

Gorge Setup, Strats and Techniques

Maintained by Fibes (last update: 3rd December 2023)

Formatting inspiration: [☰ Stray Glitches, Exploits, and Strats](#)

Old doc: [☰ Gorge Strats](#)

Dates are formatted as **DD/MM/YY**

Grey and italic means **set by default** for in-game settings, and **misc categories only** for strats

Discord [🔗](#)

LiveSplit [🔗](#)

- Whilst not required, using LiveSplit is the most accurate way to time runs
- To enable this timing, right click LiveSplit -> Edit Splits, then set your game to Gorge and activate the autosplitter

Unreal Engine Unlocker [🔗](#)

- This can be used for practice, and is not allowed in runs

Practice Saves [🔗](#)

Jump to:

In-Game Settings

Techniques

Wake-Up

Gorge

Caves

Reservoir

Dam - Secondary

Dam - Primary

Potential Skips

In-Game Settings

Required

These settings are required for your run to be verifiable

Display Timer - On

Set up -> Video -> Advanced settings... -> 7th option

Displays the in-game timer. If you are using the autosplitter, this setting can be kept off.

FPS - Not unlimited

Set up -> Video -> Advanced settings... -> 3rd option

Prevents the fps from going above a set amount. This prevents unfair advantages, as wallriding is faster with higher fps. If you have a monitor with a refresh rate of 144hz or lower and you have vsync on, this setting can be kept at unlimited.

Game Volume and Effects Volume - 1+

Set up -> Audio -> 1st and 3rd options

Enables the audio.

Saving Icon - On

*Set up -> Video -> Advanced settings... -> HUD settings... -> 5th option
Enables the saving/checkpoint icon.*

Recommended

These settings save time, but are not required

VHS Enabled - Off

Set up -> Video -> Advanced settings... -> 5th option

This disables the VHS effect when rewinding, saving 0.8s+ with each rewind.

Move Hold (ms) - 75

Set up -> Input -> Accessibility... -> 2nd option

This allows objects that you grab to start moving earlier, after 75ms rather than 175ms.

Distance Sensitivity - 16

Set up -> Input -> 2nd option

This increases the speed that objects are pulled towards you and moved away from you.

Rotation Sensitivity - 16

Set up -> Input -> 3rd option

This increases the speed that the rotating walls are moved.

Game Speed - 1

Set up -> Input -> Accessibility... -> 2nd option

Allows the game to run at the intended speed.

Personal Preference

These settings save no time, but are preferred by most people for the best playing experience

Brightness - 16

Set up -> Video -> 5th option

This makes it much easier to see what's going on in darker areas.

Low-Res Amount and Color Shift Amount - None

Set up -> Video -> 7th and 8th options

This disables the VHS effect on the screen.

Camera Shake - Off

Set up -> Video -> Accessibility... -> 2nd option

This stops the camera from shaking.

Sprint Zoom - Off

Set up -> Video -> Accessibility... -> 3rd option

This stops the camera from zooming in when you are moving fast.

Smooth Look - Off

Set up -> Video -> Accessibility... -> 4th option

This disables camera smoothing. (?)

Display Scaling - 1

Set up -> Video -> Advanced settings... -> 2nd option

This allows the game to display at full resolution.

Tutorials, Controls and Help Hint - Off

Set up -> Video -> Advanced settings... -> HUD settings... -> 3rd, 4th and 7th options
This disables the tutorial popups.

Alarm Volume - 0

Set up -> Audio -> 8th option

This disables the alarm sound in Dam - Primary.

Techniques

Rewind Abuse [*℘*](#)

Date found: 17/12/21

Rewinding in certain areas can be used to either move further forwards, backtrack after grabbing something like a VHS, or to get back inbounds.

Ceiling Clips [*℘*](#)

Date found: 16/10/21

By holding crouch and spamming jump whilst directly under most ceilings, you can clip through them. Depending on the ceiling, you may need to continue jumping and/or holding crouch to stay out of bounds, and some ceilings will also not require you to jump and/or crouch to clip through them initially. Most will require crouching and jumping to clip out and will not require any other inputs to stay out of bounds.

Item Riding [*℘*](#)

Date found: 26/10/21

You can skip large areas of the game by jumping on a non-sliding object such as the oil canister or a sign, then jumping away from it and grabbing it, moving it in front of you, freezing it and then landing back on top of it. This can gain you infinite height and distance, being most applicable with the oil canister since it never despawns.

Slide Momentum

Date found: Unknown

Timesave: 1.16x faster than walking, 1.04x faster than jumping

If you hold crouch and jump when on the ground with speed lines on your screen, you can preserve the momentum and move considerably faster than just walking or jumping. Getting the momentum is easiest with a wall slide, and the fastest way to move with it is by holding crouch and spamming jump.

Fast Bounces [*℘*](#)

Date found: 08/01/22

Timesave: ~0.5s each bounce

By hitting the side of a purple launch platform, you will be bounced instantly rather than having to wait for a small animation to play.

Mid-Air Crouching

Date found: Unknown

Crouching mid-air provides you with extra height, allowing tighter jumps to be made possible, and height to be gained quicker with strats like wall jumping.

Delayed Wall Jumps [↗](#)

Date found: Unknown

When you are forced off of a wall either by crouching or running down the wall run timer, there's a small period of time where you can still jump as if you were on the wall. This can provide a small amount of extra distance and height.

Canister Clips [↗](#)

Date found: 31/07/23

On the vast majority of walls, ceilings and floors in the game, the oil canister can be clipped out of bounds by moving it far away from you and then flicking your mouse quickly in the direction of the surface. It works best on thin walls (ones which you can see through when looking from out of bounds), and it becomes harder as you increase your fps, losing consistency from ~90fps onwards.

Item Wall Clips [↗](#)

Date found: 31/07/23

On certain walls (notably in most of Wake-Up and some areas in Caves) you can clip the oil canister or sign out of bounds and then position it half-way inside the wall, where you can then ledge grab the edge of it to get yourself out of bounds. Getting fully out of bounds will sometimes require getting two ledge grabs in a row.

Itemless Wall Clips [↗](#)

Date found: 03/12/23

In certain places where a ledge extends through a clippable wall, you can ledge grab the edge of the ledge whilst facing the wall to get yourself out of bounds. Getting fully out of bounds will often require getting two ledge grabs in a row.

Wake-Up

(Unnamed) [↗](#)

Date found: 03/12/23

Contributors: Fibes (discovered)

Fullgame Categories: No Item Riding

Individual Level Categories: No Item Riding

Timesave: 15s

By performing an itemless wall clip near the start of the chapter, you can get out of bounds and jump onto the ground that extends downwards from the section with the canister. From there you can gain height by wall running around the corner to make it up to that section.

Wall Jumping [↗](#)

Date found: 20/12/21

Contributors: Square Unity (discovered)

Fullgame Categories: Inbounds, Any% Chapter Select, Any% No Chapter Select

Individual Level Categories: Inbounds, Any%

Timesave: 1m30s

It's possible to gain height by wall running back and forth in the narrow section of the chapter, and you can then use that height to reach the platform with the sign on it, skipping the vast

majority of the chapter.

Wall Jumping: Oil Canister Variation [↗](#)

Date found: 01/06/22 (getting to the oil canister), <12/06/22 (item riding back)

Contributors: Square Unity (getting to the oil canister), Fibes (item riding back)

Fullgame Categories: All Chapters

Individual Level Categories: None

Timesave: 5s getting to the oil canister, 40s overall

The sign from the platform reached by wall jumping can be used to get to the oil canister slightly faster, and the oil canister can then be used to go backwards and item ride to the end of the chapter.

Sign Clip [↗](#)

Date found: 26/04/23

Contributors: Fibes (discovered)

Fullgame Categories: Any% Chapter Select

Individual Level Categories: None

Timesave: 8m50s+

It's possible to clip out of bounds through a certain section of wall near the start of the chapter by using the sign from later in the chapter to perform a wall clip. From there, you can then item ride with it to Dam - Primary, skipping ~90% of the game.

Sign Throw [↗](#)

Date found: 26/04/23

Contributors: Square Unity (discovered), Fibes (line-up)

Fullgame Categories: Any% Chapter Select

Individual Level Categories: None

Timesave: 8-10s

Rather than bringing it back normally, you can throw the sign and then rewind to catch it from the platform that you clip out of bounds from.

Sign Clip: No Chapter Select Variation [↗](#)

Date found: 04/01/23 (original trigger idea), 28/08/23 (discovered)

Contributors: Fibes (discovered)

Fullgame Categories: Any% No Chapter Select

Individual Level Categories: None

Timesave: 6m30s+

Similarly to the normal sign clip, you can use the sign to clip out of bounds through a wall which this time is later on in the level, next to the trigger to load Gorge. From there you can item ride past the rewind triggers and then run along the water to a trigger which loads the keys in Dam - Secondary. You can then insert the keys whilst keeping the sign out of bounds, and then item ride to the end. The keys are required here since the only two ways to active the ending trigger are by inserting the keys or by entering Dam - Primary from chapter select. The video links to the clip out of bounds - for the full route, see the WR.

Gorge

Gorge Skip [↗](#)

Date found: 26/10/21
Contributors: Square Unity (discovered)
Fullgame Categories: *All Chapters*
Individual Level Categories: Any%
Timesave: 30s inbounds route, 4m30s intended route

The oil canister or sign from Wake-Up can be used to item ride over the entirety of the chapter.

Inbounds Gorge Skip [🔗](#)

Date found: 20/12/21
Contributors: Fibes (discovered), Polybug (optimised), Square Unity (optimised)
Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 4m00s

It's possible to get over the structure which blocks off the start of the chapter from the end of the chapter in a variety of ways.

Launch Optimisations [🔗](#)

Date found: Unknown
Contributors: Unknown
Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 5s

You can skip certain launch platforms at the end of the chapter.

Caves

Caves Skip [🔗](#)

Date found: 31/07/23
Contributors: Fibes (discovered)
Fullgame Categories: *All Chapters*
Individual Level Categories: Any%
Timesave: 1m20s

If you take the oil canister all the way to caves, you can use it to item ride up to the ceiling and get out of bounds, where you can then clip it out of bounds too and then use it to item ride directly to the end of the chapter.

Start Optimisation [🔗](#)

Date found: 10/06/22
Contributors: Polybug (discovered)
Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 2-3s

If you preserve your height as much as possible, you can wall run to the next section without going up the platforms at the start.

Spike Slip [🔗](#)

Date found: 22/12/22
Contributors: Polybug (discovered)

Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 4-5s

You can skip past the spikes if you wall run high enough on the right side wall.

Column Skip [*ℹ*](#)

Date found: 16/12/21
Contributors: Polybug (discovered)
Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 17s

By repeatedly jumping on and off the column, you can gain enough height to skip the majority of the section.

Column Jump [*ℹ*](#)

Date found: 12/12/22
Contributors: Fibes (discovered), Polybug (optimised)
Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 2-3s

You can skip going around the final part of the column if you wall run on the wall next to the exit.

2nd Column Skip [*ℹ*](#)

Date found: 26/12/21
Contributors: Square Unity (discovered)
Fullgame Categories: Inbounds, No Item Riding
Individual Level Categories: Inbounds, No Item Riding
Timesave: 2-3s

Same concept as the first column skip, just on a different column.

True Slideless [*ℹ*](#)

Date found: 09/04/23
Contributors: Fibes (discovered)
Fullgame Categories: No Item Riding
Individual Level Categories: No Item Riding
Timesave: 12s

By wall running into a certain part of the wall after the 2nd column, you can get clipped out of bounds and then ledge grab back inside at the end of the next section, skipping the big slide and the ones before it.

Slideless [*ℹ*](#)

Date found: 28/10/21 (first part), 16/12/21 (second part)
Contributors: Square Unity (first part), Polybug (second part)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 25s

You can completely skip touching the slide by jumping from wall runs in specific ways to bypass the spikes.

3rd Column Skip [*ℹ*](#)

Date found: 17/12/21

Contributors: Fibes (discovered)

Fullgame Categories: Inbounds, No Item Riding

Individual Level Categories: Inbounds, No Item Riding

Timesave: 3-4s

By wall running on the left side wall, you can gain enough speed to reach the platform at the end of the room and therefore skip going around the right side.

3rd Column Ceiling Clip [*ℹ*](#)

Date found: 09/04/23

Contributors: Fibes (discovered)

Fullgame Categories: No Item Riding

Individual Level Categories: No Item Riding

Timesave: 4s

You can clip through the ceiling above the 3rd column and then jump over the wall out of bounds to get straight to the end of the chapter.

Ending Spike Slip [*ℹ*](#)

Date found: 02/06/22 (theorised), 06/02/23 (discovered)

Contributors: Fibes (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 2-3s

It's possible to jump through the very bottom of the spikes to skip going on the slide.

Reservoir

Reservoir Skip [*ℹ*](#)

Date found: 26/10/21

Contributors: Square Unity (discovered)

Fullgame Categories: *All Chapters*

Individual Level Categories: Any%

Timesave: 25s

The oil canister from Wake-Up can be used to item ride over the entirety of the chapter.

Toolless [*ℹ*](#)

Date found: 27/05/22

Contributors: Square Unity (discovered)

Fullgame Categories: Inbounds, No Item Riding

Individual Level Categories: Inbounds, No Item Riding

Timesave: 0.5s

You can skip falling down and using the toolbox/mug to knock down the platform by wall running.

Indoors Skip [*ℹ*](#)

Date found: 27/10/21 (discovered), 01/01/22 (optimised)

Contributors: Square Unity (discovered), Fibes (optimised)

Fullgame Categories: No Item Riding

Individual Level Categories: No Item Riding

Timesave: 38s

A ceiling clip can be used to get out of bounds and then wall run up to the end of the indoors section, skipping it entirely.

Inbounds Indoors Skip *℘*

Date found: 30/12/21

Contributors: Polybug (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 22s

If you hold crouch, you can get a wall run on the side of the cage which gives you enough height to reach the other side and skip the indoors section of the chapter.

Bridge Skip *℘*

Date found: 02/08/23

Contributors: Fibes (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 0.5-1s

By pulling down the bridge after the cage mid-air, you can use it for a more direct route to the next section.

Gate Clip *℘*

Date found: 23/12/21

Contributors: Polybug (discovered)

Fullgame Categories: No Item Riding, *All Chapters*

Individual Level Categories: No Item Riding, Any%

Timesave: 1-2s

You can use a ceiling clip to get past the gate near the end of the chapter without having to use the key.

Dam - Secondary

Secondary Skip *℘*

Date found: 31/07/23

Contributors: Fibes (discovered)

Fullgame Categories: All Chapters

Individual Level Categories: None

Timesave: 1m30s+

By clipping the canister out of bounds at the gate in Reservoir, you can item ride out of bounds through the wall to reach the first key in Dam - Secondary without even loading the chapter, before dropping it back down to the main section and then using it to item ride to the second key once you've inserted the first key.

Elevator Launch *℘*

Date found: 24/11/22
Contributors: Polybug (discovered)
Fullgame Categories: No Item Riding
Individual Level Categories: No Item Riding
Timesave: 1m20s

Seesaws can give you massive upwards launches, which increase in height with fps. Abusing this mechanic, you can get the left side key extremely quickly without ever loading the elevator. When it decides to launch you seems like complete rng, so this strat is only worth it for ILs.

Elevator Launch: Oil Canister Variation [*ℹ*](#)

Date found: 01/08/23
Contributors: Fibes (discovered)
Fullgame Categories: None
Individual Level Categories: Any%
Timesave: 1m30s

By taking the oil canister with you on the way to do the usual elevator launch, you can throw it over to the main section where it can hit a checkpoint and then later be used to item ride to the second key.

Vent Skip [*ℹ*](#)

Date found: 22/12/21
Contributors: Polybug (discovered)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 1-2s

You can take a more direct route to the main section of the chapter by going through the hole intended for the oil canister.

Elevator Skip [*ℹ*](#)

Date found: 16/12/21
Contributors: Polybug (discovered)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 40s

By wall running into the underside of the stairs, you can clip through them. Slightly easier on low fps. You can initially skip all the way to the fourth level, where you have to complete that normally, before you can continue to perform the clips all the way to the last room.

Level Four Clip [*ℹ*](#)

Date found: 25/08/22
Contributors: Fibes (discovered)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 8s

Where you would usually be softlocked after clipping through the stairs at level four, it's possible to wall run into the bottom of the slanted platform to clip through it and reach level five.

Level Four Corner Running [*ℹ*](#)

Date found: 01/01/22

Contributors: Square Unity (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 8-10s

You can wall run in circles around the corners of most of the elevator rooms to continually gain height and skip them entirely. The main use is for the room at level four if you don't do level four clip.

Level Seven Fast Ball [*ℹ*](#)

Date found: 29/08/23

Contributors: Fibes (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 6s

By regrabbing it mid-air, you can get the ball far enough away from you for it to be moved the above the platform and get flinged high enough to launch you to the exit.

Fling Skip [*ℹ*](#)

Date found: 26/10/21

Contributors: Square Unity (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 5s

By jumping from the railing, you can get enough height on the first launch platform to fling straight to the next section, without going around.

Right Side Entry Skip [*ℹ*](#)

Date found: <24/11/22

Contributors: Unknown

Fullgame Categories: No Item Riding, Any% No Chapter Select

Individual Level Categories: No Item Riding

Timesave: 0.5s

After getting out of bounds in the hallway, you can run across the ceiling for the first section of the right side and then hit a checkpoint through the wall to get back inbounds at the launches. Has to be performed well to save time.

Right Side Skip [*ℹ*](#)

Date found: 26/10/21 (discovered), 01/01/22 (optimised)

Contributors: Square Unity (discovered), Fibes (optimised)

Fullgame Categories: Inbounds, No Item Riding, Any% No Chapter Select

Individual Level Categories: Inbounds, No Item Riding

Timesave: 20-25s

You can skip the majority of this side of the chapter in a variety of ways, which all involve reaching the top of the purple room early via wall running.

Cylinder Skip [*ℹ*](#)

Date found: 26/10/21 (discovered), 01/01/22 (optimised)

Contributors: Square Unity (discovered), Fibes (optimised)

Fullgame Categories: Inbounds, No Item Riding, Any% No Chapter Select

Individual Level Categories: Inbounds, No Item Riding

Timesave: 5-6s

It's possible to skip using the cylinder at the end of the section by wall running to reach one of the large purple pipes, which you can then jump from to reach the exit.

Secondary-Primary Skip [*ℹ*](#)

Date found: 24/12/21 (discovered), 19/02/23 (optimised)

Contributors: Fibes (discovered)

Fullgame Categories: No Item Riding, *All Chapters*

Individual Level Categories: No Item Riding, Any%

Timesave: 12-14s

You can do a ceiling clip when inserting the second key to skip having to turn the keys, and you can then stay out of bounds to skip doing destruction skip and stair clip. It is likely slightly faster to do this on the left side after doing the right side first.

Dam - Primary

Primary Skip [*ℹ*](#)

Date found: 04/01/23 (sign), 31/07/23 (canister)

Contributors: Fibes (discovered)

Fullgame Categories: Any% No Chapter Select, *All Chapters*

Individual Level Categories: Any%

Timesave: 20s

If you can get to the chapter with the oil canister or sign, you can get the object out of bounds and then item ride directly to the end of the game, skipping the chapter entirely.

Destruction Skip [*ℹ*](#)

Date found: 06/08/23

Contributors: Fibes (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 4-5s (compared to the normal destruction skip)

If you slide off the generator whilst the destruction effect plays, you can entirely prevent being slowed down. As well as being faster than rewinding, it also leaves you closer to the pipe warp.

1st Half Skip [*ℹ*](#)

Date found: 29/08/23

Contributors: Fibes (discovered)

Fullgame Categories: Any% Chapter Select

Individual Level Categories: No Item Riding

Timesave: 6-7s

You can gain enough height from wallruns and landing next to the pipes to clip through the ceiling and then run along the roof of the next areas, skipping the destruction effect and a large amount of the chapter. From there, you can wallrun onto an invisible wall to get on top of the seesaw room, allowing you to continue further out of bounds with the 2nd Half Skip.

Pipe Warp [*ℹ*](#)

Date found: 31/01/23

Contributors: Square Unity (discovered)

Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 2-3s

By wall running into the side of one of the destroyed pipes, you will be pushed/"warped" upwards so that you can skip climbing the pipes normally.

Pipe Skip [*ℹ*](#)

Date found: Unknown
Contributors: Unknown
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 8s

You can turn around and jump back onto the big pipe in the pipes room to skip the majority of the platforms.

Seesaw Skip [*ℹ*](#)

Date found: 27/05/22
Contributors: Polybug (discovered)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 12s

You can skip the seesaw by wall running on the exit platform.

2nd Half Skip [*ℹ*](#)

Date found: 18/12/22
Contributors: Fibes (discovered)
Fullgame Categories: No Item Riding, Any% Chapter Select
Individual Level Categories: No Item Riding
Timesave: 45-50s

After getting out of bounds via the Stair Clip, you can reach the top of the rest of the chapter and therefore skip the entirety of it by wall running in a circle on the piece of geometry which sticks out above the exit to the seesaw room.

Railing Jump [*ℹ*](#)

Date found: 12/06/22
Contributors: Fibes (discovered)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 6-8s

If you jump from the broken part of the railing, you can barely make it to the falling platform opposite it, skipping the movement to the left.

Pipe Slide Skip [*ℹ*](#)

Date found: 19/12/21
Contributors: Fibes (discovered)
Fullgame Categories: Inbounds
Individual Level Categories: Inbounds
Timesave: 1-2s

You can wall run to the top of some of the pipes, and then wall run to the end to skip the slide

and launch platform.

Toolless 2 *℘*

Date found: 19/01/23 (wall run method), 06/02/23 (slide method)

Contributors: Polybug (wall run method), Square Unity (slide method)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 3-4s

It's possible to skip using the toolbox either by doing a series of wall runs on the left side wall to gain enough height to jump around the pipes, or by going on the slide and using the momentum to jump past the pipes, and then wall run on the bridge to gain enough height to make it up.

Spin Skip *℘*

Date found: 03/01/23

Contributors: Fibes (discovered)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 5-7s

By pulling the platform up as high as it goes whilst still being able to be walked on, you can get high enough to jump straight to the falling walls and skip the spinning wall.

Ending Optimisations *℘*

Date found: 19/01/23 (first part), ~23/12/21 (second part)

Contributors: Square Unity (first part), Polybug (second part)

Fullgame Categories: Inbounds

Individual Level Categories: Inbounds

Timesave: 2-3s

You can skip certain platforms at the end of the game using precise jumps.

Potential Skips

Caves Spiral Skip *℘*

Date found: 30/12/21 (theorised), 06/02/23 (discovered)

Contributors: Square Unity (theorised), Fibes (discovered)

Theoretical Timesave: 20-25s

There is a small gap in the death trigger on the right side of the first column in caves. If you use the oil canister, you can make it through the gap and skip a large amount of the chapter. However, there are no categories where you would usually have the oil canister here.

Dam - Secondary Right Side Slide Walking *℘*

Date found: 12/06/22

Contributors: Square Unity (discovered glitch)

Theoretical Timesave: Unknown

It's possible to semi-consistently walk on the slide in Dam - Primary. If this could be replicated on the tunnel in Dam - Secondary, you may be able to walk straight up to the key.

(Notable) Obsolete Skips

CRSS

Date found: 01/06/22

Contributors: Square Unity (discovered)

Fullgame Categories: Any% Chapter Select

Individual Level Categories: None

Timesave: 5m30s

If you take the oil canister all the way to caves, you can use it to item ride out of the entrance to the chapter, which is unloaded. From there you can item ride with the oil canister down to Dam - Primary and reload chapter once you hit a checkpoint there, skipping the entirety of Caves, Reservoir and Dam - Secondary.

CRSS: No Chapter Select Variation

Date found: 04/01/23

Contributors: Fibes (discovered)

Fullgame Categories: Any% No Chapter Select

Individual Level Categories: None

Timesave: 3m00s

After getting out of bounds the same way as with normal CRSS, you can then go in a different direction to hit a trigger which loads the keys in Dam - Secondary. From there you can insert the keys whilst keeping the oil canister out of bounds, and then item ride to the end. The keys are required here since the only two ways to active the ending trigger are by inserting the keys or by entering Dam - Primary from chapter select.

Cliffs Skip

Date found: 02/03/23

Contributors: Square Unity (discovered)

Fullgame Categories: Any% Chapter Select

Individual Level Categories: None

Timesave: 7m30s+

The sign from Wake-Up can be used to item ride onto the side of the cliff to the right at the start of gorge. From there, you can item ride all the way to Dam - Primary, skipping ~90% of the game.

Cliffs Skip: No Chapter Select Variation

Date found: 04/01/23 (original trigger idea), 02/03/23 (discovered)

Contributors: Fibes (original trigger idea), Square Unity (discovered)

Fullgame Categories: Any% No Chapter Select

Individual Level Categories: None

Timesave: Unknown

After getting out of bounds the same way as with normal Cliffs Skip, you can then go in a different direction to hit a trigger which loads the keys in Dam - Secondary. From there you can insert the keys whilst keeping the sign out of bounds, and then item ride to the end. The keys are required here since the only two ways to active the ending trigger are by inserting the keys or by entering Dam - Primary from chapter select.

Caves Skip: VHS Variation

Date found: 12/06/22

Contributors: Fibes (discovered)

Fullgame Categories: All VHS Tapes
Individual Level Categories: All VHS Tapes
Timesave: 30s

You can use the oil canister out of bounds to reach the VHS tape much faster.

VHS Clip

Date found: 12/12/22
Contributors: Square Unity
Fullgame Categories: All VHS Tapes
Individual Level Categories: All VHS Tapes
Timesave: 8-10s

The VHS Tape can be grabbed through the cage.

Secondary Skip

Date found: 17/12/21 (discovered), 29/12/22 (optimised)
Contributors: Fibes (discovered)
Fullgame Categories: None
Individual Level Categories: None
Timesave: 2m40s

The first checkpoint in Dam - Primary is always loaded, so by doing a ceiling clip you can fall into it.

Cliffs Skip

Date found: 04/01/23 (original trigger idea), 02/03/23 (discovered)
Contributors: Fibes (original trigger idea), Square Unity (discovered)
Fullgame Categories: Any% No Chapter Select
Individual Level Categories: None
Timesave: 6m00s+

After getting out of bounds the same way as with normal Cliffs Skip, you can then go in a different direction to hit a trigger which loads the keys in Dam - Secondary. From there you can insert the keys whilst keeping the sign out of bounds, and then item ride to the end. The keys are required here since the only two ways to active the ending trigger are by inserting the keys or by entering Dam - Primary from chapter select. This method of getting out of bounds was originally used for Any% Chapter Select, but has since been obsoleted by sign clip.

Stair Clip

Date found: 26/10/21
Contributors: Square Unity (discovered)
Fullgame Categories: Any% Chapter Select
Individual Level Categories: No Item Riding
Timesave: 6-8s

You can do a ceiling clip at the stairs behind the broken pipes to get out of bounds and run along the roof of the area, skipping a large majority of the chapter. You can then either fall back inbounds at the seesaw room, or grab a checkpoint through the wall at the next section. Since the next section is raised, it can be reached by either bringing the sign with you and item riding up, or by ledge grabbing an invisible platform. From there, you could also continue further out of bounds with the Half Skip.