

ESP Fight Triggers for Guest Star Allies - by E'tykalu

Listed here are the fights that may seem plausible to skip. If a fight isn't listed here then it's because you can't really skip it ^.^;

If a fight has 'Couldn't skip' then that means I couldn't quite get past it myself (because I'm bad), but someone more capable is free to test it and see if they can.

Oh, and a room for this list is any time a loading screen is passed. So boss rooms (like fighting Francesca, for example) are their own rooms, and each time a Friend Train or Circle passes through a loading zone it also means a new room.

FIRST AREA FIRST HALF

First room - Top of the first upward hill. Couldn't skip.

Third room - Just on the third step. Pretty much a gimme - just teleport just before the third step and you'll go straight past the trigger.

Fourth room - Just before the first wooden platform with the Burning Leo and three wooden platforms. Couldn't skip.

FIRST AREA SECOND HALF

Second room - just after the ball destroys itself. Teleport just after the little raised part of the straightaway as the trigger is just after that.

Sixth room - teleport just as you reach the first pillar after the wall disappears and you can see outside (not to be confused with the pillar just the end of the wall). Trigger is just after this pillar.

SECOND AREA FIRST HALF

Third room - just after the second puddle; just as you approach the raised area. Use the first post of the fence as a reference point (that post is the trigger) - teleport just before there. Couldn't quite skip it myself - needs more testing.

Fifth room - the bridge just after Plugg. Trigger is right at the bridge's start. Chef Kawasaki midboss fight, therefore couldn't skip.

Sixth room - trigger seems to be placed right above you in a line across the screen. Even teleporting to the second row of platforms triggers it. Couldn't skip.

SECOND AREA SECOND HALF

Third room - next to two giant barrels stacked on top of one another. Trigger is at first block of collapsable bridge before them. Couldn't skip.

Fifth room - midboss of Frosty and Buggy. Trigger is at the tuft of grass in the background just after the second pink object. Couldn't skip.

Seventh room - just as the purple bridge meets with the mainland after the spinning saw at the start. Couldn't skip.

THIRD AREA FIRST HALF

Seventh room - just before you reach the second glowing pod under the bridge. Teleport about halfway between the first and second glowing pod (there's no real good reference point, sorry).

THIRD AREA SECOND HALF

Third room - second area after Plugg and Knuckle Joe - teleport just after the second lamp in the ceiling. Pull the switch after for a Health upgrade if you want for completely free!

Eighth room - placed on the final square of the floor before the first step with the three purple enemies. Teleport right before the line of this final square and aim for the top stair. You'll appear on it and skip the fight.

FOURTH AREA FIRST HALF

Third room - fight with EX Buggy on the flat plain just after the zig-zagging hills. Trigger is the tree just after these zig-zagging hills.

Seventh room - trigger is at the blue dot on the first rock formation in the background near the end of it. Couldn't skip; possibly because it also has an EX Bonkers fight near the end of it.

FOURTH AREA SECOND HALF (Second room encompasses all of the midbosses you have to rush through here for the sake of the list).

Fourth room - just after you pass under the lip of the roof above as it evens out. Couldn't skip.

Fourth room - on the second collapsing bridge, sixth block (just before the crystal structure in the background). Couldn't skip (quite possibly due to the exit being directly above the fight and only spawning after it is done).

FIFTH AREA FIRST HALF

Third room - on the purple bridge, just as you reach the end of the purple rock formation in the background. Couldn't skip, as it ends in a Chef Kawasaki midboss fight.

Eighth room - double Chef Kawasaki fight. Just enjoy the music, I guess. Trigger is a few steps into the platform they are on. You can cheese the hell out of it by dipping into the water below and spamming ESP attacks all over them though.

Eleventh room - double Bonkers fight. No way past this, so dunk the two corks up above on their heads and move on. In the four-hook container after is a Speed upgrade if you want it.

Fifteenth room - second rock formation; first mushroom stalk in the background peeking through the cracked rock wall. Teleporting right there didn't pass by the trigger, so couldn't skip on the few attempts tried.

FIFTH AREA SECOND HALF (you can cheese the hell out of the extra level it sends you to first by sending ESP pulses through the floors to hit the CPU's switches for you)

(Second room is the room you traverse to and keep coming back to for the sake of this list, with the first co-op door leading to room three, the second to room four etc etc)

Second room - just past the second co-op door; trigger is just past the third candle in the wall. Double Chef Kawasaki fight.

(Fifth room is moving onto the water-themed level after the Kawasaki fight)

(Eighth room is the room after the Friend Train ends)

Tenth room - run immediately upon entering this room. Just as you pass the second pole in the background near the end of the platform, teleport, hold for just under a second, then release. You'll appear slightly ahead, but will have skipped the first fight. Trigger seems to be when the platform gets into position, NOT you as the player.

Tenth room - second trigger is between the two floating platforms near the top of the screen a little ways to the right after the first skip. Float back to the platform, run then jump off it, teleport briefly like the first skip. You'll reappear just a bit before the first floating platform. Immediately teleport again, but hold for the full duration until you reappear. That should skip the second fight if you make it past the second floating platform.

Tenth room - third trigger is between two pillars in the background, with two ominous rubies in a wall between them. Have to kill this fight to open the exit to the next room, however.