

## SpeedRun Der Eisendrache EE List and Guide

Details and specific instructions are given to players on occasions. Be most mindful of whether you are doing something to help progress you through to the end. If for any reason you must deviate from your intended course you must let the others know unless it's as simple as you realizing you forgot something but you're right next to it anyway. Ex: You didn't link the pad by dub tap and you are filling the urn for elec bow, just link it don't make a fuss.

### Bows

Player 1 (assume Lightning bow/LB)

Player 2 (assume Wolf Bow/WB)

### Pre-Game.

All players gobblegum list:

Slot 1: Perkaholic

Slot 2: Head Drama/Fatal Contraption

Slot 3: Immolation Liquidation

Slot 4: Shopping free

Slot 5: [Player Choice]

### Round 1-2:

Kill all zombies ASAP

Player 1 or 2 get Shopping free

Whoever gets it should run open everything going the route toward double tap from spawn, mule kick route is 3 seconds slower i've found, (plus you feel like you're backtracking.) You CAN open every door with one (excluding the one next to Quick Revive, buy that one normally), though you may need to run the route a few times to get the hang of it. Try to also use the trap on the balcony to trigger the ragnarok piece. If it's the one directly above the balcony then just jump to your teammate, if it's the one out in front of the balcony then have them use it on their way over to you.

Other player should pick up the rocket shield piece in the first dragon area, and prepare to hit gg Hopefully you get Immolation here. This is your only opportunity to use it honestly.

Continue till dragons are destroyed. (PRO TIP: whoever goes into the undercroft should unlock three of the four gravity tiles, don't do all 4 and you'll see why later)

### Round 4-7

Get your bows. there is no reason to be killing zombies until your rituals require it, in fact, it should be faster/safer if you don't.

Electric should know how to hit every bonfire without teleporting, it's so much faster and is more cost effective, do it that way. Electric bow should try to hit Wolf Bows painting as they need them if they're close.

Wolf bow: Don't take long to get the skull, as soon as you do go continue on your bow, don't do the ragnarok piece by the rocket. While you're doing all that, make sure you get the shield piece

from the courtyard.

Lightning bow: as soon as your fires are lit, go to the undercroft and activate the last gravity plate, this will start zero gravity as soon as you need it, also get the shield piece as you run along the walls. Go to your urn by the rocket pad, while you're here wait for wolf bow to run and start the rocket for you. When he does start the rag piece step and fill your urn at the same time. As soon as you have it, make your shot and finish your bow. While the first bow is being filled (opt for lightning bow if you have the choice) the other bow should be making the shield in the undercroft.

## Round 7-9

As soon as a bow is done, have the wrath of ancients holder go and prep the teleporter. The one with the bow will obviously go and run the gauntlet hitting all wisps. As so as he's done and back, drop whatever you're doing and run to teleporter, kill the last zombie, then teleport right away. This starts next round during your cutscene. Kill panzer, jump back asap and punch in your code, pick up your pieces, and drop dempsey. Finish the last bow.

Recap:

½ bows done, the second one should be at its final step.

You should have all Ragnarok pieces. (not built, but that's ok)

shield ready/ equipped

Dempsey dropped

(Optional: box hits)

Time: appx 11min

## 9+

As soon as dempsey has dropped pick up the golden rod, but don't place it till both bows are made, i'm 99% sure you're screwed if you do, i'm pretty sure it picks a random bow that hasn't been constructed, unless you already have 2. So don't yet, instead work on the second teleport. Hopefully you finish it and they finish their bow (it out to at least have SOME kills in it before this step) at the same time. Either way if you need to blow off a round for filling a bow it shouldn't hurt you too bad this early of a round. Teleport when ready, again make sure you try to kill final zombie as you teleport, every test i've done shows that it's faster to do it this way. When you spawn kill panzer and finish the keeper, make sure that while you wait for the keeper to move from position to position you make the ragnarok. He takes a while to move around so take advantage of that down time (if you can call it that).

The second teleport should at about 15-16 min should also be about round 13-15

Boss fight should be ready. You should have all things prepped.

Wolf bow should get Head Drama, the Lightning Fatal contraption.

Fight boss like normal, however, for both Panzer fights spawn in fatal contraption for Wolf bow to pick up, defend them with lightning bow while they go to town on the panzers. Wave 1 should only take a few seconds, panzer wave 2 is a bit longer, but should be easy too. Kill the boss.

Time stops at the intro to the cutscene.

## DE EE LIST AND GUIDE FOR SPEEDRUNNING

Note: the gravity jump is actually slightly slower, take the stairs to the courtyard.

I estimate time could be as low as 26min. Maybe even faster if you guys are really good. But I could be wrong (Though my estimate was spot on last time, literally my estimate was perfect though lol)

Overall this route could save 6+ Minutes from my previous route.