

Introduction

This sheet was compiled by TheGreatestRoman and contains strats invented by several different runners, who are credited for each shot respectively

There are 3 kinds of opener shots mentioned in this document:

1. Edge shots, which have 3 components - the side you are aiming at (L/R - left or right), the number of left/right keyboard taps you need to make to adjust your shot (the number next to the L/R), and the bucket timing (+ means it's moving to the right, - means it's moving to the left, 0 is the leftmost and 10 is the rightmost edge of the screen). For more clarification, check the document by pnaha, who made up the notations:
<https://docs.google.com/document/d/1ANcbjaWZ6hUR9Js6EXT9bixecs5k-nJQ9dY9PQjsexk>
2. Other setups with keyboard taps, which will specify a certain point you should aim at (eg. the first pixel you hit a peg on), and the number of taps you should make afterwards. These can be imprecise due to sub-pixel aiming with the mouse cursor, but mostly reach their goal.
3. Pixel shots, where you have to aim your shot at a certain pixel/into a certain direction, sometimes assisted by visual cues.

As a rule of thumb, you want to turn 3D acceleration off in your settings for most of these shots, due to float calculation errors when its turning on, causing your strats to not work. Openers with 3d accel on are generally not experimented with due to the fever animation not being fast-forwardable and also the burden of having to turn it off mid-run for every other shot. Openers that have been found to only work with 3d acceleration on are written in *italics*.

As a closing note, some of these openers might feel slow and unnecessary after a certain while, as they are mostly made for consistency purposes. In a short game like WoW, where top-tier times are so tight, it can be better in some levels to do risky plays that involve more skill and can be faster, rather than relying on openers. Of course, a lot depends on the orange layout as well, and Splork's greens when you're playing as them. Either way, I hope you find this document useful and that we'll be seeing some new times on the leaderboards!

Strats

1-1

100% only

L-8

L+0

L-10

R-3

(pnaha)

1-2

R1-6

R1-6

(pnaha)

Clears a big chunk of the right slide and opens up the left one.

L3-8

(TheGreatestRoman)

Clears the right slide completely. The hole made on the left side can be used to clear most of it with a precise shot (no pixel strats found yet).

Glint shot (brassbeat)

https://cdn.discordapp.com/attachments/1019753692456554587/1067529883477098638/2023-01-24_20-41-31.mp4

Clears the left slide and opens up the right one.

1-3

R-0

R

(TheGreatestRoman)

Clears most of the right slide.

1-4

R2-3
R2+5
(pnaha)

Clears a lot of the right side.

Pixel shot: https://youtu.be/wLbjbLL_bpQ (whiggy69)

Followup: Glint shot (brassbeat)

https://cdn.discordapp.com/attachments/1019753692456554587/1067528467517804664/2023-01-24_20-35-10.mp4

Clears the top part of the right slide and the oval on the left.

1-5

Aim above the closest slide on the right and tap right until you hit the peg above the slide. Then do **11** more right taps.

Aim above the closest slide on the left and tap left until you hit the peg above the slide. Then do **10** more left taps.

Demonstration: <https://www.youtube.com/watch?v=g-8CiG7SZ5Y>
(TheGreatestRoman)

Clears the respective slides, opening up both sides a bit more.

L-4 (pnaha)
R5+3 (TheGreatestRoman)

Gets rid of the annoying pegs on the far left and far right edge respectively.

100% only

R4+9
L-5
(pnaha)

2-1

3 pixel shots: <https://www.youtube.com/watch?v=dzlwjSvgeTE>

(whiggy69)

Clears the majority of the level (all the oranges even, if you're lucky with the layout). Check the description for a guide on finding the respective pixels.

2-2

Aim on the second peg to the left above the slides, then tap left until you don't hit it anymore.

Then, do **4** more left taps. (bucket timing -6)

Demonstration: <https://youtu.be/7xEajY0x0wM>

(whiggy69)

Aim on the second peg to the right above the slides, then tap right until you don't hit it anymore.

Then, do **5** more right taps. (bucket timing -0?)

Demonstration: <https://youtu.be/k1rrTtjDmtM>

(TheGreatestRoman)

Glint shot (brassbeat)

https://cdn.discordapp.com/attachments/1019753692456554587/1067805687532490882/2023-01-25_14-49-47.mp4

All of these shots fulfill the same purpose of clearing the two slides in the middle. Further results may vary based on moving pegs.

2-3

On the slide to your immediate right, aim at the top brick then tap right until you hit the second brick.

Demonstration: <https://youtu.be/6n7rSestWlq>

(whiggy69)

Clears the right slides.

L2-8

(pnaha)

Hits the top slide and part of the right side.

Pixel shot: Aim inside the lower dot of the “%” on the blue ribbon in the background



(TheGreatestRoman)

Has similar results to pnaha’s opener.

100% only

L2-10

(pnaha)

2-4

L1-9

(pnaha)

Clears the top left slide.

L7

(TheGreatestRoman)

Clears the top left pegs, slide and gets in the middle. End results vary thanks to moving pegs.

L1-9

L7+10

(PoetryStud)

Clears the top and bottom slides on the left.

Glint shot (brassbeat)

https://cdn.discordapp.com/attachments/1019753692456554587/1067528503878238268/2023-01-24_20-32-00.mp4

100% only

L1-8

R3-3

L1-10

(pnaha)

2-5

R2+10

L+0

(pnaha)

Clears a big part of the leftmost and rightmost slides, along with some “bystanders”.
Alternatively, you can clear all slides with some precise shots aimed at the top brick of each.

1-Shot Kill (challenge with unique layout)

L+0

L+9

(TheGreatestRoman)

Clears the bottom slide efficiently.