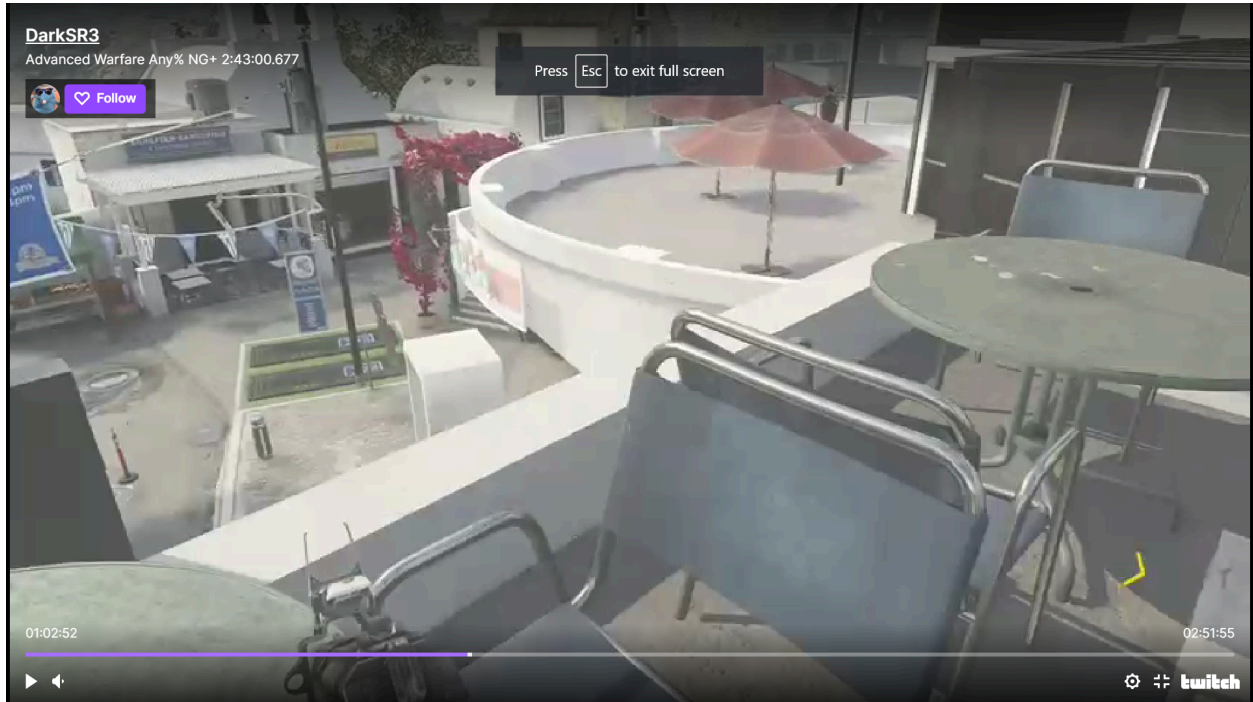
**-You can make it just by strafing here, boosting, or some combination of both.  
-Don't hold left too soon as you approach the ledge or you'll bonk off and back to near the first tree.**

-From here you can just go into the streets (and then to window jump) as in WR routes, or continue from here with exo route.

## Manhunt Part 2

-I have zero experience with window jump, as it's kinda just cringe, so the exo route will be the one that I'll continue to describe.

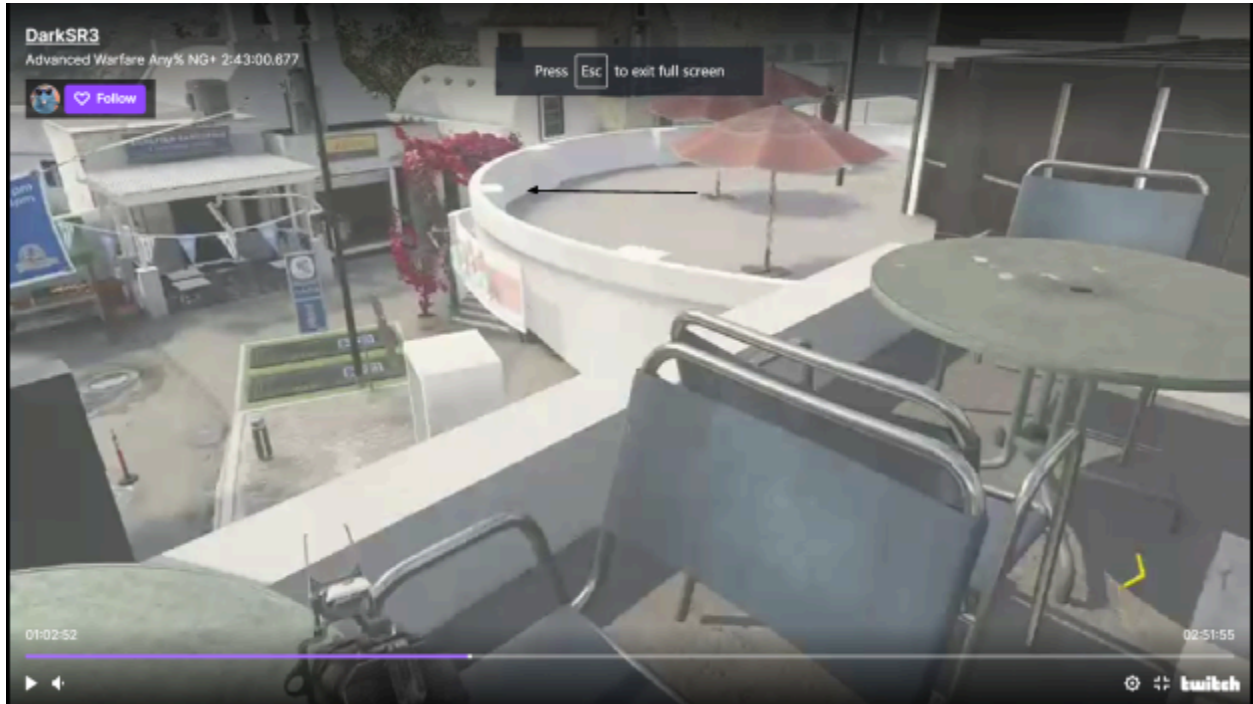
-Simple movement for the first bit until you get here.



-This is a tricky jump because you can fail the boost and just fall right down into the street and die, necessitating a checkpoint reset.

- Just jump and boost right (a strafe can work too).

-Come to about where the arrow points, then jump across.



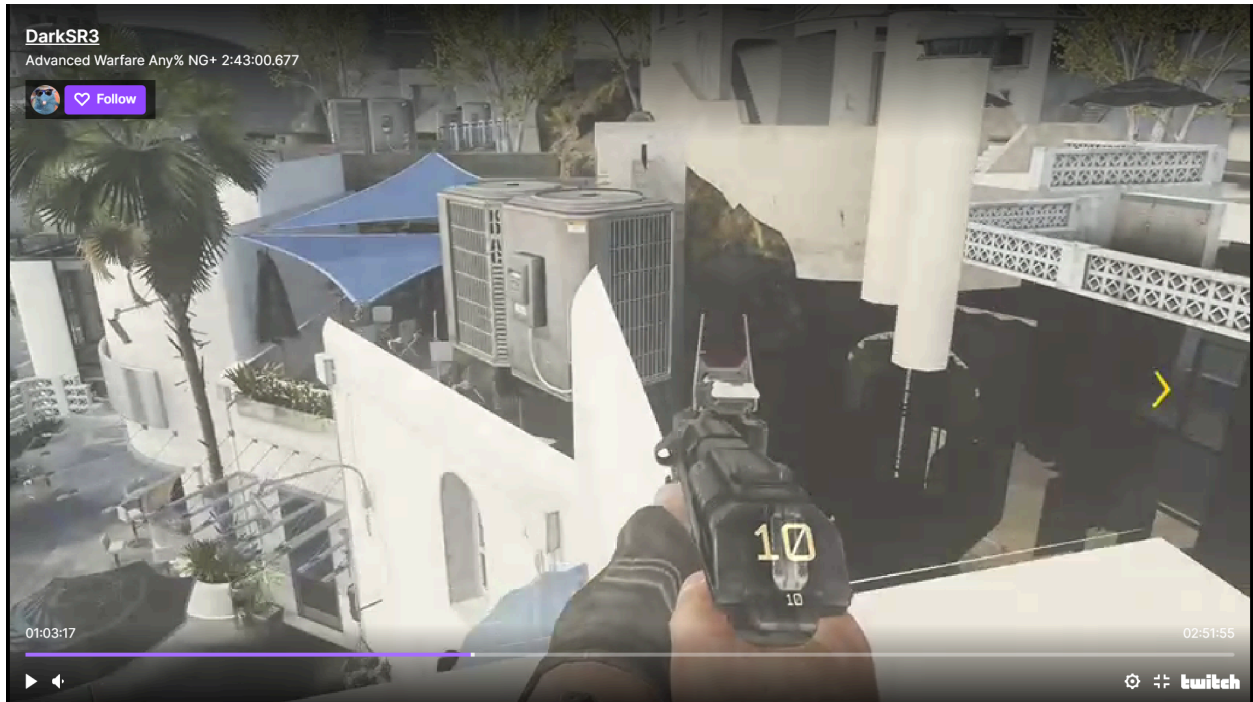
**-You'll land in front of this window.**



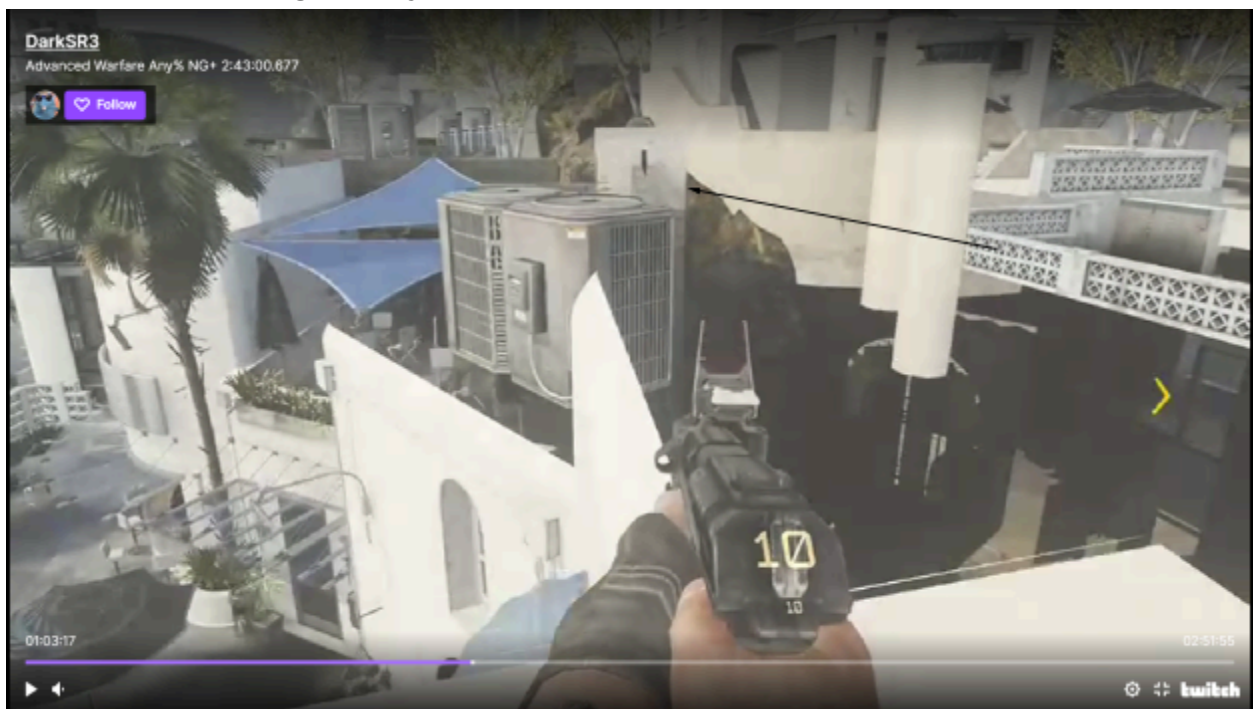
**-Fuck this window. Hardest part of this version of the skip.**

**-Basically just watch <https://www.twitch.tv/videos/1610906130?t=1h3m1s> how I approach this.**

**-Once you're past this stupid window and the invisible barriers, go along the railings, boost, then come here.**



**-Hop on the piece of geometry in front of, then boost.**



**-You can fall in really weird places and not be able to get out as happened during this now old PB run, but other times you can save it and get back on.**

**-After this, you've largely merged back into the other route.**



## Manhunt Part 3

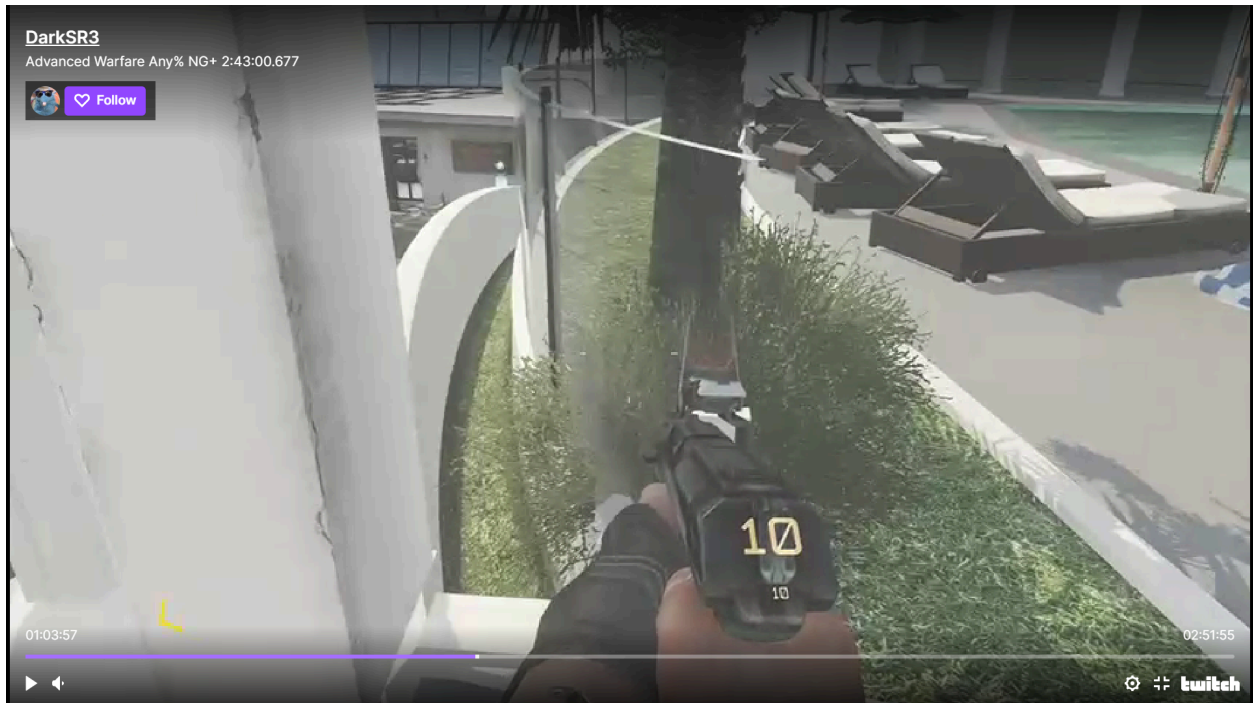
-You have to carefully navigate a bunch of railings. Just watch WR videos for how to navigate them.

-You'll eventually come down here.



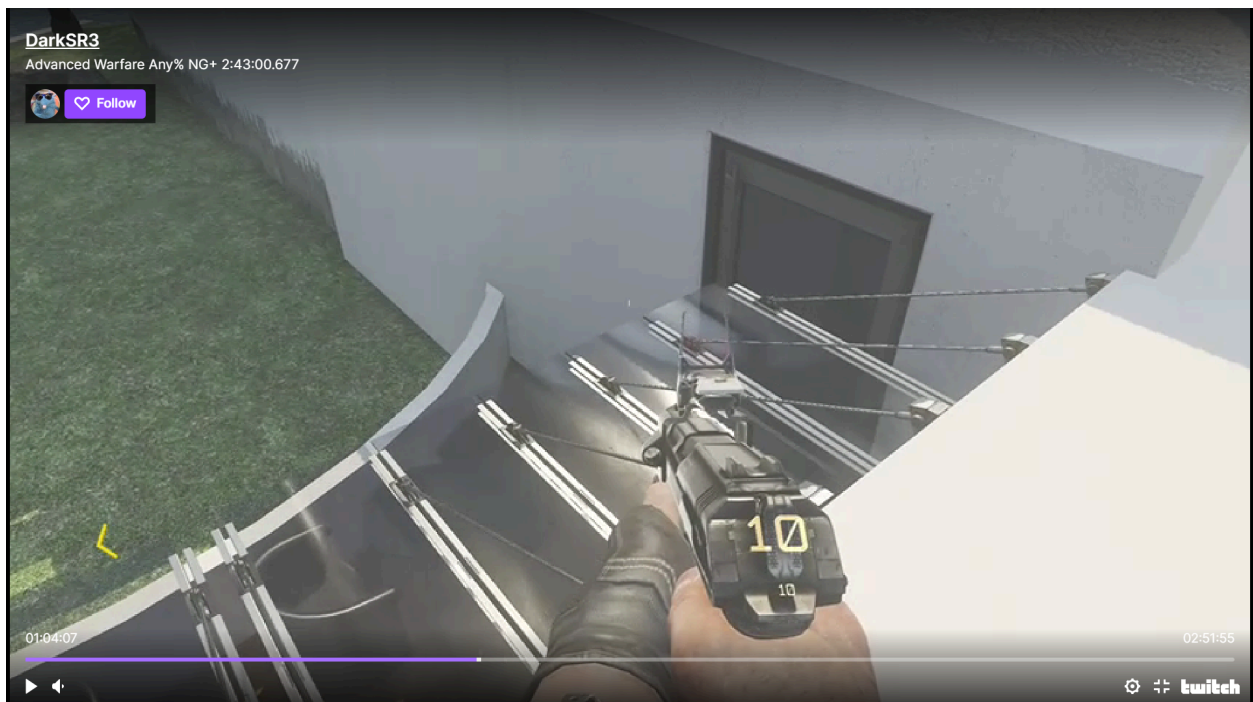
-You can either continue to the left on the invisible wall that's above the row of plants (similar to Traffic skip's beginning parts) or go to the right, then sprint + jump + boost.

**-Either way you'll come to this railing here.**



**-Get on it, then follow it to the other side.**

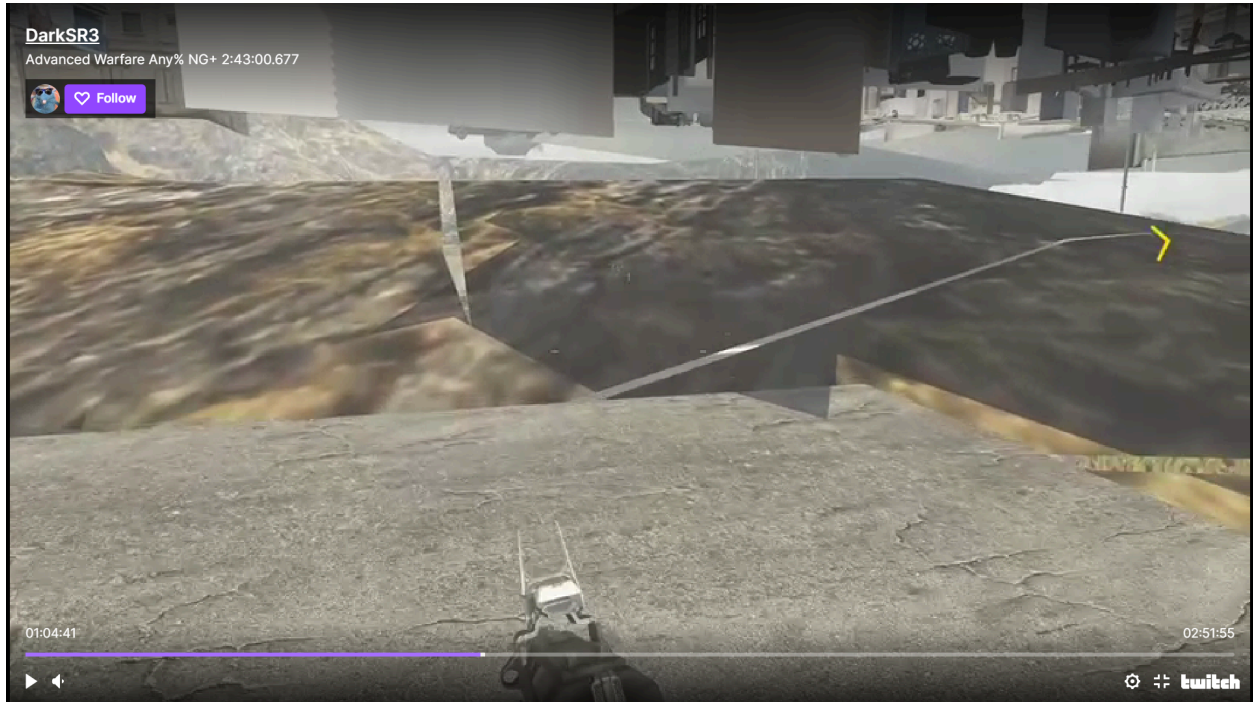
**-Jump across to the roof at the end of the railing.**



**-DO NOT DIRECTLY JUMP UNDER THE MAP FROM HERE. You'll die and need to reset checkpoint, all the way back to the start of the skip.**

**-Just fall into the little alcove first, then go over the wall and fall under the map. Much safer that way.**

- Follow around the area under the map OOB, you're not going to fall anywhere and the game almost tries to guide you through in some sense.
- Past the little road that you see, you go around a bit then pop back "into the map" but you're still not really done yet.
- Go to here to return "under the map".



- Go dead right immediately after
- Pop back up in the map, finally, but do NOT sprint while trying to do so. You can very easily get stuck here.
- Just go slowly enough until you see the ammo refill bag then you can just jump back up in you're back in bounds.
- Congratulations, you've just saved about seven minutes but there's a bit more legwork to do.
- Head into the shop.
- The trigger for which the objective "Intercept Hades' Convoy" activates is right above your head, so find any way to hit your head on the ceiling of the shop.
- Exit the shop by the window you broke.
- BE CAREFUL—and take the path I take here or else you can get failstated and basically ruin everything. <https://www.twitch.tv/videos/1610906130?t=1h5m0s>
- Plant the charge and start the final clear.
- Clear the enemies and then go to Hades' car.
- Watch the cutscene play out that ends the level. Ilona is not present, so Hades is basically fighting nothing. Also watch for Ilona's floating pistol.
- The skip-heavy portion of the run is more or less over after this point.

# Utopia

- Walk very slowly and learn Jonathan Irons's big secret for the first four minutes of this level. Another very fun period of waiting.
- Kill a guy by pushing him aside(?) then kill the other guy fighting with Ilona.
- The mysterious voice (really just Cormack) tells you to get to the elevator, so do that and wait to get to the climbable wall for your mag grips.
- Run past the drone swarm and mantle once you arrive to end up under the water.
- Swim into the sewer and open the grate to return above ground.
- Rush past as many of these upcoming enemies as you can until you arrive near the docks. While here kill the group of enemies you see and you should eventually see the AST spawning. You can do a bit of spawn manipulation to make sure he spawns behind you.
- Four direct EMP strikes down him.
- Drive in the boat until you get hit by a drone and sent into the cutscene of the boat crashing into the building. Dive whenever you are locked on by missiles, you more than likely won't die in this section but sometimes the AI drones are just stupid good.
- Grapple up the building as you would in a casual playthrough.
- There is a 12 second timesave you can do just before the last grapple point as shown here:  
<https://www.youtube.com/watch?v=i0VoWOhk9RU>
- Go through the last set of enemies before using your mag grips for the final time in this level.
- Jump when prompted to by Ilona to meet back up with Cormack, ending the level 50 seconds after you land on the rooftop.

# Sentinel

- Roughly 95 seconds of waiting until you can grapple for the first time.
- Two distinct grapple routes to get to the vantage point of Irons's estate, going to the right then up 2-3x is slightly faster.
- ADS one of the three guys to the left while Ilona and Cormack leave you, and Knox activates your optics.
- Grapple over and once the guys you ADS'd are out of sight, get into the bush; luring the guy over isn't necessary at all.
- Exit the bush and grapple up, then up to the roof of the little bar, then just go from grapple point to grapple point until you're above where you need to drop down and use the prints to get the guy's ID.
- Once here a drone might come up, but it shouldn't see you even if you're standing/running. If the micro-emp prompt doesn't appear immediately, walk back and forth on this roof, it's a timeloss of at least 10 seconds.
- Get the guy's prints then leave this room and grapple over closer to Irons's estate.

- Three distinct paths here but we're going to cut to the chase and say the center path is fastest and safest by far, just watch the current any% WR for how to do this level.
- 9/10 times you will make it to Cormack without any problems, but the 1/10 times you are spotted, game bad.
- Hack into the system when prompted then wait for this cutscene.
- Kill two enemies after you're out of the cutscene, then another two after you drop down.
- Follow Cormack until you go under the car, then another cutscene, then grapple up and go around to the observation point where you will film the cutscene between Irons and the Doctor.
- Once it's over it's basically just a rush to the end, wait for Cormack to open the next two doors then two more grapples to get on the plane.
- Level ends approximately 42 seconds after you complete the last grapple.

## Crash

- A start clearly inspired by Hunter Killer, plant your charge on the plane.
- Wait over a minute to finally land and meet up with Ilona.
- Kill as many enemies as you see while moving up to the cargo as this entire section is kill-based. WR paces start shoving the cargo onto Guardian 5 by around 3:10-3:15 level time.
- Autoscroller here until the ice breaks under you sending you into the cave.
- Wait on Ilona to break the ice so you can advance deeper into the caves.
- Eventually you'll encounter a few enemies you can just run past, and then once you're on an ice bridge, kill the one guy at the end as the AST spawns in to rush you.
- You don't have to rapidly spam in this QTE just as in Induction, the bare minimum of three taps of the key will allow you to progress. Spamming too much here would actually lose a bit of time.
- Crawl forward and blow the bridge when prompted to.
- You will fall again, once you regain control turn right around and get into the water.
- Swim ahead until you're yanked into the next cutscene where Cormack will pull out an axe, once he throws it, kill all enemies while in slow motion.
- Once the game resumes at normal speed rush through these caves to get back outside.
- Go through the cliffside areas until you drop down once again.
- Just run ahead through this last cave and eventually get missiles fired at you, knocking you back into the water.
- Swim up and Gideon will grab you, after this cutscene is finished grab the stinger and get to the cover point the game designates.
- Once the prompt appears to do so, lock on and shoot down the warbird.
- Rush to the cargo, grab it, then boost up one more time to finish the level.

# Bio Lab

- Run from the sniper until you get to the river. Stay behind Gideon until you get there as he will stop at random points, this will save about three seconds.
- Go through the river.
- Climb the wall and cloak when prompted
- More waiting until you can finally move forward and kill the first guy to get his HBRa3.
- If you're going stealth through this entire section do not run very often if at all since running will drain the charge on the cloak very quickly.
- Just follow the path until you cross over to the right side, and recharge cloak once you see the checkpoint. Use it again once recharged.
- Continue and stay right past the ASTs, then once Gideon says "Seeker!", go behind the fallen logs for cover.
- Go under the tree being held up by the logs, then prone under the next tree to reach Cormack and Knox.
- To be a speedy boy and save 30 seconds, alert the enemies at or just after the crossover then book it to the prone spot. If enemies get too close to you while proving under the tree, you'll be instakilled, necessitating a checkpoint reset. You can still save time or barely break even with one fail. Gideon is always RNG when he arrives.
- Pick up the KF5 and grenades while you're waiting to rappel down.
- The teammates can just be insane and gun these guys and the camera down before you can get your gun up at them, but you'd still be the one to kill them more than likely.
- Wait for Gideon to breach then kill the four enemies here + two other enemies inside the actual building itself.
- Headshot the guy after the teammates open the next door to save about three seconds.
- While waiting for the next door after this to open, switch to contact grenades and get ready for the next running section.
- Once it's open, use the first grenade on the enemies directly ahead of you, then go right and around.
- Take the shorter path to get to the FRB, continuing to use the contact grenades to destroy the sensors that'll disable your exo and sprint for a time.
- Plant the FRB, then grab the MDL in the next room while waiting for the cutscene. Going too fast here can softlock you.
- This next section is basically an escort to make sure you can get Knox to the door as quick as possible, but is also RNG.
- Use your grenade launcher to keep the path cleared as best you can, then stop at the ammo box to refill grenades before you go to the door where the AST is waiting.
- Four direct strike EMPs take him down as was the case in Utopia.
- Cormack's dialogue asking Knox to get the door open starts after this, and if Knox is good, "running a bypass cover me!" plays very shortly after.
- After "That's you Mitchell!", plant the jammer and kill between 4-6 enemies in short order to get the door open.
- Run to the tank, and wait for Cormack as this section is capped by how fast he gets there.

- Get in the tank, and drive to the end. You have a set amount of health while in this tank, and plenty of enemies + tanks + choppers + a pair of warbirds to deal with.
- Once you get out of the tank, wait to get taken into the chopper. Mission will end about a half minute later.

## **Collapse**

- First things first, stupid copyright bullshit is all over this level so expect any ILs/Any% runs to get blocked on YouTube.
- Drive for about 110 seconds until you are crashed into, forcing you onto the Bridge.
- Pitifully simple level after this, just strafe and boost when you need it and just don't get meleed. Use your Grenade Launcher if need be. Even if you are meleed, you have a free regen exo option.
- Kill the enemies around the truck and open it.
- Wait again as the Bridge collapses, ending the level after Gideon lands beside you.

## **Armada**

- You start immediately after Collapse with the weapons you had from the previous level, these will be the HBRa3 and the launcher.
- Get to the first jammer, and try to kill the red suit enemies. Probably the first time you're seeing these enemies in the game, they are much more tankier than normal enemies, but still go down easily with 1-2 MDL shots.
- Straight shot back across to the other side to get to the second jammer.
- Get back to the teammates in the next area above you, refill ammo, and wait for Cormack to open the next door.
- It's dark in the next area, so use your NVG if you want. Take the shorter path around to limit any enemy interactions as you could be meleed in this section.
- Back outside, kill the first set of enemies you see while waiting for the warbird to come in.
- You have to ADS and kill the guys you see in the warbird asap so it can fly back away before spawning in any other enemies, they'll make a mess and go everywhere making this section slower.
- If you got the kills you needed to make the warbird fly back away, immediately spam the MDL on the group waiting behind the next door that opens up, then another AST. Four direct EMP strikes again.
- Pick off any stragglers then your teammates come to the next door.
- Run the rest of the way to the railguns, using NVG again if you want as it's dark again in the last bit before then.
- Keep killing enemies to keep Cormack's path as unobstructed as possible.
- Cormack will ask you to use the railguns, so do so when the prompt comes up.
- Once both ships are destroyed, mission ends about 42 seconds after Gideon says "she's down!"

# Throttle

## Flying Segment

- Not much to discuss here, don't crash and take the shortest/smallest paths and turns you can.
- An ideal time to hit the load between this part of the mission and the next is 2:27 or less.

## New Baghdad

- Fly into the city and boost up as soon as you can, then grapple up to the next level above.
- Go straight ahead, boost up+left, then once you land grapple to the left, then up to the MD Turret.
- Destroy the other two turrets.
- Leave the turret you were in, then boost jump + turn around to quickly return to it. You do not have to drop to the ground to force the ASTs to spawn.
- Wait in the turret for those other ASTs to spawn then light them up with the turret's gun+missile combo. The furthest away one is the worst one to try and hit, so you can leave after the nearest two and kill the last with either a grapple or the EM1.
- Once Ilona says "Atlas heavy armor ahead!" just rush to the stinger to begin the ending cutscene.
- Press F to pay respects for Knox.
- This whole ending takes roughly 1:45 to complete.

# Captured

- One of the absolute worst cod levels ever made, so stupid in so many ways. But, we still have to complete it anyway to finish the run.
- Get driven into the camp and then walk for the next two minutes until you lose control for the next three minutes.
- Three minutes of Irons shooting Cormack and then breaking your arm follows before you can finally move about again.
- Walk with Gideon until he kills a guy and asks you to take his exo and pistol. He will also remove your ability to reload as you have one arm for this mission.
- Once at the console press F/X/whatever to bring the elevator down, then shoot the two enemies with your pistol.
- After the cutscene when you are separated from Ilona and Cormack, kill the next three guys ahead and then get railroaded through more waiting for Gideon.
  - Kill another group of three, then proceed onward to wait for Gideon to kick the door into the worst section of this game; the scientists swarming about.



- Clear this area to keep Gideon moving up. Killing any one of the other NPCs counts as friendly fire/killing unarmed enemy and is an instant revert, so be careful, you can hit these guys even while being cautious, their AI just sucks.
- While you do all of this, keep in mind that you have to switch weapons as you run low on ammo. If out of ammo, you switch to your knife. One kill with the knife will give you the enemy's gun.
- More railing through cutscenes until after the furnace.
- Another big clear area once back outside, red suit enemies are in the mix here. One headshot burst from the AMR kills them.
- Rush to the chopper after you and Gideon overlook the Manticore and wait to take control of your own AST.
- You have swarm missiles, which can kill multiples at once, one big rocket, and a chain gun, good for both this and the next level since you re-use the suit there.
- The first big group of enemies doesn't really matter, kill them so your path is clear though.
- Bust through the wall and kill the four ASTs.
- One big missile use and some chain gun shots is the fastest way to down them.
- Swarm missile the next group you see and clear any stragglers until Gideon tells you to open the last gate.
- Level ends roughly 40-50 seconds after Gideon makes it under.
- Very common to crash here on PC.

## Terminus

- Level is basically Dust to Dust on steroids, but also five minutes longer as the actual important stuff only lasts about seven minutes.
- Nothing really matters until you drop into the water, but kill the enemies just in case. You can absolutely die on Veteran here.
- Drop down once you're above where you need to be.
- For the most part you are escorting Gideon to the first big door, and there will be plenty of enemies that can slow his progress.
- Kill all enemies that you see, until you arrive at the big door. Continue killing any other stragglers you see as you wait.
- Even with killing as many enemies as possible, Gideon can still just be really slow for whatever reason.
- Once Gideon is close enough to the door and you have cleared out the enemies, the big door will slowly start to descend.
- Multiple ASTs are waiting for you on the other side, the big missile and some chain gun shots should quickly clear them as was the case in Captured.
- Continue clearing the other enemies as you mop up the ASTs, as Gideon won't advance to the next section until all of them are dead. You can easily miss one of the first two ASTs in this section, way back near the door, and thus you'd lose time from having to go back and kill him.

- Gideon will open the metal door once everyone is clear, so just run down the hall and wait for him again.
- Eventually you'll be given the prompt to open the vent shaft, another QTE.
- When falling down the shaft, be careful in timing when you slow down, otherwise you end up dying.
- Slow walk your way to the missile, and wonder how exactly you're tanking a face full of fire.
- Destroy the missile. Doesn't really matter what you use to do it, you'll eventually destroy it and get knocked down.
- Gideon starts escorting you through the building to attempt an escape, more cutscenes.
- You are brought to another area of the building where the last normal enemies of the game are waiting for you and you once again only have the pistol. Aim assist on console is OP for this section.
- Kill roughly six enemies to end this segment.
- Gideon takes you through more of the building, and once he switches a light on, Irons is in front of you.
- One more cutscene, then QTE to break free of your exo. After Gideon's doesn't release, you're left to chase down Irons.
- Last running section of the game, just go as fast as you can and slide under the barriers when prompted, you really can just fail this if you time the slide wrong.
- Push the red suit enemy aside, then press F/X/whatever to tackle Irons.
- QTEs aplenty, then you finally get the prompt to drop Irons, and time ends after you do so.

## Level Difficulty/Importance

### Induction

Difficulty: 4/10 Importance: Moderately Low

-A mostly unremarkable opening level with about 3.5-4 minutes of cutscenes between the start and end of the level becomes rather infuriating/a reset point when Will breaks most every time you attempt the skip(s) for this level.

### Atlas

Difficulty: 10/10 Importance: Very High

-Also a very unremarkable map, but difficulty is so high because of having to get out of the map to do the skip quickly and knowing how to get the save exactly when you want it. The last jump over the fail trigger can be sneaky bad too.

## Traffic

**Difficulty: 5/10 Importance: Moderate**

-Fairly easy skip once you learn it, but you have to be aware of what to do once you get to the school to make sure you don't crash. The bus barrier at the end can catch you unaware and really be annoying.

## Fission

**Difficulty: 2/10 Importance: Low**

-The easiest skip in the first six levels, shouldn't take much time to learn at all, but you can still mess up at times.

## Aftermath

**Difficulty: 6/10 Importance: Moderate**

-Aggravatingly slow beginning transitions into a skip that's easy to initiate with backwards route, but losing your sprint can lead to some tricky situations on your way to the hospital and then to Danois. Then coming to the level's ending, especially on veteran, the enemies can aim punch you and ruin either of the last two jumps you need to do to get back to the bikes. Gideon can troll at the very start of the ending bike chase.

-Train jump would bump this up by a substantial amount.

## Manhunt

**Difficulty: 9.5/10 Importance: High**

-Both routes of this level are very difficult and offer multiple chances for you to make mistakes and force you to possibly lose multiple minutes from reverts, especially with the complete exo route as there are no checkpoints from the very start of the skip until you can plant the charges. Only slightly easier to learn than Atlas.

## Utopia

**Difficulty: 3/10 Importance: Low**

-A level where you are railroaded through about four minutes of cutscenes to start, then once again mostly just strafing to certain points with limited enemy combat, the boat section can be annoying with other boats in your way and the grapple segment can be a bit difficult especially if you mix in the timesave near the end.

## Sentinel

**Difficulty: 1/10 Importance: Low**

-The second easiest level in the game, entirely stealth-based for the first half and thus not too terribly difficult to navigate getting to Irons's office quickly after a while of learning where and how mistakes could happen. After leaving Irons's office there's

basically not much more you can do to speed up the rest of the level and should always be getting a 9:15 at worst.

## Crash

Difficulty: 7/10 Importance: Moderately high

-I would argue that this is the first truly difficult level after the skip gauntlet section of the game; lots of enemy combat at the start and needing to get many kills quickly to get the fastest times to pushing the cargo. Then once in the caves, another big sequence of having to get through enemies which can be near-impossible sometimes on Veteran.

## Bio Lab

Difficulty 8/10 Importance: High

-Second-longest map in the game behind Captured, has lots of little nuances to be aware of and also tons of enemy combat for you to get through to consistently get times of under 15:30 and then eventually sub 15 minutes.

## Collapse

Difficulty: 0/10 Importance: Very low

-If you're coming from any other CoD run and/or already have enough knowledge of strafing, this level will eventually become a second nature as it is really as simple as it gets; your only death risk can and will come from driving the car, and even then it's not something that'd happen often.

-On Veteran, however, it is arguably a top 3 or 4 difficult level.

## Armada

Difficulty: 4/10 Importance: Moderately low

-Another simple map of just going from objective to objective, only real difficult part would come once you go back outside from the first indoor section with having to get the warbird out of the way asap before it sends more enemies into the map.

## Throttle

-Difficulty: 6-7/10 (flying section) 3/10 (second half), 4.5/10 overall Importance: Moderate for first half, low for second

-What was once one of the more difficult maps became 10x easier with recent discoveries for the second half of the level, but crashing in the flying section can be a real hazard and can happen when you least expect it, almost always being a timeloss of up to 20 seconds.

## **Captured**

**Difficulty: 10/10 Importance: Very High**

**-The most difficult level of the other 50% of the game that isn't in the skip gauntlet, very cutscene-driven, very easy to choke also as every difficult part starts after the mission is 50% over, with the most difficult being the scientists swarming around that you can very easily kill when trying to clear the enemies.**

## **Terminus**

**Difficulty: 7/10 Importance: High**

**-As with all ending levels of a cod run, it would be of importance to practice and make sure you know how to do this level fast, with needing to escort Gideon to the first door (and the RNG that comes with it) and then clearing the second area quickly, and the QTE prompts that will follow through the last six and a half minutes of the level. Ideally this is probably one of the first not skip levels you practice. Unlike Dust to Dust with the Jug suits, however, you will very rarely get into any situations where you might actually die while you pilot the AST suit.**