

This is a document that aims to keep everything you need to get into the speedrun in one place.							
If you have any new glitches to add, or any new ideas in general hit up the credits and contact one of the runners there							
Check out the sheets below to find what you need							
Credits will contain a link to the users.							
<b>Links to sheets</b>							
<a href="#">Cutscenes</a>		<a href="#">Skips we Use</a>		<a href="#">Things with Potential</a>			
<a href="#">Haventon Map</a>		<a href="#">Credits</a>					

		Skip normally	Retry	Not skippable	Other notes
<b>Cutscene</b>					
<b>First section</b>	Camcorder 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Look at Tower	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Saves roughly 10 seconds
	Look down at bridge	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Look at fire engine	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>Second section</b>	Sewer guy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pull out your gun as you turn the corner, run
	Gate	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Machete	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	House	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Just run towards the Mei fight and retry from checkpoint
	Mei	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Same as above
	First start	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Fight end	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Camcorder 2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Walk into room	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Camcorder 2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Third section</b>	Look at skyscraper	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Can activate telescope and run to lift
	Look again	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Look AGAIN	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	You can jump the gap before the pause though
	LOOK AGAIN	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>The skyscraper is majestic</b>					
<b>LOOK UPON IT</b>	Med box	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	Hook	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Nothing	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	More hook	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Got hook?	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Angry boi	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pull out your gun and run
	You're back!	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Camcorder 3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Fourth Section</b>	Another bloody hook	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Not my fight	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Let one person from last fight follow you
	I like trains	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Henry's place	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Camcorder 4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Look at the boat	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Look at it again	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Look at the sign	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>Fifth Section</b>	Camcorder 5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Gas mask	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	That's a hotel	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Mei's mom	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>Final Section</b>	Camcorder 6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	More bridge porn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Dumb building	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	Halfway there	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	First window	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Fireworks	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	Split up	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	Found her	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
	Hey mom	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
	The end	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	











	When attempting a long jump, if the opposite direction to your intended jump doesn't have enough space to perform a long jump							
	You can hold down jump and then direction and then immediately switch directions to cancel out the 'charging' animation that comes							
	before the jump							
	Example:	<a href="#">Link</a>						





	When an NPC slows you down to talk to them in a pseudo-cutscene				
	Like the man in the sewers, you can pull out your gun to skip them.				
	This also works for skipping the start of a fight, if you're aiming to just run past it.				
	Example:	<a href="#">Link</a>			

	This is a very simple skip that allows you to skip the house, and even the Mei chase.						
	It's performed by simply running to where the Mei fight takes place and resetting to checkpoint after jumping the fence.						
	You can also reset after jumping the first fence however this is slower as the checkpoint in front of the park, while the fight						
	Checkpoint places you a few steps ahead of the fence you jump						
	Example:	<a href="#">Link</a>					





	<b>First victim</b>								
		The first victim is located shortly after picking up the machete, they require a single first aid kit which can be found while moving towards them in the sunken corner behind the second gate.							
	<b>Second Victim</b>								
		The second victim is located in the mall, down the elevator on the right, you can find the inhaler he requires on the fifth floor above him, you can get to it via the elevator shaft in front of the old man.							
		<a href="#">Victim picture</a>		<a href="#">Item picture</a>					
	<b>Third Victim</b>								
		The third victim is located after the skyscraper before heading down to the loading screen, they require a first aid kit which is found after getting the meds.							
		<a href="#">Victim picture</a>		<a href="#">Item picture</a>					
	<b>Fourth Victim</b>								
		The fourth victim is found in the subway, you'll find him having a dispute with an angry man. Just point your gun at the aggressive party and you'll cool him down and help the victim.							
		<a href="#">Victim picture</a>							
	<b>Fifth Victim</b>								
		The fifth victims are being held captive by cannibals in the right side of the subway after the gate next to the fourth victim, just head right and follow the blood trail across the tracks. Saving the victims will require killing the two cannibals and shooting the lock, this requires three bullets in total. Don't forget to pick up the cigarettes here.							
		<a href="#">Victim picture</a>							
	<b>Sixth Victim</b>								
		The sixth victim is found in the sewers before Henry's place, and requires two food cans if you don't have two food cans before this point do not worry as there is one in the train on your way here, and one in the padlocked gate to the left after the second train and while it does cost a bullet to get in, it also contains a bullet with the can.							
		<a href="#">Victim picture</a>		<a href="#">Item location</a>					
	<b>Seventh Victim</b>								
		The seventh victim is found shortly outside Henry's place, and is the quazimodo looking guy you'll see through the dust, he requires a collection of items. (Meat, Inhaler, Food Cans, Fruit Cocktail, Soda cans).							
		At first this seems daunting, but the inhaler and meat can be found on your way to him the fruit cocktail is found in the court of Henry's place and a soda can, can be found across the street from Henry's place, however I suggest picking up the one found in the court at the base of the firework building, as it contains a wine bottle used later. The food can, can be found on the corner in a hut.							
		<a href="#">Victim picture</a>		<a href="#">Item location</a>					
	<b>Eighth Victim</b>								
		The eighth victim is found up the wooden ramp on the way to the boat/hotel and wants the player to get him some cigarettes, the first cigarette can be found in the room next to the fifth victims, the player can get them when saving the previous victims.							

	<u>Victim picture</u>	<u>Item location</u>					
<b>Ninth Victim</b>							
	Just past the eighth victim you'll find a woman handcuffed against a bench, kill the thugs that are using her as bait and then free the woman.						
	<u>Victim picture</u>						
<b>Tenth Victim</b>							
	Across the street from the ninth victim you'll find the tenth, they require a tomato which you won't find until you've been to the firework's building.						
	<u>Victim picture</u>	<u>Item location</u>					
<b>Eleventh Victim</b>							
	This victim needs a battery to escape his confinement, if you picked up the second food can earlier in the subway you'll have a battery, if not then one can be found on the rooftop to his right.						
	<u>Victim picture</u>	<u>Item location</u>					

Victim 2



Item location



Victim 3



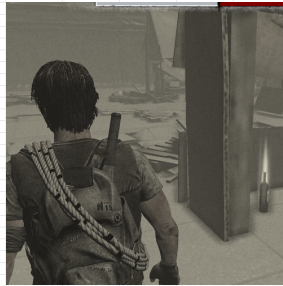
Item location



Victim 4



Victim 5



Victim 6



Item location



Victim 7



Item locations (scroll right)







Victim 8



Item location



Victim 9



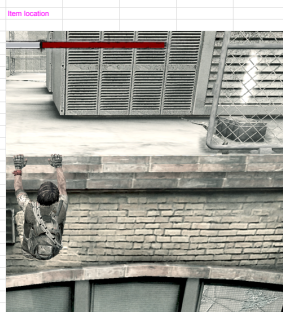
Victim 10



Item location

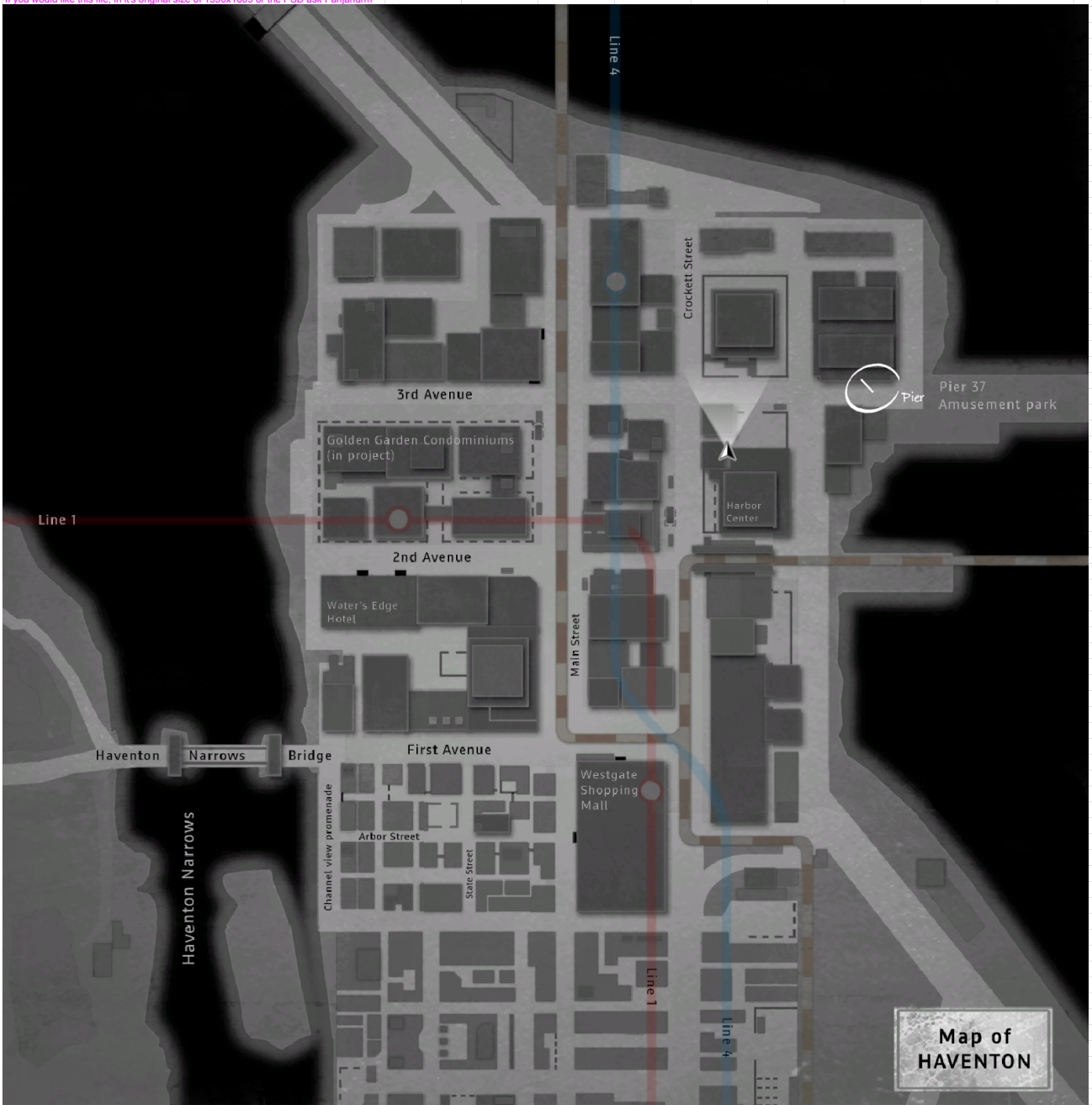


Victim 11



Item location

	The gun breach is simply any glitch that allows you to breach a wall as long as you pull out the gun.					
	Example:	<a href="#">Link</a>				



Map of HAVENTON

	The intro tree is a potential skip that uses the trunk of a tree right of your spawn to gain height and vault yourself out of bounds							
	While the tree has potential, the execution of it is risky due to the game more often than not soft locking you in a falling animation							
	While outside of the map there isn't much to do, the area you can walk around on is small, and ends before we can get anywhere useful							
	Example:	<a href="#">Link</a>						

	The park palletes are mostly useless, however if we could find an airwalk glitch they can be used to gain a lot of height easily.							
	To the right of the park, beyond the ambulance you'll see some pallets next to a corner, you can run up the middle of them							
	alternating left to right to gain impressive height.							
	Example:	<a href="#">Link</a>						

