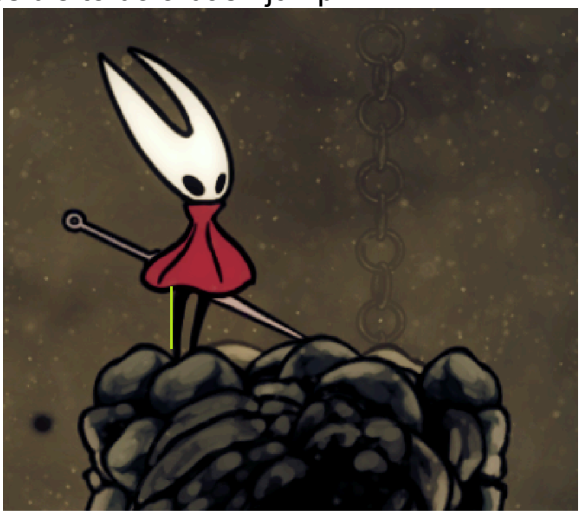
Blasted steps 2nd skip intricacies

There is some useful info in this Discord message. It mentions a "3-4 frame window" for an instant walljump without a cling. That's what my strat focuses on.

As my "credentials", I'm posting a video of me hitting the skip 48 times in a row:

https://youtu.be/jsarW-xmgAg

The setup
Some people use a mantle off the ledge to quickly and consistently line themselves up for the skip. However, this setup is actually not consistent. The mantle can put you at different spots and one of these spots happens to be slightly too much to the right which makes sprint jumping off the platform completely impossible. If Hornet's left leg (from the viewer's perspective) ends up aligned with the gap between the two first rocks, or any farther to the right, then it won't be possible to do a dash jump.



The video below showcases that:

https://youtu.be/8vUeJTXXPqI

For this reason, I just go anywhere to the left of that. The exact spot doesn't matter as long as you can dash jump. However if you're not consistent, you can align yourself as far to the right as possible for extra distance if you don't mind spending a few extra seconds. To perform the dash jump, you need to press jump at least 3 frames after pressing dash. The upper bound depends on where you start, but there's a lot of leeway. Make sure to hold right only after you've started sprinting. Otherwise you could run off the platform without getting a jump. You just need to start holding right before you cloak so you have a lot of time.

Cloak
I've seen the advice "cloak just after the chain," but that's pretty vague and is especially inconsistent if the starting position is different every time. Instead I look at Hornet to see when she does the corkscrew. There are 4 animation frames that are easily visible during the corkscrew, which are shown in the image below.



Each of them lasts about 0.05 sec (3 frames). I like to release jump and re-press at the end of the 2nd animation frame or the start of the 3rd animation frame, but there's a lot of leeway if you do everything else right. It should work as long as you re-press jump during any of these 4 animation frames.

The faster you can re-press, the more lenience you'll have with the timing. I've seen someone suggest using two keys for jump, which requires some external program. That does work and is currently allowed (see rules for more info), but it felt cheesy to me, so instead I use two fingers on the same jump key. My keybinds are: Lshift = dash, A = spell, S = jump, D = attack. This means that my pointer finger (which I use to attack) is free when doing this skip, so I use it here along with the usual middle finger. I start by pressing jump with my pointer finger, then release it and quickly press with my middle finger, but you can do it the other way around. This could be easier or harder depending on what keyboard you have. You can also just use a single finger or two keys for jump if you want. This technique is also useful for the 4th Chorus skip.

Dash + walljump
This is where the major difference comes in: I dash a lot later than others. I don't need optimal height because I don't care about getting a cling. I just want an easy timing for the walljump. I dash around the point where the right side of Hornet's head lines up with the ledge above (see image).



However, this is pretty lenient, so you can dash slightly earlier or later. You can also adjust the timing based on how fast you re-press jump for the upcoming walljump. The easiest way to consistently time the walljump every attempt is to press jump as fast as you can. Here I also prefer re-pressing with two fingers but doing it with one also works well, since you have a little bit of time before Hornet reaches the wall with the dash.
The wall hitbox lines up pretty well with the wall below (see image). You can instead use this to try timing the jump with the wall, but I find it easier to just jump immediately.



Stop holding jump once you dash and then re-press immediately. Also, stop holding any movement keys to avoid bonking on the overhang. Once you go past it, hold right.