

# Touch All Audio Logs No Mountain

([Example run](#))

## Rules:

From a new game, start all audio logs that can be accessed without activating 7 Laser Box. This includes the 9 audio logs found in the Easter Egg Ending. In total, you must start 45 audio logs during the run. An audio log may be started even if the previous one has not yet finished playing.

Time begins on first movement, and ends when the final audio log is started.

**Route overview:** Tutorial / Easter Egg Ending -> Symmetry -> Town -> Monastery -> Jungle / Peninsula -> Bunker -> Mountain -> Swamp -> Treehouse -> Keep -> Shadows -> Quarry -> Desert

- Tutorial
  - Solve most of Tutorial as you would in Any%. Before opening the gate, complete the Sun EP to activate the Easter Egg Ending. There are nine audio logs you need to get in the hotel.





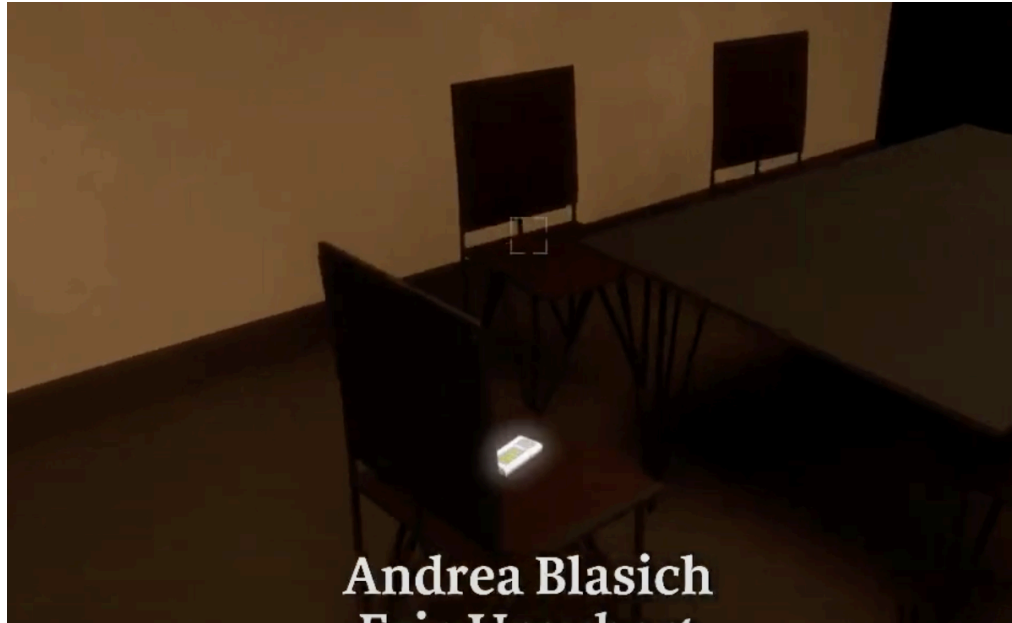




Architecture:



Design and Generally Steering the Ship,



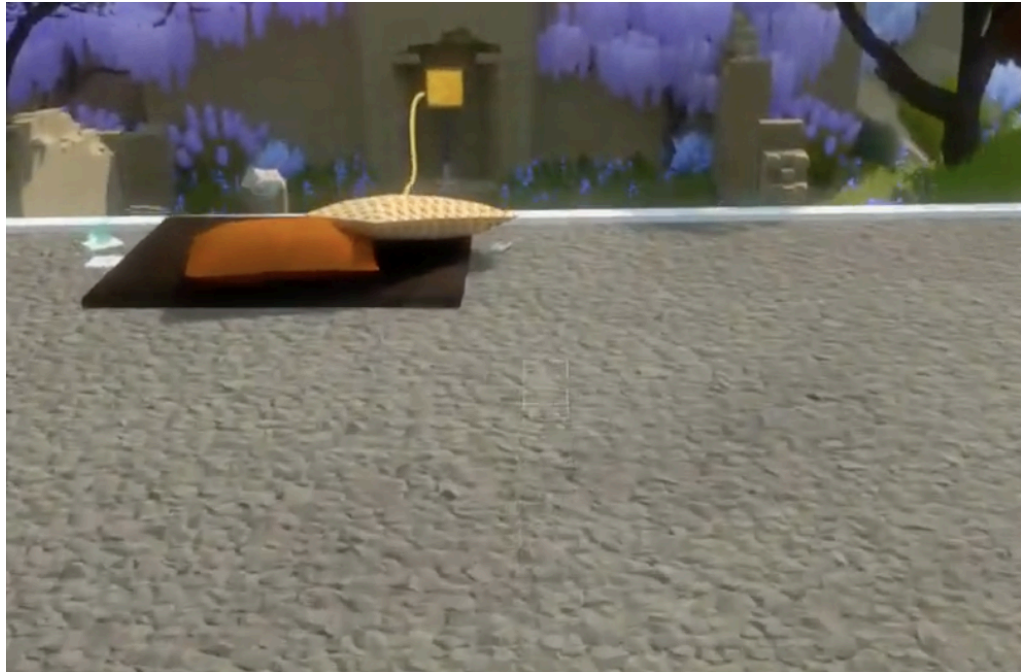
Andrea Blasich



Special thanks to  
Jeff Roberts



- After grabbing the last log, reload your save file so that you are returned to Tutorial without the Easter Egg Ending active. Open the gate and walk into the castle ramparts. Snipe Back Left with the top solution, then grab Patio Log and Gate Log.



Searching for, but never finding

- Walk around the castle walls to the optional doors. Grab the Side Area Log, and after heading through the shortcut door, walk to Stones Tutorial for another log.





- Symmetry

- Solve all of Glass Factory and most of Symmetry Island as you would in All Lasers. Grab the Fading Lines Log before starting the Fading Lines set.



- After opening the second door, use the side path instead of going up the hill to the laser, and grab the Laser Log.



- Town



- Walk through Orchard to get to Town. Grab both logs in the church, the one in the bell tower, the one by redirect, and the one by the obelisk.





- Monastery

- Solve both doors, and then solve the bonsai puzzle so that the left shutters open. Walk outside of the building and snipe the log as the shutters are opening.



- Jungle / Peninsula

- Walk toward Peninsula, grabbing both Jungle Entrance logs on the way.



- Grab the Peninsula Log.



- Walk across the beach toward Bunker. Grab the Jungle Beach Log on the way.



- Bunker
  - Complete Bunker as you would in Any%.
- Mountain

- Snipe the Jungle Laser Log from the path between Bunker and the jungle laser shortcut. This is somewhat precise, as only a sliver of the audio log is visible.



- Grab the audio log at the mountaintop.





- Head to the place where you stand for Cloud Cycle EP, and get the audio log there.



- Walk back to the top of the bunker elevator shaft. By now it will have reached the floor where you can get on. Fail the elevator three times, then walk off as it passes the green floor. Get the log there.



- The elevator will have stopped descending. Go back up a floor, then head around the back of the mountain to Swamp.
- Swamp



- Open the gate and use the sliding bridge to get to the other side. Solve the Red Shortcut panels, and grab the log that is on the rocks beyond them.



- Solve the Red, Discontinuous, and Rotation Tutorial panel sets. If you are confident enough in your solve speed, activate the rotating bridge before solving the Rotation Tutorial set. You will want to send it clockwise to blue/purple:



- Summon the boat, then solve the Rotation Advanced set. Walk across the rotating bridge to the purple area and get the log there.



- Get on the boat and send it toward Jungle. When you approach the broken boat, set the boat to speed 0 or 1, then grab the audio log.



- Send the boat to Quarry. Grab the audio log on the rock near the Treehouse dock, then quickstop at Treehouse.



- Treehouse

- Walk around the dock (instead of heading up to the door) to get an audio log.



- Solve the doors and yellow bridge as you would in All Lasers. Head right, toward green bridge / right orange bridge. Snipe the drawbridge control as it comes into view. Solve the first four panels of green bridge, making sure to solve the pivot to

the right. Stand on the top of the next unextended bridge panel to grab the audio log.



- Start solving the right orange bridge. Send the first pivot forward, and the second pivot to the right. Don't solve the final panel -- instead walk over it and leave Treehouse through the drawbridge.
- Walk into the beach beneath Treehouse and grab the audio log there.



- Keep

- Solve Hedges 1 and 2, then walk into the castle ramparts to grab an audio log.



- Solve the Yellow Pressure Plates puzzle, grabbing the Guitarist and Throne logs as you do so.







- Solve the Purple Pressure Plates, and get the Trash Log.



- Head out the back to Shipwreck. There is a log on the second floor, near the rope EP's.





(these are the same log -- there are two pictures to clarify where it is)

- Walk back to Keep. Solve the Green Pressure Plates, then use the shortcut door to enter Shadows.
- Shadows
  - Head into the orange crate and grab the audio log.

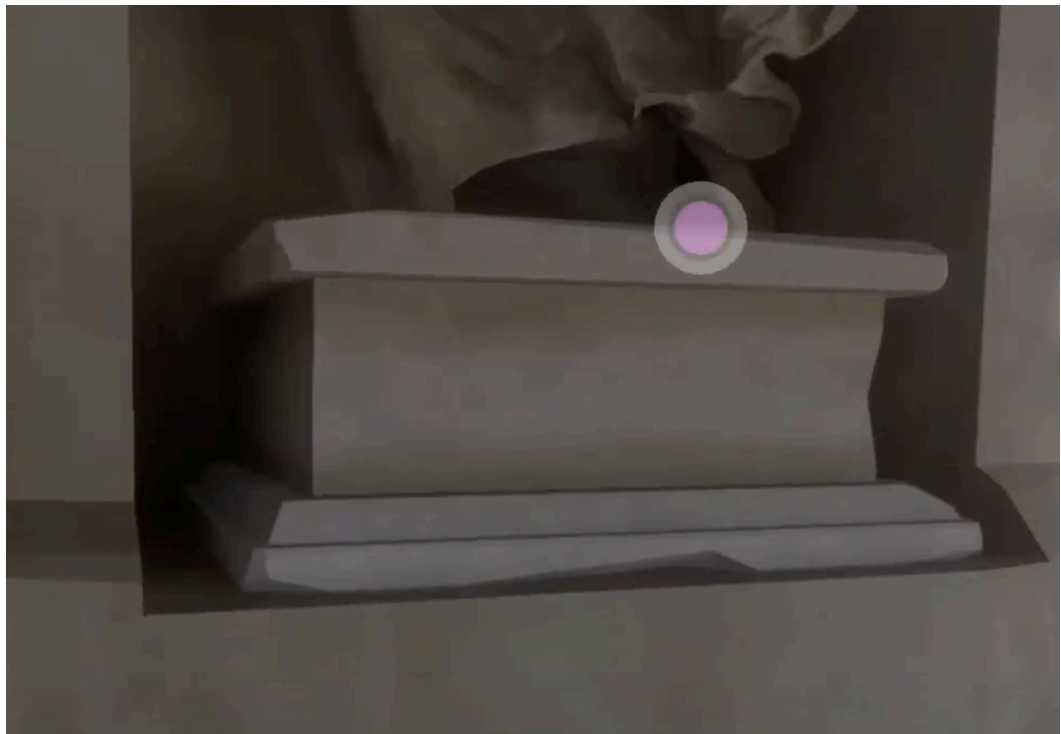


- Solve the Tutorial (yellow/red) and Follow (blue) panel sets. Do not solve the Avoid (purple) set. Walk into the small building housing the Shadows Laser, and

get the audio log.



- Use the shortcut past the Tutorial set to get to Quarry.
- Quarry
  - Open the Mill door. Stand on the top of the nearest sand pile in order to snipe the Mill Stairs Log.



- Use the back exit to leave.
- Desert
  - Walk directly to the broken wall and get the final audio log.



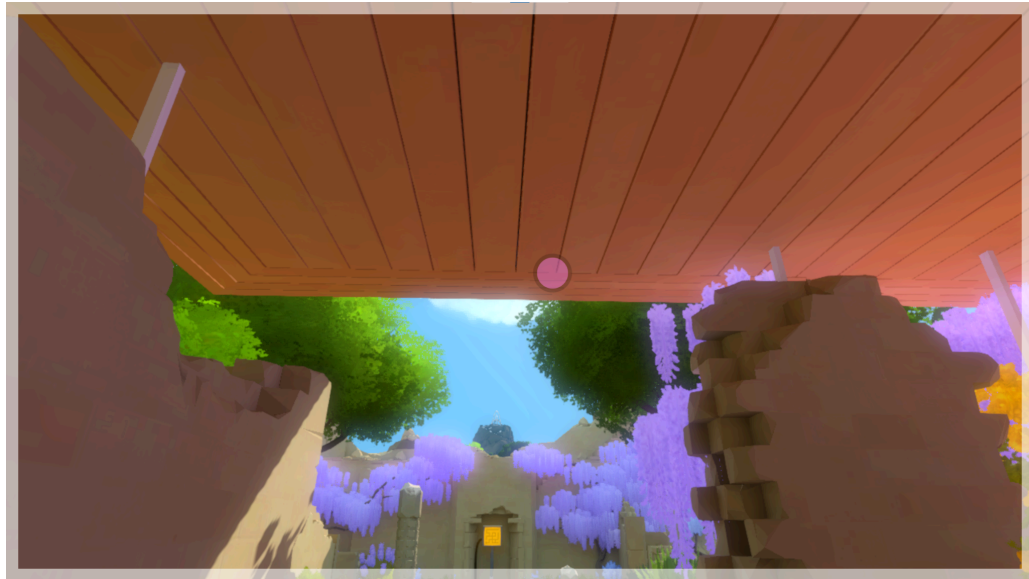
## Legacy version

Versions of the game released in 2016 have a bug where it is possible to activate audio logs through solid objects, as long as you are within the log's distance gate. If your game does not have sliding movement (you come to a complete halt when you enter solve mode), then this functionality should work.

The route is still being worked on, but at the moment it is basically the Current version route, with stuff removed where Old version makes it possible to skip stuff.

- Tutorial

- Snipe the Patio Log after exiting the tunnel and before solving Back Right.



- Solve the rest of the Tutorial panels as per usual. Activate the Easter Egg Ending, get all of the logs in there, and then reload your save file.
- After opening the gate, stand up against the side of the gate and snipe the log.



- Do not go up into the castle ramparts. Instead, walk to the back of Optional Door 2, and snipe the Side Area Log.



- Finally, get the Stones Log. You can snipe it from the front of the post instead of having to walk around the back.
- Symmetry
  - Do all of Glass Factory as normal. After entering Symmetry Island, do not solve any of the panel sets, and instead proceed directly to the Fading Lines Log.
  - Then, head to the Coloured Dots set and stand up against the corner of the ledge and the rock face. The fourth Transparent set panel should be to the left and below you. Look up toward the red tree roots, and snipe the Laser Log.



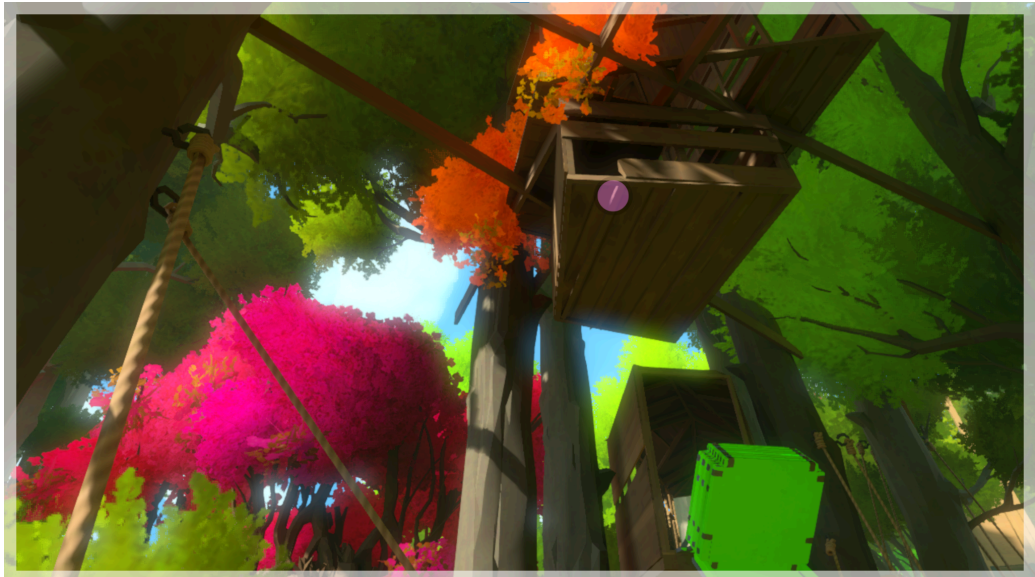
- Town
  - Proceed through Town as normal. You may snipe each of the five logs through walls if desired, but this only saves time if you get them immediately.



- Monastery
  - Instead of opening the doors and the shutters, you can snipe the log through the shutter. Here is the lineup if you are standing against the wall at the location where your height changes:



- Jungle / Peninsula / Bunker / Mountain / Swamp / Boat
  - Proceed as normal.
- Treehouse
  - Get the Dock Log and solve the doors and Yellow bridge as per usual.
  - Snipe the Green Bridge Log while walking up the path toward the two bridges:



- Snipe the Drawbridge Control, and solve the Right Orange bridge as normal. No need to solve the Green bridge at all.
- Keep
  - Proceed as normal.

- Shadows
  - Get the Orange Crate Log as normal.
  - Walk directly to the laser enclosure without solving any of the panels. Stand in the corner between the enclosure and the orange bush that you can't walk over. Snipe the log through the wall:



- Quarry
  - Head into Quarry through the normal entrance, instead of the shortcut from Shadows. Other than that, proceed as normal.
- Desert
  - You can snipe the log without walking up to it, but it is difficult to find a lineup because there are no features in the environment to compare to.

## Touch All Audio Logs No Mountain Low%

([Example run](#))

### Rules:

From a new game, start all 45 audio logs (including the 9 in Easter Egg Ending) that can be accessed without activating 7 Laser Box, with the additional restriction that you must only solve the minimum amount of panels and EP's possible. An audio log may be started even if the previous one has not yet finished playing.

Time begins on first movement, and ends when the final audio log is started.

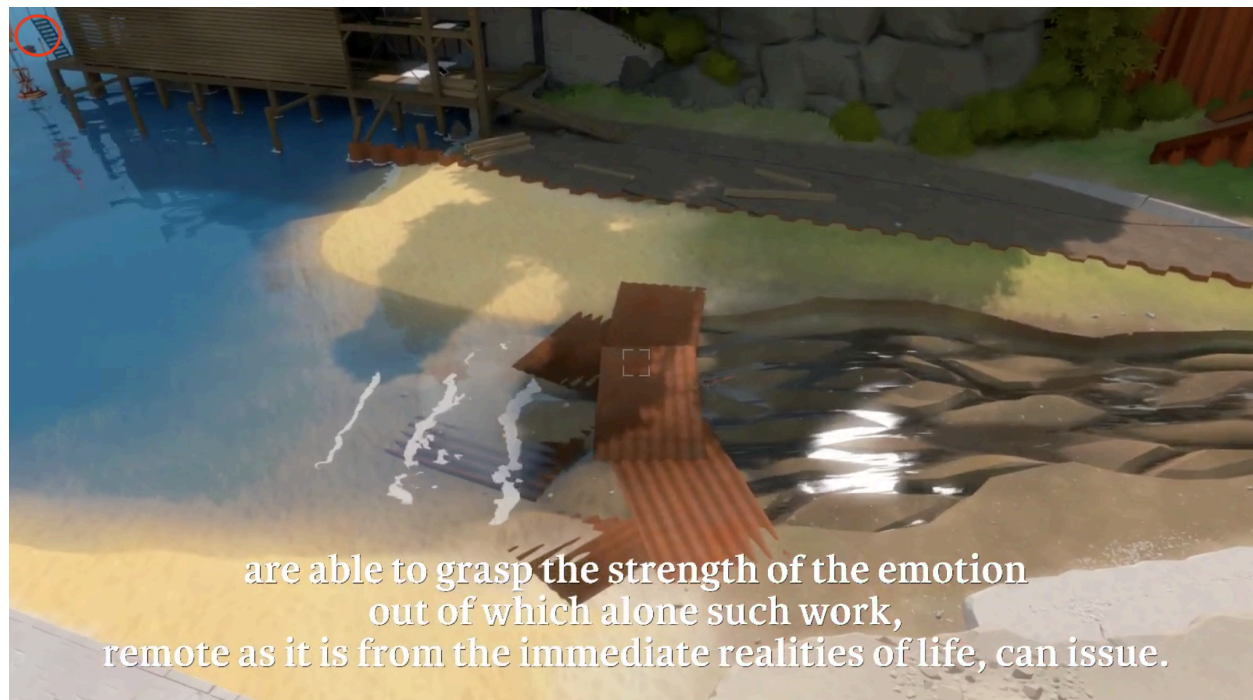
The end of the run must show the following solve counts:

Final panel count: 110

Final EP count: 1

**Route overview:** Tutorial / Easter Egg Ending -> Symmetry -> Desert -> Quarry (pt 1) -> Shadows -> Town -> Monastery -> Jungle / Peninsula -> Bunker -> Mountain -> Swamp -> Treehouse -> Quarry (pt 2) -> Keep

- Tutorial
  - Instead of solving Optional Door 2, walk all the way back around the castle walls after getting the Side Area Log.
- Symmetry
  - Don't solve the Glass Factory Entry panel. Instead, walk onto the roof and snipe all of the panels inside from there.
- Desert
  - From Symmetry Island, walk across the desert to the broken wall to get the log.
- Quarry (pt 1)
  - Head to the Quarry Elevator and snipe the boat summons.



The panel is not rendered at this distance, so you should click around above the post that the panel is on.

- Walk toward the laser and snipe the Mill EP Door through the roof.



- Shadows
  - Do the tutorial set, then the Orange Crate Log, then Follow set and the Laser Log.
- Town
  - Same as usual (except you approach from Shadows instead of from Symmetry). Make sure not to solve Church Stars Door.
- Monastery
  - Same as usual.
- Jungle/Peninsula
  - Snipe the boat summons as you walk by. You don't need to get Jungle Beach Log now -- you can get it after Mountain when you're walking to the boat.
- Bunker
  - Same as usual.
- Mountain
  - Get the Jungle Laser Log and Mountaintop Log as usual.
  - Snipe Keep Hedges 2 from the mountaintop. This is incredibly precise. You will probably want to be on high graphics settings to assist with the lineup, 80 FOV to make the puzzle's hitbox slightly bigger, and your 3D Cursor Speed all the way down. Here is the lineup: walk past the audio log to the gap cut out of the mountain's edge (that the swamp laser passes through), holding forward until you stop moving. Then, turn to loosely face the keep (this is not precise) and hold forward until you stop moving. This is where you should position your reticle to point at the start of the puzzle:

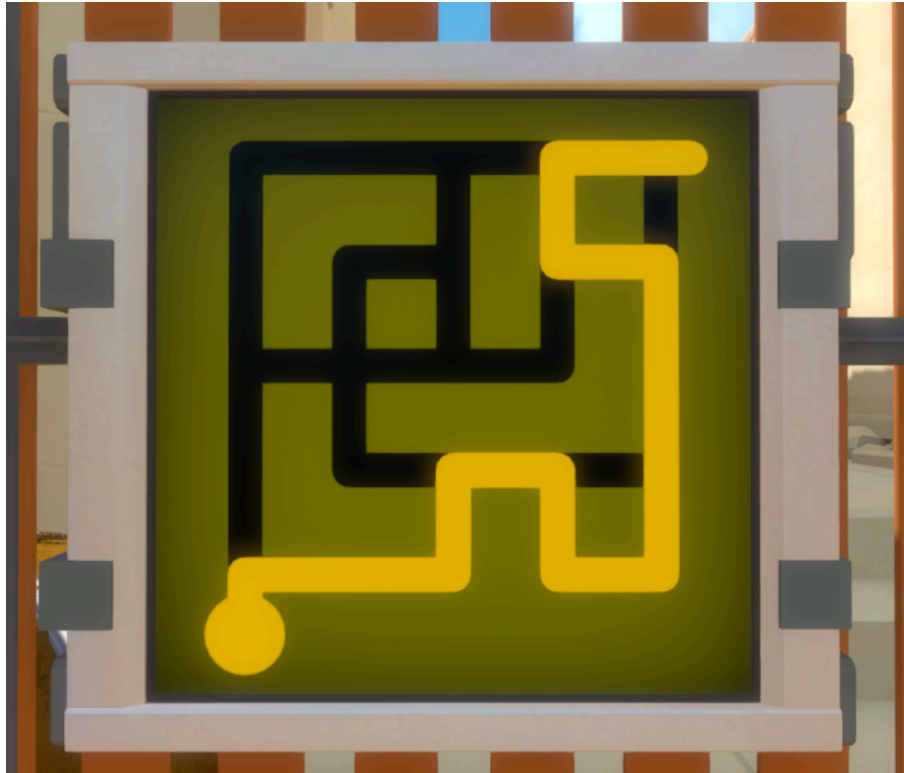




The panel is completely invisible because it is blocked by the castle wall -- however, the wall has no collision so the panel is still solvable. The game will kick you out of solve mode upon successfully solving the panel, so if it doesn't then



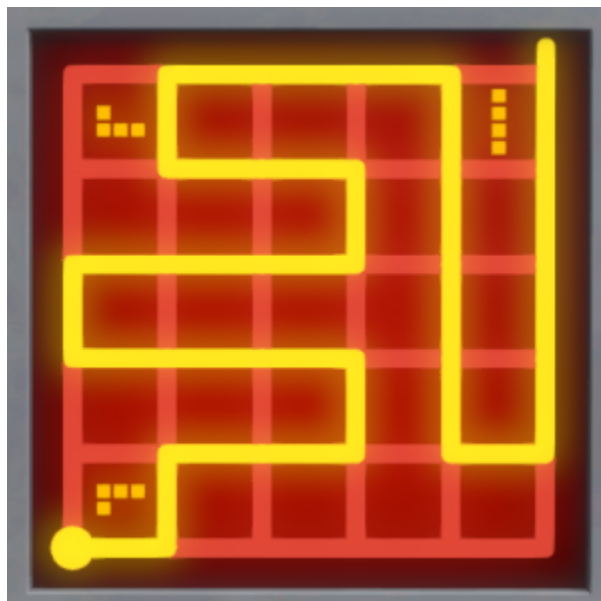
you need to keep trying.



- Get the Cloud Cycle log.
- Walk to the position that you stand for the Swamp Purple Sand EP's. Snipe the first Red Shortcut door panel. This panel is 5x5 and the solution has a lot of corners, so you may want to turn your mouse sensitivity down. You will be able to tell that you solved it correctly by the next panel lighting up red.



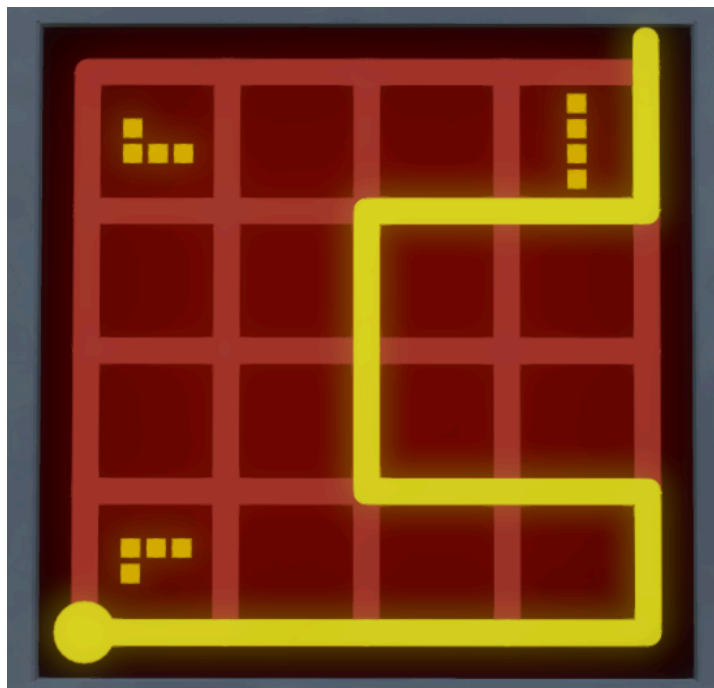
(panel pictured in top right)



- Head a little bit toward the swamp laser shortcut door. Snipe the second Red Shortcut door panel. This one is much simpler, and it will kick you out of solve mode when you finish it.



(panel pictured in top right)



- Walk back to the Bunker Elevator, fail it three times, and get off at the green floor for the log there. Then go up a floor again and walk down the mountain to get on the boat at jungle (picking up the jungle beach log as you do).
- Grab the Broken Boat Log on the way to Swamp.
- Swamp
  - Head over to the red shortcut area, picking up the audio log on the way. There are two strategies for the next part:

- Easier: Solve the red, discontinuous, and rotation tutorial sets. Do **not** solve the rotating bridge. Instead, walk all the way back through the red shortcut to the other side of swamp, and approach the rotating bridge. It will start moving anti-clockwise toward you. Quickly solve the rotation advanced set, then walk across the bridge when it is pointing at blue/purple. Grab the purple audio log. If you are fast enough, you can walk back across before the bridge has moved on. If not, you will have to wait until it stops moving, at which point it'll start moving clockwise back to you.
- Harder: Solve the red set, and snipe the discontinuous set without walking down to it. Walk all the way back through the red shortcut to the other side of swamp and stand at the edge of the blue tile. The rotating bridge will start moving anti-clockwise. Quickly, snipe the rotation tutorial set, then walk back and solve rotation advanced set. If you are fast enough, the rotating bridge should be in the perfect place to walk across to the purple area where you can grab the audio log and then leave. If you are too slow grabbing the log, you can wait for the bridge to come back just like in the easy strategy.

This strategy is tricky because if you take too long to solve the panel sets, the bridge will have moved past purple by the time you return to it. That would make it impossible to get to the purple area without solving the bridge panel, which means you would have to reset your run. Thus, if you're going for this strategy and you see that you're taking too long to solve the panel sets, stop solving them and walk across the bridge to the purple area. Wait there until the bridge stops moving and starts moving clockwise to blue/purple. From that point, you can freely solve the panel sets.

This strategy is faster than the easy one because 1) it removes the walking time to go to the discontinuous and rotation tutorial sets and back 2) it absorbs the time spent solving rotation tutorial into the time you'd otherwise spend waiting for the bridge to rotate.

- Get on the boat and head to Treehouse.
- Treehouse
  - Grab the rock log before getting off the boat, and the dock log after.
  - Solve the doors, yellow bridge, and green bridge as normal. Do **not** solve the drawbridge control or the right orange bridge. Grab the green bridge log and then return to the boat again, this time to quarry.
- Quarry (pt 2)
  - The Mill EP Door should be open. Use it to get the Mill Stairs Log. Then leave via the Shadows shortcut.
- Keep

- Before heading into Keep, grab the audio log on the shore beneath treehouse. This is faster than grabbing it after, since the shipwreck is farther away.
- Get the Ramparts Log, the Guitarist Log, the Throne Log, and solve the Yellow Pressure Plates. Do **not** solve Purple Pressure Plates. Instead, walk around the ramparts and get the Trash Log. Then head out to shipwreck for the final audio log.