100%imb (items, map, bosses) GUIDE

Intro & Thanks
Check out VGR's 1h 28m 36s video on *speedrun.com* for visual references to all movement and tech in this guide. He also has tech-specific videos on his Youtube and Twitch so be sure to check those out. You can also find resources at sudra-routes.com. Find the Axiom Verge community on Discord to learn more about the game, tech, categories, or to just hang with awesome people.

This is a culmination of hard work from many people in the Discord community so to avoid leaving out any one of you amazing people I will simple say, from the bottom of my heart, THANK YOU and keep on rocking!

~AcidKru

BOSSES

Xedur Fight
Shoot Xedur from edge of platform by Door. As the drums of the boss music start to transition the song away from siren noise (or for a visual cue: Xedur pivots 4xs against Left Wall), run Right and jump to 2nd Block. Continuously fire. Xedur may drop a bomb on your platform, pay attention to bomb before it and when it explodes jump up to avoid the bomb by you, land and continue firing. If Xedur passes you by going Left, use small hops and straight Left shots to hit Xedur's bomb gun. That should end the battle.

Telal Fight
Jump to 2nd bubble barrier and up to Platform, shooting Disruptor at Telal, jump to Telal and dmgbst thru with as 2-3 Kilver shots to the his yellow back. Once behind Telal, stop just under the red bubble on the ceiling and fire angled shots at the bulge on Telal's back. When Telal moves, advance Left and stop under the lowest hanging pink background element and fire angled shots again. Telal will move back to 1st position, do the same as you did the 1st time. Telal will move back again, jump up to platform and fire. If your button rhythm is fast enough Telal should die at this point before moving forward again.

Uruku Fight
Disrupt hidden block under Uruku's 2nd Grey, Purple Orb thing, jump on to platform and spam your Disruptor to destroy Orb. Jump with angled Disruptor shots to initiate Uruku head movement. Stand and fire when head is low, jump and shoot when head recoils.
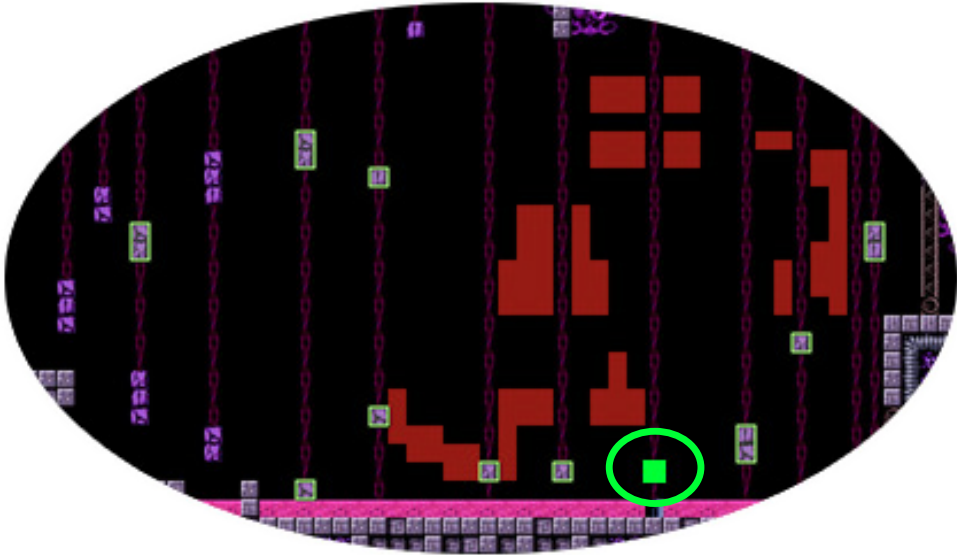
Vision Fight
Maneuver Vision to the Right to take damage from Trace and sweep Left until Trace is under you. Bob left and Right to keep yourself under Trace. Before Trace kills you (Vision will be really red), drop a Bomb to the Right of Trace. Timing is key. If done correctly, this will push Trace further to the Left and speed up the death transition.

Ukhu Quick Kill
Run Left to Platform, jump up and stop between the 2 background pillars and windows. Wait for Ukhu to spit 2 projectiles and then advance Left again and stop at Wall of the Platform. Wait for Ukhu to spit 2 projectiles and then Jump up and stop at the middle background pillar. Begin using Address Disruptor, wait for Ukhu to spit 2 projectiles. As Ukhu rotates backwards to shoot out Wasps, advance to edge of the Platform and use AddDisruptor on the 3 Wasps. Back away slightly Right, wait approximately 4 seconds, the Wasp Pieces should be at about Ukhu's neck. Before Ukhu is about spit out projectiles, jump up to Ukhu's mouth and use a Kilver blast. Congrats!

Gir-Tab Fight
Use combination of Upward Redcoat dashes and Drilver on Gir-Tab's underside and tail area.

Clone Fight
Kilver the 1st Pod, stand in Pod and use Ion Beam or quick Disruptor shots to kill Clone off screen on the Right

Sentinel Fight
Position under Sentinel and use Upward Redcoat dashes and Flamethrower. Use Downward dashes during Sentinel's hidden sequence to avoid projectiles.

Xedur Hul Fight
Dash thru his face 4xs, hugging the wall on either side after each dash. Go to the far Left underneath where he is about to start his bomb cycle. Keep Flamethrower on him at all times, using position lock to hold yourself as close to him as possible without getting hit.

Athetos Fight
The Green Screen is the source of damage for Athetos. Jump and hold Jump+Weapon (Flamethrower) and use Upward Redcoat dashes. Repeat when you land. Do for 3 cycles. 1st and 3rd wave Beholder Sentries give Health.
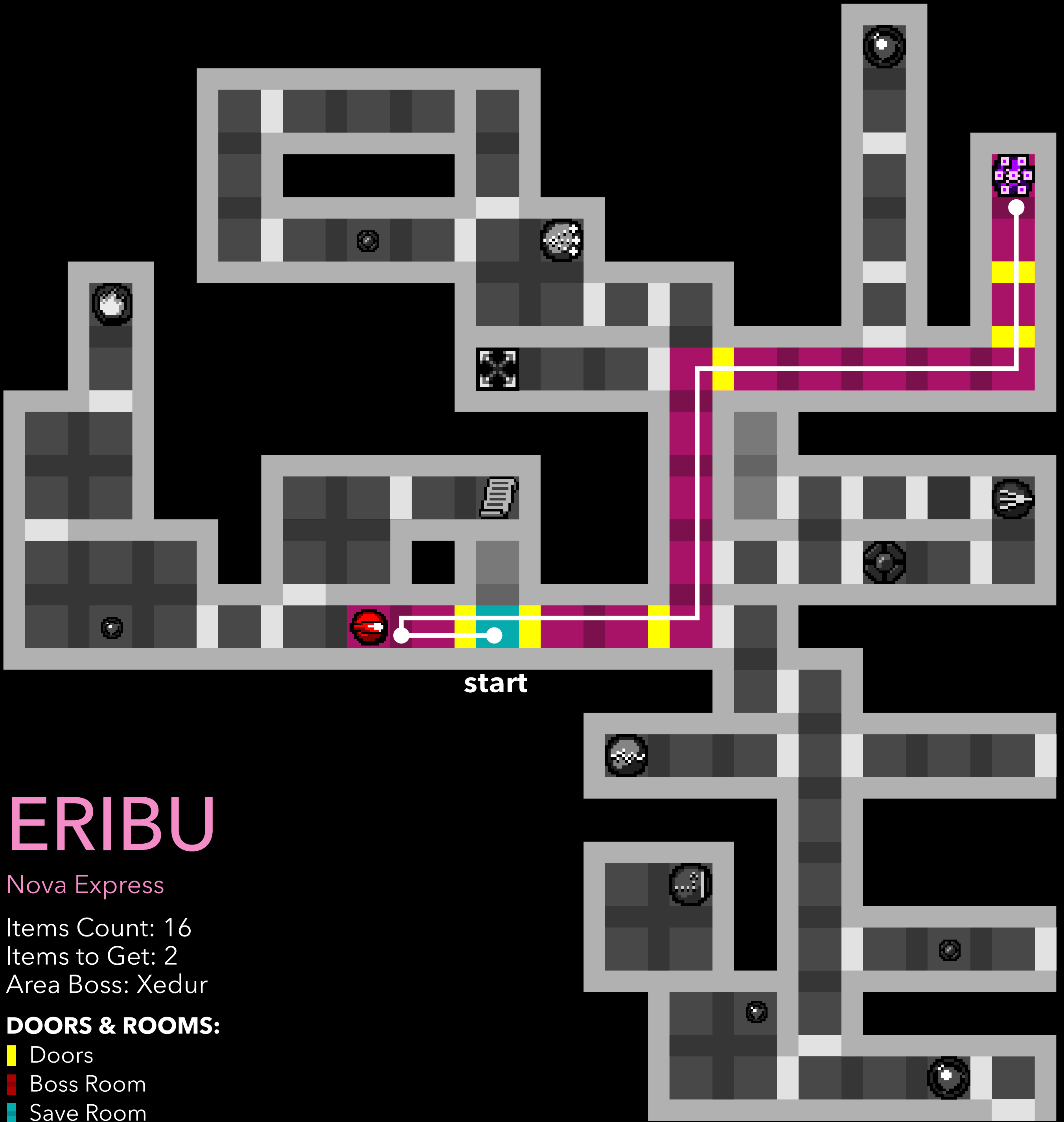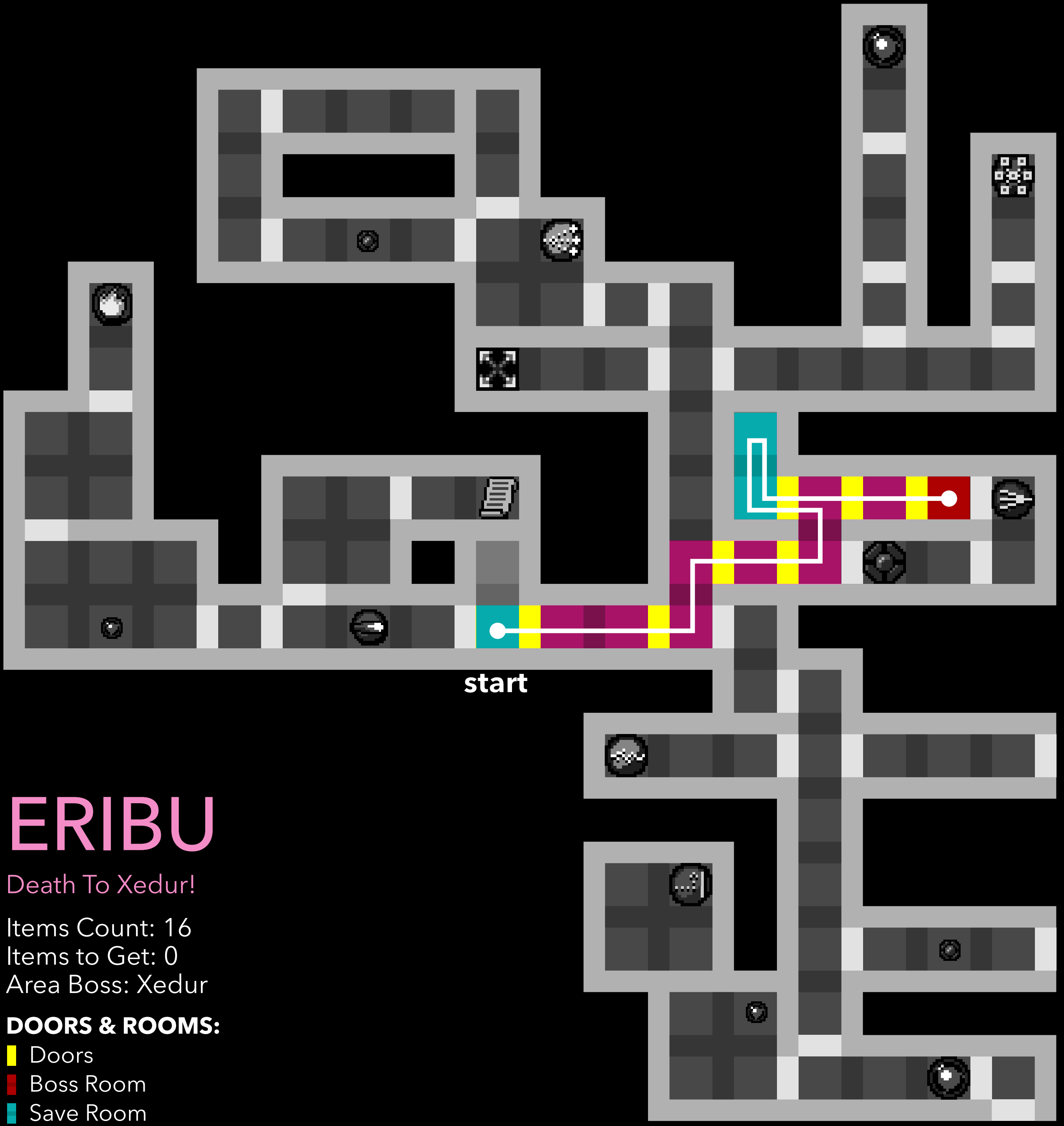
ERIBU

Nova Express

Items Count: 16
Items to Get: 2
Area Boss: Xedur

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:

- Exit Left from Save Room
- U-turn after getting Axiom Disruptor
- Take 2nd Door on Right in Eribu Tower
- *Damage Boost through the 1st Hive, Jump over 2nd Hive using platform, Damage boost (dmgbst) through 3rd Hive*
- Get Nova
- Save Warp

ERIBU

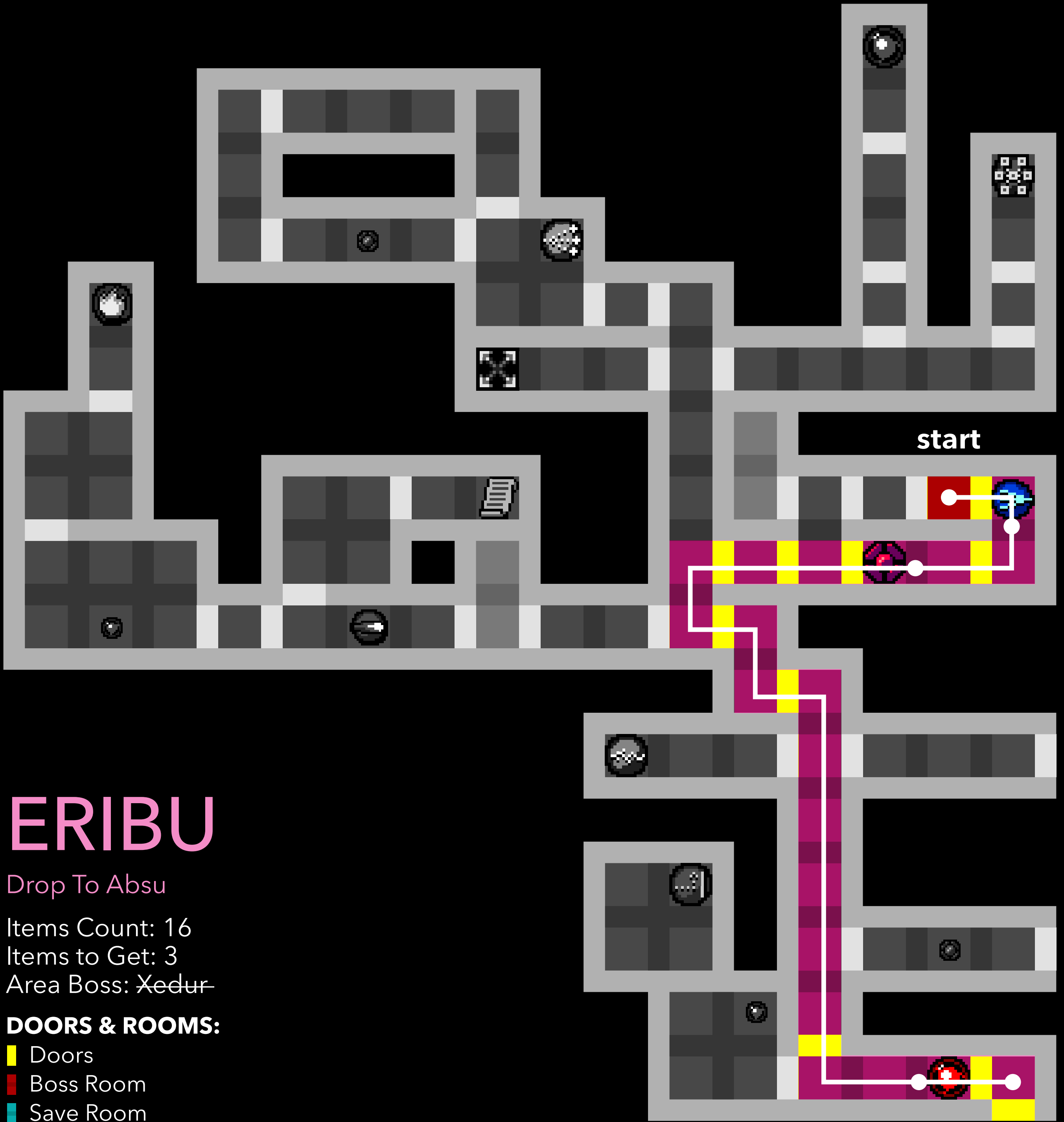Death To Xedur!

Items Count: 16
Items to Get: 0
Area Boss: Xedur

DOORS & ROOMS:
- Doors
- Boss Room
- Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Exit Right from Save Room
- Take 1st Door on Right in Eribu Tower
- Use Nova on upper Door Switch
- Get Save Room Map using platform on Left Wall
- Kill Xedur

ERIBU

Drop To Absu

Items Count: 16
Items to Get: 3
Area Boss: ~~Xedur~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

ROUTE:

- Exit immediately when Gate opens
- Nova the egg to open Laser Drill, jump & hold Down to get Drill so as to begin drilling immediately
- Use Laser Drill on bricks to shoot Door Switch with Nova; pick up Power Node
- Using a Door Input, Hold Up+Laser Drill as you enter Door, release inputs as soon as the screen stops the Door transition sequence and is still black. This will initiate a quick Up Drill on the Switch. Continue Left and Exit.
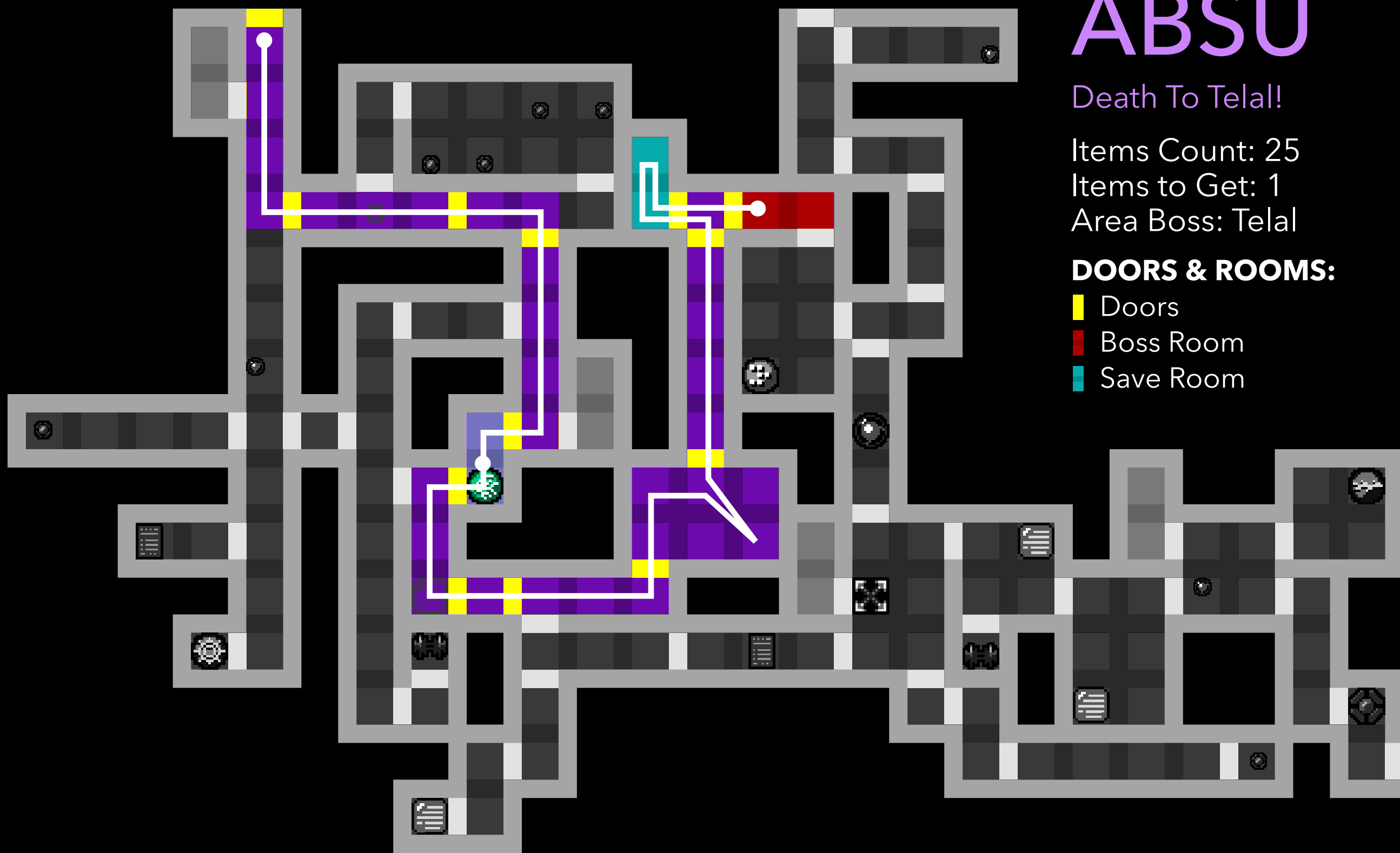- Pick up Health Node
- Head down to Absu

ABSU

Death To Telal!

Items Count: 25
Items to Get: 1
Area Boss: Telal

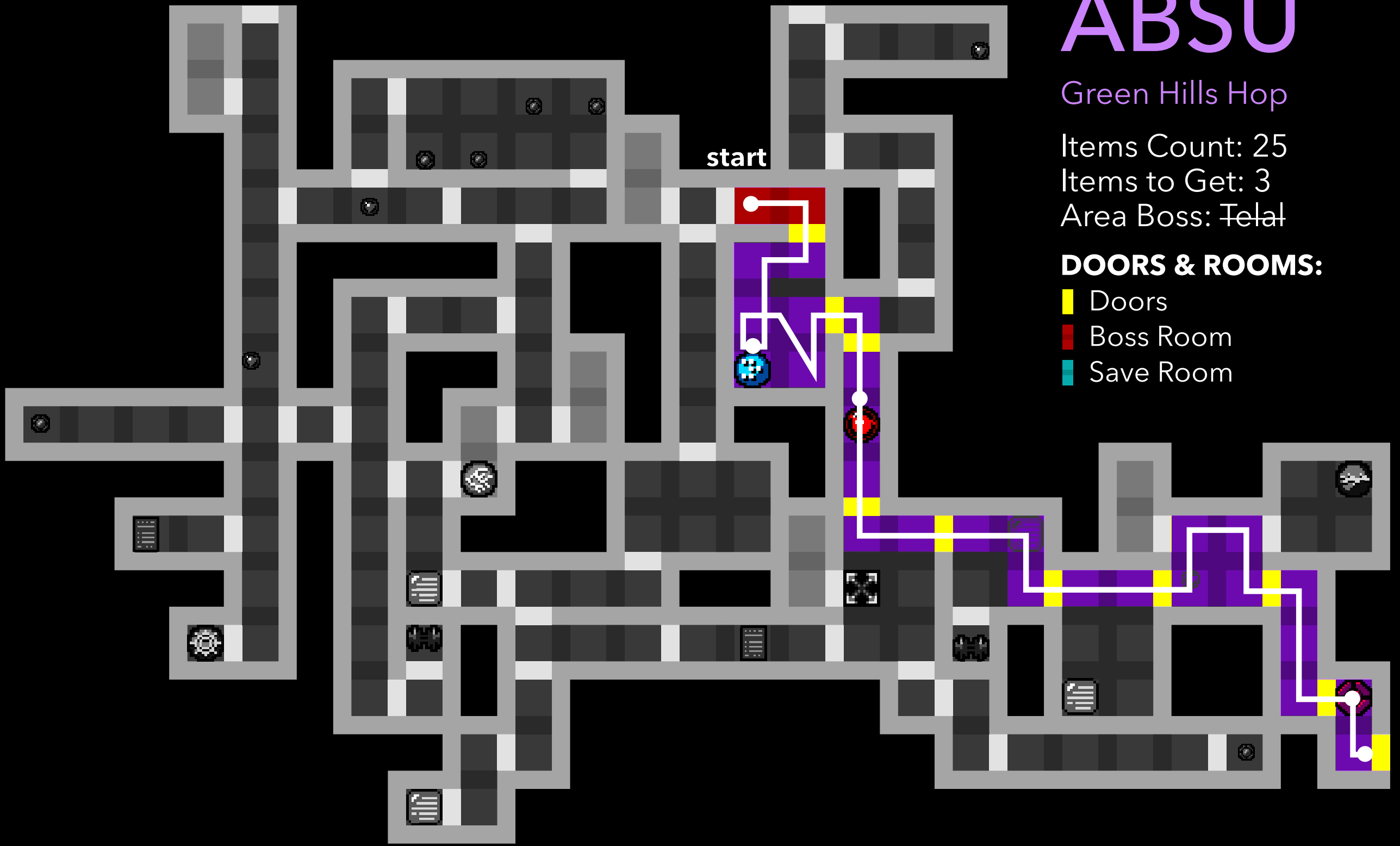**DOORS & ROOMS:**
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

ROUTE:

- Hold Right while dropping from Door, immediately turn Left, as you fall rub against the Left of the platform and activate Laser Drill downward to break thru bricks, land and exit through Door on Right
- After drilling through wall, dmgbst thru the 2 Shrubs, run at Mutant with Laser Drill to avoid confrontation
- *Rapid fire angled shots at floating Pink Giant Diatom, finish off with Laser Drill to get Health Drop*
- Take 1st Door Down in Pink Room
- Take Left Door after fall
- Pick up Kilver
- Use Kilver on Door Switch
- *Run at the Mutant and let it jump over Trace, jump up to platform and exit*
- Jump down to 3rd platform to get rest of map
- *The 2nd, 7th, and 9th Blue Nautilus' drop Health*
- Get Save Room map using platform on Left Wall
- Kill Telal

ABSU

Green Hills Hop

Items Count: 25
Items to Get: 3
Area Boss: ~~Telal~~

DOORS & ROOMS:

- Doors
- Boss Room
- Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.
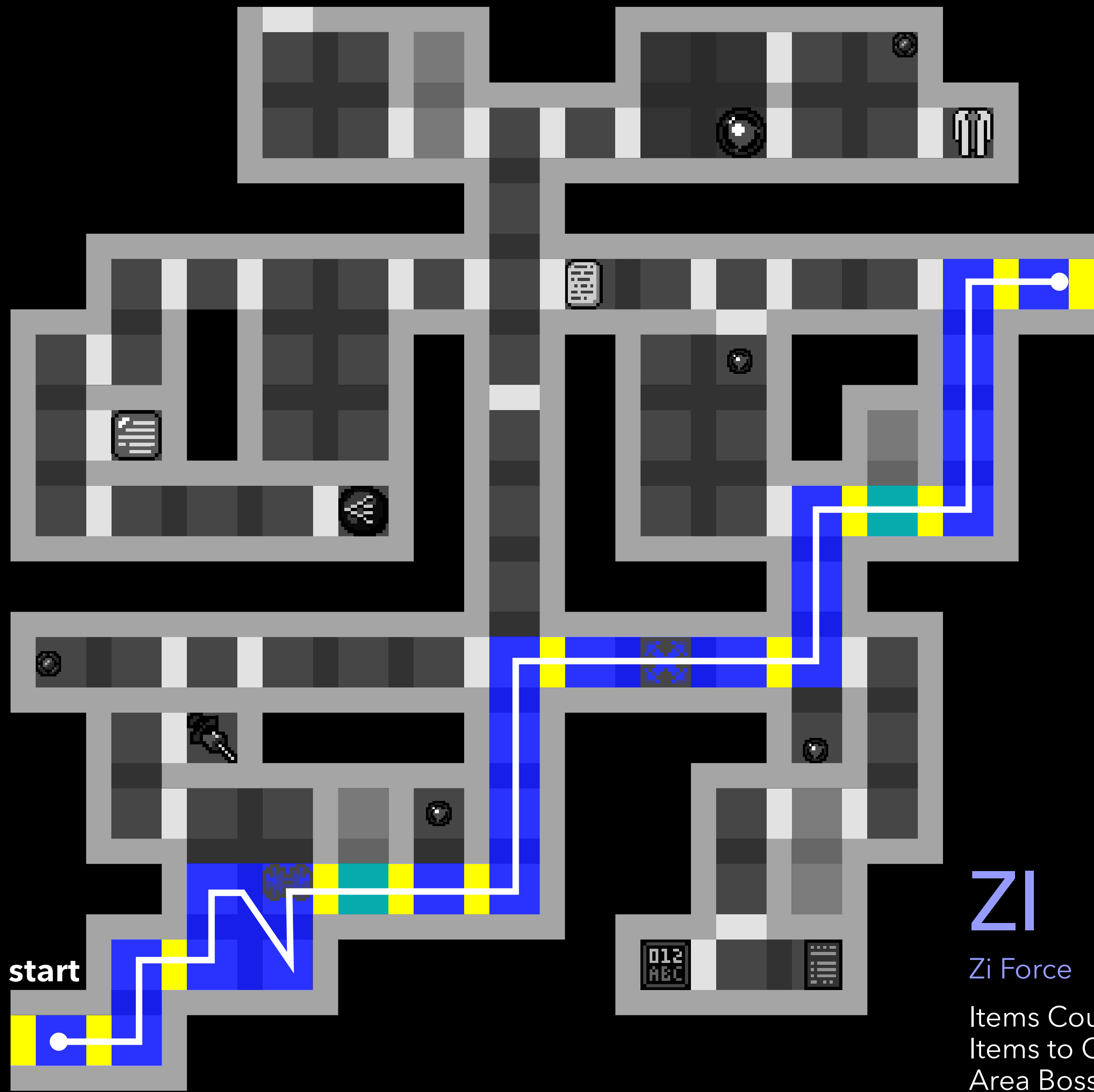
ROUTE:

- Immediately leave Boss Room when gate opens
- Drop to get Address Disruptor, platform back Up/Left and use Disruptor on hidden platform on the Right, Disrupt the Mushroom Spores to ride up to Door
- Head Right to get Map Coverage before heading Down
- Avoid Snails to drop down to Health Node
- *Run toward Purple Flying Krill, Kilver Spore to drop down, Platform Right towards wall, drop to Door*
- Drill thru wall to get Power Node
- Exit to Zi

ZI

Zi Force

Items Count: 15
Items to Get: 0
Area Boss: Uruku

DOORS & ROOMS:

■ Doors
■ Boss Room
■ Save Room

start

ROUTE:

- Run to Steam Vent and wait for Green Roller to jump over Trace then immediately jump and run to Door
- * Shoot the Scorpiant and the Green Roller across from it to get Health drops*
- *Jump to ledge to exit Right. No need to drop down for map (it's acquired at the 1st Scorpiant)*
- Don't Save!!
- Run to far Right wall and Laser Drill through. Or attempt Ant Hill platforming (see WR videos for strats)
- Drill out of wall and exit through Right Door
- Double Dragon Room (see WR videos for expert strats)
- Don't Save!!
- *Jump to 1st Platform, kill upper Yellow Sea Sponge get Health Drops, dmgbst thru last Yellow Sea Sponge if Health is safe*
- Exit through top Right Door

KUR

Mission Impossible

Items Count: 22
Items to Get: 1
Area Boss: Gir-Tab

DOORS & ROOMS:
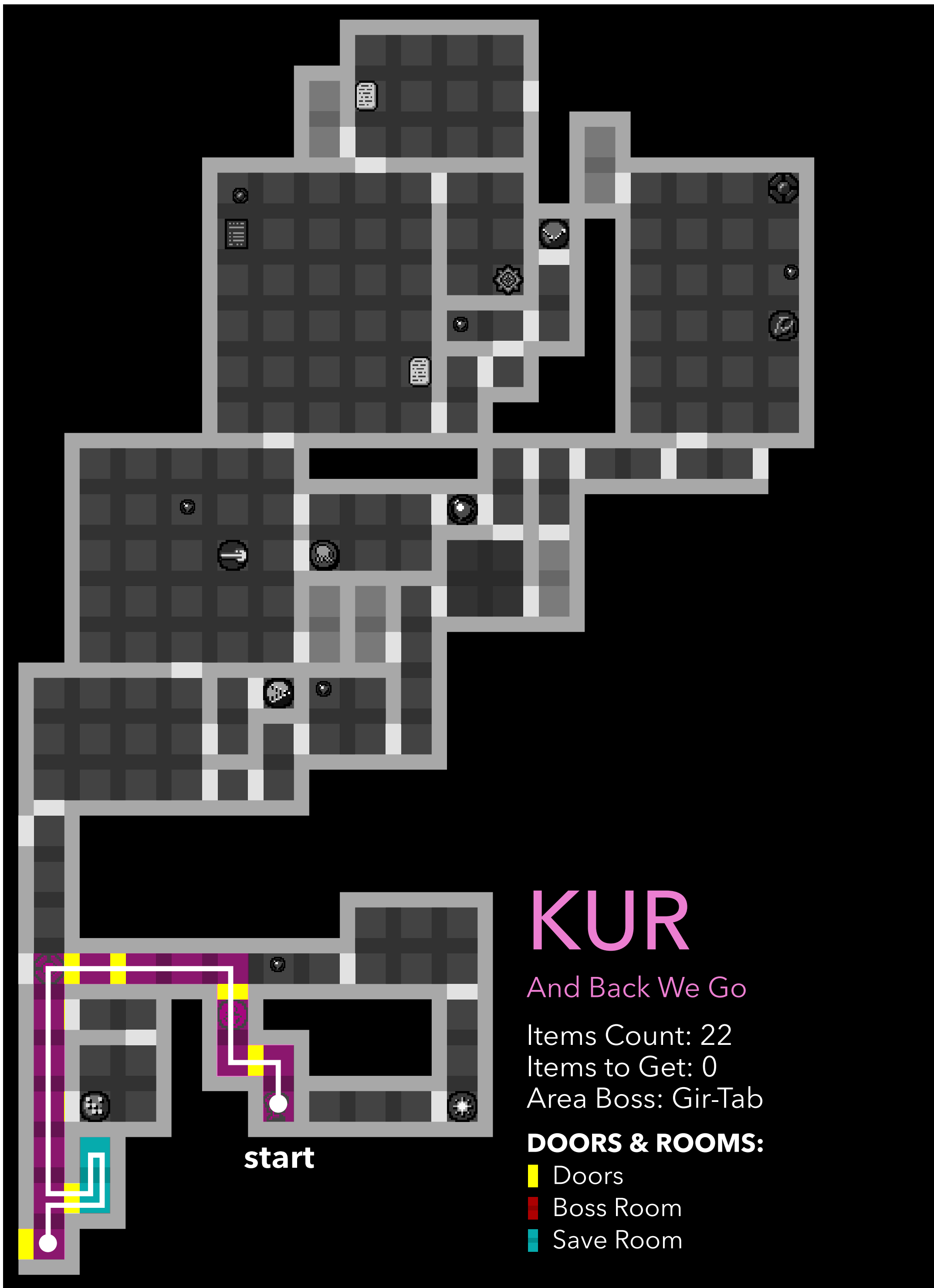
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:

- *Hidden Wall Path for safety climb, tho platforming Up thru Tower is faster. Look up WR vidz to see how*
- Exit through Right Door across the way
- *The 2nd and 4th Laser Urchins drop Health*
- Take Door Down
- Drop down to Field Disruptor (Air Jordans)

KUR

And Back We Go

Items Count: 22
Items to Get: 0
Area Boss: Gir-Tab

DOORS & ROOMS:
🟨 Doors
🟥 Boss Room
🟦 Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Back track to Kur Tower from the way you came
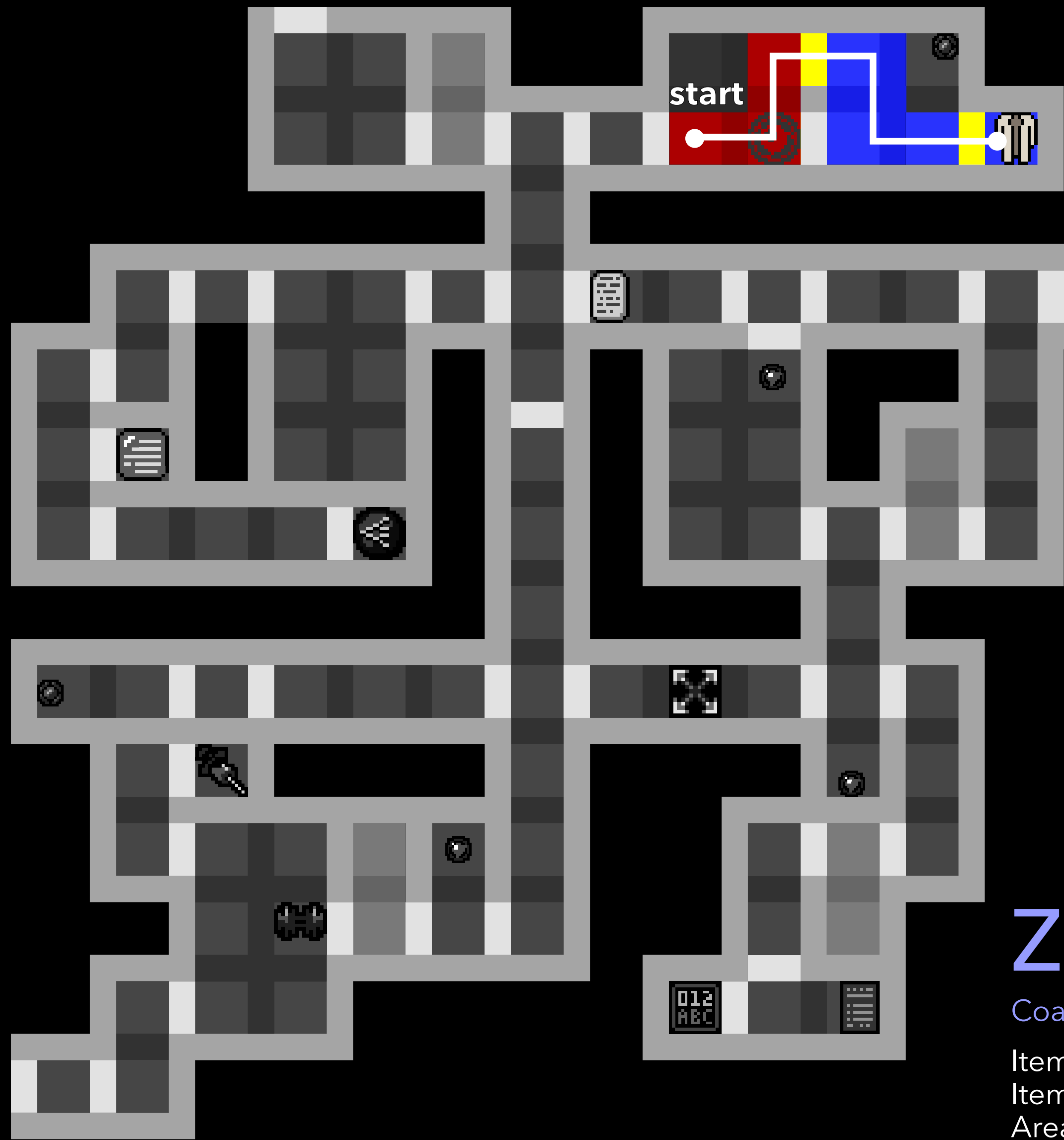- Drop down Kur Tower and get Save Room map in bottom Right Door
- Exit Left to Zi

start

ZI

Death To Sludgy!

Items Count: 15
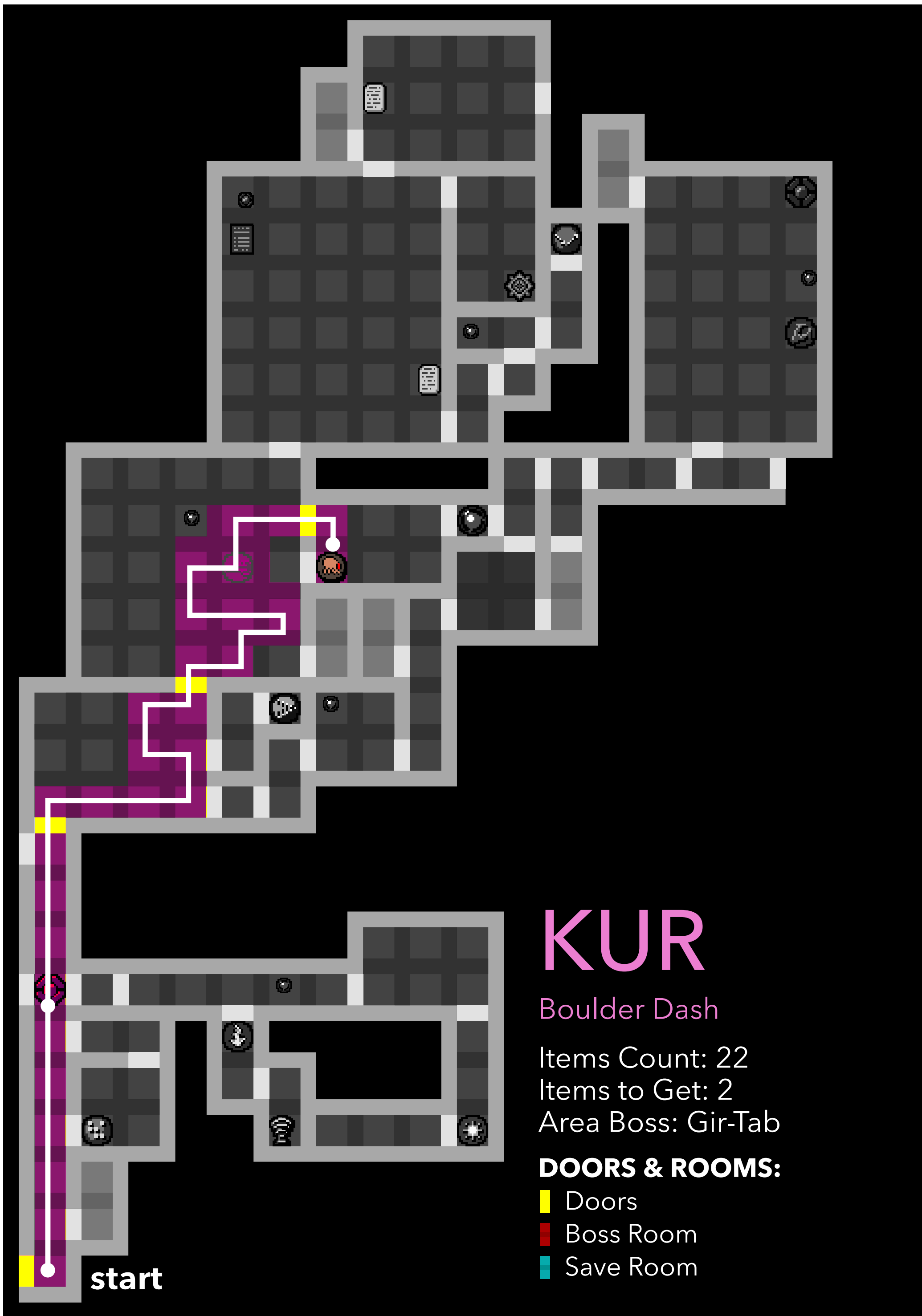Items to Get: 0
Area Boss: Uruku

DOORS & ROOMS:
🟨 Doors
🟥 Boss Room
🟦 Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Go Left through 5 Doors
- *Jump up to Platform from Doorway, jump up to next platform (both Ghouls will jump over Trace), continue Up. If low on health, both Ghouls will drop Health*
- Exit through Right Door
- Kill Uruku

start

ZI

Coat Room

Items Count: 15
Items to Get: 1
Area Boss: ~~Uruku~~

DOORS & ROOMS:

■ Doors
■ Boss Room
■ Save Room

ROUTE:

• Disrupt hidden blocks to exit Boss Room at Top Right Door
• Shot Door Switch in middle of room
• Jump up and over to Modified Lab Coat

start

ZI

Back To Kur

Items Count: 15
Items to Get: 1 (optional)
Area Boss: ~~Uruku~~

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

ROUTE:

• Glitch Coat through Gate to exit Room
• Continue Left
• Disrupt hidden blocks past Wall Gate as you Glitch Coat thru Wall Gate
• *Optional Health pickup: Disrupt more above to go up to Health Node behind Wall Gate*
• Back track through Steam Vent Room
• Continue all the way Right to exit to Kur

KUR

Boulder Dash

Items Count: 22
Items to Get: 2
Area Boss: Gir-Tab

DOORS & ROOMS:
🟨 Doors
🟥 Boss Room
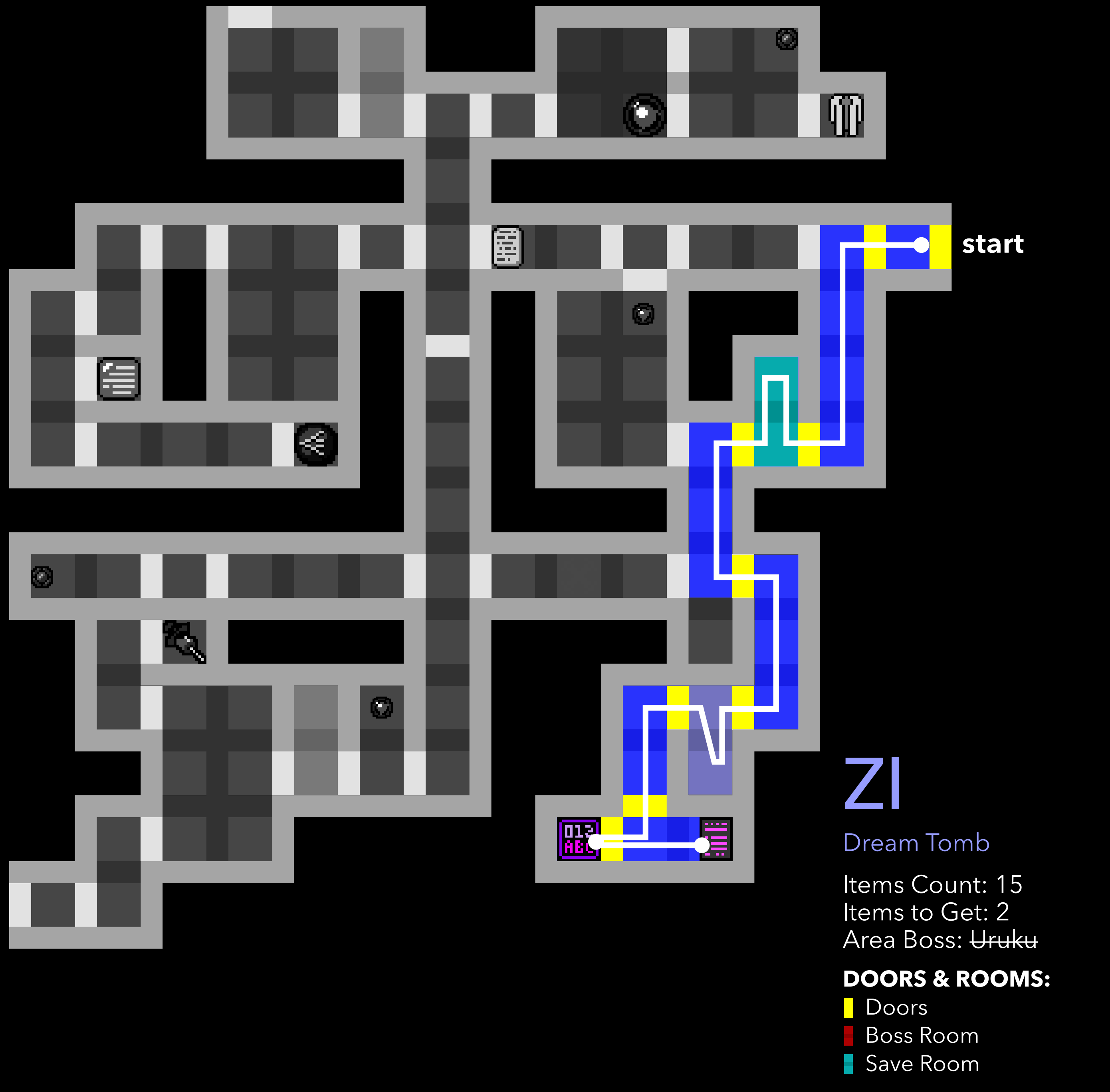🟦 Save Room

start

ROUTE:
- Platform Up thru Tower
- Glitch Coat through Wall Gate and get Power Node
- Laser Drill through Right Wall and then Glitch Coat through Wall Gate
- Continue platforming Up to exit
- Platform Up and Right to continue to Top Right Door
- Glitch Coat through Wall Gate and drop down to get Drone

KUR

Almost Home

Items Count: 22
Items to Get: 1
Area Boss: Gir-Tab

DOORS & ROOMS:
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room
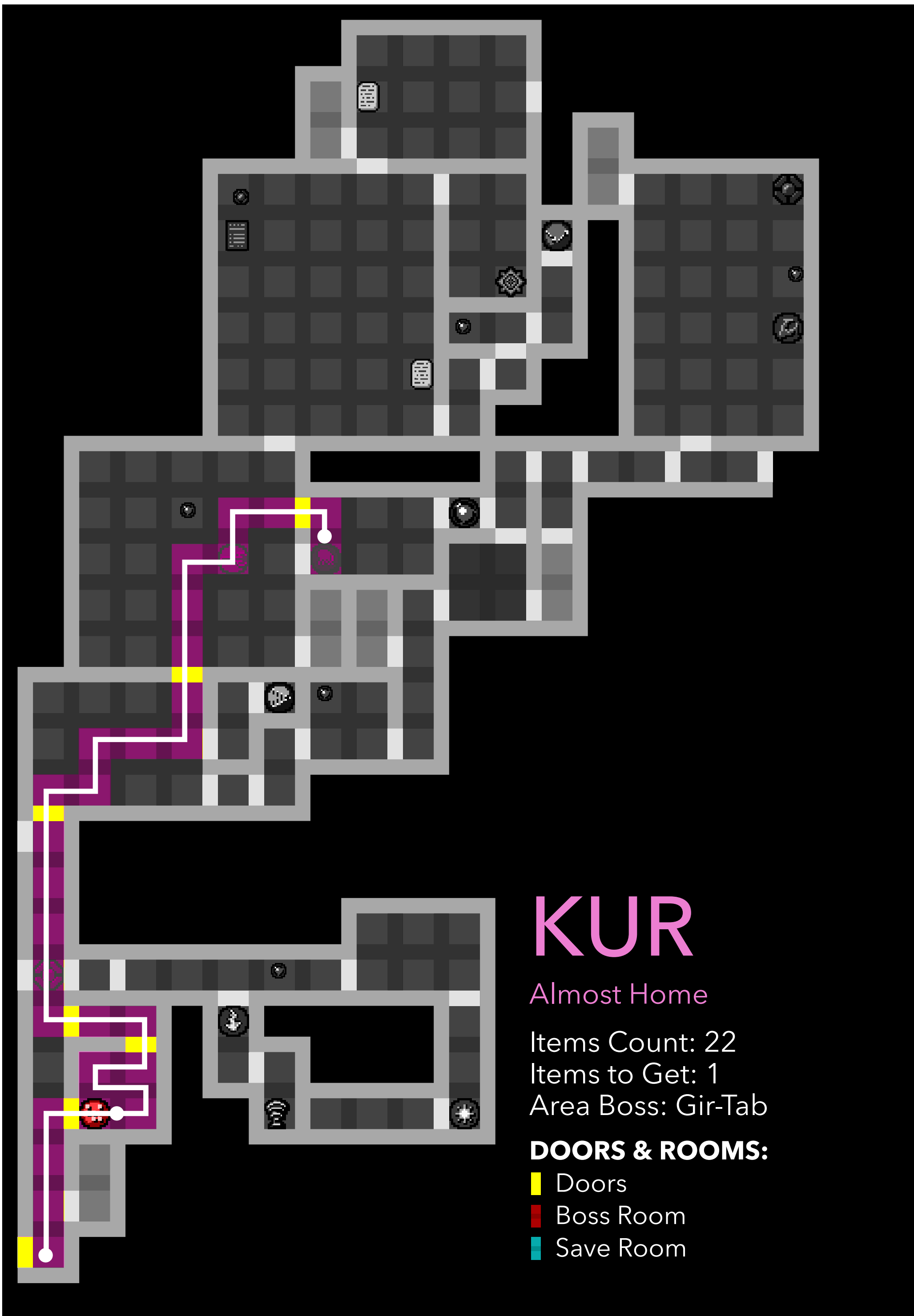
ROUTE:

- Back track Up the way you came to exit. Back track Down to Kur Tower.
- Take 2nd Right Door from where you got the Power Node in Kur Tower
- Use Drone to get Door Switch, return to Trace, Glitch Coat through 2 Wall Gates and exit Down
- Drop Left and Drone Left, Down and towards the lower Right (around the Ghouls) to shot Door Switch, return to Trace
- As Trace go Left and Down, Glitch Coat through Wall Gate and get Address Disruptor 2
- Disrupt Wall then Drill thru to exit
- Drop down Kur Tower to exit to Zi

start

ZI

Dream Tomb

Items Count: 15
Items to Get: 2
Area Boss: ~~Uruku~~

DOORS & ROOMS:

- Doors
- Boss Room
- Save Room

ROUTE:
- Drop down left most side of room to exit Left
- Get Save Room map
- Fall down Right side to avoid Yellow Sponges, Kilver before landing to clear Purple Shrubs, exit Right
- Drop down to last platform before the gap in Veruska Room to get map, Launch Drone to Top Left Door
- Take Left Door for Passcode
- Exit Right all the way to Digital Paper
- Save Warp
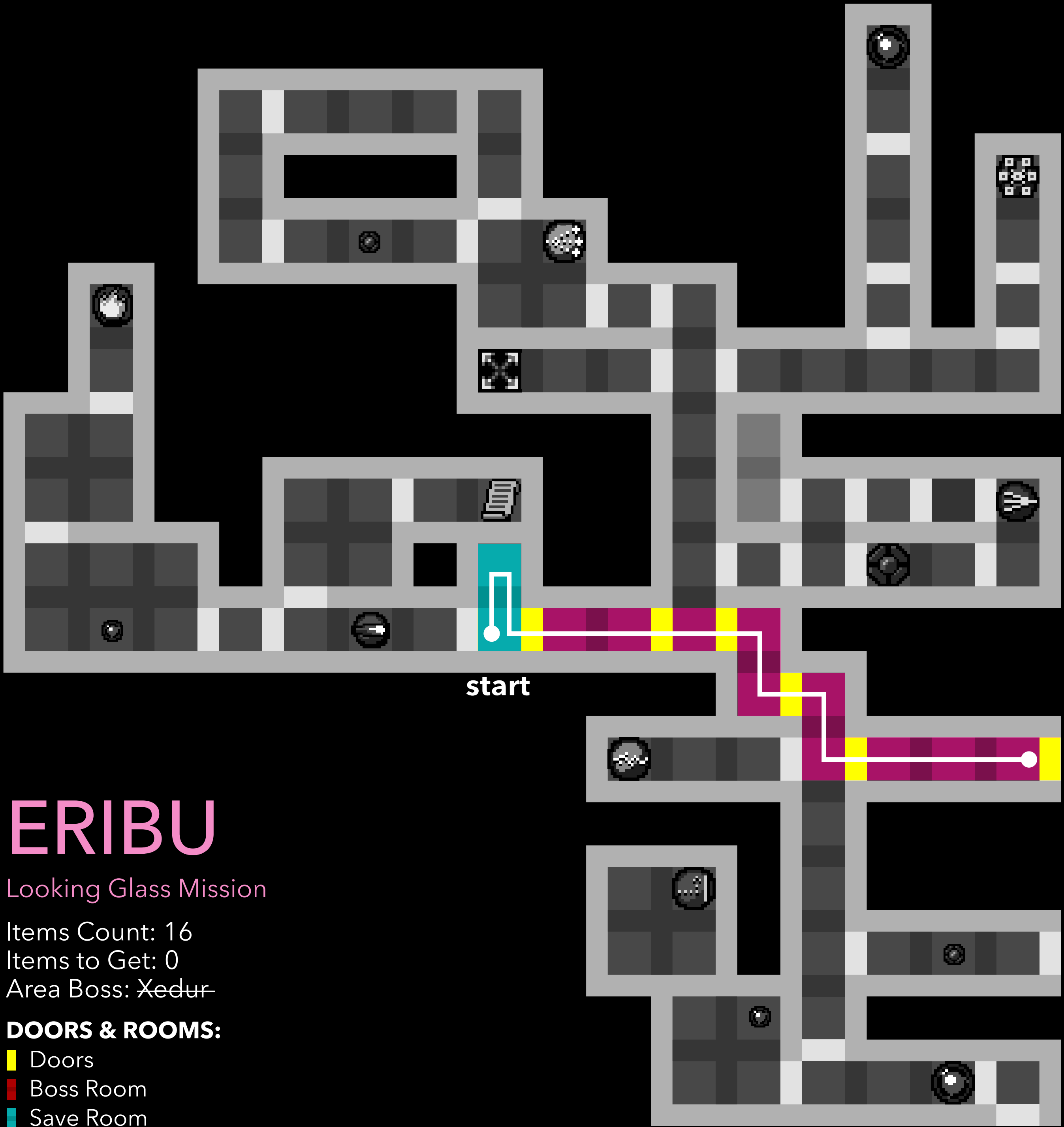
ERIBU
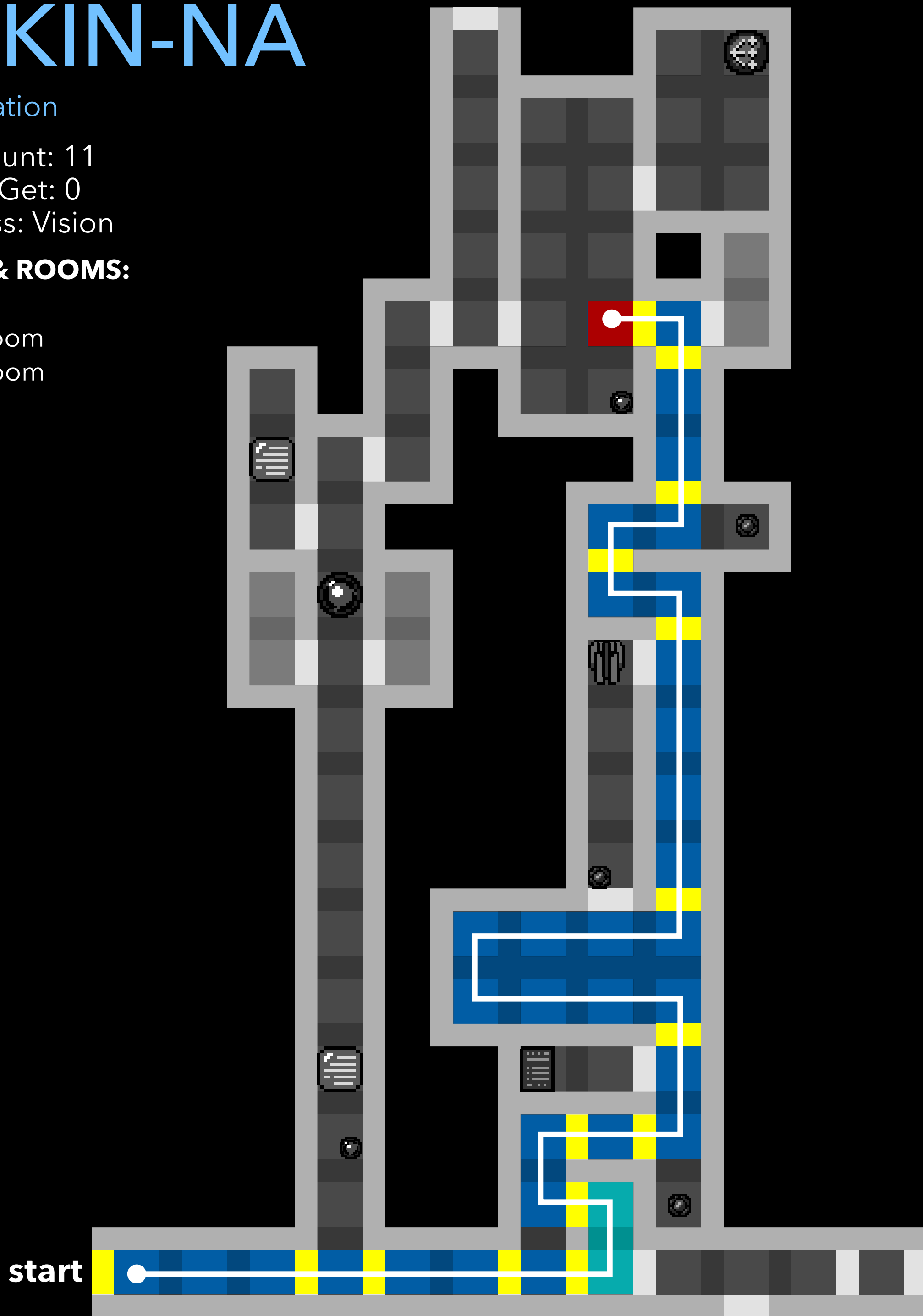
Looking Glass Mission

Items Count: 16
Items to Get: 0
Area Boss: ~~Xedur~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Head Right 3 Rooms
- Drill Down, exit Right
- Drop and take 1st Right Door
- Address Disrupt 2 Barrier Gates

UKKIN-NA

Hallucination

Items Count: 11
Items to Get: 0
Area Boss: Vision

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

start

ROUTE:

- No need to Save - the game auto-saves you to this location
- *Disrupt the Silver Sentry before the floating platform to stop them from following you*
- *After climbing the long tower, shoot 2 Disruptor shots, or use Kilver twice on approaching Banshees*
- Head Right and jump over Sea Urchin, continue Right to jump up to Door
- Platform Up, jump over Sea Urchin and continue Up and Right to Door
- Kill Vision... or let Trace kill Vision... or let yourself die to Trace... what?!
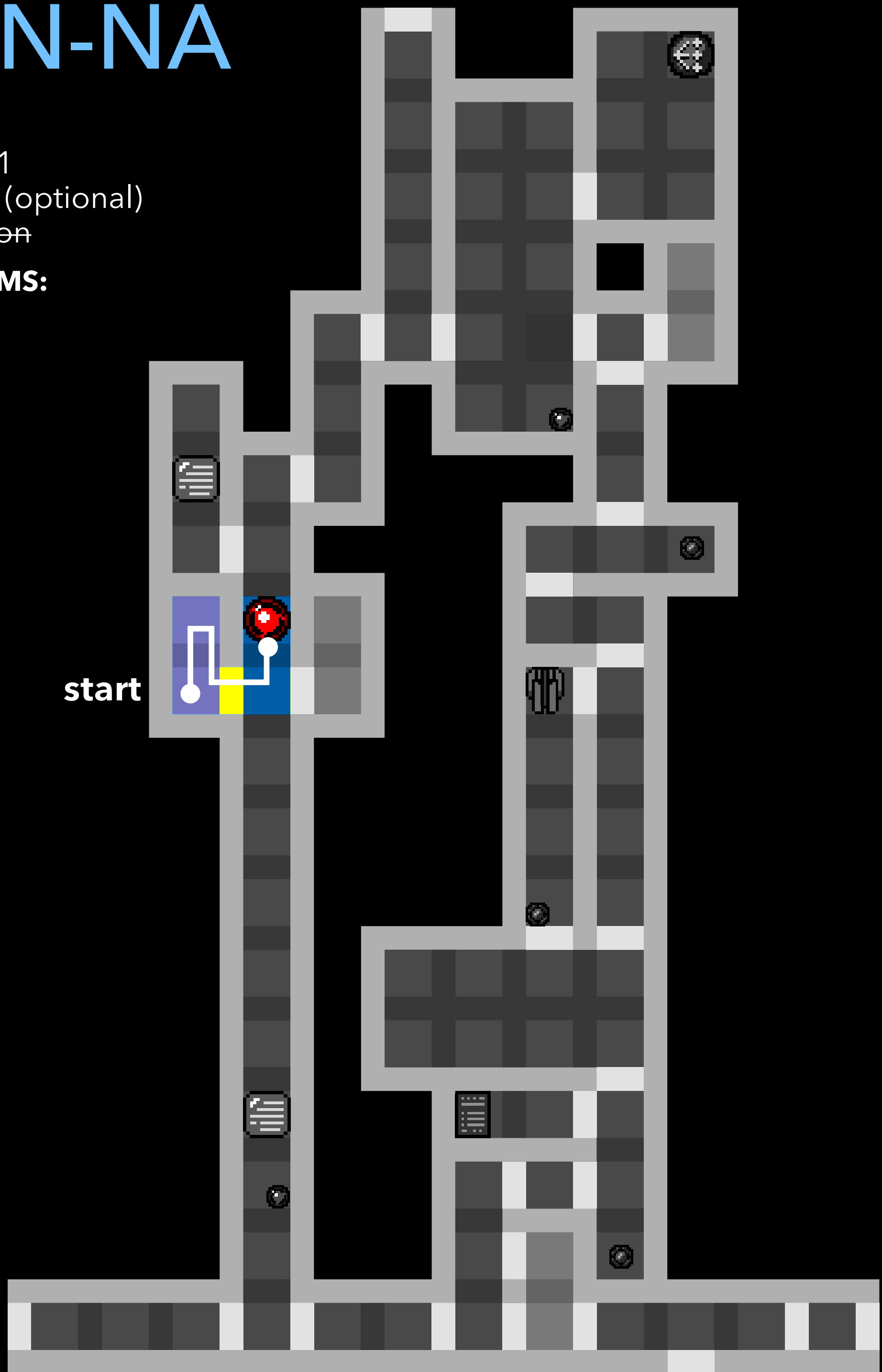
UKKIN-NA

Rise And Shine

Items Count: 11
Items to Get: 1 (optional)
Area Boss: ~~Vision~~

DOORS & ROOMS:

🟨	Doors
🟥	Boss Room
🟦	Save Room

start

ROUTE:

- Jump after waking up to get Map and Save Warp
- *Optional Health pickup: exit Right and platform Up to get a Health Node and Save Warp*

UKKIN-NA

To The Coat Room!

Items Count: 11
Items to Get: 1
Area Boss: ~~Vision~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:

- Head to Upper Left Door
- Run all the way Left, then Up, and Right to Door
- *Trace can run past Sentries with minimal engagement*
- Frame Perfect Jumps are possible when platforming past the Pillbugs
- Drone Launch Up to get Trenchcoat
- Save Warp
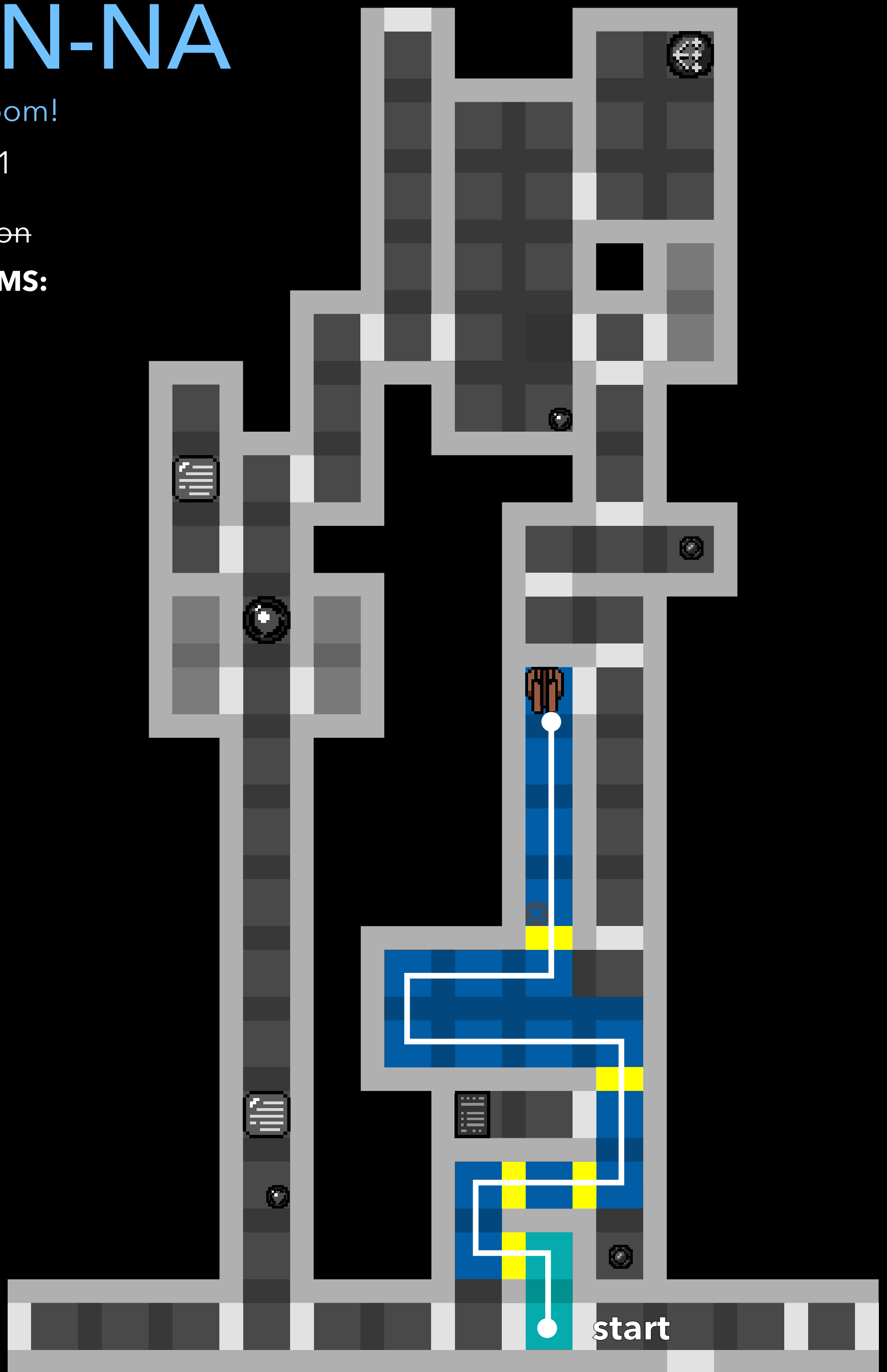
UKKIN-NA

Off To Indi

Items Count: 11
Items to Get: 0
Area Boss: ~~Vision~~

DOORS & ROOMS:

- Doors
- Boss Room
- Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

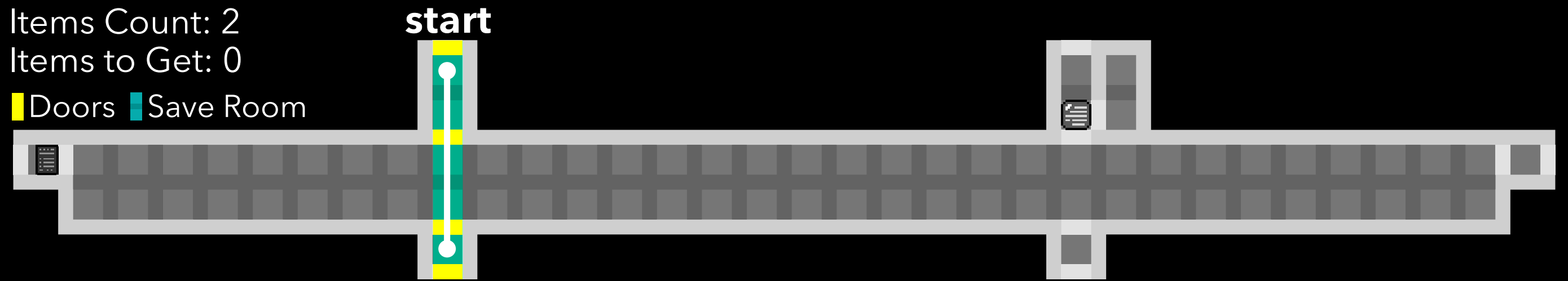- Exit Right and take 1st Bottom Door

INDI

Absu Drop

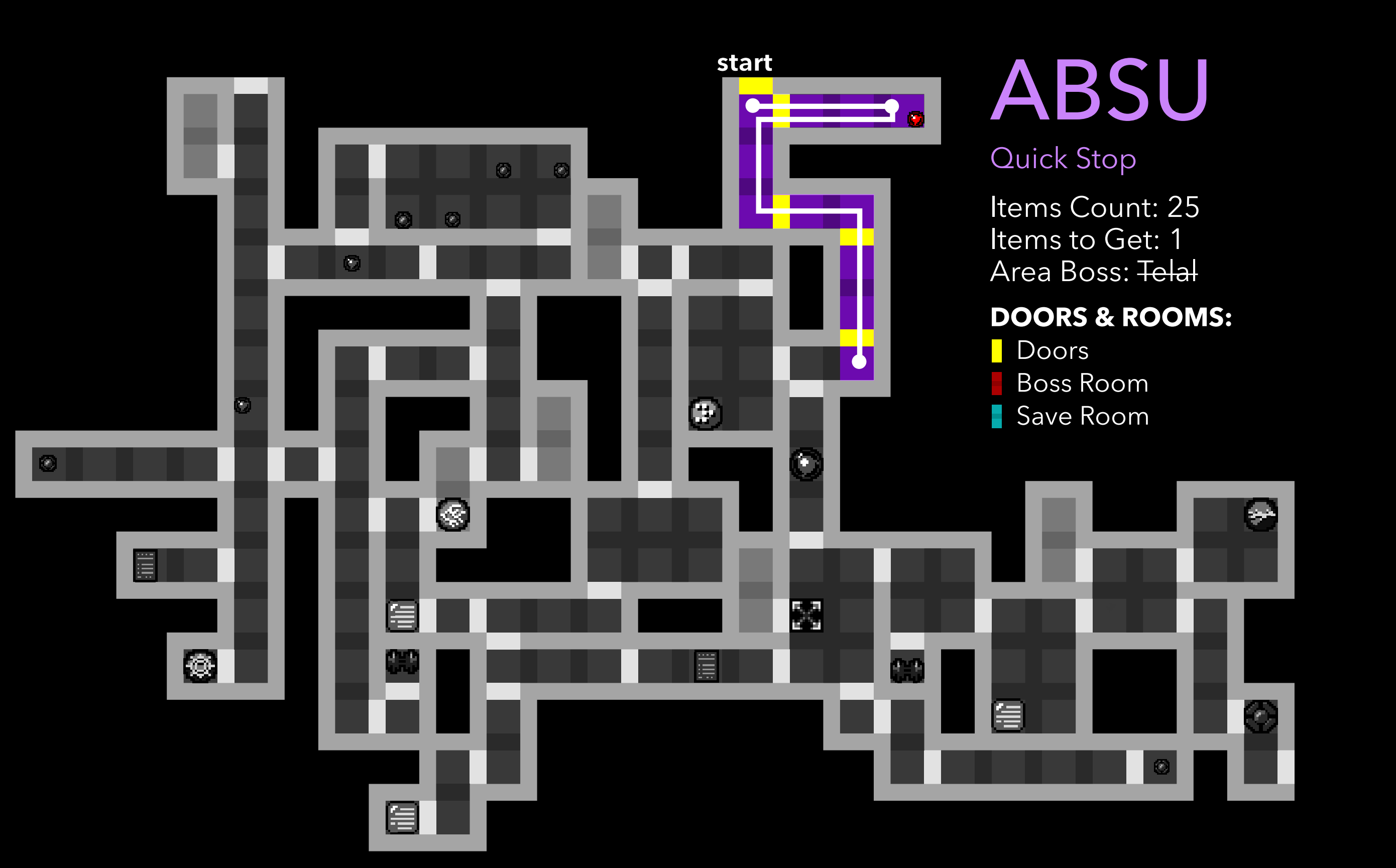Items Count: 2
Items to Get: 0

■ Doors ■ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Drop down shaft to Indi Access Door
- Drop Down and Left of Oracca to take Bottom Door Down to Absu

start

ABSU

Quick Stop

Items Count: 25
Items to Get: 1
Area Boss: ~~Telal~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

ROUTE:

- Take 1st Right Door to Health Fragment
- Backtrack and go Down thru Gray Absu 2 Doors
- Save Warp after last Down Door

UKKIN-NA

Backdoor To Edin

Items Count: 11
Items to Get: 0
Area Boss: ~~Vision~~

DOORS & ROOMS:

- Doors
- Boss Room
- Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Head Right to Edin

EDIN

400 Meter Dash

Items Count: 16
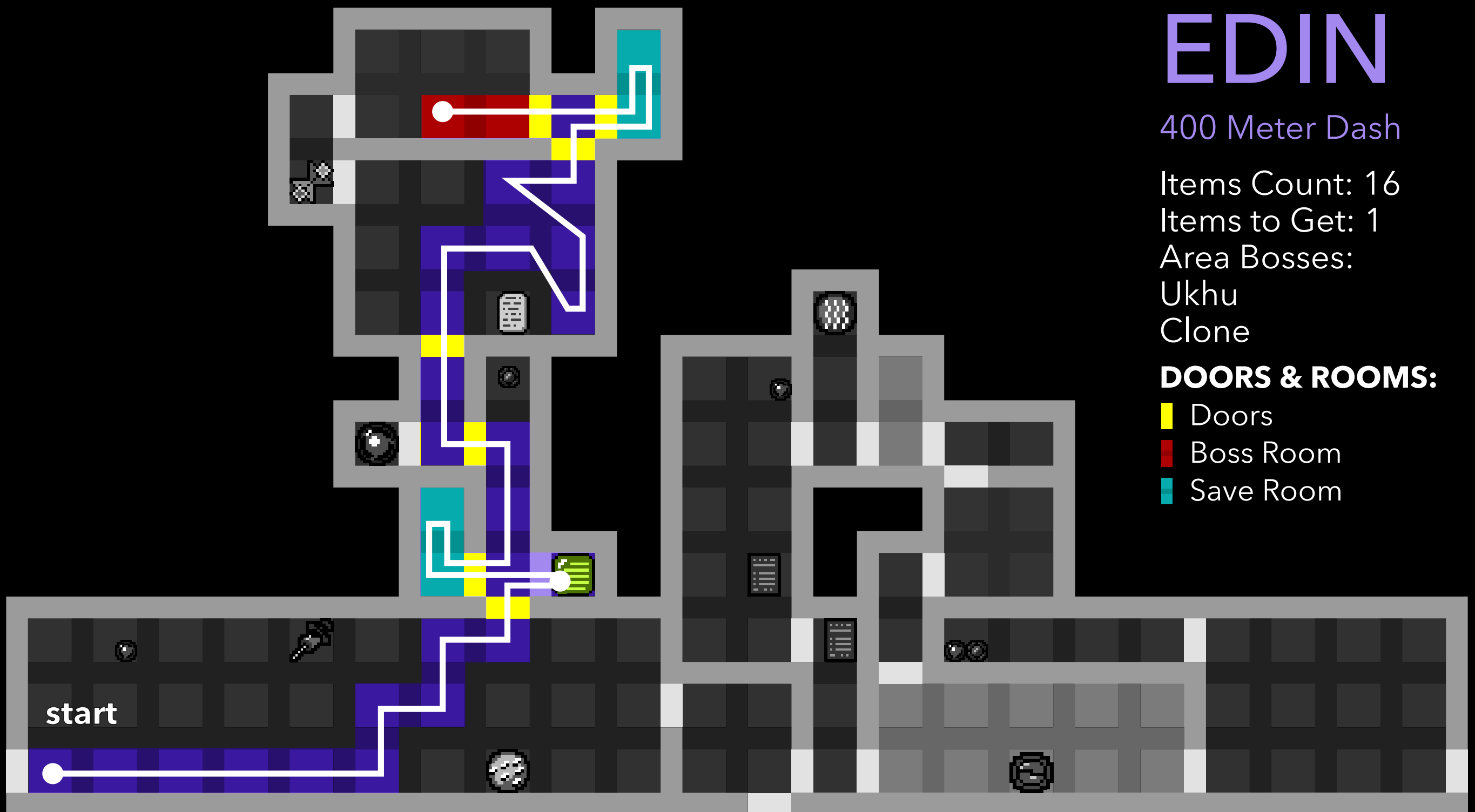Items to Get: 1
Area Bosses:
Ukhu
Clone

DOORS & ROOMS:
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- "Run. Run your @$$ off." ~Cypher from 'The Matrix'. Do Trenchcoat inputs the whole way.
- Trenchcoat thru ceiling at the Blade Vine, Left then Up again, go Right. (see WR vidz on how to Rocket Jump)
- DmgBst/Trenchcoat to get thru Glitch Barrier
- Head Right thru Hidden Door and pick up the Tablet
- Exit Left then thru Left Door for Save Room map
- Trenchcoat thru Wall above Door, kill or avoid Will O Wisps and Fireflys, use Drone to get Right Map and Return to Trace, head Up to top Right Door
- Get Save Room Map
- Kill Ukhu

- *Rocket Jumps are doable during boss fight to get map early but doing so will offset Ukhu's flight patterns make the Quick Kill a bit more difficult.*
- *Use AddDisruptor on Blade Vines for Health drops*
- *Take safety Save if not comfortable with Health status*

EDIN

Swap Hop

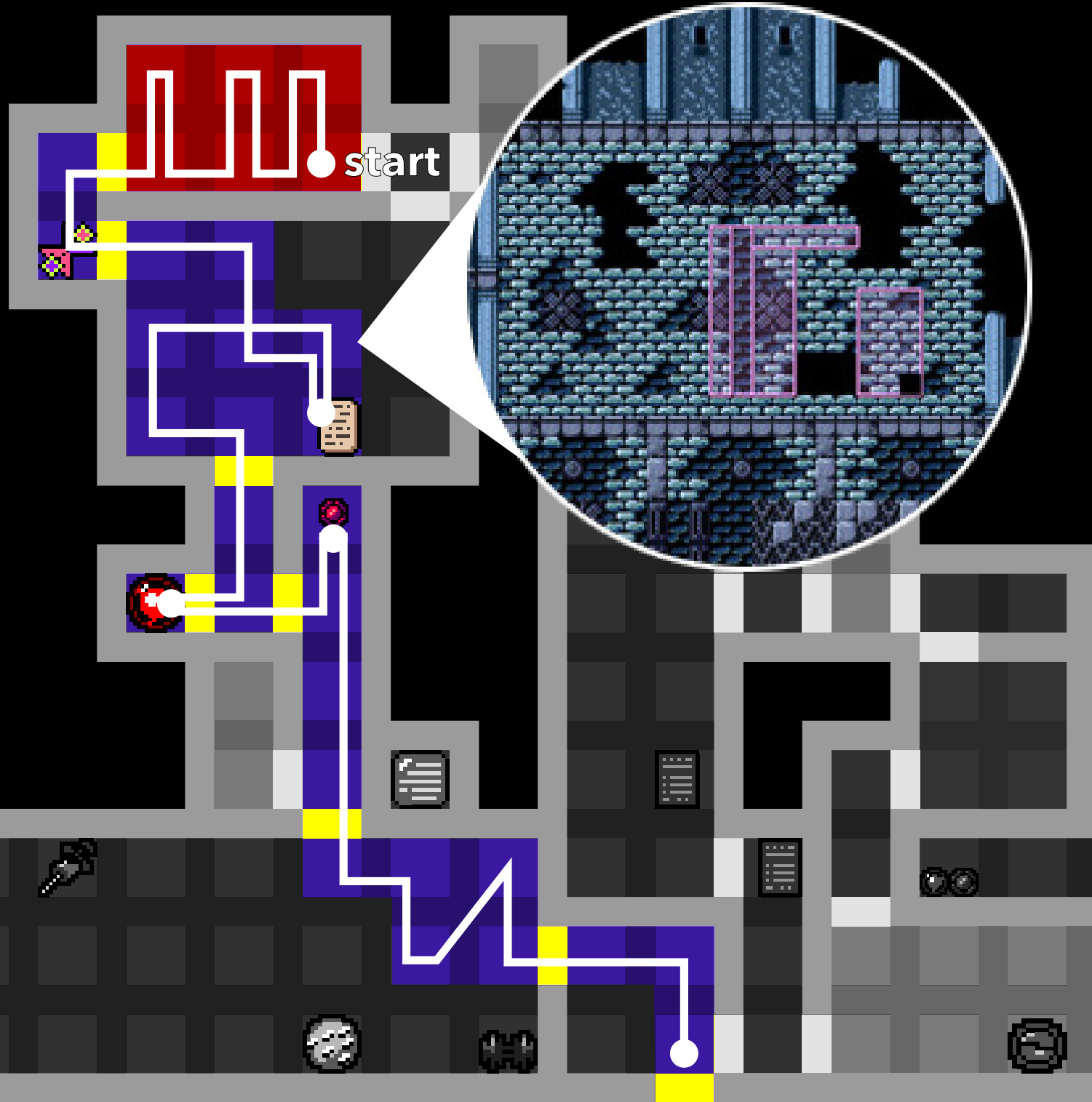Items Count: 16
Items to Get: 4
Area Bosses:
~~Ukhu~~
Clone
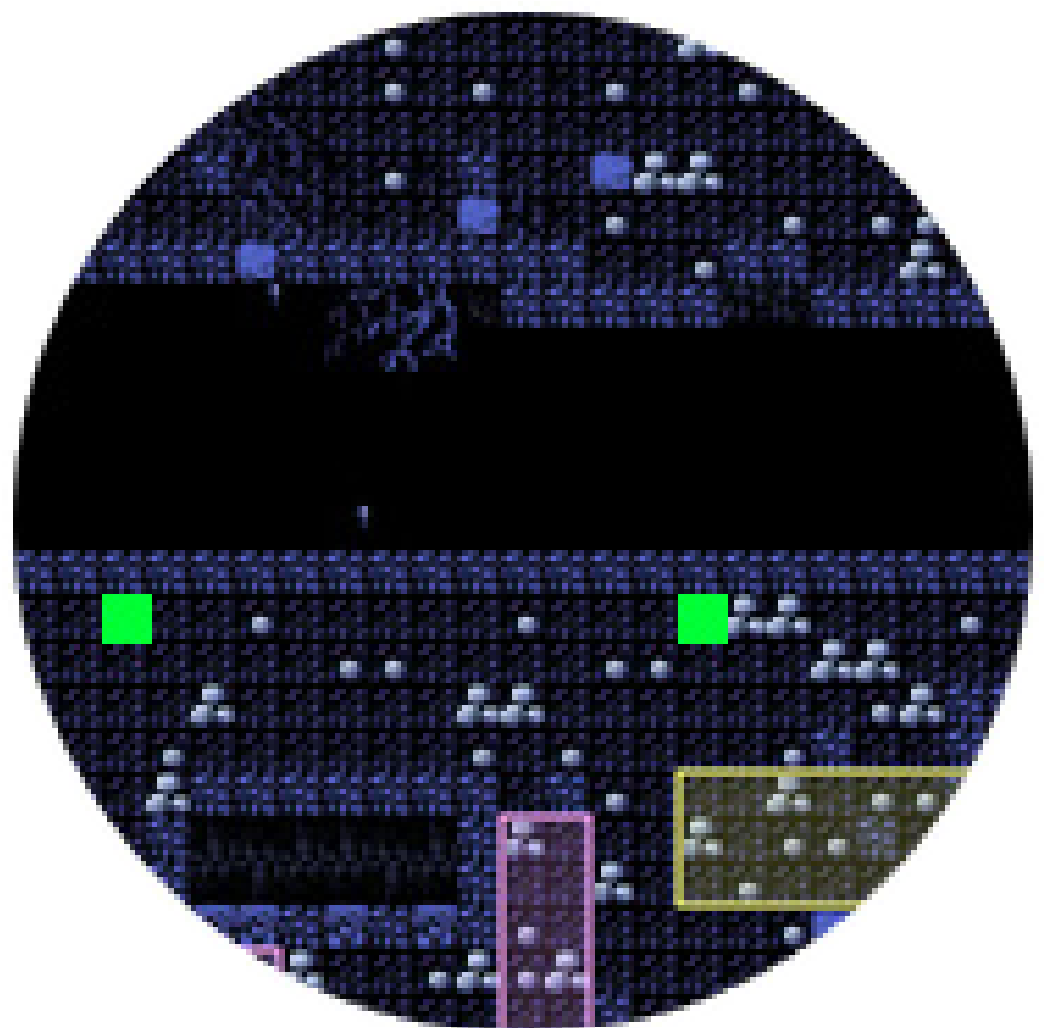
DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- After Ukhu dies, exit Left as Drone
- After getting Drone Teleport
- *Return to Trace and use Upward Trenchoat movement and Drone Teleports to get rest of map (if not acquired during boss fight), backtrack thru Drone Teleport Room*
- Trenchcoat thru floor to get Left Side Map, head Right to get Tablet hidden in middle of room, Drill Up to escape
- Take Bottom Left Door for Health Node
- In Blade Vine Room use Drone Launch to get to Hidden Access in Top Right
- Get Power Fragment
- Drop Down to exit thru Bottom Door
- Head Right, get Top Right map with Drone Swap movement then exit Right
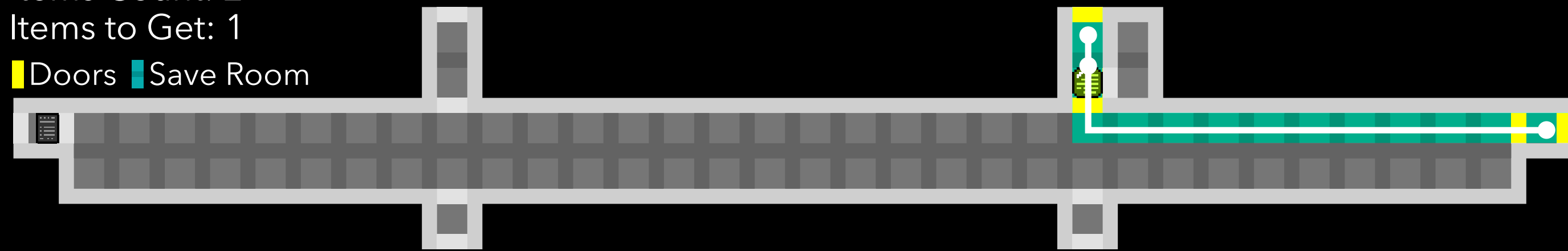- *Hidden Ghouls in floor. See below image for locations*
- Exit thru Bottom Right Door

INDI

Head Rush To Kur

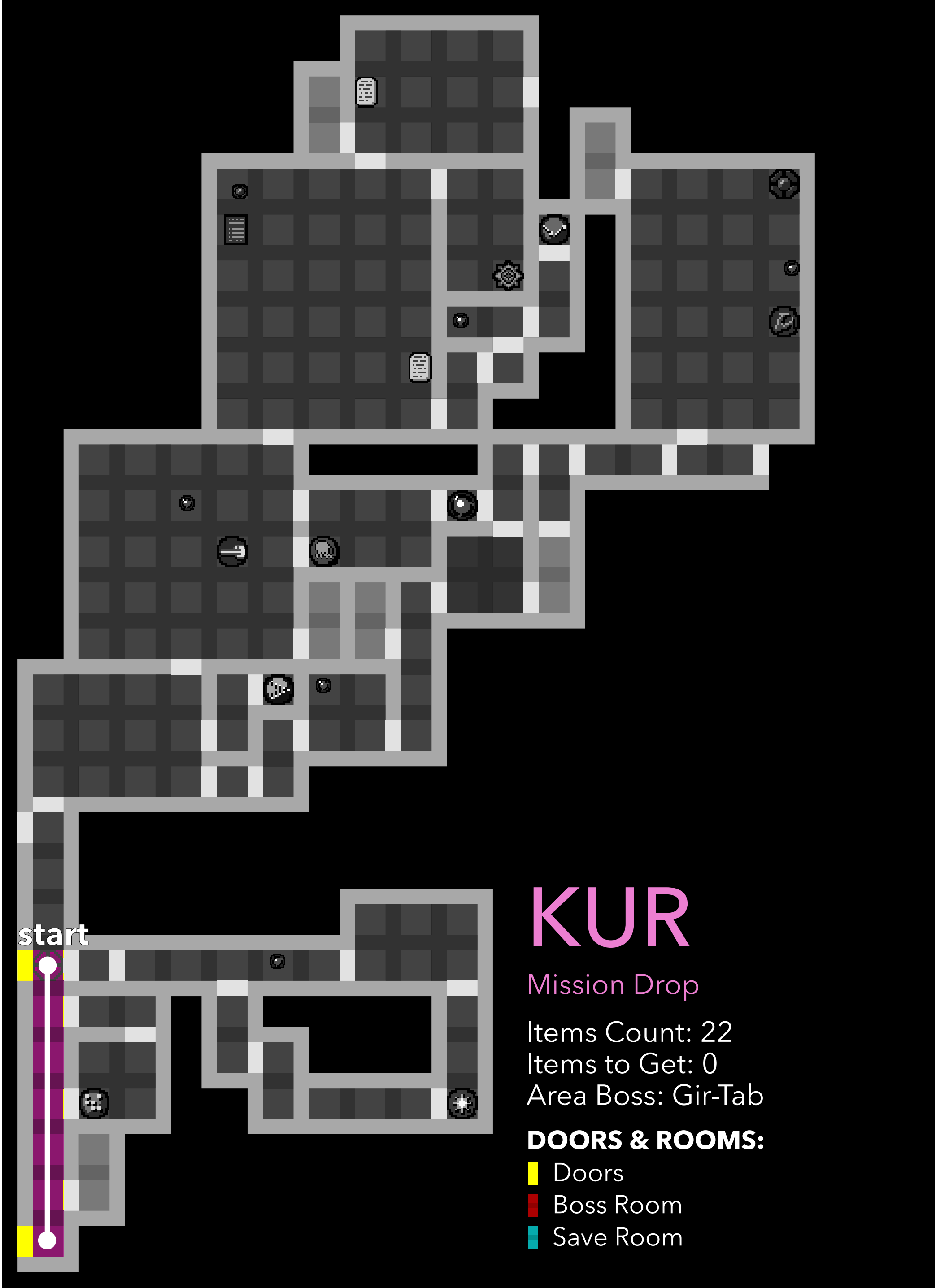Items Count: 2
Items to Get: 1

▮ Doors ▮ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Head Down and Trenchcoat to get Tablet on the Right
- Continue Down to exit
- Take Oracca to the Right

KUR

Mission Drop

Items Count: 22
Items to Get: 0
Area Boss: Gir-Tab

DOORS & ROOMS:
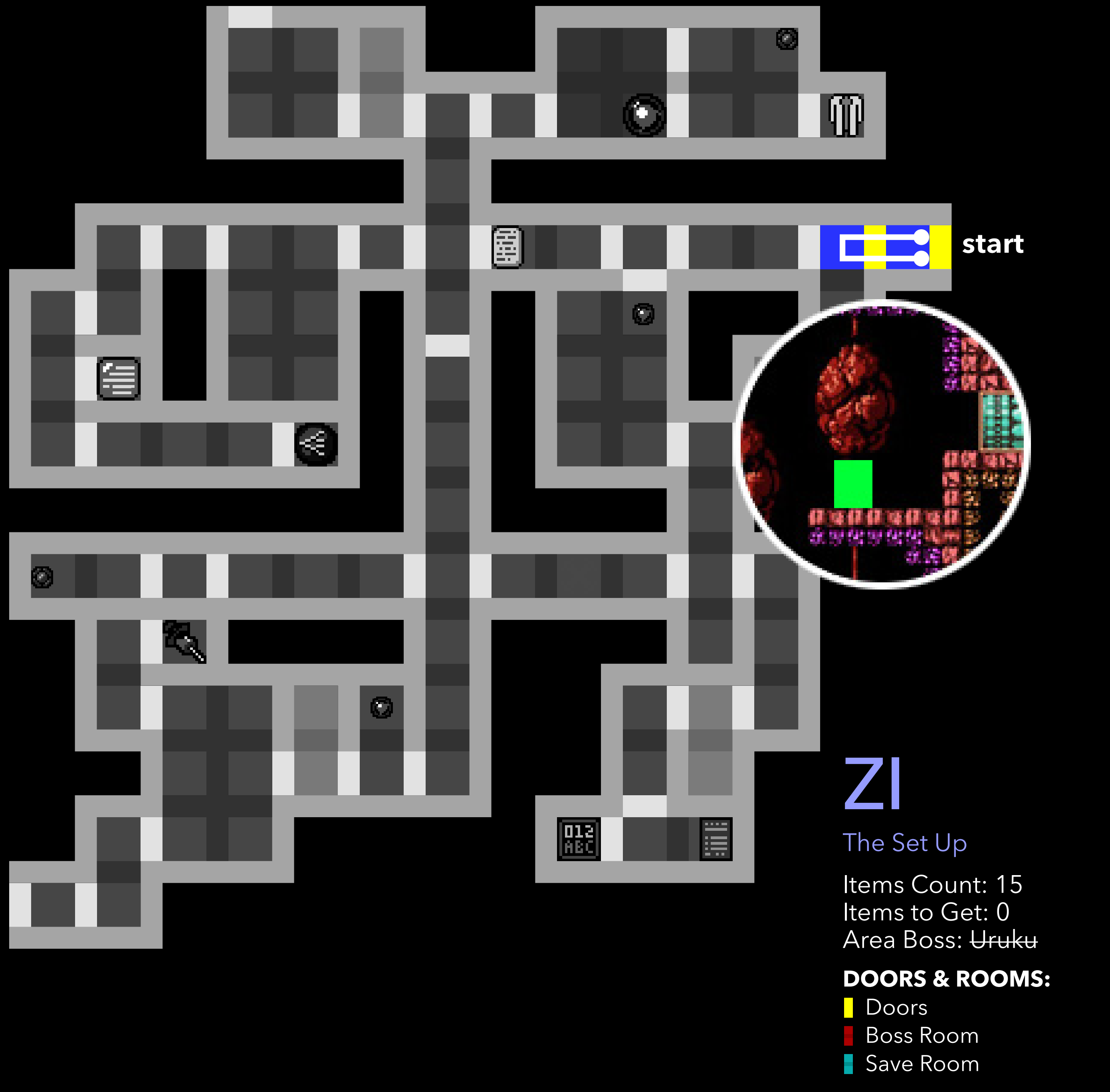
- Doors
- Boss Room
- Save Room

start

ROUTE:
- Drop Down thru Kur Tower with Downward Trenchcoat movement
- Exit Left to Zi

ZI

The Set Up

Items Count: 15
Items to Get: 0
Area Boss: ~~Uruku~~

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Head Left
- Upon entering from Door, stop and shoot Drone out to the middle of the far Left heart thingy
- Return to Trace and exit back to Kur
- *DO NOT use Drone at all as you head back to Kur*

continue

KUR

The Houdini

Items Count: 22
Items to Get: 3
Area Boss: Gir-Tab

DOORS & ROOMS:
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start
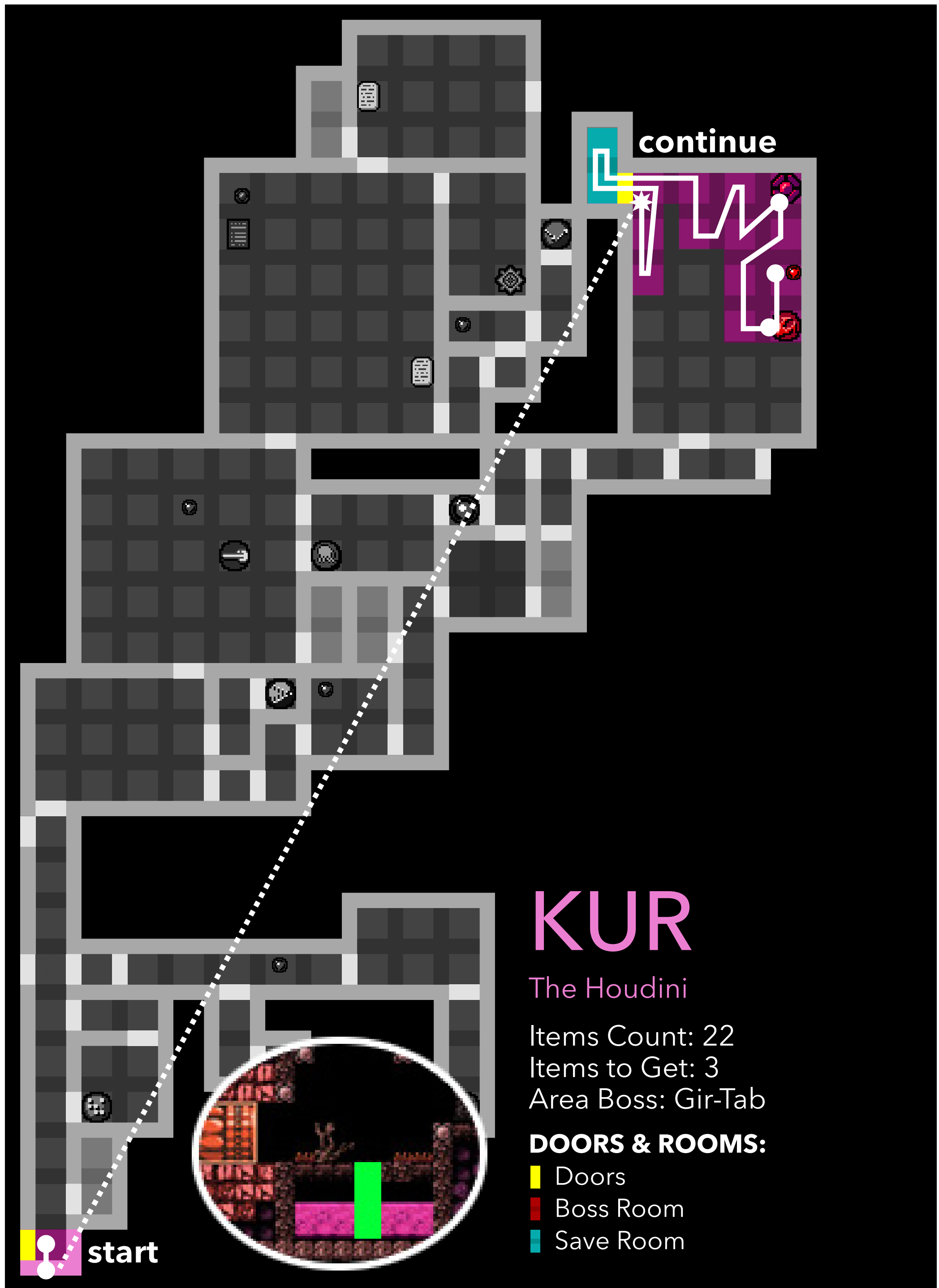
Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Upon entering Kur Tower, move Right to stand above the 3 solid colored floor textures then dash Down into the Pink Pit
- Hold Target Lock, angle Down-Left and push your Drone button 3 times. Void Warp sequence will begin.
- Hold Right to finish screen transition
- Upon exiting door, use Drone head Down
- Use Drone Beam on the Red Gate Lock and drop Down to get some map, about 3 squares worth
- Return to Trace and head Right
- Redcoat and Drone Teleport Right to get Power Node
- Drop Down and launch Drone Swap Right to Grapple. Go Up for Health Fragment

KUR

Hyperextension

Items Count: 22
Items to Get: 2
Area Boss: Gir-Tab

DOORS & ROOMS:
🟨 Doors
🟥 Boss Room
🟦 Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Redcoat Down and get remainder of Map coverage, navigating Left and Up then Left and Down to exit
- Drop from Door and head Left 3 Rooms
- Head Left, dash thru Wall Barrier to take Left Door to Health Node
- Drill thru Wall Path and head to top Left exit
- Drill Up thru ceiling, Drone Launch up to Exit Up
- Platform Up and head Right to Top Right Door
- Head Down and Right to get Enhanced Drone

KUR

Soar To Ruin

Items Count: 22
Items to Get: 1
Area Boss: Gir-Tab

DOORS & ROOMS:

■ Doors
■ Boss Room
■ Save Room

ROUTE:

- Head Right and Up to finish getting map coverage and exit thru same Door
- Go Left all the way for map, exit Up
- Get Save Room map and exit
- *Take safety Save if not comfortable with Health status*
- Drone Teleport Up to get map and Tablet
- Do series of Drone Teleports to get rest of map and then access Right Door

start

E-KUR-MAH

Key To Madness

Items Count: 9
Items to Get: 2
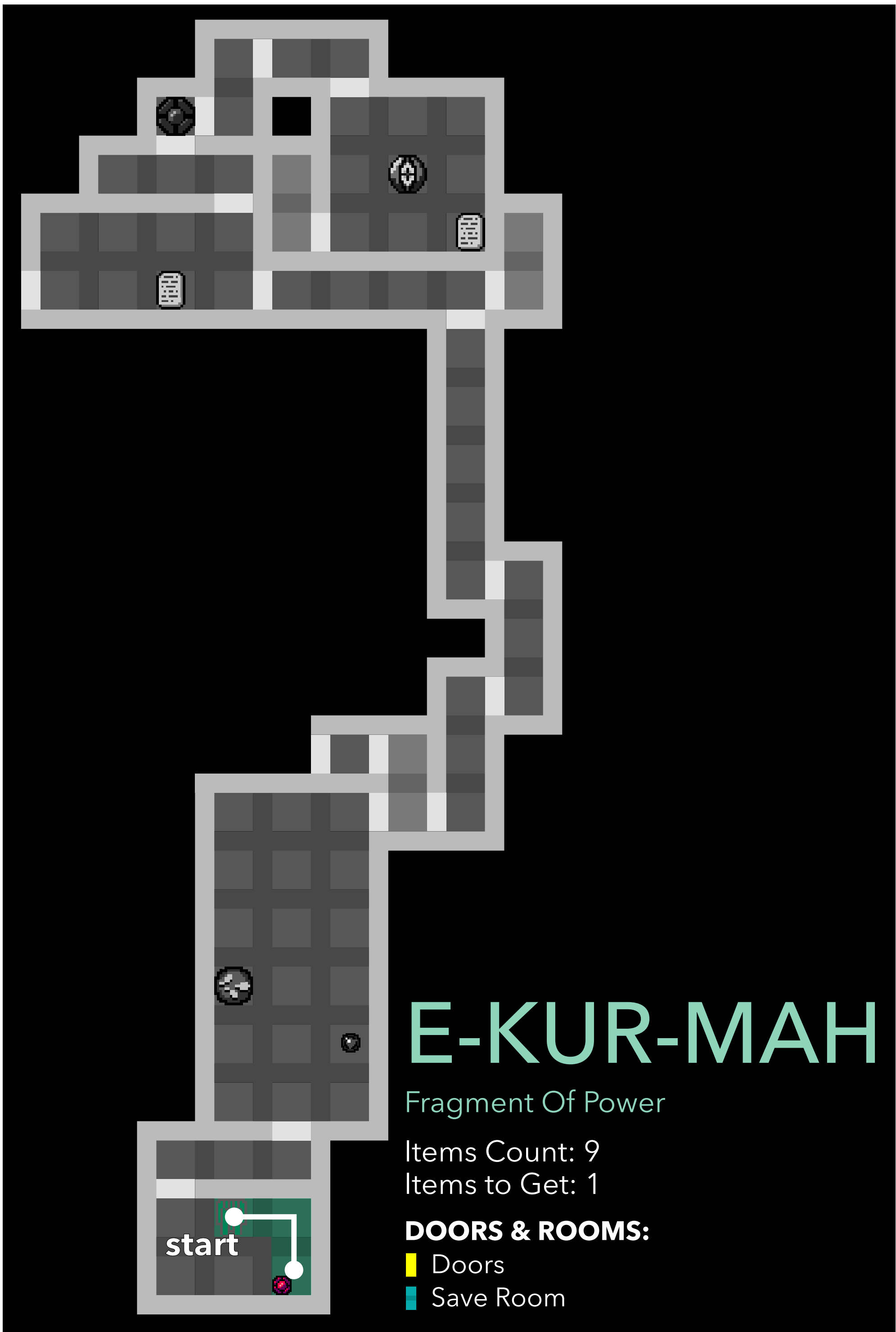
DOORS & ROOMS:

🟨 Doors
🟦 Save Room
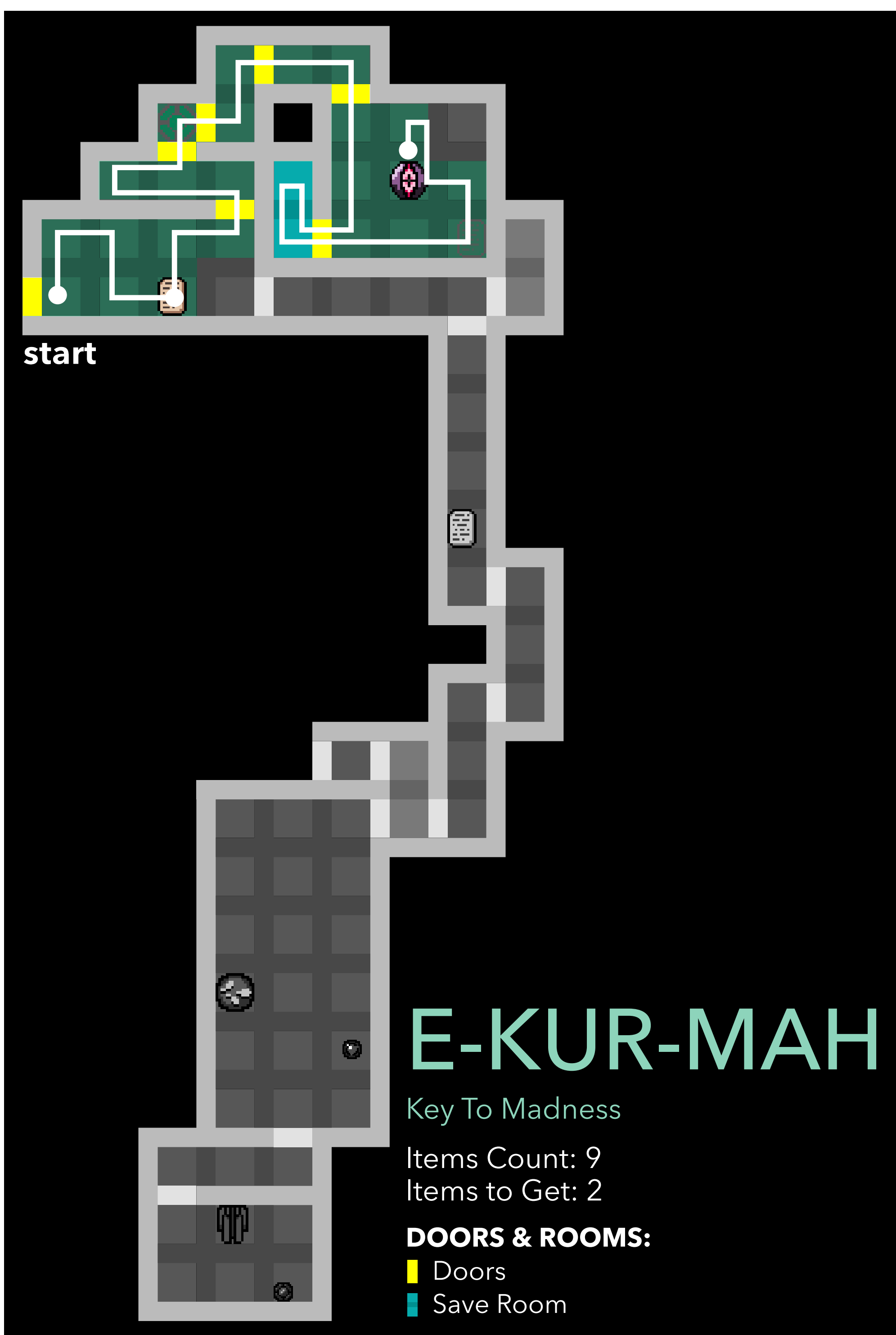
ROUTE:

- Launch Drone Up to get map, Drone Teleport & Trenchcoat Right thru Wall
- Drop to Bottom Right with Drone to Beam thru Wall for Tablet, exit thru Top Right Door
- Drone Teleport and Trenchcoat as needed
- *Trenchcoat into the Right wall, jump and dash up (screen will follow), move Right and Trenchcoat up to get out*
- Get Save Room map
- *Take safety Save if not comfortable with Health status*
- *Keep Ancient Sentry in between the Wall Barrier part for back-up Health*
- Work your up and use Drone on 1st brick floor patch to drill Down and Right to get Sudra Key

E-KUR-MAH

Mouth Of Madness

Items Count: 9
Items to Get: 5

DOORS & ROOMS:

🟨 Doors
🟦 Save Room
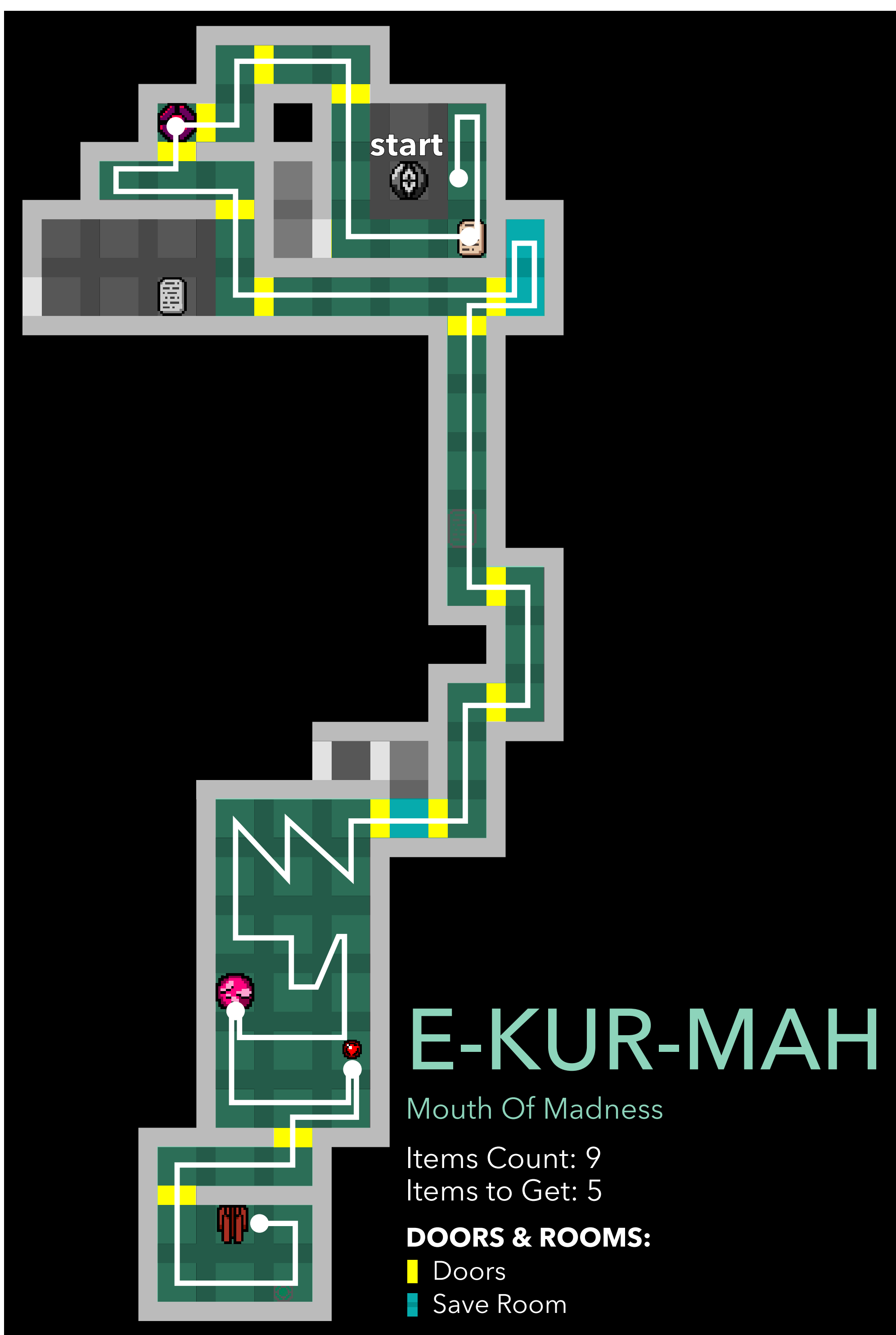
Designed by AcidKru. Original map and items created by SirTapTap.
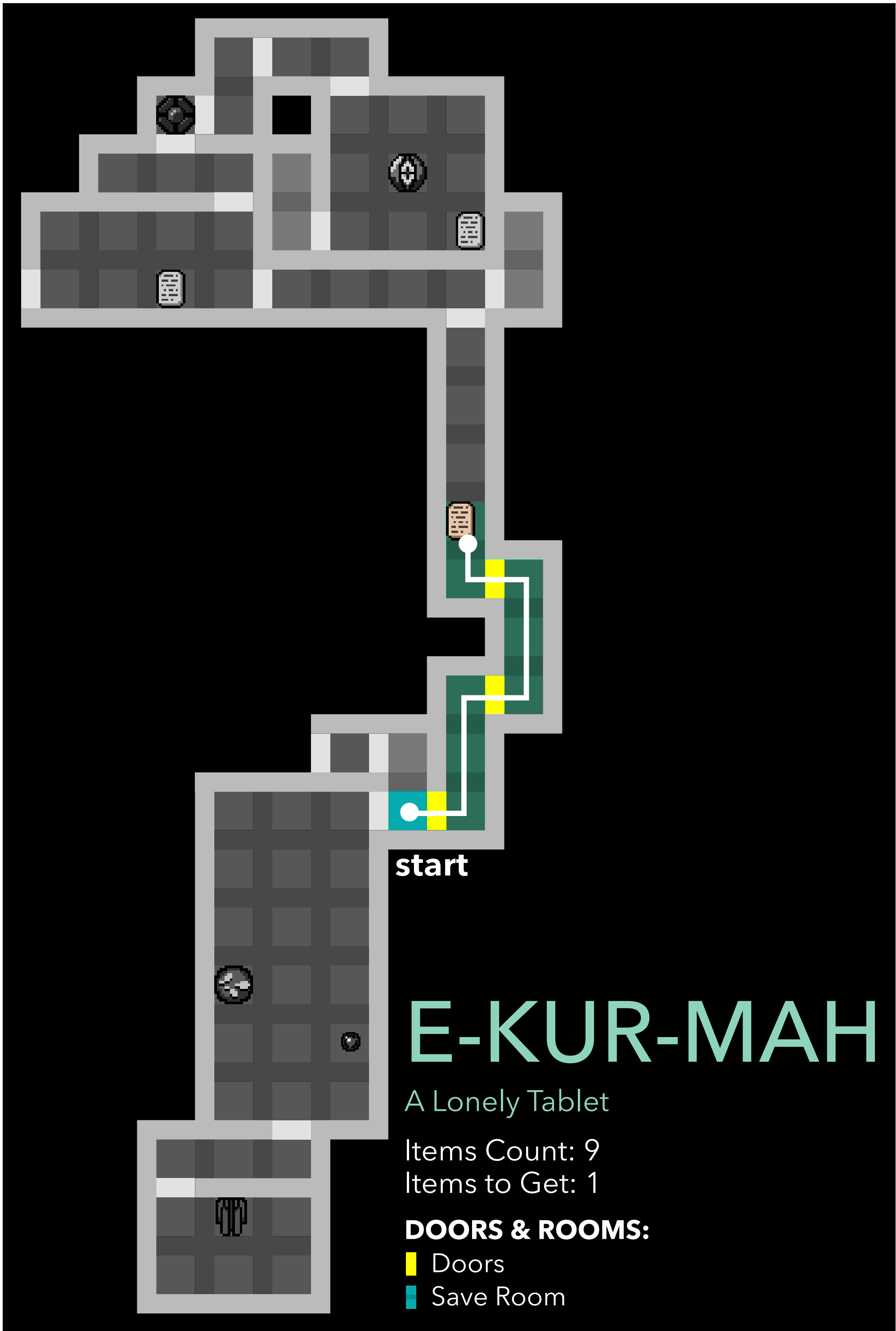
ROUTE:

- Return to Trace, make sure to get map in top Right, drop Down and Drone Beam down for Tablet, Return to Trace
- Backtrack the way you came. Wall blocking the Power Node is now open. Take Power Node. Exit Down
- *Use a Grapple strat to clip down thru floor*
- Save in Green area Save Room
- Room after Green Hell Save Room use Passcode: ISKART-EHANZU
- Drone Teleport thru Room, Bottom Left Ceiling is open, get Quantum Variegator,
- Pass Bottom Exit Door to the Right, Trenchcoat up with Drill, launch Drone Up-Right get to Health Fragment
- Get Red Coat

E-KUR-MAH

Fragment Of Power

Items Count: 9
Items to Get: 1

DOORS & ROOMS:

🟨 Doors
🟦 Save Room

start

ROUTE:

- Use Redcoat and Drone Teleports to back track down
- Redcoat to get Power Fragment
- Save Warp

E-KUR-MAH

A Lonely Tablet

Items Count: 9
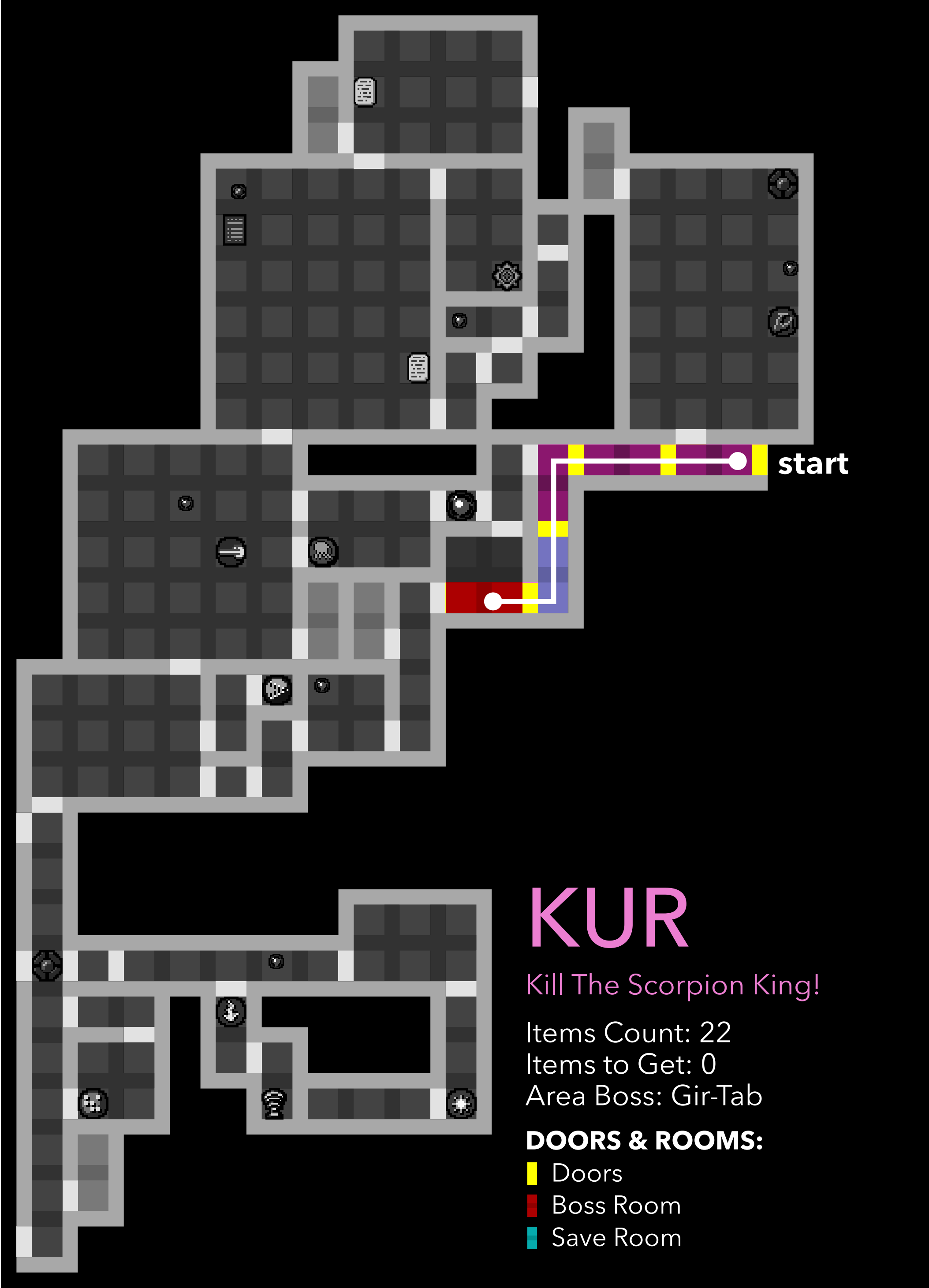Items to Get: 1

DOORS & ROOMS:

🟨 Doors
🟦 Save Room

start

ROUTE:

- Exit Right out of Save Room
- Redcoat and Drone Teleport Up 3 Rooms
- Part way up, Redcoat to Tablet in Wall
- Save Warp

start

E-KUR-MAH

End Of Temple

Items Count: 9
Items to Get: 0

DOORS & ROOMS:
Doors
Save Room

ROUTE:
- Use Top Left Door to exit to Kur
- **All Maps and Items should be complete**

KUR

Kill The Scorpion King!

Items Count: 22
Items to Get: 0
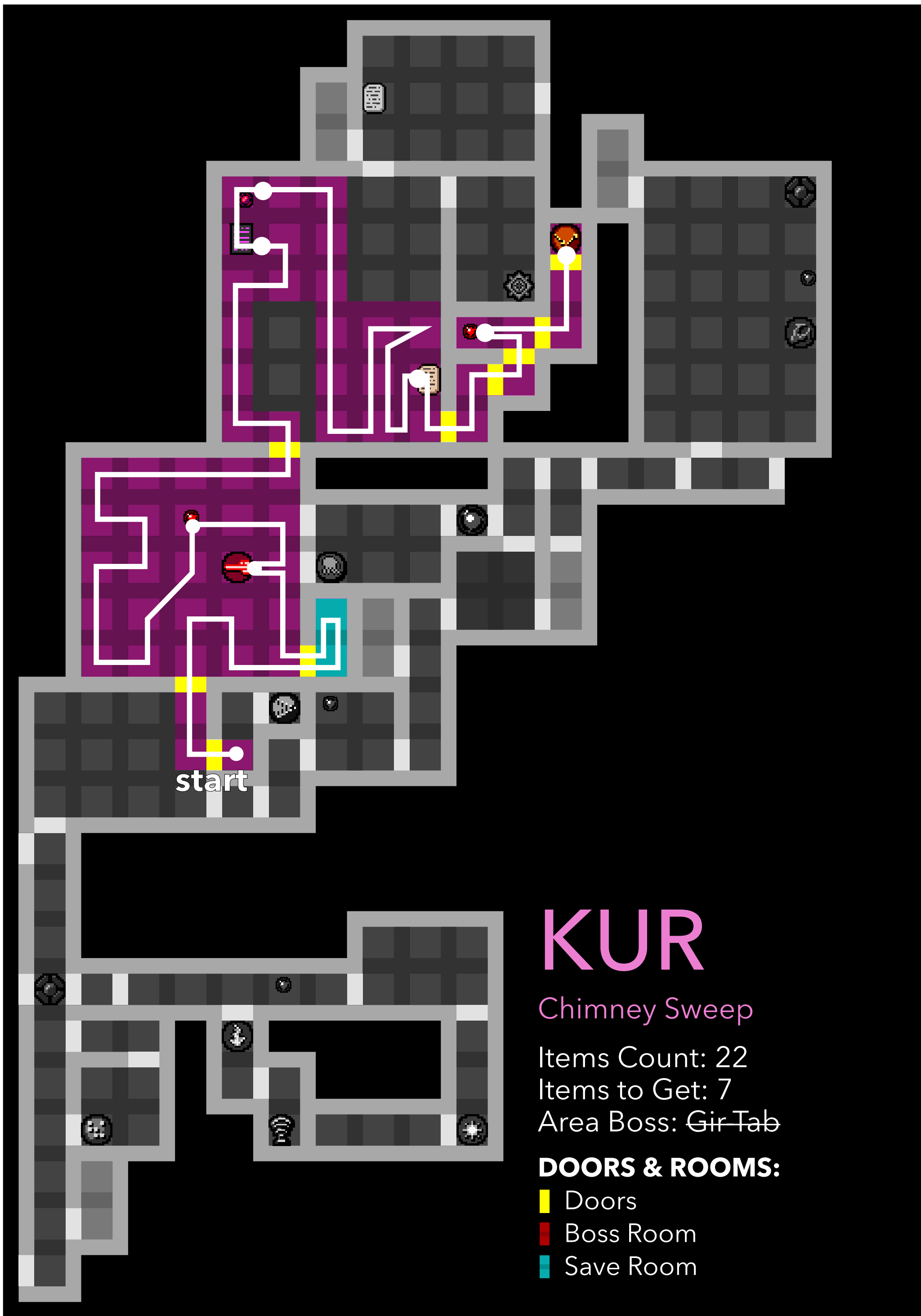Area Boss: Gir-Tab

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

ROUTE:
- Head Left and in 2nd Room head Down to Door
- Exit Left in Rusalki Room
- Kill Gir-Tab

start

KUR

Atomizer

Items Count: 22
Items to Get: 2
Area Boss: ~~Gir Tab~~

DOORS & ROOMS:

█ Doors
█ Boss Room
█ Save Room

ROUTE:

- Get Top map coverage and exit Left
- Save Room on Left
- Launch Drone Up and Left to the hidden ceiling access with Drone for Health Fragment
- *Can do a Rocket Jump or Grapplecoat thru ceiling* (see new WR vidz for reference)
- Exit Left 2 Rooms
- Once Outside go Up and Right, launch Drone to get thru path
- Next room, Grapplecoat Up and then use Drone to navigate to Hypo-Atomizer
- Return to Trace

KUR

Chimney Sweep

Items Count: 22
Items to Get: 7
Area Boss: ~~Gir Tab~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

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ROUTE:

- Exit thru Top Right Door and head Right to Save Room and Save
- Drone Teleport Left Up for and Redcoat Left to get hidden Ion Beam
- Go Right out of Ion Grapplecoat Up and head Left for Health Fragment on ledge
- Get map coverage Below and Left and Up and Right to exit
- Drone Teleport Upper Left for map and all the way to Digital Paper and Power Fragment
- Drone Teleport Right and drop Down for map; go Right and Up for Tablet. Head to Bottom Right Door
- Redcoat thru Left Wall for Health Fragment; exit Right and then Up. Get Reflector weapon in next room
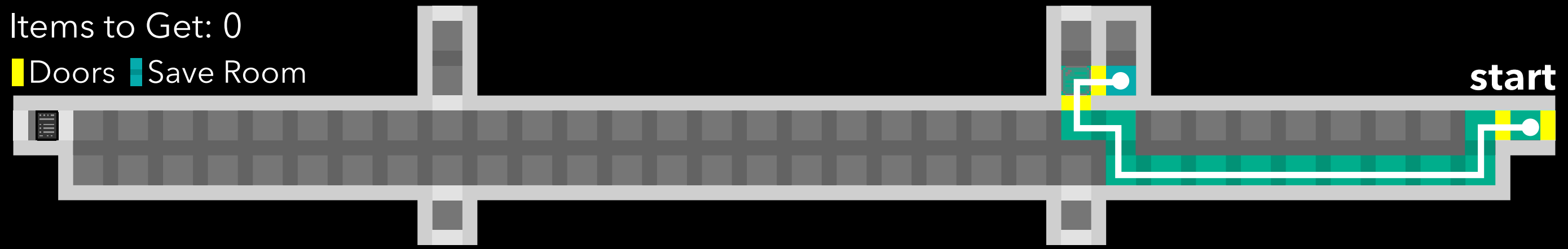- Save Warp

KUR

Kurplunk

Items Count: 22
Items to Get: 3
Area Boss: ~~Gir Tab~~

DOORS & ROOMS:
■ Doors
■ Boss Room
■ Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Get map coverage on Left and exit Down to Kur Tower
- Drop Down thru Kur Tower and take 1st Right Door
- Redcoat into middle of Right Wall, launch Drone and Beam your way to Health Fragment, Return to Trace
- Redcoat thru Upper Wall
- Drone Teleport Up to get map and Ceiling Access. Head Right then Down to get Tethered Charge. Exit Left
- After Jordans Room, Top Left hidden by Door holds Firewall weapon. Exit Up
- Head Left. In Kur Tower Head Left to Indi
- **All Maps and Items should be complete**

INDI

Transit Sweep 1

Items Count: 2
Items to Get: 0

🟨 Doors 🟦 Save Room

start

ROUTE:

- Do not take Oracca and use Drone Teleport/Redcoat movement Left to get map coverage
- *The Green Slugs in this area can be glitched and killed for the secret Health Node; avoid doing this*
- Take 1st Top Door, head Right and Save

INDI

Transit Sweep 2

Items Count: 2
Items to Get: 0

🟨 Doors 🟦 Save Room

start

ROUTE:

- Jump for map coverage and head back Down to Indi
- Head Left all the way with Drone Teleport movement to get rest of bottom map coverage
- Save Warp

INDI

Back To Edin

Items Count: 2
Items to Get: 0

🟨 Doors 🟦 Save Room

start
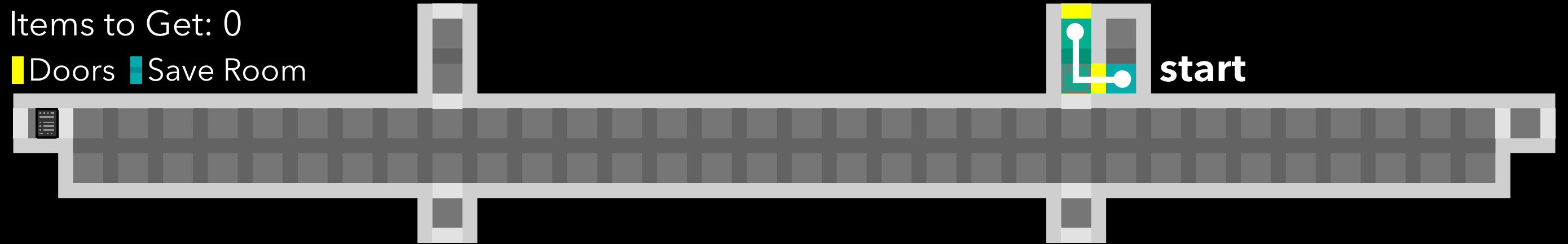
ROUTE:

- Head Up to Edin

EDIN

Paradise Lost

Items Count: 16
Items to Get: 3
Area Bosses:
~~Ukhu~~
Clone
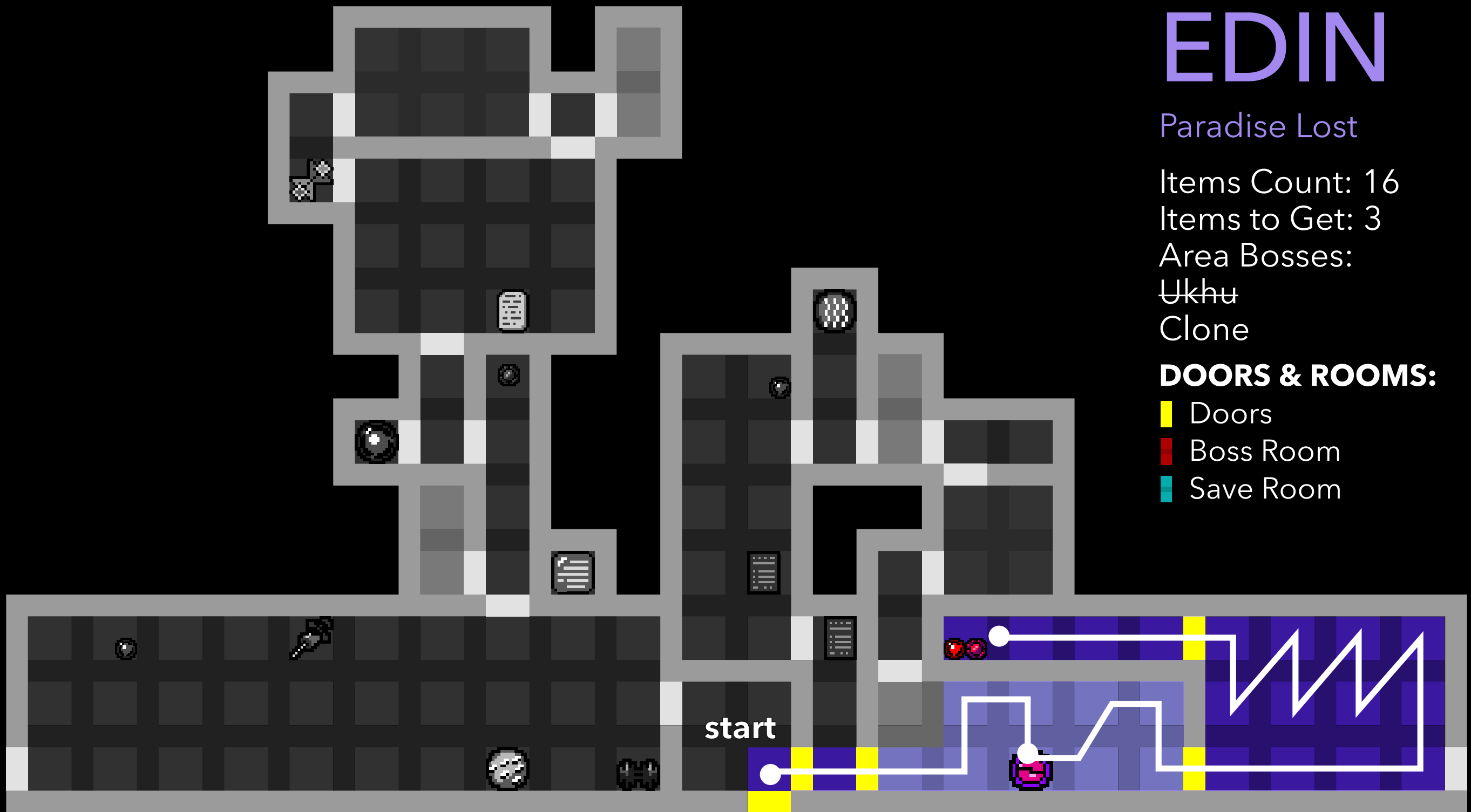
DOORS & ROOMS:
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:
- Take 1st Right
- Go Right and Redcoat thru Glitch Barrier to exit Right
- Redcoat thru Glitch Barrier and head right for Address Bomb, get map coverage with Redcoat/Drone Teleports, exit Right
- Use Add-Bomb on Barrier and head all the way Right for map
- Drone Teleport Up and head back all the way to Top Left Door
- *Ghouls are hidden in the floors throughout Room. See below for locations*
- Redcoat at Left Wall to access Secret Room with Health and Power Nodes
- Save Warp
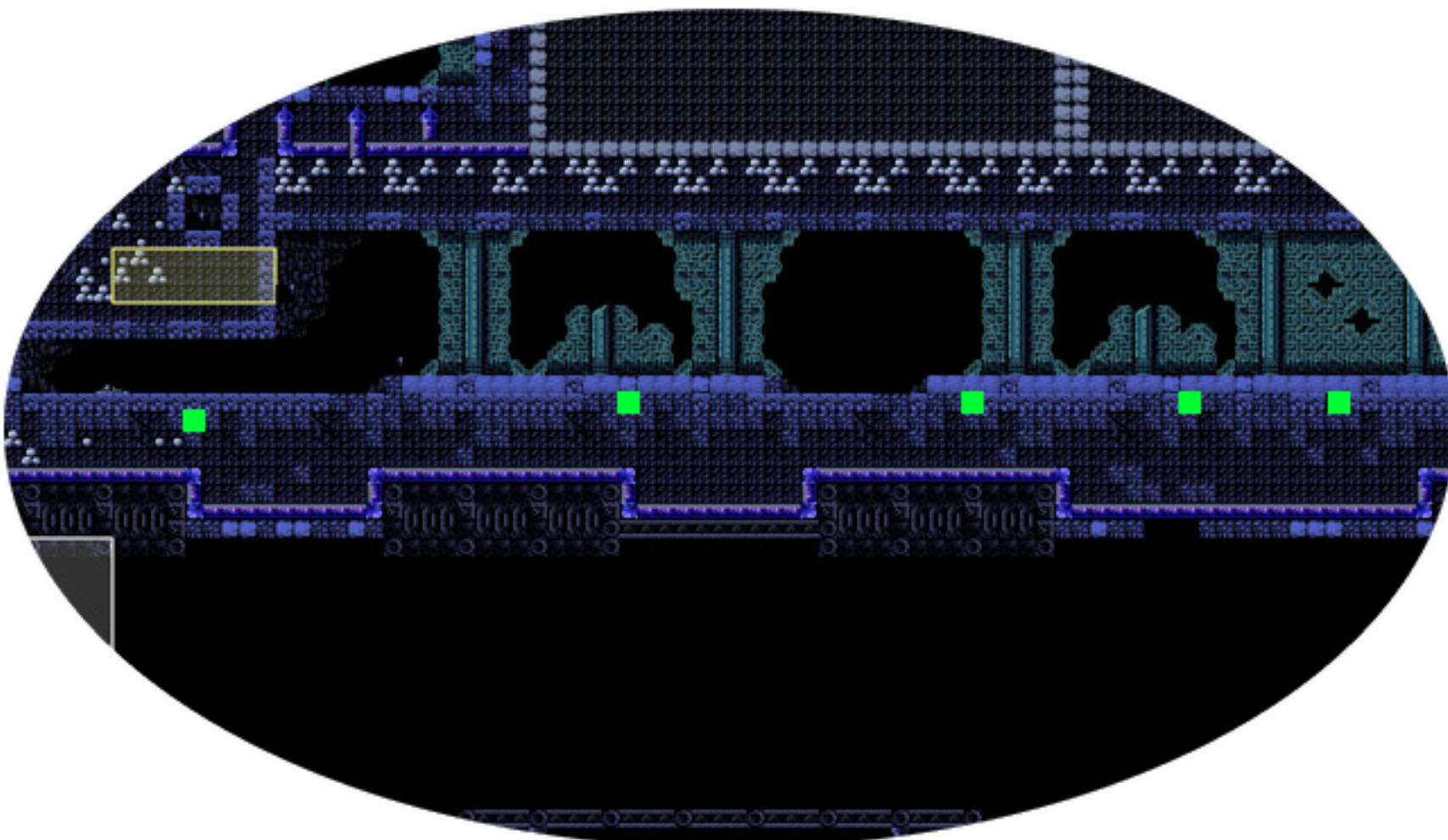
INDI

Back To Edin Once More

Items Count: 2
Items to Get: 0

■ Doors ■ Save Room

start
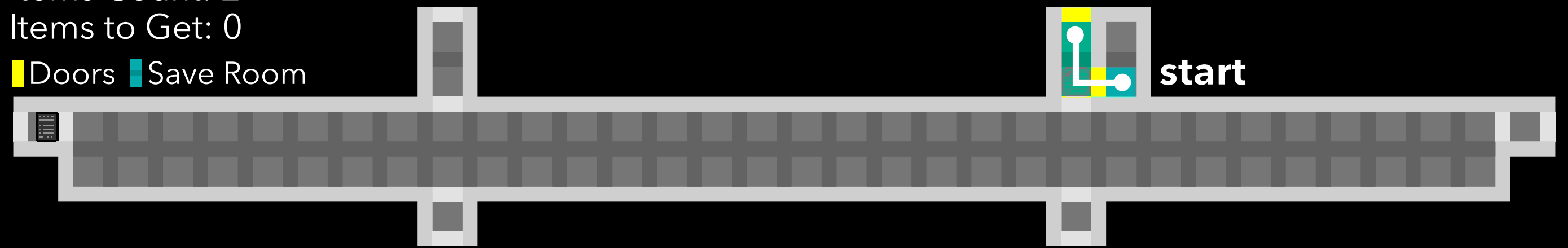
Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

• Head back Up to Edin again

EDIN

Clone Wars

Items Count: 16
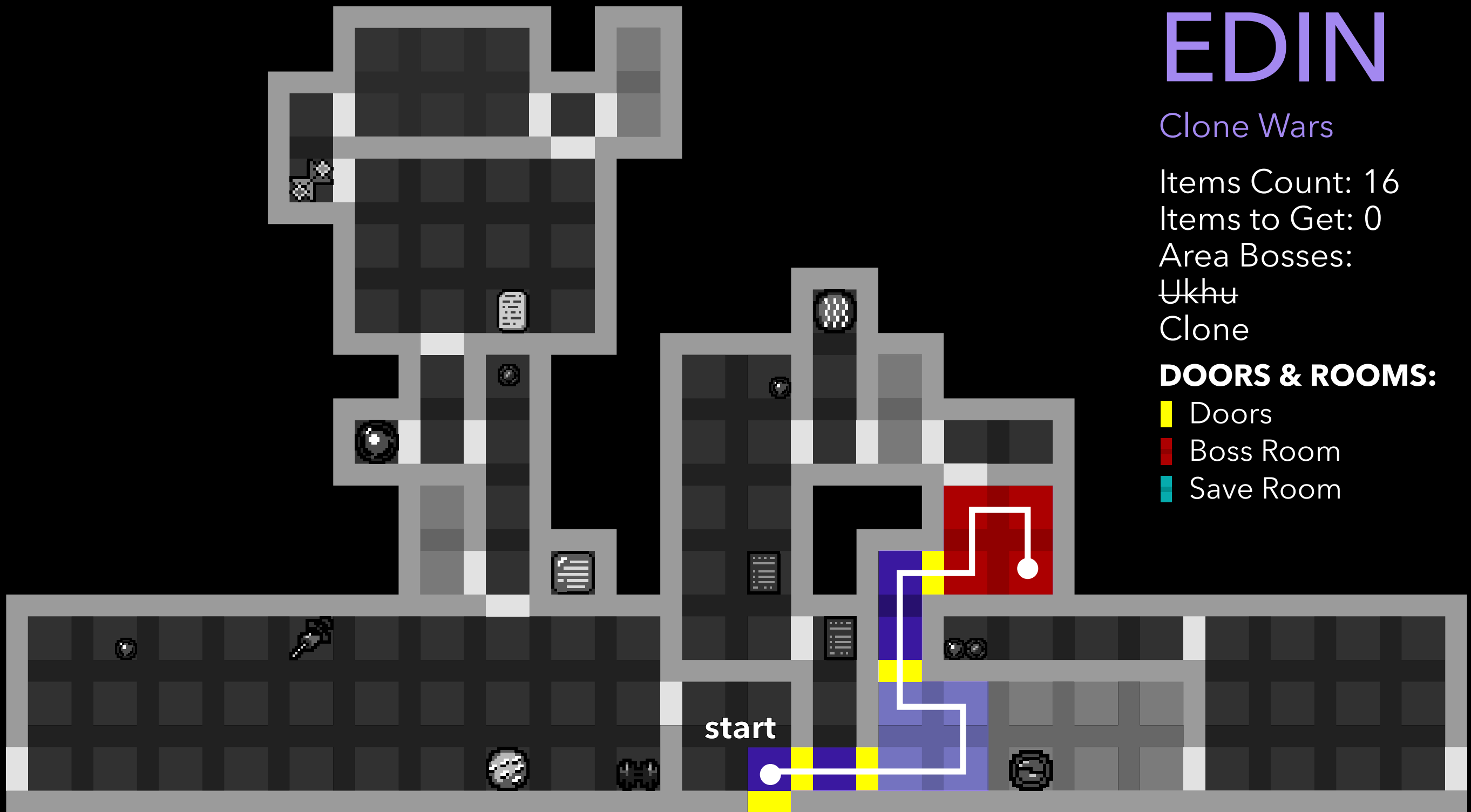Items to Get: 0
Area Bosses:
~~Ukhu~~
Clone

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:

- Take 1st Right
- Go Right and Redcoat thru Glitch Barrier to exit Right
- Redcoat thru Glitch Barrier, go Up to exit
- Redcoat and Drone Launch Up
- Kill Aborted Clone, get rest of map

EDIN

Hidden Treasures

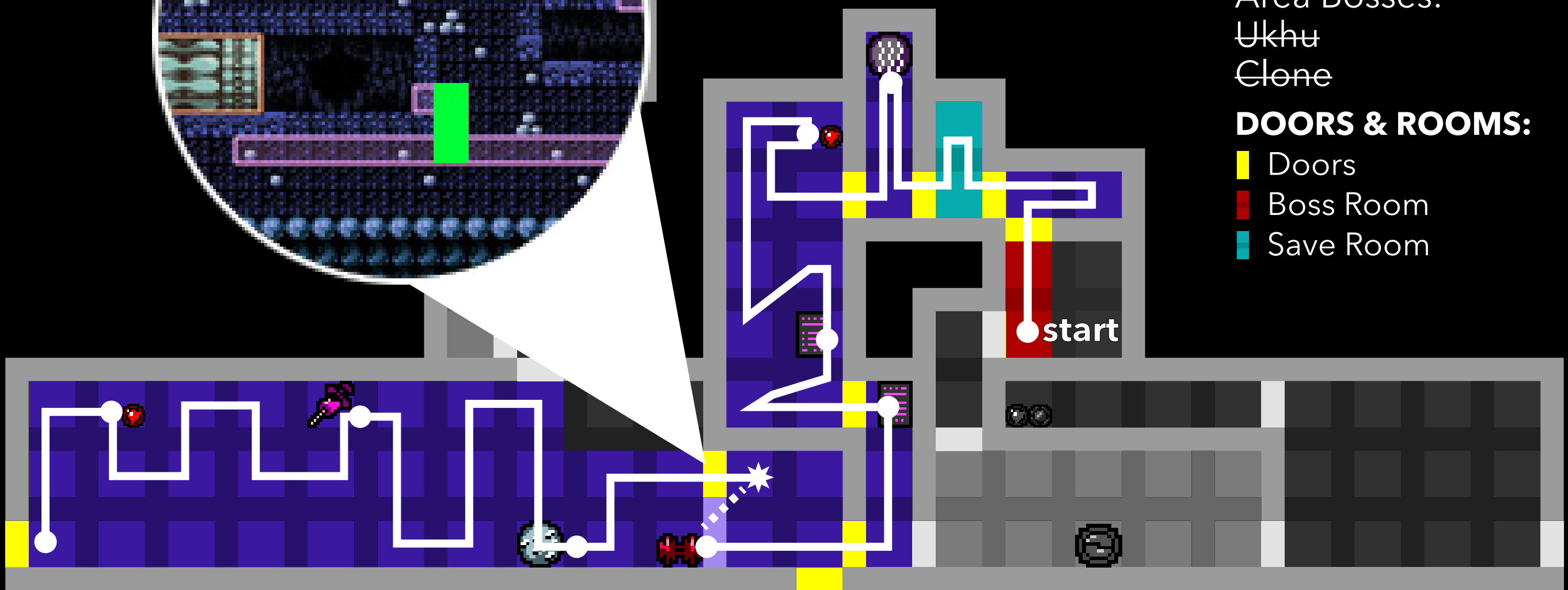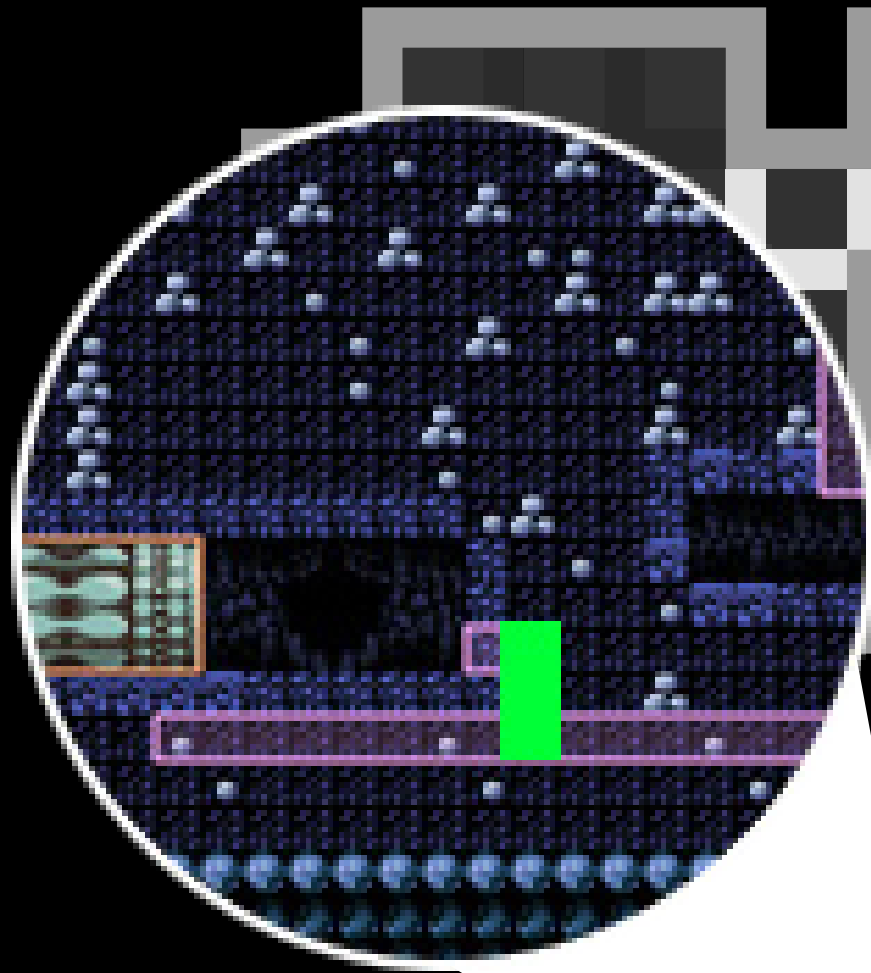Items Count: 16
Items to Get: 8
Area Bosses:
~~Ukhu~~
~~Clone~~

DOORS & ROOMS:
- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Use Upper Door
- Head Right for map in next Room, exit Left
- Get Save Room map, exit Left
- Glitch Worms to access Top Right Corner of Ceiling pick up Distortion Field weapon, back track Down and Left
- Head Left and Up for Health Fragment in Top Right of Room
- Drop for Map coverage, Drone Teleport Right and avoid Worms
- Drop and Redcoat Left thru wall for hidden Digital Paper, get rest of Map, exit Right
- Redcoat Right thru Top Right Wall for Digital Paper
- Drop Down thru Room, exit Left
- Redcoat Left thru Wall
- *Leave Trace in wall barrier area, use Drone to get out and exit thru Door. Get Range Node and Return to Trace*
- You should now be at the Upper Door, exit Left
- Quickly get the Top Right Map coverage
- Go Left and Down, use Add-Bomb to get Shards weapon
- Go Up and around Left with Redcoat and Drone Teleport
- *Get Bioflux Accelerator 2 with Drone Teleport-Redcoat-Dash*
- Work Left for Map and Health Fragment
- **All Maps and Items should be complete**
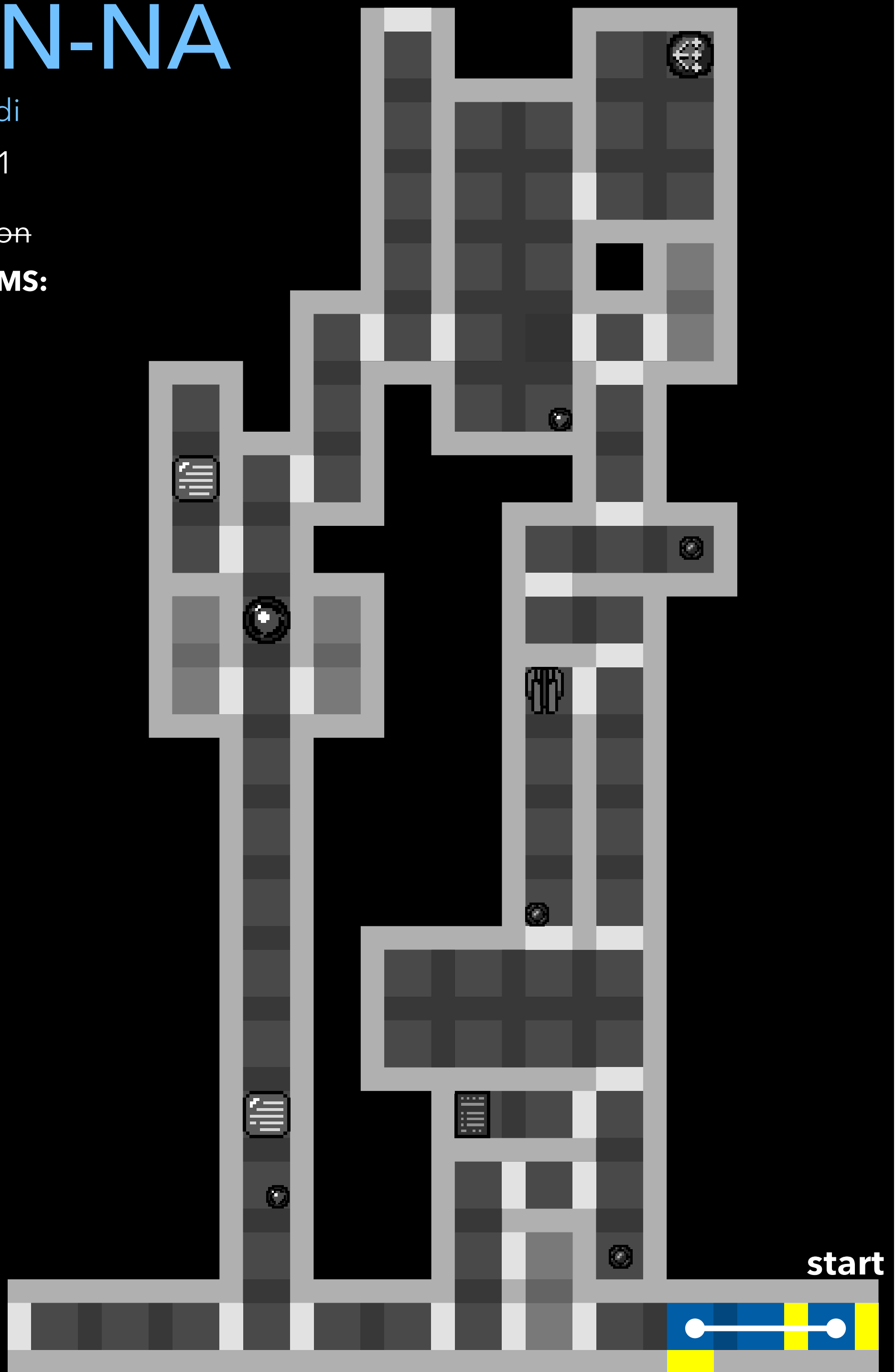- Exit Left to Ukkin-Na

UKKIN-NA

Hop Skip To Indi

Items Count: 11
Items to Get: 0
Area Boss: ~~Vision~~

DOORS & ROOMS:

- Doors
- Boss Room
- Save Room
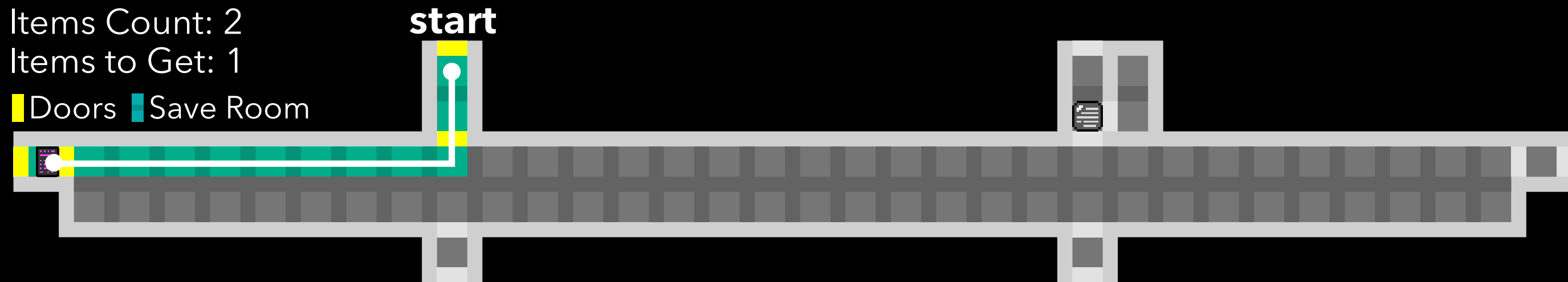

start

ROUTE:
- Head Left and take 1st Bottom Door

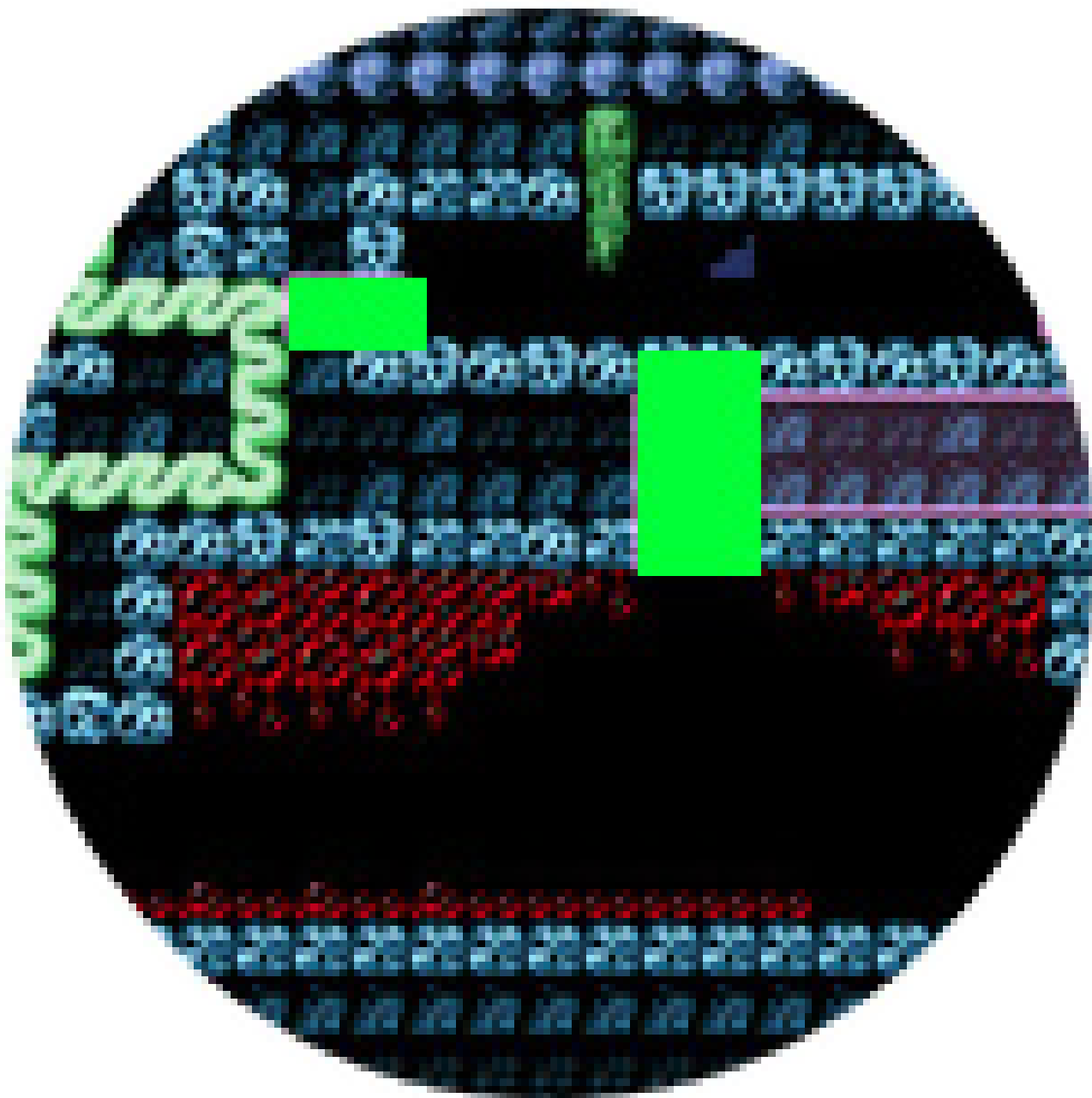# INDI

Items Count: 2
Items to Get: 1
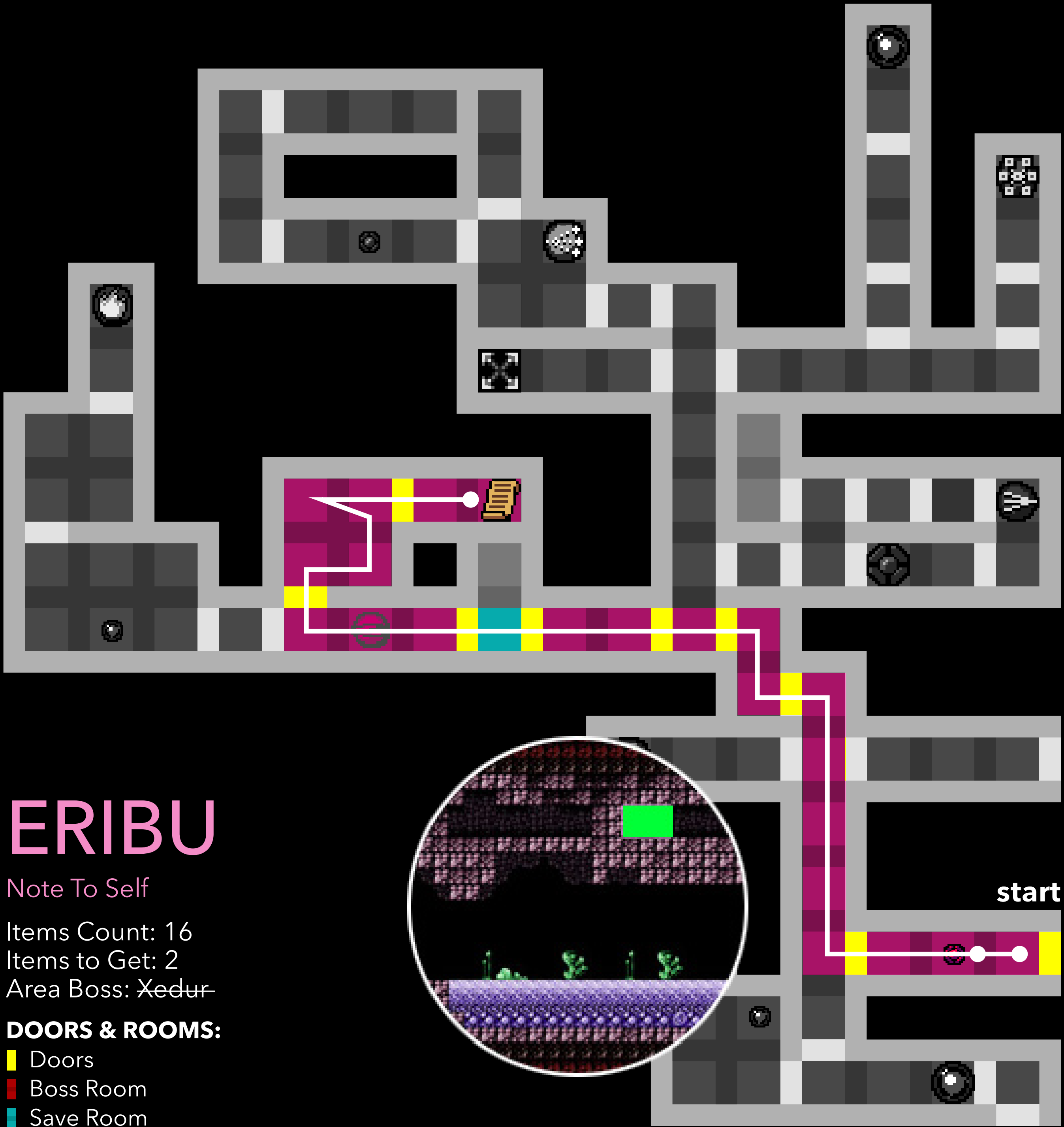
▌Doors ▌Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Drop down shaft to Oracca Access Door
- Take Oracca to the Left
- Stand 2 blocks to the Right of the Green Seaweed texture on the ceiling and Redcoat Up thru invisible path
- Use Drone to get Digital Paper in Left Wall
- Exit thru Left Door

ERIBU

Note To Self

Items Count: 16
Items to Get: 2
Area Boss: ~~Xedur~~

DOORS & ROOMS:

■ Doors
■ Boss Room
■ Save Room

start

ROUTE:

- In middle of Room by 3 Green Background Sponges, Redcoat Up to Ceiling, break walls for Power Fragment
- Head to Eribu Save Room (start of the Game), Save
- Head Left past where the Disruptor Pickup was and Redcoat thru Top Left Wall
- Take Door Up
- Head Right, GrappleCoat Up for shortcut, Drone Teleport Left for Map, head Right
- Redcoat past Will o Wisps to get Faded Note

start
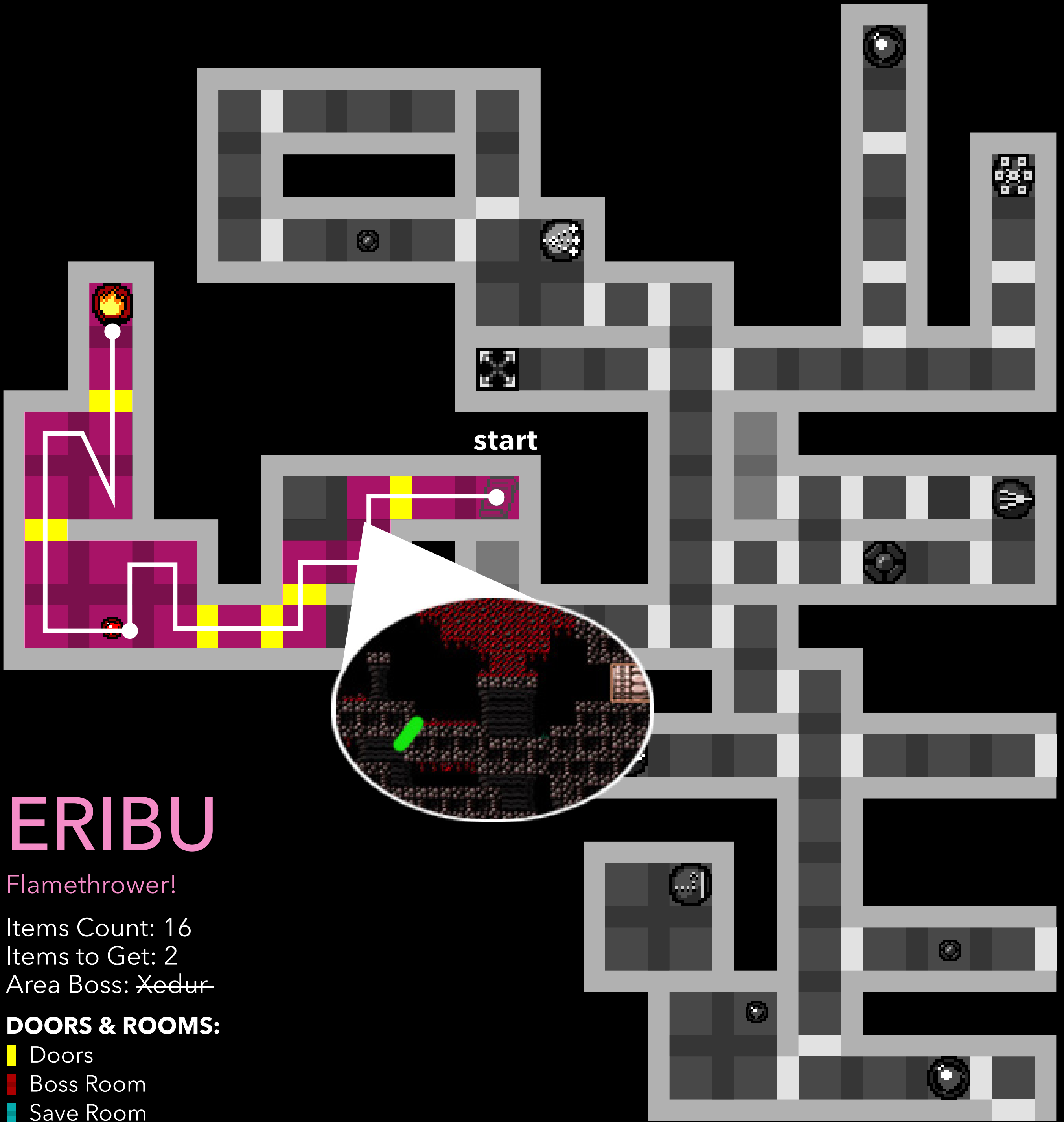
ERIBU

Flamethrower!

Items Count: 16
Items to Get: 2
Area Boss: ~~Xedur~~

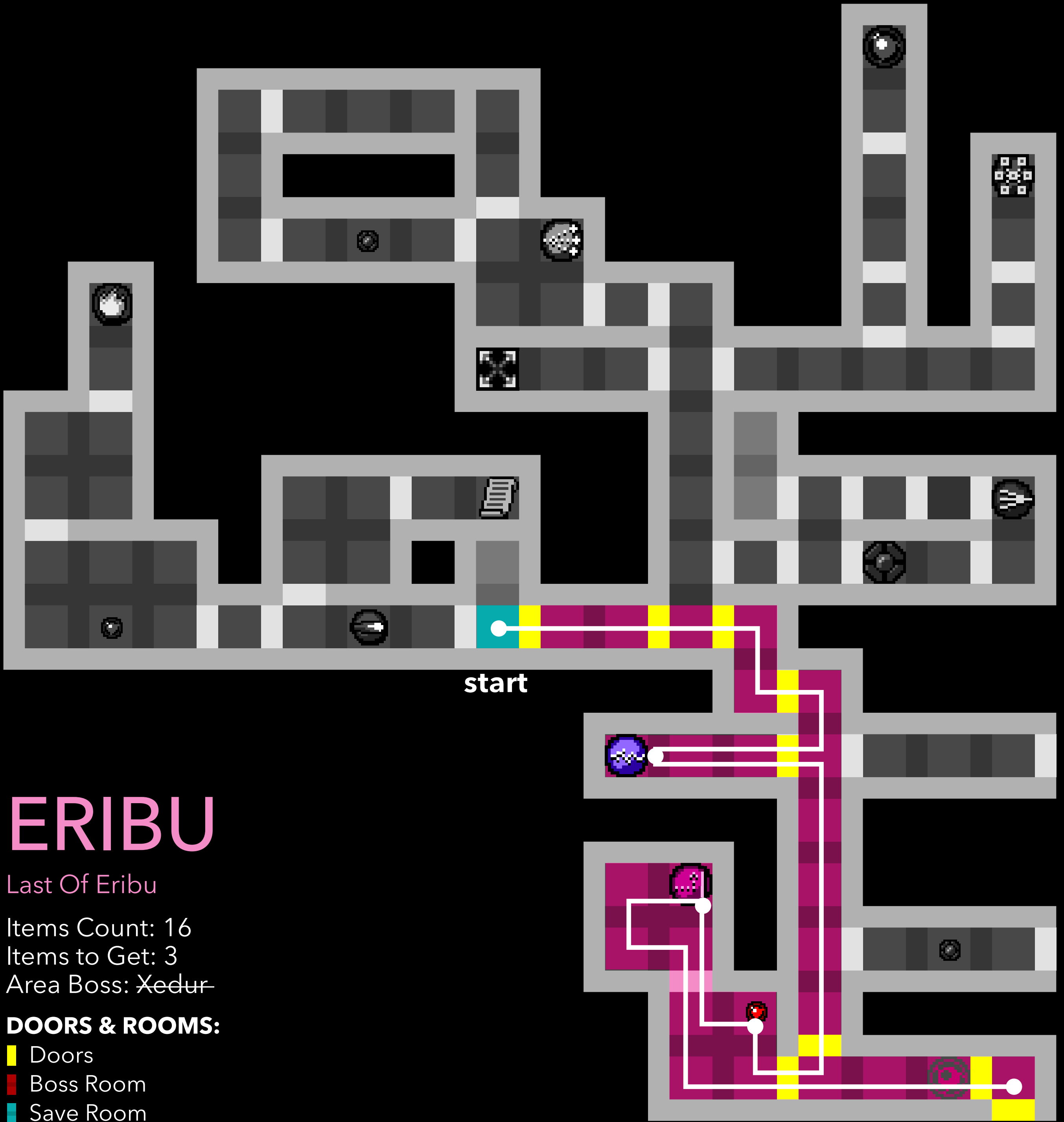## DOORS & ROOMS:

■ Doors
■ Boss Room
■ Save Room

ROUTE:

• Backtrack, Redcoat Diagonally Down thru Floor to exit
• Take Bottom Left Door
• Address Disrupt Barrier and Redcoat Left
• *Use Drone to access Hidden Path in Water, get Health Fragment, exit Top Left Door*
• Add-Bomb out of Door, Drone Teleport Up
• Get Health Fragment from Green Slug, avoid Gold Sentries to get Bottom map, exit Upper Right Door
• Enter and Activate Passcode: DINGER-GISBAR, Redcoat Up - avoiding Purple Sentries, get Flamethrower
• Save Warp

ERIBU

Zippity Do Da

Items Count: 16
Items to Get: 4
Area Boss: ~~Xedur~~

DOORS & ROOMS:

- 🟨 Doors
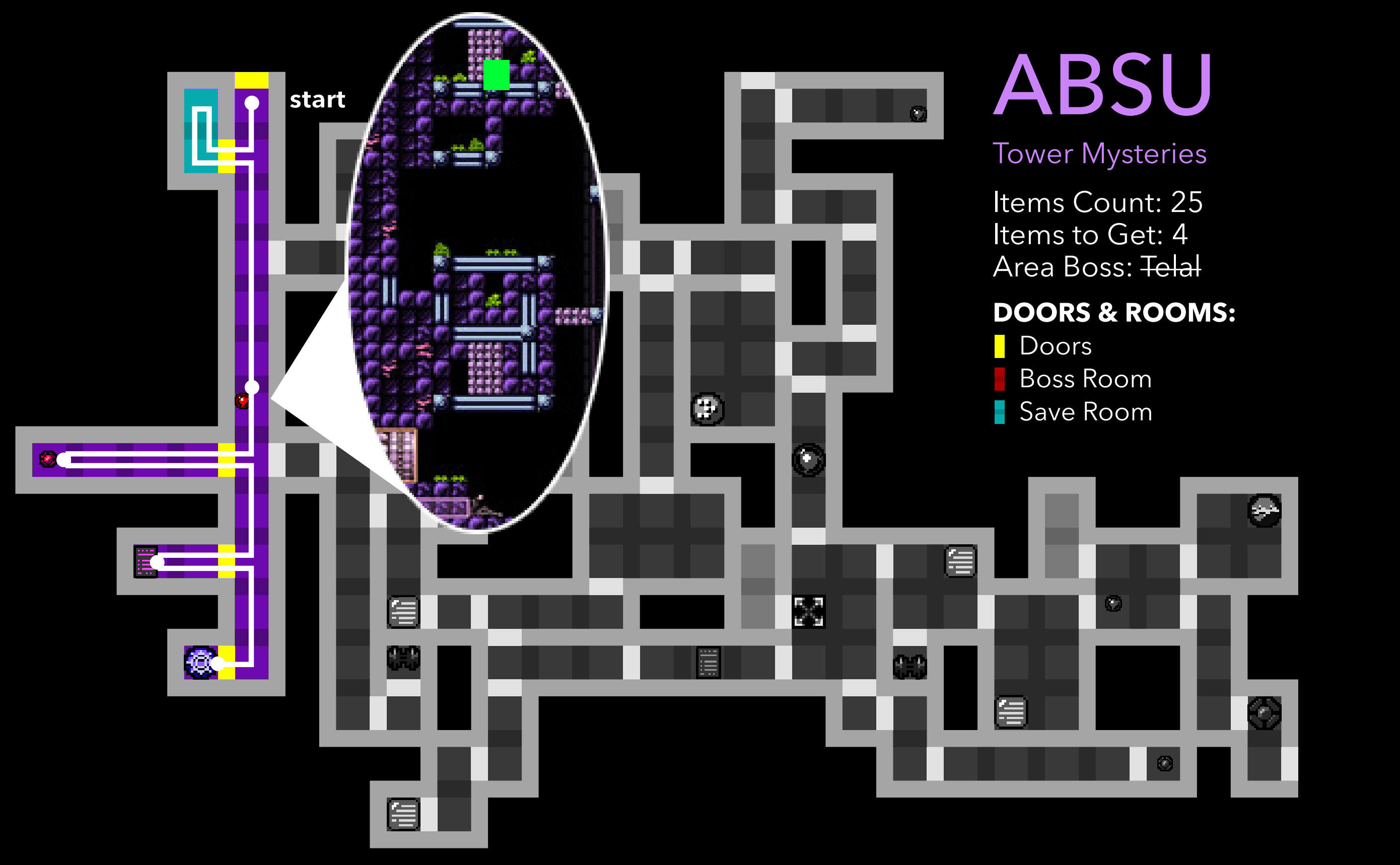- 🟥 Boss Room
- 🟦 Save Room
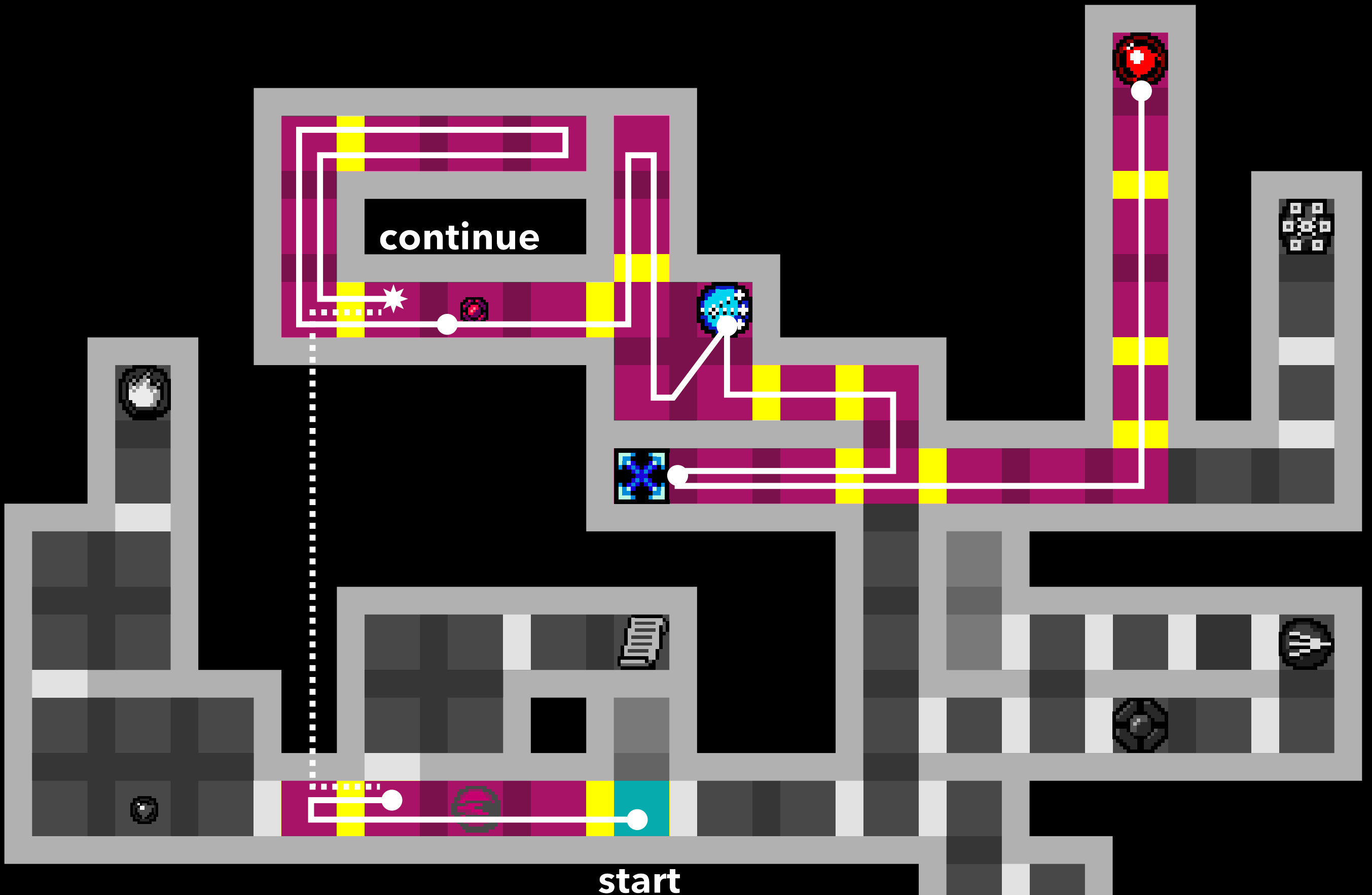
ROUTE:

- Head Left again thru Breakable Wall and take Bottom Left Door
- Address Disrupt Barrier and leave Trace. Exit back 1 room to the Right with Drone and Return to Trace
- Hold Right and Jump often to initiate Door Sequence. Exit Left after transition. Head Left and Up for map
- After Ghoul room backtrack, Activate Door Switch above Door, get Power Fragment
- Go Up to get Map coverage, backtrack out, pick up Multi-Disruptor
- Take 1st Left, Drone Teleport/Redcoat Left for hidden Size Node in Red Bubbles, backtrack and head Right
- Take Top Door in Hive Room. Add-Bomb thru Barrier. Next Room get Health Node
- Save Warp

ERIBU

Last Of Eribu

Items Count: 16
Items to Get: 3
Area Boss: ~~Xedur~~

DOORS & ROOMS:
- Doors
- Boss Room
- Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- *Add-Bomb Green Glitch Barrier, leave Trace and use Drone to enter Door*
- Platform past Purple Sentries, get Lightning Gun, Return to Trace
- Head Down and Left; Grapple-Coat Up thru wall to Health Fragment
- Enter and Activate Passcode: DALKHU-SUBTUM
- Top Left Door is now open
- Grapple-Coat to Orbital Discharge, get rest of map
- Head Right to Absu
- **All Maps and Items should be complete**

ABSU

Tower Mysteries
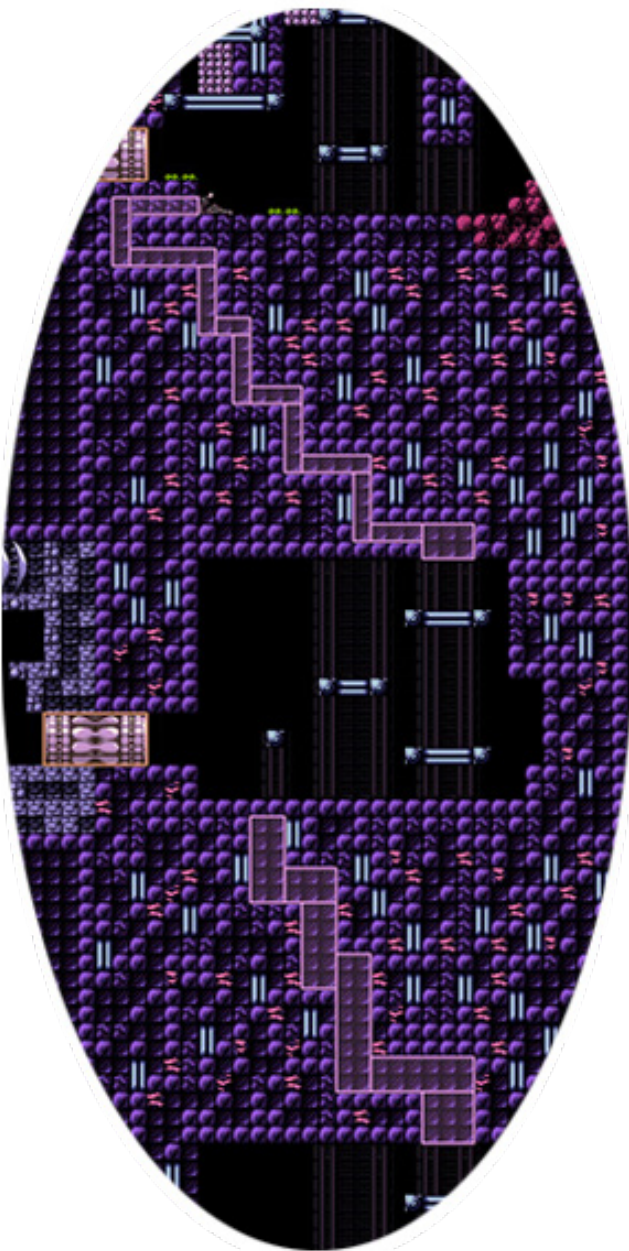
Items Count: 25
Items to Get: 4
Area Boss: ~~Telal~~

DOORS & ROOMS:

- ▮ Doors
- ▮ Boss Room
- ▮ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Take Left Door to get Save Room map
- Head Down thru Tower
- *Redcoat thru Breakable Wall get to hidden Health Fragment*
- Take Left Door and continue all the way Left for Power Fragment, backtrack
- Redcoat thru floor then Drone thru path. Head to Left Door, get Digital Paper and backtrack
- Redcoat thru Floor and head Down to Left Door
- Get Data Bomb weapon

ABSU

Toys In The Attic

Items Count: 25
Items to Get: 5
Area Boss: ~~Telal~~

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

start

ROUTE:

- Backtrack out and back Up
- Take Right Door, head Up and Right
- Use Address Disruptor on Right Wall to get thru and head Up
- Drone Teleport Up to Power Fragment
- Drop back Down and Left
- Add-Bomb at 1st Ghoul
- Get Power Fragment, head Left
- Add-Bomb as you fall, get Power Fragment
- Head Up and Left to last Power Fragment, exit
- Redcoat Down to get Health Fragment in Barrier

ABSU

Donuts In The Basement
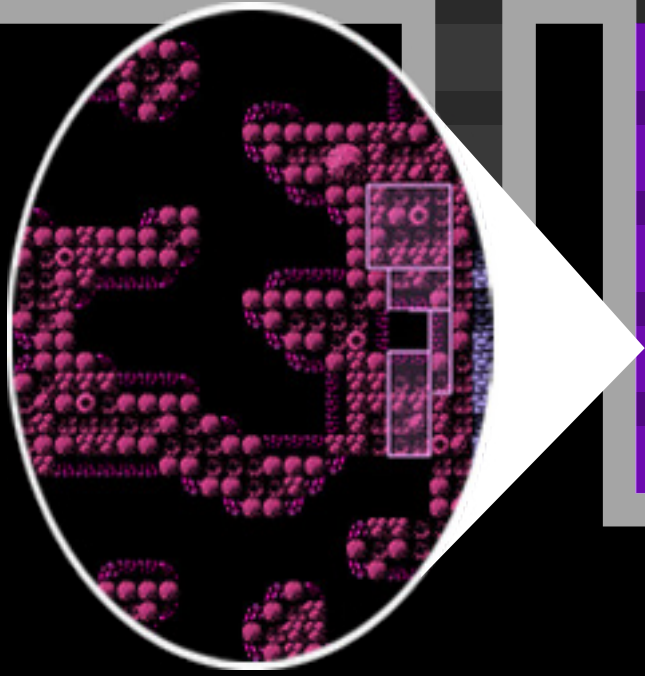
Items Count: 25
Items to Get: 1
Area Boss: ~~Telal~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:

- Backtrack to Right and take Bottom Door
- Drop Down to Save Room
- Head Left 4 rooms; use either Address Disruptor or Add-Bomb to get to lower area
- Redcoat thru Bottom Right Wall to exit to Bottom Right Door
- Redcoat to get up to Door
- Get Range Node

ABSU
Dualy Noted
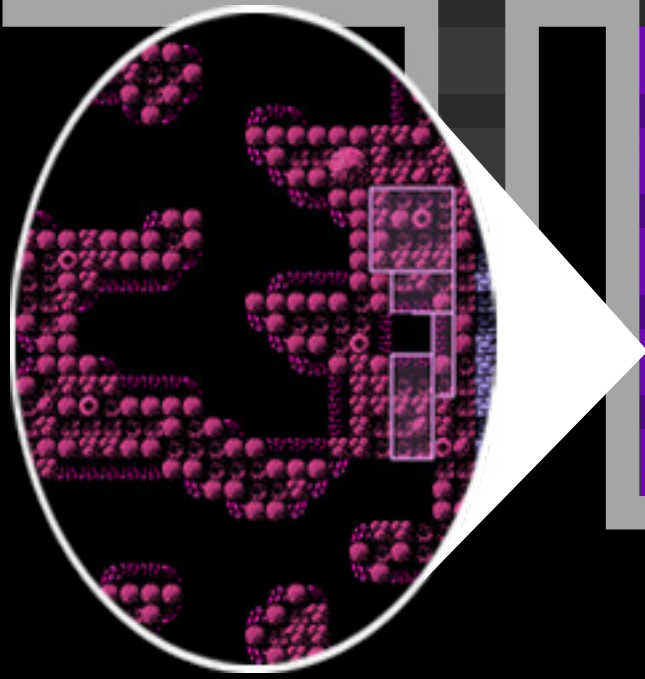
Items Count: 25
Items to Get: 2
Area Boss: ~~Telal~~

DOORS & ROOMS:
- **■** Doors
- **■** Boss Room
- **■** Save Room

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Backtrack back out and Up
- Take Right Door and drop down for Tablet hidden in Bottom Left corner
- Head Right then Down
- Redcoat to get to Bottom Door and use Drone to enter
- Use Drone to go Down 3 Rooms to Tablet
- Return to Trace

ABSU

Power Thriller

Items Count: 25
Items to Get: 3
Area Boss: ~~Telal~~

DOORS & ROOMS:

- ▮ Doors
- ▮ Boss Room
- ▮ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Head Right and get Digital Paper in the middle of Room, continue Right
- Jump Up and past Mushroom, Redcoat Up thru Wall to get hidden Size Node by Door
- Redcoat Down to Door to get Save Room Map
- Save
- Head Right and Down, Redcoat thru floor to get to Door
- 2nd Room, Redcoat thru Upper Wall
- Redcoat / Drone Teleport past Ghouls to get to Power Fragment
- Save Warp

ABSU

Looking For A Pulse

Items Count: 25
Items to Get: 5
Area Boss: ~~Telal~~

DOORS & ROOMS:

■ Doors
■ Boss Room
■ Save Room

start

ROUTE:

- Exit thru Top Right Door
- *In upper Right Wall is a hidden Tablet*
- Redcoat thru barrier then down thru Door
- Redcoat to get Range Node adn go back Up
- Use Drone Teleport to the 2nd gap and Redcoat down thru floor
- Go Right for map then head Left to get tablet
- Exit out thru same gap and head Up to exit Right
- Head Up to Save Room on Left
- Redcoat thru Right Walll to get hidden Health Fragment
- Take Top Right Door
- Go Up and Redcoat thru 2 walls to get Inertial Pulse weapon
- *Get bottom map before or after weapon pickup*

ABSU

Absulutely Finished

Items Count: 25
Items to Get: 0
Area Boss: ~~Telal~~

DOORS & ROOMS:

■ Doors
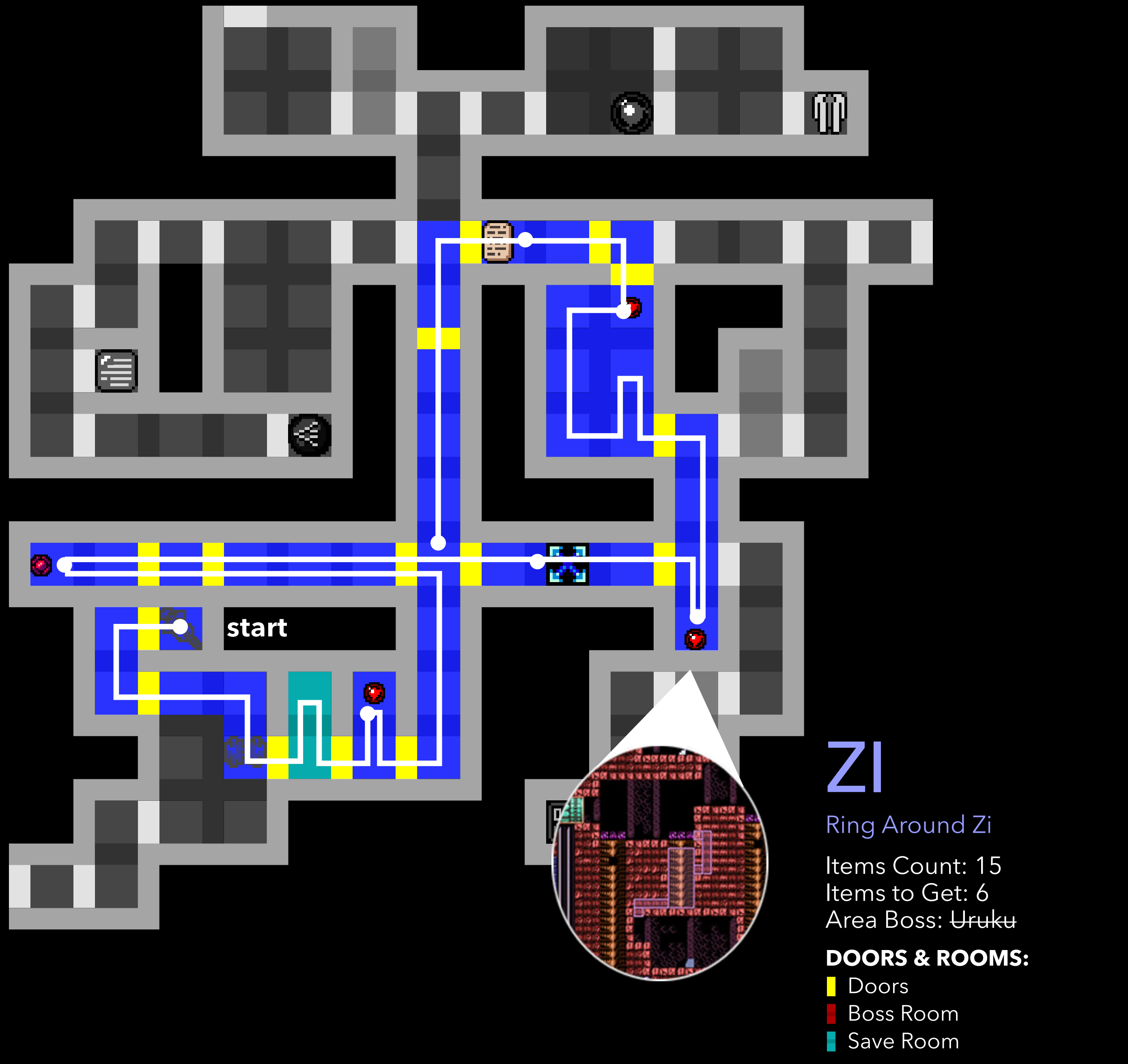■ Boss Room
■ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Backtrack out
- **All Maps and Items should be complete**
- Exit to Zi

ZI

Full Fitness Syringe

Items Count: 15
Items to Get: 2
Area Boss: ~~Uruku~~

DOORS & ROOMS:

- Doors
- Boss Room
- Save Room

start

ROUTE:

- In 3rd room, Grapple-Coat after Scorpiant and Green Roller to hidden Range Node above
- Grapple-Coat to get up and out, exit Left
- *Hidden Ghoul in floor. See image above for location. Avoid wandering Ghoul above by Door*
- Get Bioflux Accelerator 1

ZI

Ring Around Zi

Items Count: 15
Items to Get: 6
Area Boss: ~~Uruku~~

DOORS & ROOMS:

■ Doors
■ Boss Room
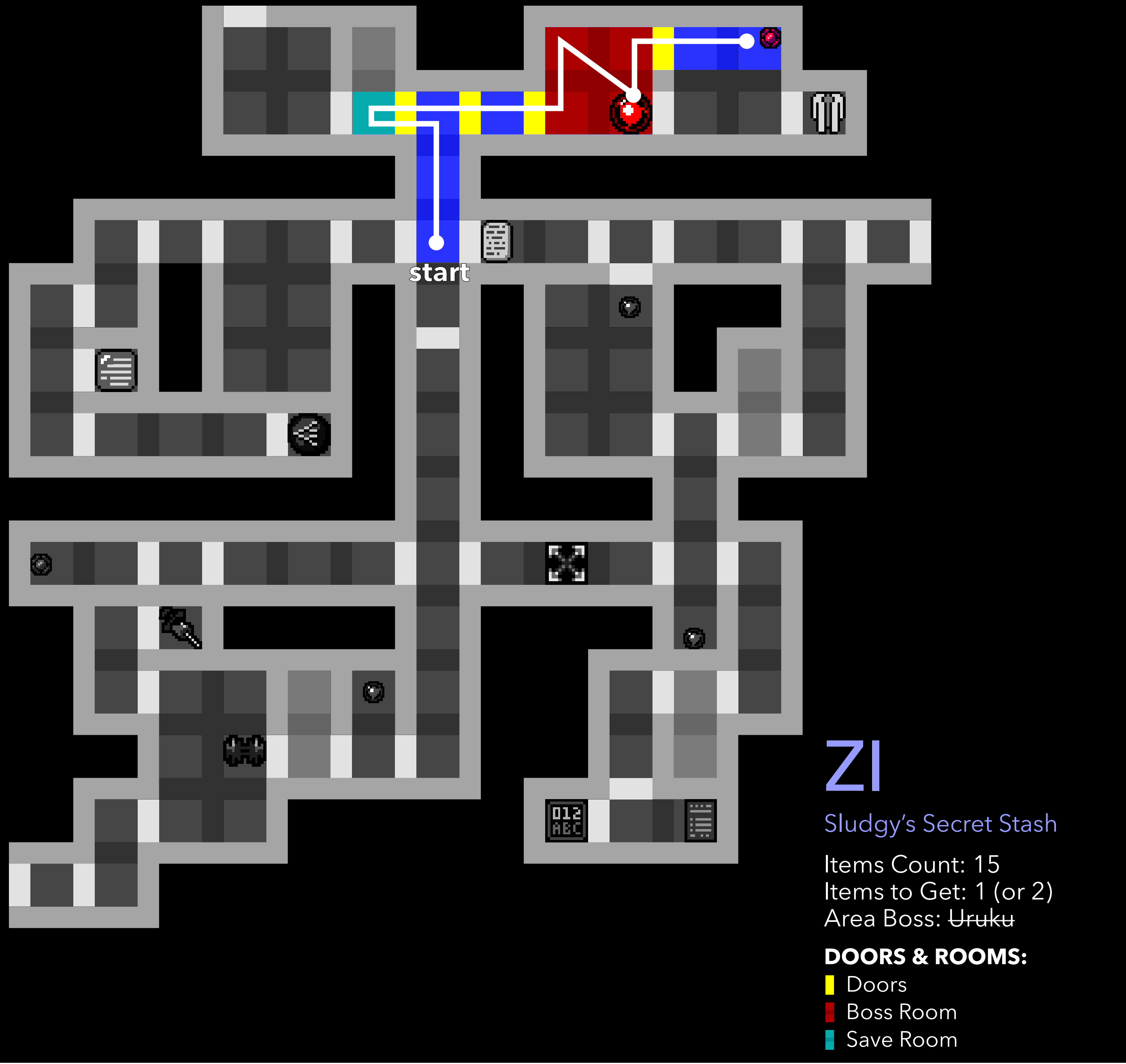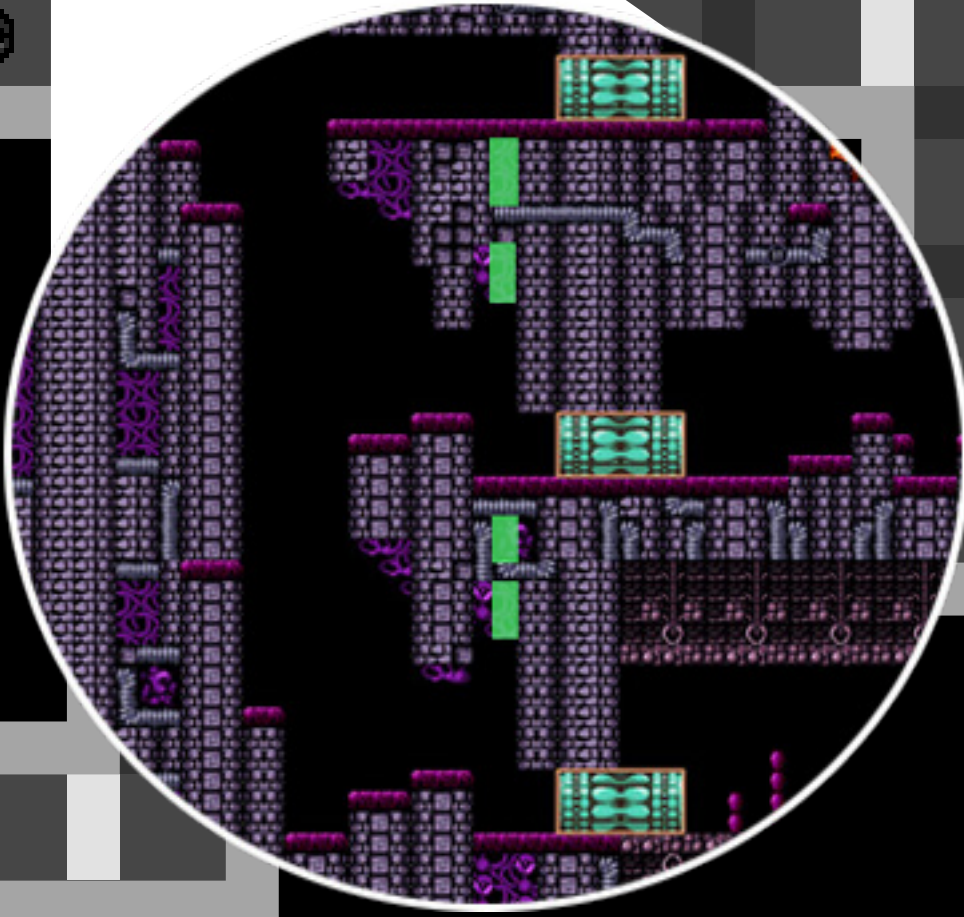■ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:

- Backtrack Right
- Get Save Room map
- Room with 2 Green Rollers, Redcoat middle ceiling to get up to Health Fragment
- Go Up and take Left Door for Power Fragment, backtrack 4 rooms to the Right
- *Size Node hidden in Ceiling, by big floating wall platform in the middle of the room*
- Redcoat Down to Health Node, Redcoat and Drone Teleport Up past Yellow Sponges, exit Left thru Door
- Make sure to get map coverage, avoiding or Redcoating Ghouls
- At Top Right Health Fragment, Grapple-Coat to get to top Door
- Go Left, Middle of Room above Sponge, Redcoat Ceiling on the Left to get hidden Tablet, exit Left
- Leave Trace at Door and use Drone to head Down for map coverage
- Return to Trace

ZI

Sludgy's Secret Stash

Items Count: 15
Items to Get: 1 (or 2)
Area Boss: ~~Uruku~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

ROUTE:
- Take Top Left Door in Steam Tower and Save
- Head Right to Uruku room for map and Health Node (if you didn't take it before)
- Take Top Right Door and Drone Teleport Right for Power Fragment

start

ZI

Bon Voranj

Items Count: 15
Items to Get: 2
Area Boss: ~~Uruku~~

DOORS & ROOMS:

🟨	Doors
🟥	Boss Room
🟦	Save Room

ROUTE:

- Backtrack to Steam Tower and take Bottom Left Door, access with Drone
- Drop Down to Left Door access, use Drone to get to Door, Teleport to Trace
- 5th Room, Floor Textures are not solid so Trace can RedCoat Drop Down thru them.
- Take First Door Right to get Top Door for Tablet
- Exit Left and Down thru Floor Texture, take Right Door
- Redcoat and Drone Teleport past Ghouls
- Get Voranj
- Save Warp

ZI

Zi End

Items Count: 15
Items to Get: 0
Area Boss: ~~Uruku~~

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

ROUTE:
- Jump for map coverage and exit Left
- Take Top Left Door to Indi
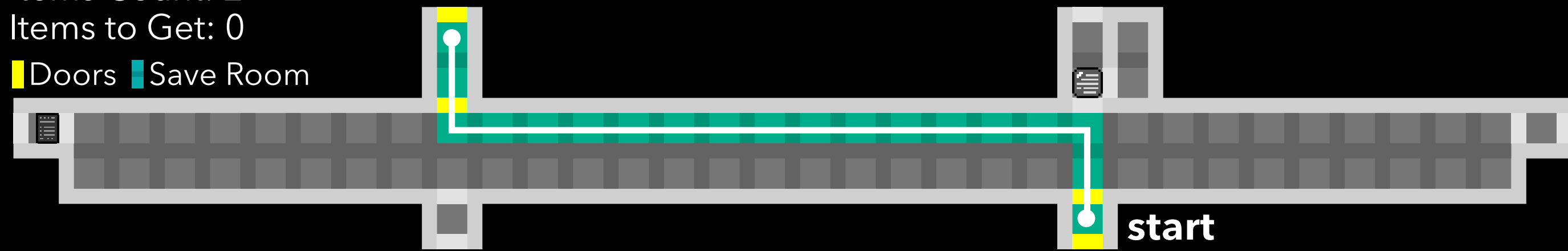- **All Maps and Items should be complete**

INDI

Choo Choo To Ukkin-Na

Items Count: 2
Items to Get: 0

■ Doors ■ Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Take Oracca 1 stop to the Left
- **All Maps and Items should be complete**
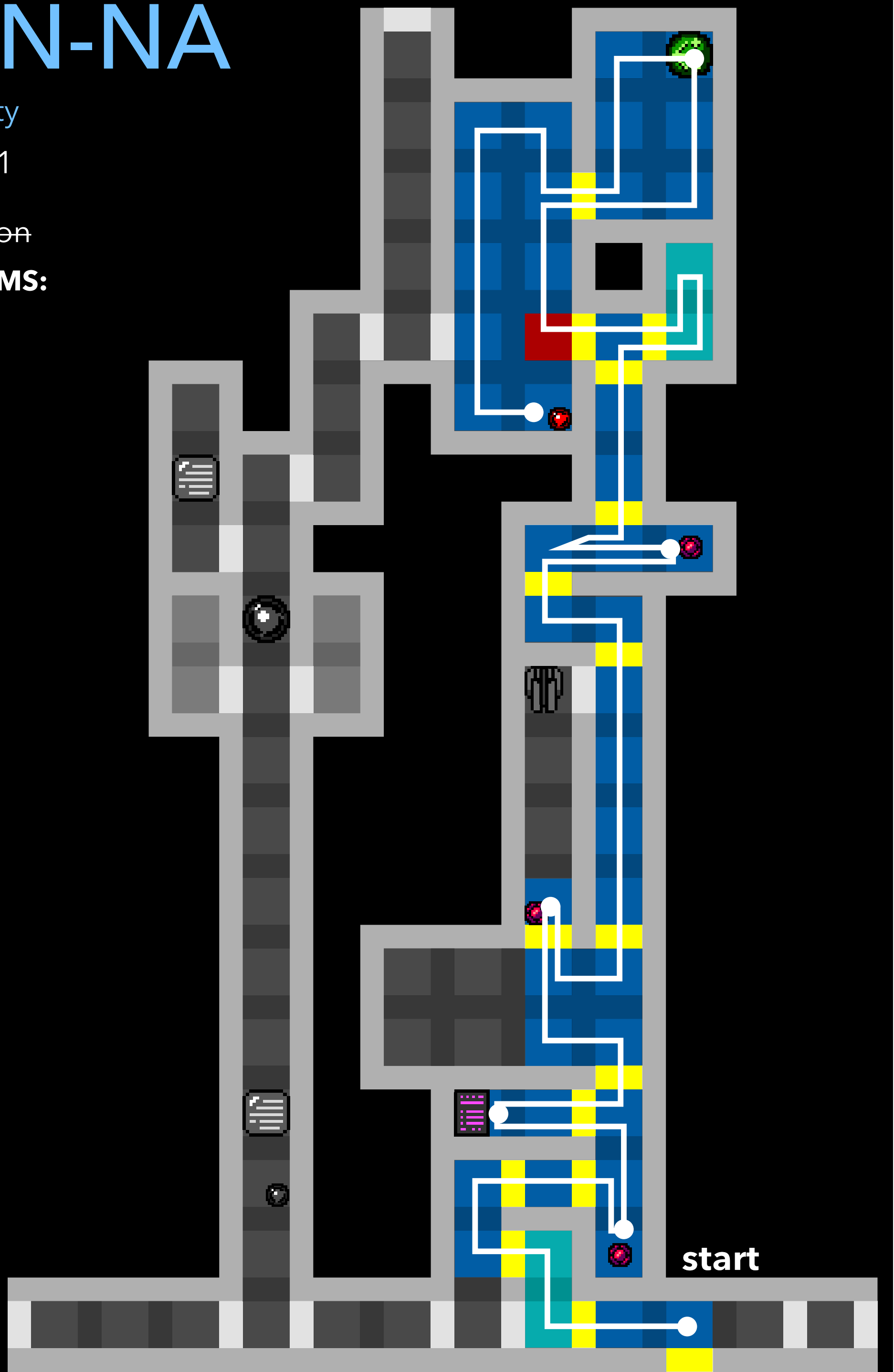- Head Up to Ukkin-Na

UKKIN-NA

Pickups A Plenty

Items Count: 11
Items to Get: 6
Area Boss: ~~Vision~~

DOORS & ROOMS:

- 🟨 Doors
- 🟥 Boss Room
- 🟦 Save Room

start

ROUTE:

- Redcoat thru Floor by 1st Sentry Drone, Redcoat thru Barrier for Power Fragment
- Top Left Door - Redcoat thru Barrier, use Drone to get Digital Paper, Return to Trace, exit Right and go Up
- Head Left, take 1st Upper Path, Redcoat Up to Door, get Power Node, Backtrack Down
- Redoat thru Brick Wall Platform, use Drone to go Right for Power Fragment, Return to Trace
- Save at Save Room; Giant Elsenova in Room take Top Right Door
- Drone Teleport Up-Right thru platforms, avoid Green Sea Sponges, get Turbine Pulse, finish getting map
- Get top map in Elsenova Room, Drop Down Left side and Redcoat thru floor by Door, use Drone to navigate to Health Fragment, Return to Trace
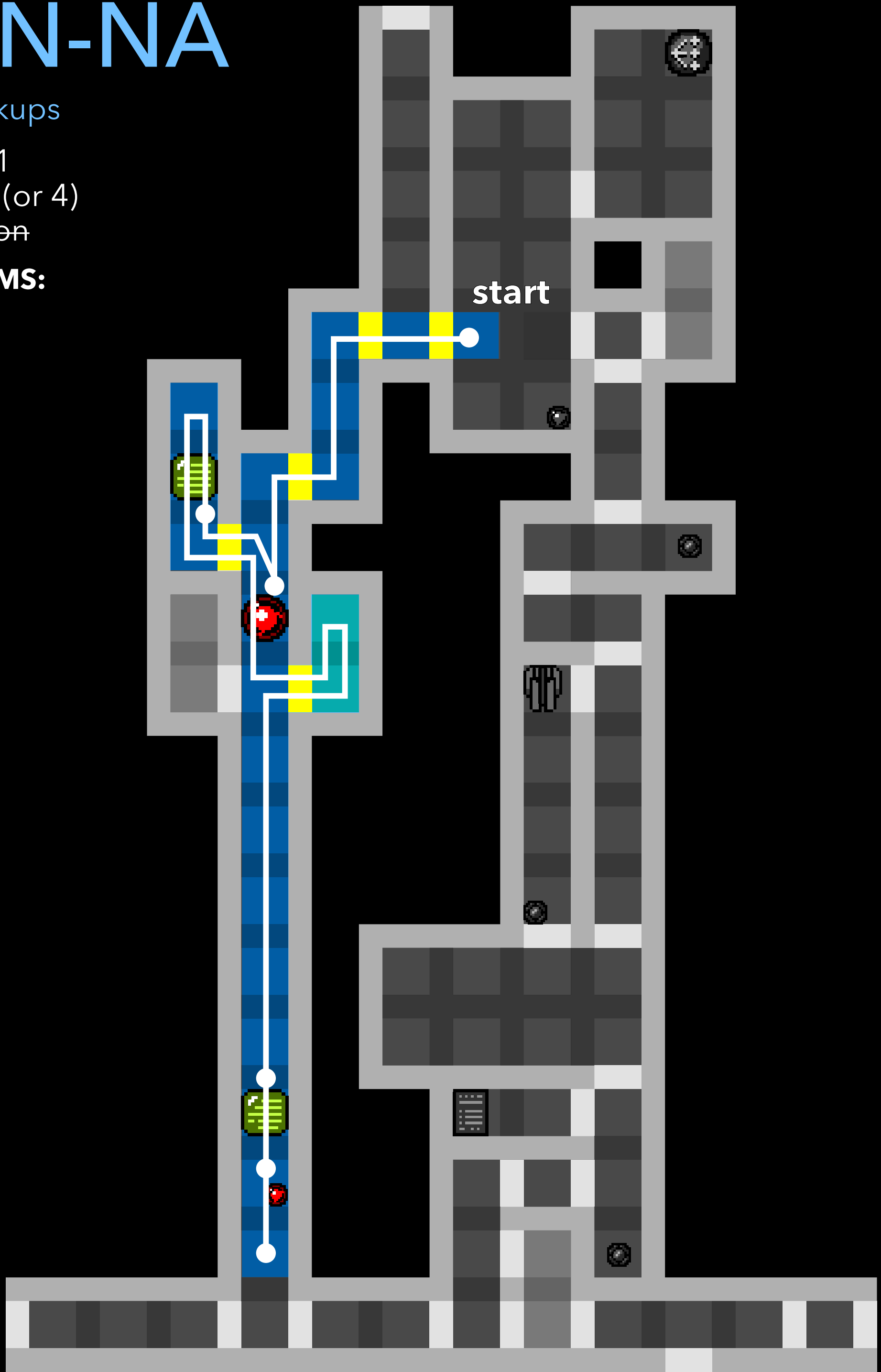
UKKIN-NA

Tower Dive Pickups

Items Count: 11
Items to Get: 3 (or 4)
Area Boss: ~~Vision~~

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

start

ROUTE:

- Go Left thru Door
- In 2nd Room drop Down and get Health Node (if not taken earlier)
- Drone Teleport to get to Left Door
- Avoid Poison Grate Plant and Pillbug by Redcoating Up thru Platform, continue Up for Tablet, bactrack
- Take Right Door for Save Room map
- Redcoat thru Mid Floor and drop to Tablet, drop thru Floor for Health Fragment and Drop down for map
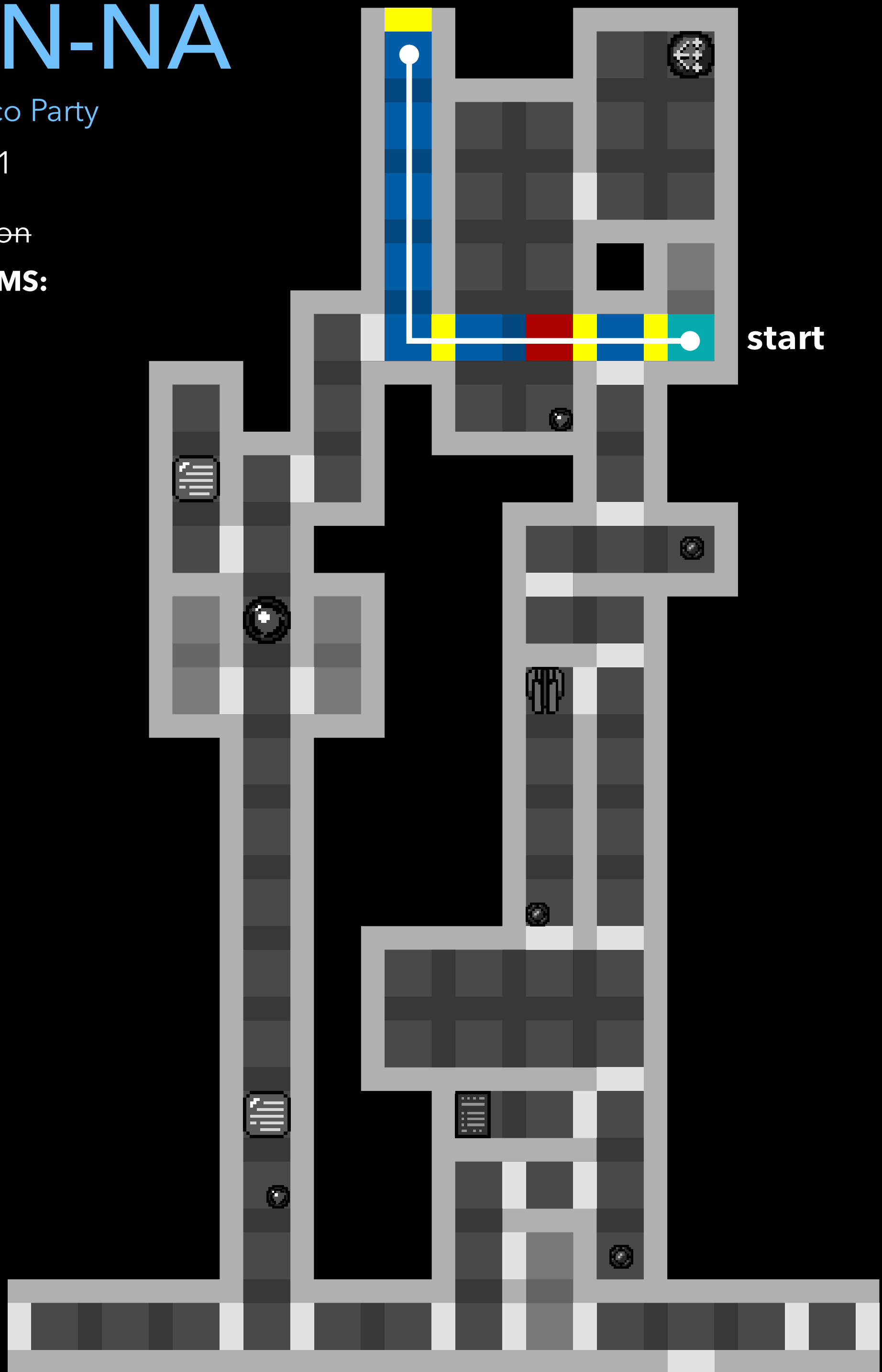- Save Warp

UKKIN-NA

Off To The Disco Party

Items Count: 11
Items to Get: 0
Area Boss: ~~Vision~~

DOORS & ROOMS:

Doors
Boss Room
Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.
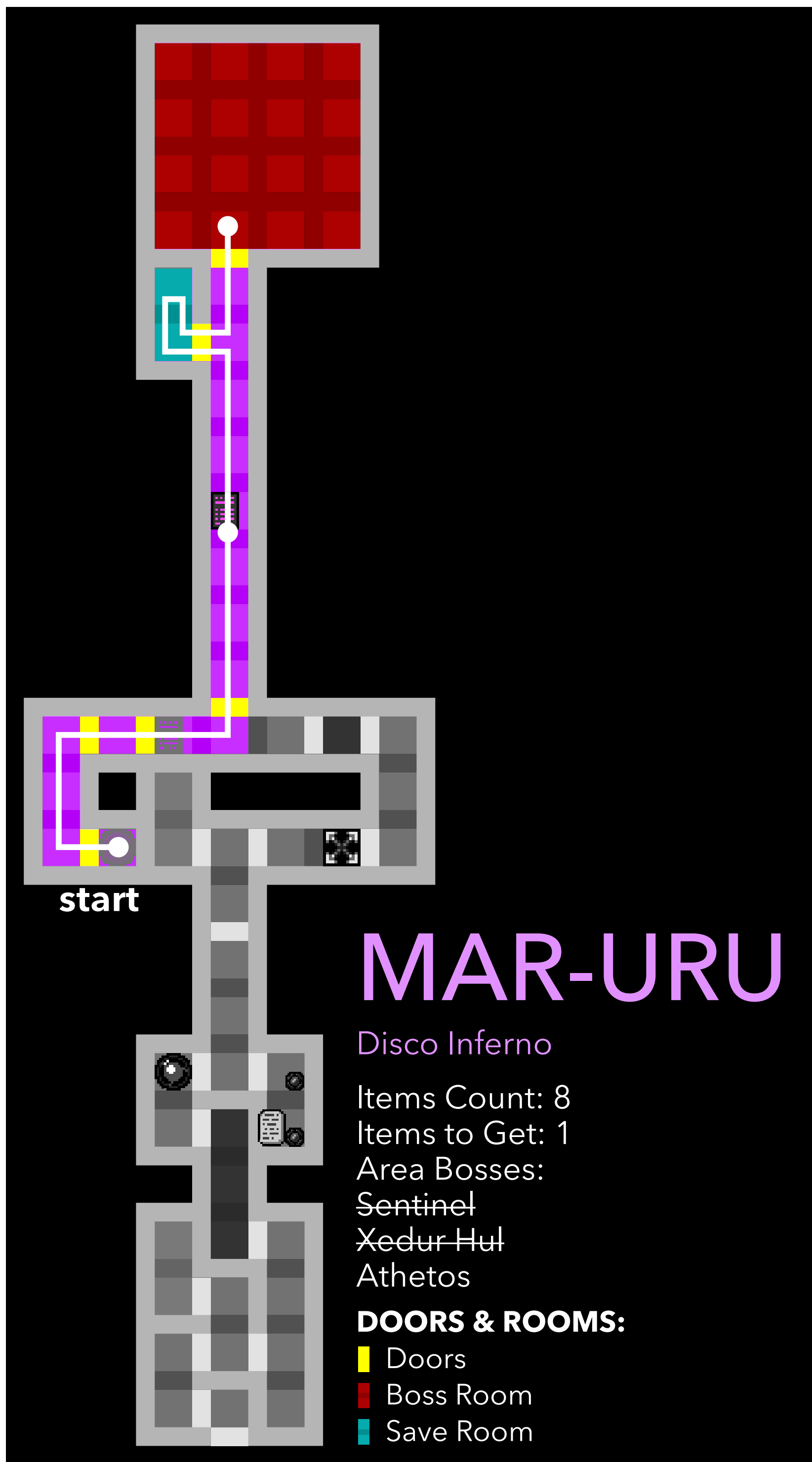
ROUTE:

- Exit Left and past Elsenova
- Head Up in next room with Upward Drone Swap movement
- Redcoat thru Purple Breakable Wall
- **All Maps and Items should be complete**
- Exit Up to Mar-Uru

Items Count: 8
Items to Get: 7
Area Bosses:
Sentinel
Xedur Hul
Athetos

DOORS & ROOMS:
🟨 Doors
🟥 Boss Room
🟦 Save Room

start
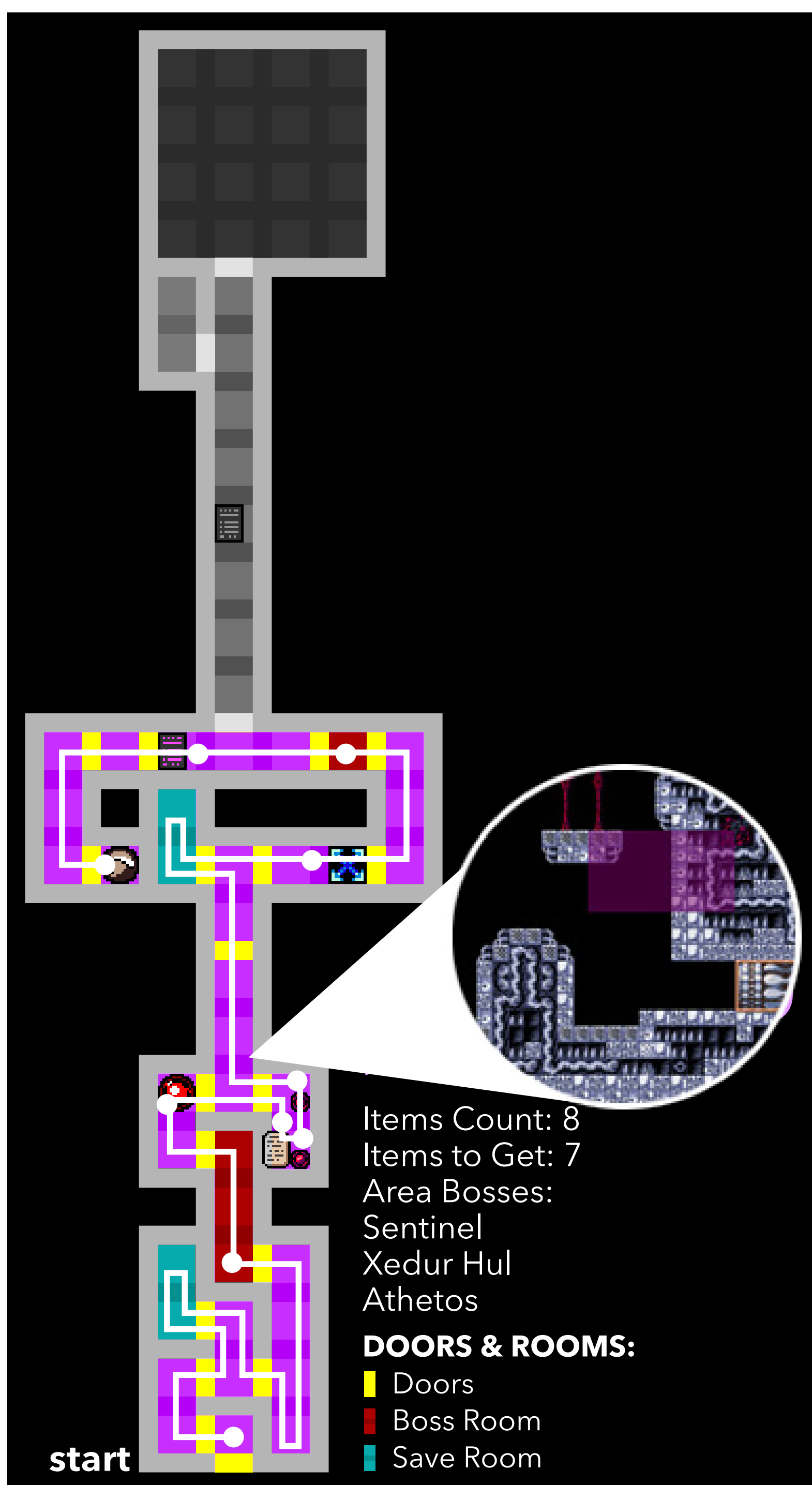
ROUTE:

- Get Save Room map. Kill Sentinel.
- Drone Teleport Up and Left past Purple Sentry to Health Node
- Shot Drone at Door for alignment, Grapple Clip to get Tablet below room, Redcoat thru Purple Blocks for Power Fragment, head Up to get Power Fragment, use Flamethrower on Red Orb to open Gate Barrier
- *Alt Strat: Corrupt Sentry, guide above Right Door and enter, Sentry on Right will open gate*
- Get Save Room map
- *Size Node hidden in Blocks under Last Purple Sentries*
- Kill Xedur Hul
- Redcoat thru Left Wall for Digital Paper
- Use Grapple Clip to get thru Floor by Barrier, go down for Reverse Slicer weapon

MAR-URU

Disco Inferno

Items Count: 8
Items to Get: 1
Area Bosses:
~~Sentinel~~
~~Xedur Hul~~
Athetos

DOORS & ROOMS:

🟨 Doors
🟥 Boss Room
🟦 Save Room

start

Designed by AcidKru. Original map and items created by SirTapTap.

ROUTE:
- Backtrack (shoot Red Orb to open Gate Barrier above), take Door Up in 2nd room
- Drone Teleport/Redcoat past Omni-Sentries
- At 3rd Sentry, use Drone to navigate thru 1-Pixel Path to hidden Digital Paper
- Get Save Room map
- Upon Entering Athetos Door - **All Maps and Items should be complete**
- Kill Athetos
- Congrats!
- You're Winner !