

# Cypher Setups

Original Edition by Shadow

Last updated August 2024



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Email: [ShadowDemonInc@gmail.com](mailto:ShadowDemonInc@gmail.com)

Socials: [ShadowDemon.carrd.co](#)

Available at: [github.com/ShadowNinjaXD/CypherSetupCollection](https://github.com/ShadowNinjaXD/CypherSetupCollection)

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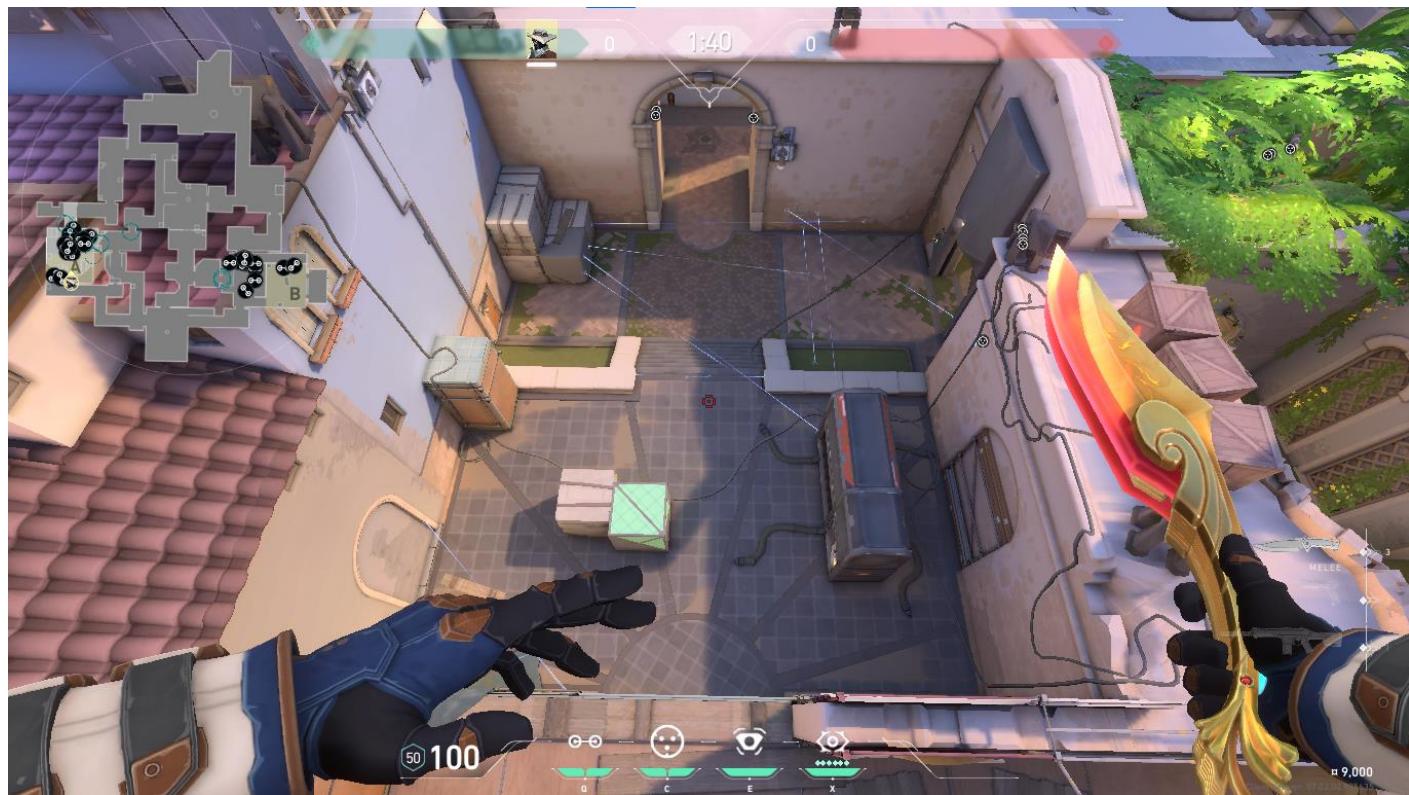
## Ascent

Status: Complete For Now

### Ascent A Tripwires



## Ascent B Tripwires



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Ascent B one way





## Ascent A one way



**Crouch throw this cage.**



## Same lineup alternative corner, don't crouch



## Left Side



Side note: Out of the two lineups for the right side, the lineup WITH crouch is easier.

## Ascent post plant one ways



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Stand on heaven edge



## Cypher Heaven One way



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.





## Cypher Heaven one way alternative





## A site early one way



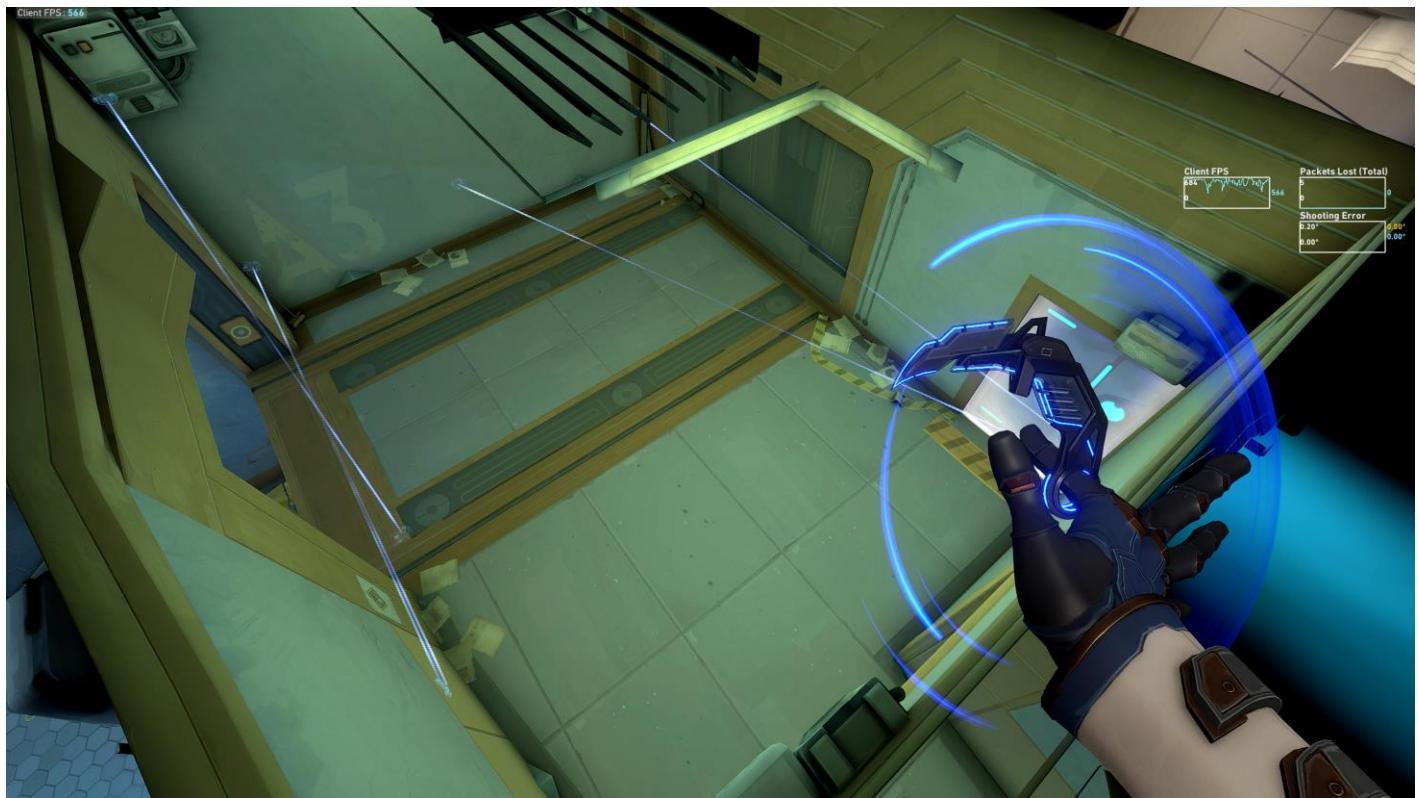
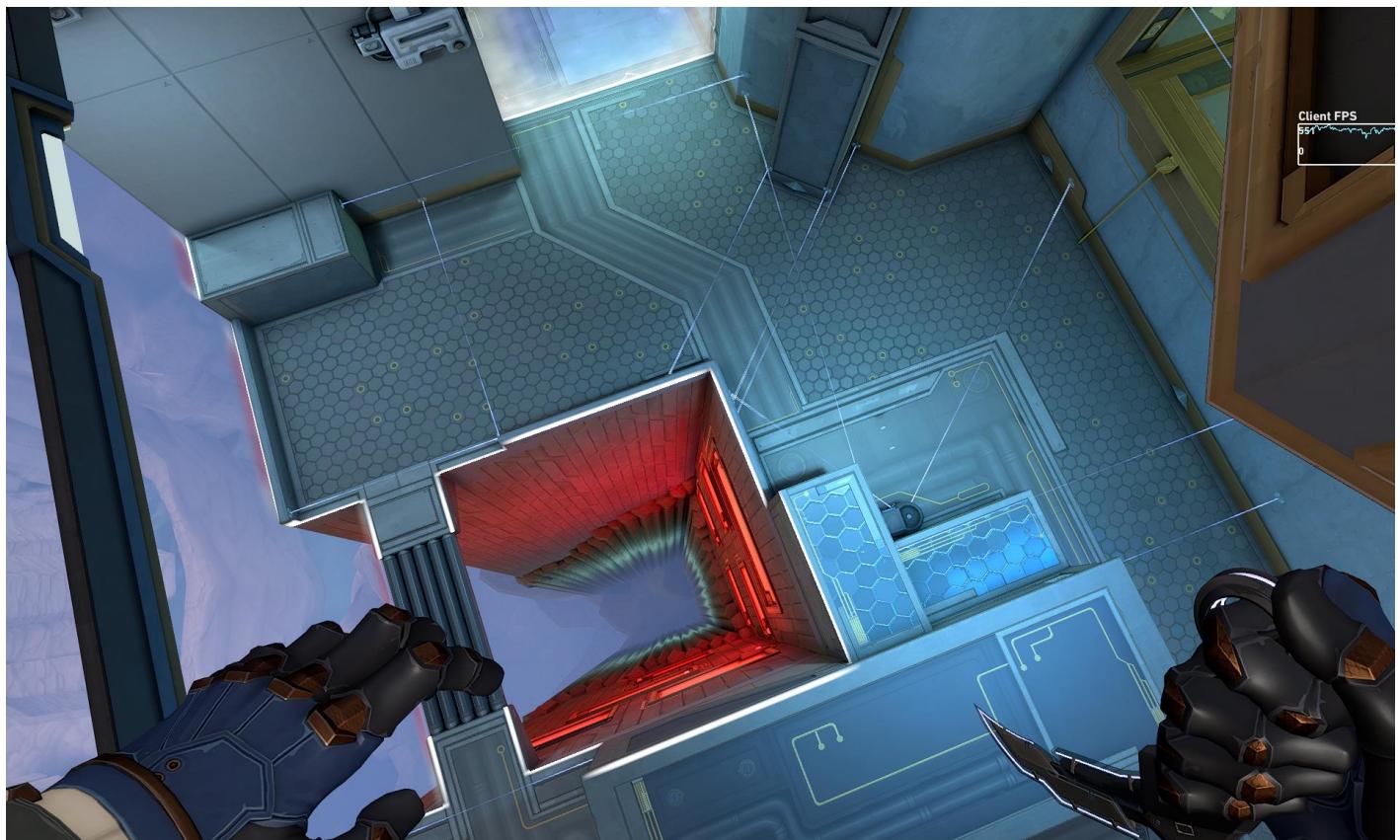


**Make it in the middle of the brick below the greyish line then toss when barriers go down.**

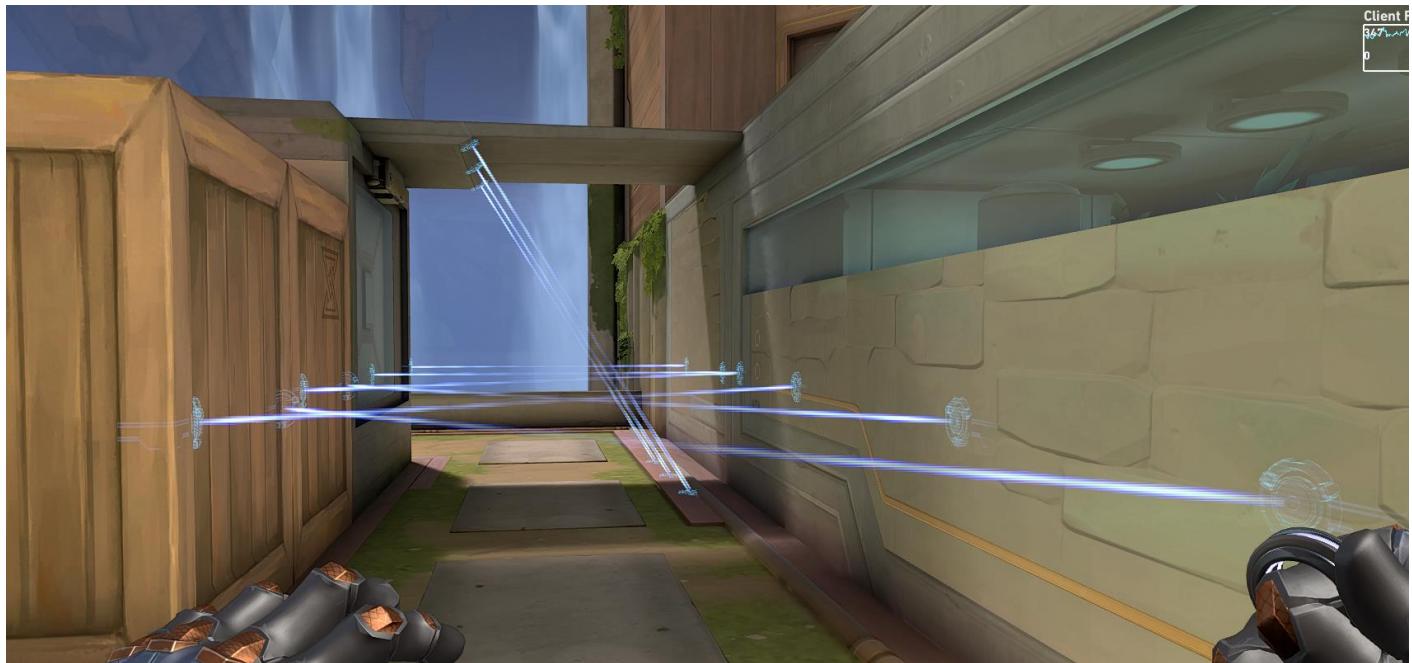
## Abyss

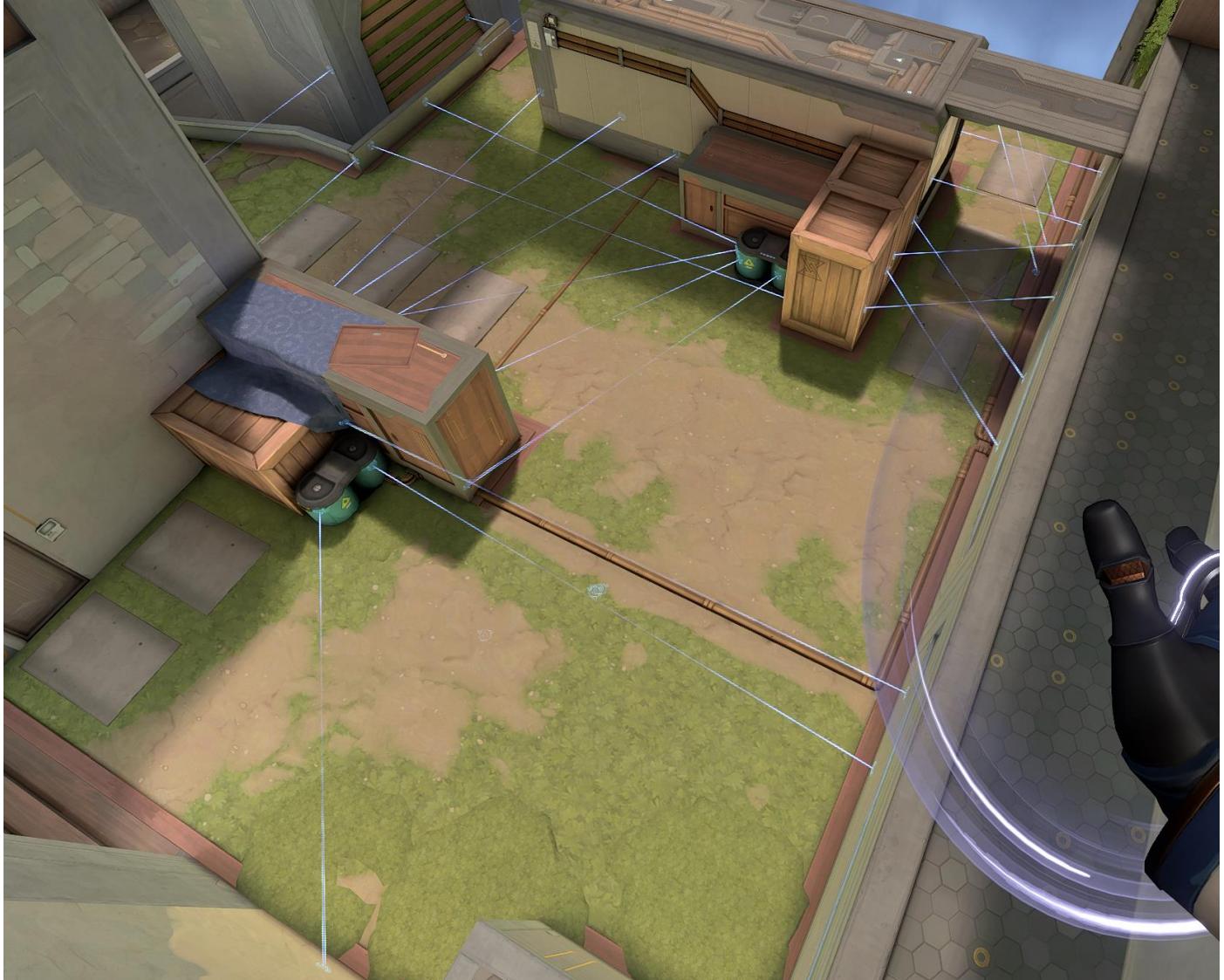
Status: Complete For Now/Ideally Needs Updates

### Abyss A Tripwires



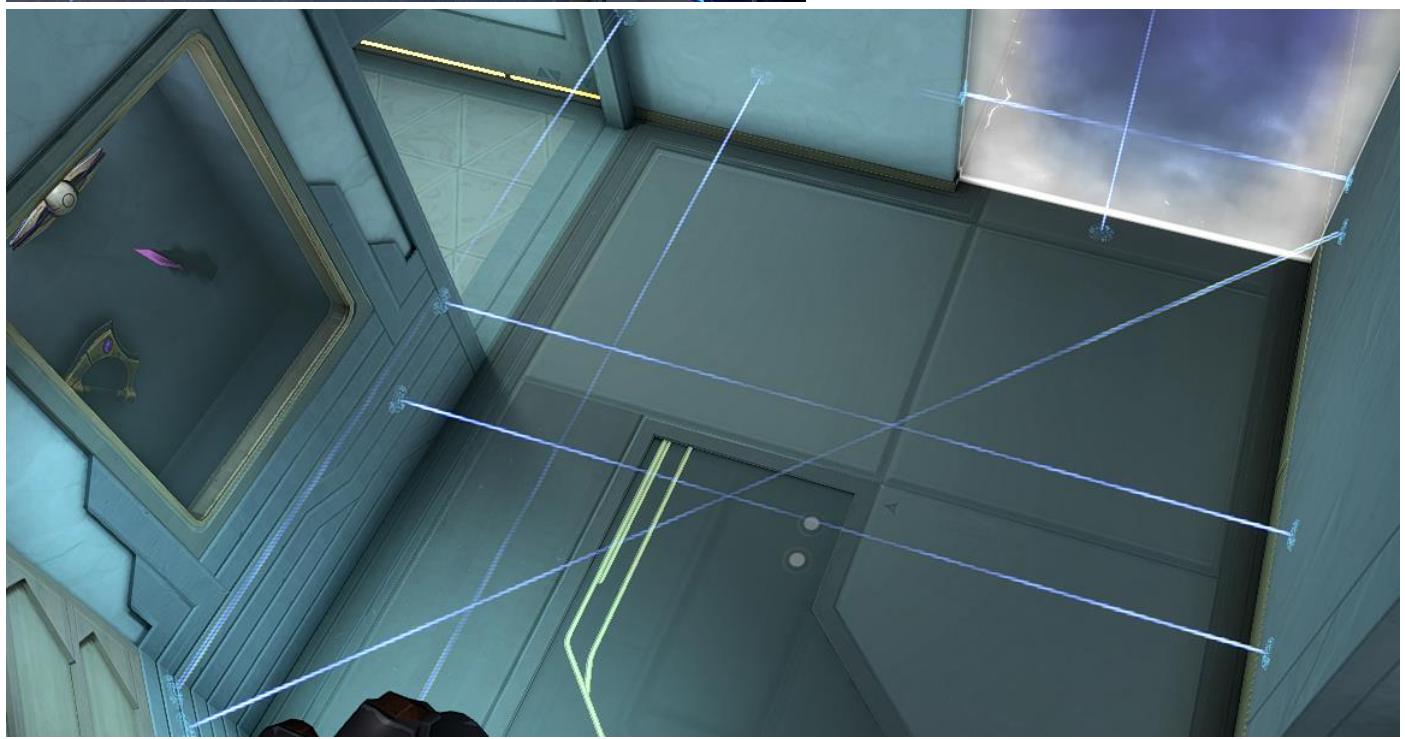
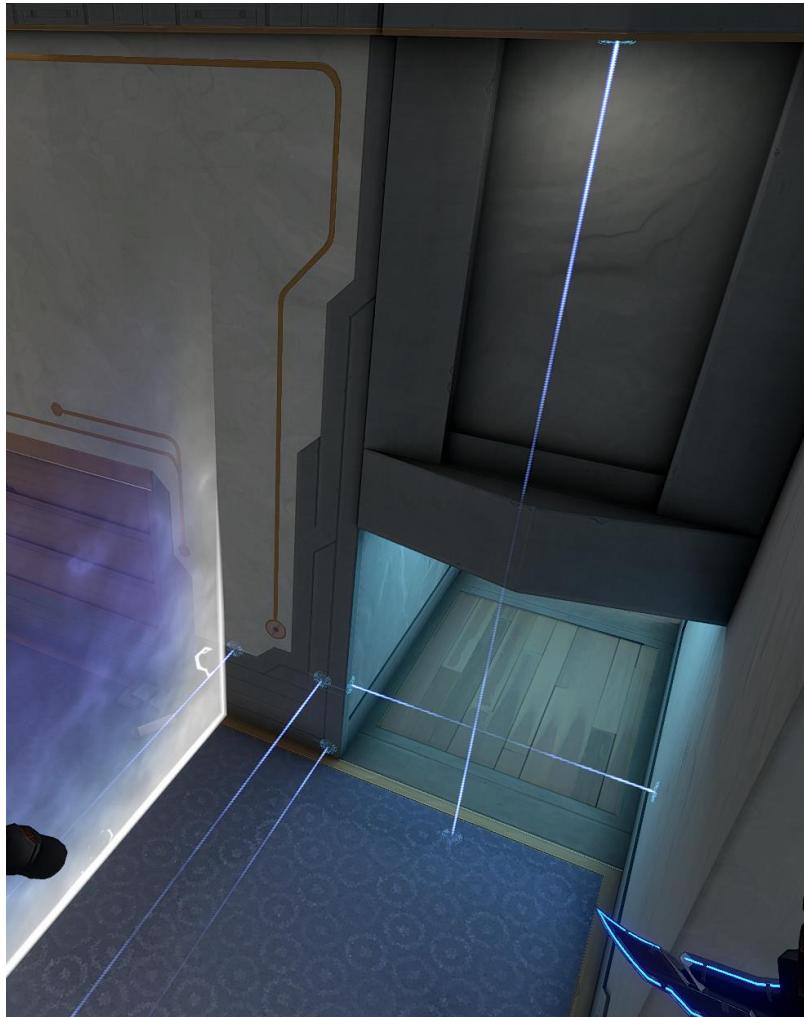
## Abyss B Tripwires





## Abyss Mid Tripwires

Not many options – Needs more.



## Abyss A site Cams



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.



## Abyss B site Cams



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Abyss B one way





## Split

Status: Needs Images/On Hold Until further notice/Not in current map pool

## Bind

Status: Complete For Now

### Bind B Tripwires





Lineups are accurate as of the testing date. Future updates may alter lineup requirements.





Lineups are accurate as of the testing date. Future updates may alter lineup requirements.



## Bind A Tripwires





## Bind A site Bath one way

### Stand at the cam



## Bind B site Window one way



## Bind TP Setups

TP setup, they teleport through on the dot, or to the left and right of the dot. typically, at that line, so if they keep running, they hit the trip for easy wall bangs. (very situational trips)



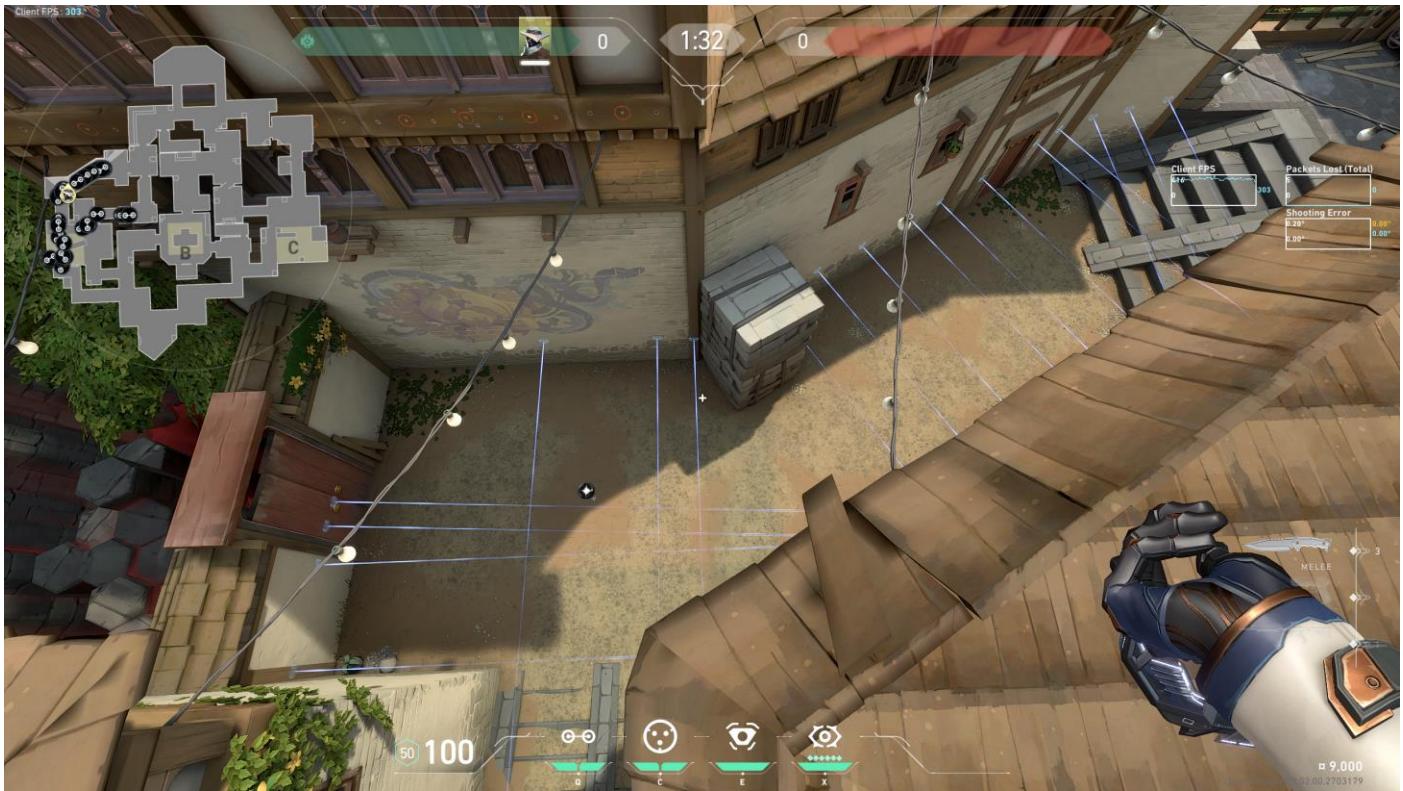
## Haven

Status: Needs images

### Haven A site Tripwires



Place above trips from barrier based on situation.







## Sunset

Status: Needs Images

## Lotus

Status: Sorted/Requires Update (Post Lotus Update)

### Lotus A Tripwires





## Lotus B Tripwires





## Lotus C Tripwires

C site early tripwires, note that wires that touch the pinged wall (right) are risky if they fast push (visible)





Lineups are accurate as of the testing date. Future updates may alter lineup requirements.



## Lotus C site one way

(Stand at cam)



Works as of 2023 pre-lotus update. One above is better then the one below.

Lineups are accurate as of the testing date. Future updates may alter lineup requirements.



## One way for c site other side





## Breeze

Status: Sorted/Not Enough Images

### Breeze A Tripwires



## Breeze B Tripwires



**WTF B trip moment**

## Breeze B watching mid one way





## Breeze A site cameras



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

# Icebox

Status: In Development/Needs Images

## Icebox A Tripwires





## Icebox Mid Tripwires





Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Icebox B Tripwires (NEEDS IMAGES)

## Icebox Post Plant One-way B Default (Pixel Perfect Required)



**Top of the inventory thing onto the top right of the line, needs to be pixel perfect on the edge.**



## Fracture

Status: In Development

### Fracture A Tripwires





## Fracture B Tripwires



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Fracture A door one way



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Fracture A Main site one way



## Fracture B site canteen one way



Lineups are accurate as of the testing date. Future updates may alter lineup requirements.

## Fracture B site Tree to main one way



## Post Plant B site one way

(sort of) see images for reference



This line



Defender perspective ( uncrossed)



Defuser perspective (crouched)



The enemy can see your feet slightly. Like SLIGHTLY. So if you are just that unlucky and get skill diffed... Nice Try?

## Pearl

Status: Needs Images

## Template (remember to add page break at the start of this line.)

Status: In Development

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Email: [ShadowDemonInc@gmail.com](mailto:ShadowDemonInc@gmail.com)

Socials: [ShadowDemon.carrd.co](https://carrd.co/ShadowDemon)

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