

Non-obvious Rescue cues

Room times

Room number	Preimi	Secure	My gold
1	3.383	3.417	3.319
2	3.57	3.587	3.553
3	3.417	3.349	3.366
4	4.369	4.488	4.128
5	4.08	4.131	4.063
6	5.032	5.117	4.896
7	3.009	3.111	2.992
8	3.162	3.213	3.060
9	3.298	3.417	3.315
10	3.927	3.859	3.740
11	5.202	5.508	5.066
12	5.151	5.304	4.998
Sum:	47.600	48.5	46.496

Cues

Room 1



If you get good gulrra: Hold jump from 2nd jump until transition here, buffer jump next room.

If you get suboptimal gultra: 3 jumps

Room 2

Early updash + frame perfect regrab is the only way to properly optimise. Please don't bother.

Room 3



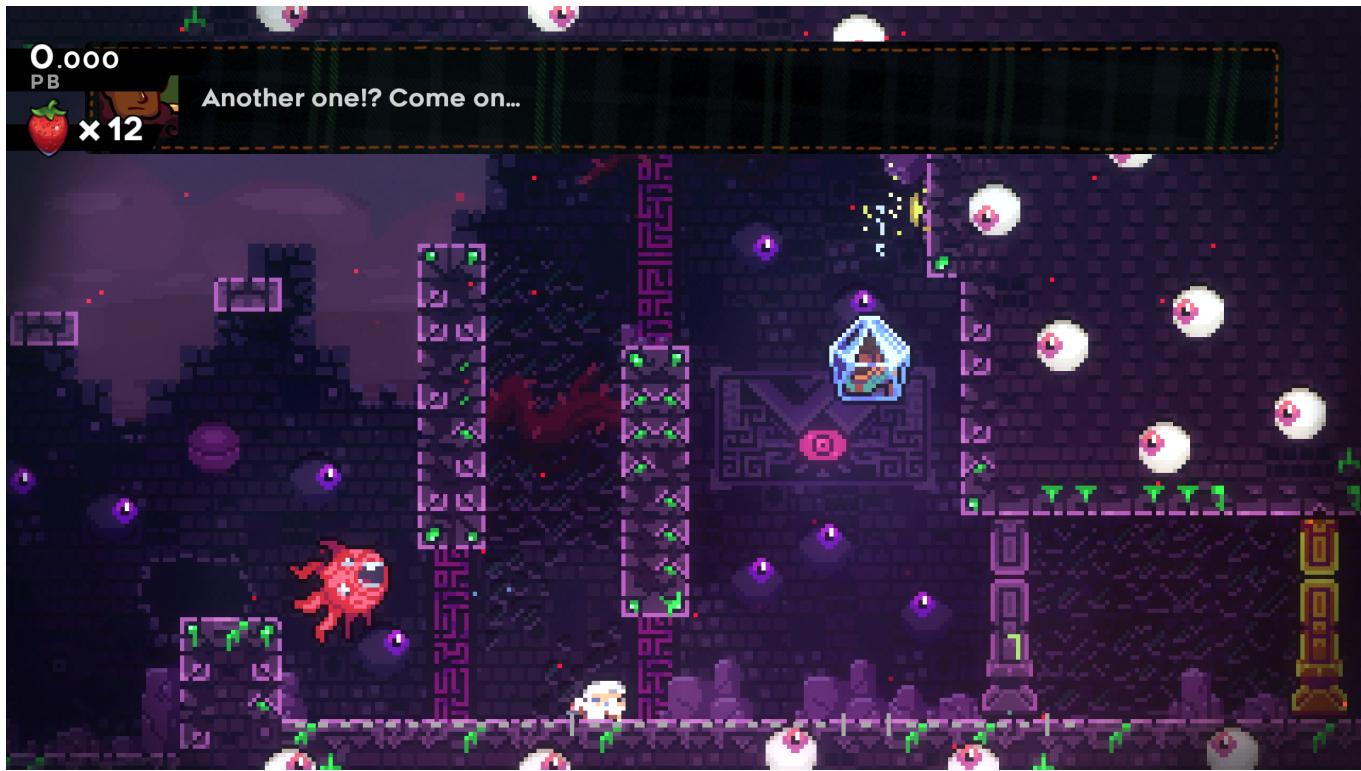
You can buffer your jump on the "early jump" surface if you got a good enough (last 3f jump / buffered downright) gultra at the beginning.
Ending: 1-3f jump this room from the rev theo ultra at the end, 2-4f if he lands more left.



Room 4



Jump here or later, uprightdemo as early as you can, delay regrab, can hold left all the way after first wallkick, release theo right after the 2nd wallkick.



First frame to start a downright for gultra on.

Big speed difference for next room if you catch Theo from the left or not from

above/right. (saves like 0.15 to catch from the right)

Next room make sure to buffer all jumps.

Room 6



release grab there, wait a couple of frames before upright, late regrab.

Dangerous/impossible to optimise perfect landing.

Throw Theo almost immediately after jump after landing near the button, make sure to do use good gultra timing not to bop seeker.



Hold left from this frame (left edge of the background vines).

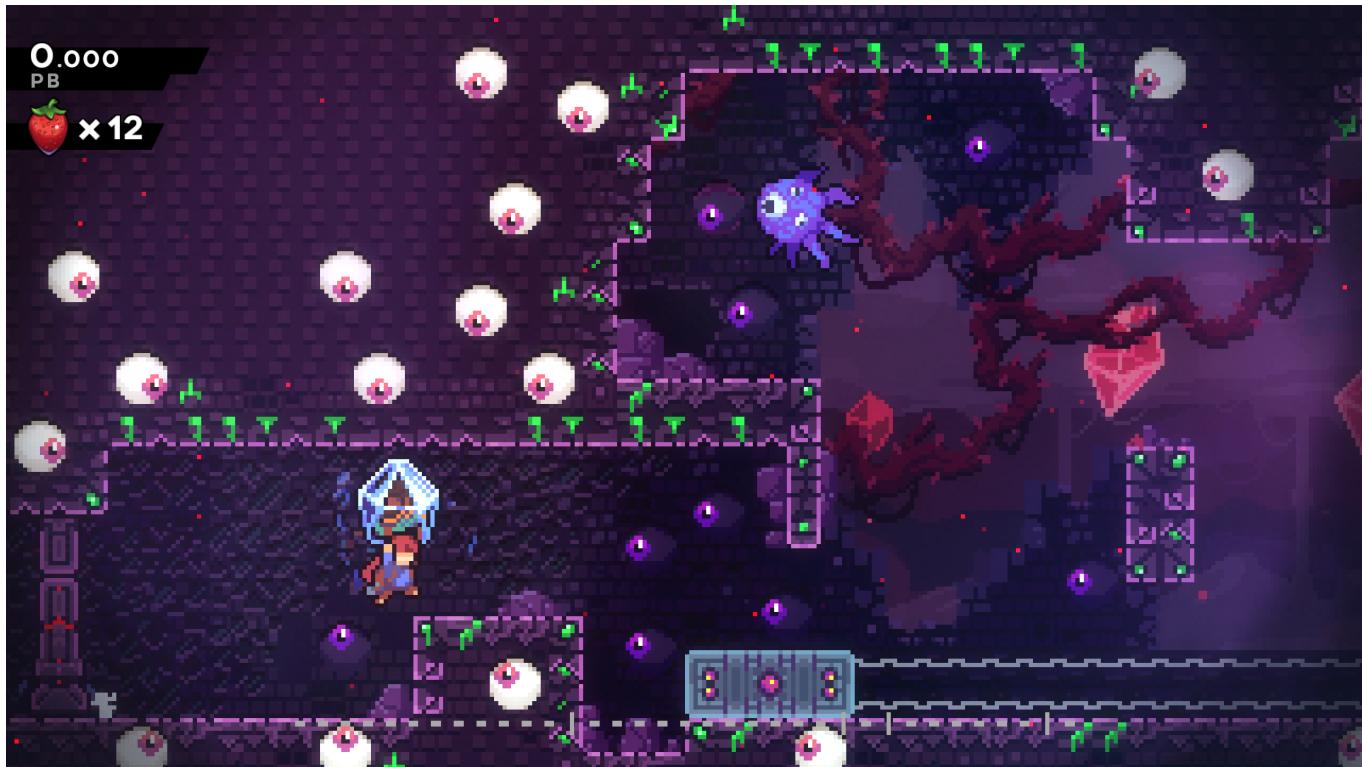
Room 7



Dash almost immediately after releasing grab around the green blob,

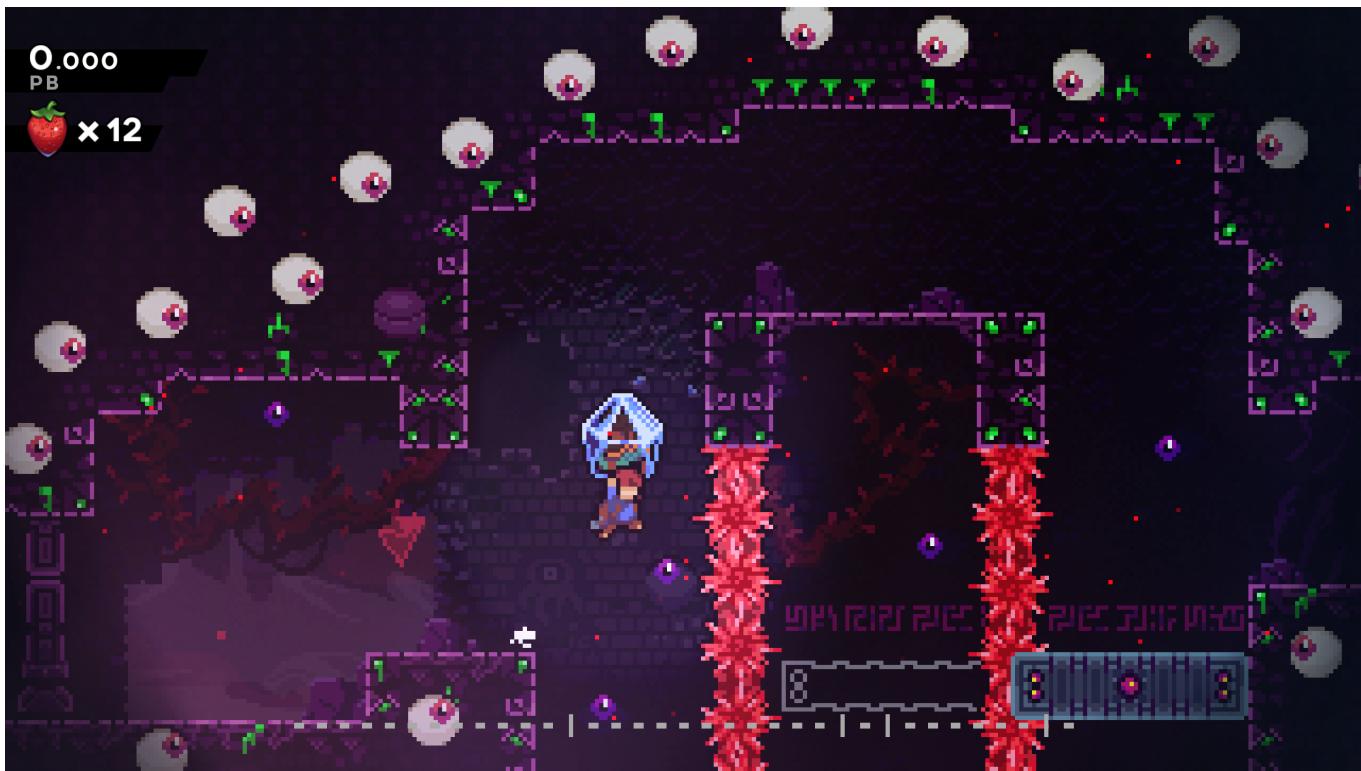
Can downright when Theo is falling and is just above spikes. (then can buffer dashjump on landing)

Room 8



Release grab **after** jumping. Can dash down to move the platform when Theo's still a bit in the air.

Room 10



a little late regrab after updash, just tap grab (there's default minimal Theo grab duration, fits perfectly here) then buffer instant hyper upon landing.

Room 11



Land around the middle-left of the platform, release grab shortly after the jump, go neutral for a tiny bit and then upright->gultra.



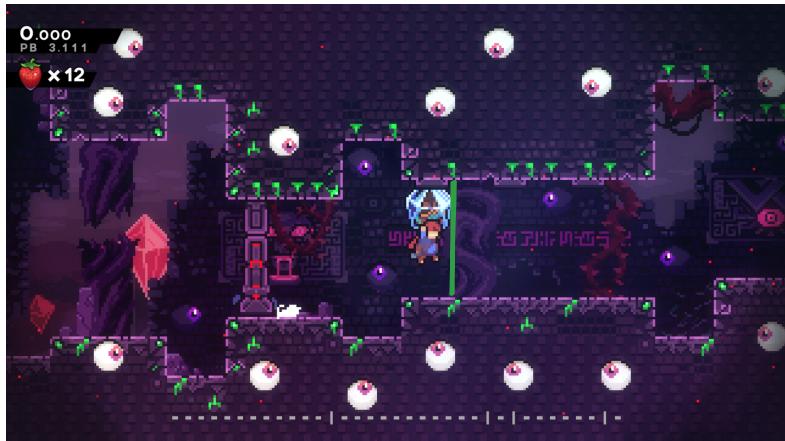
Release jump around where maddy is on the picture, release grab upright on the green blob.



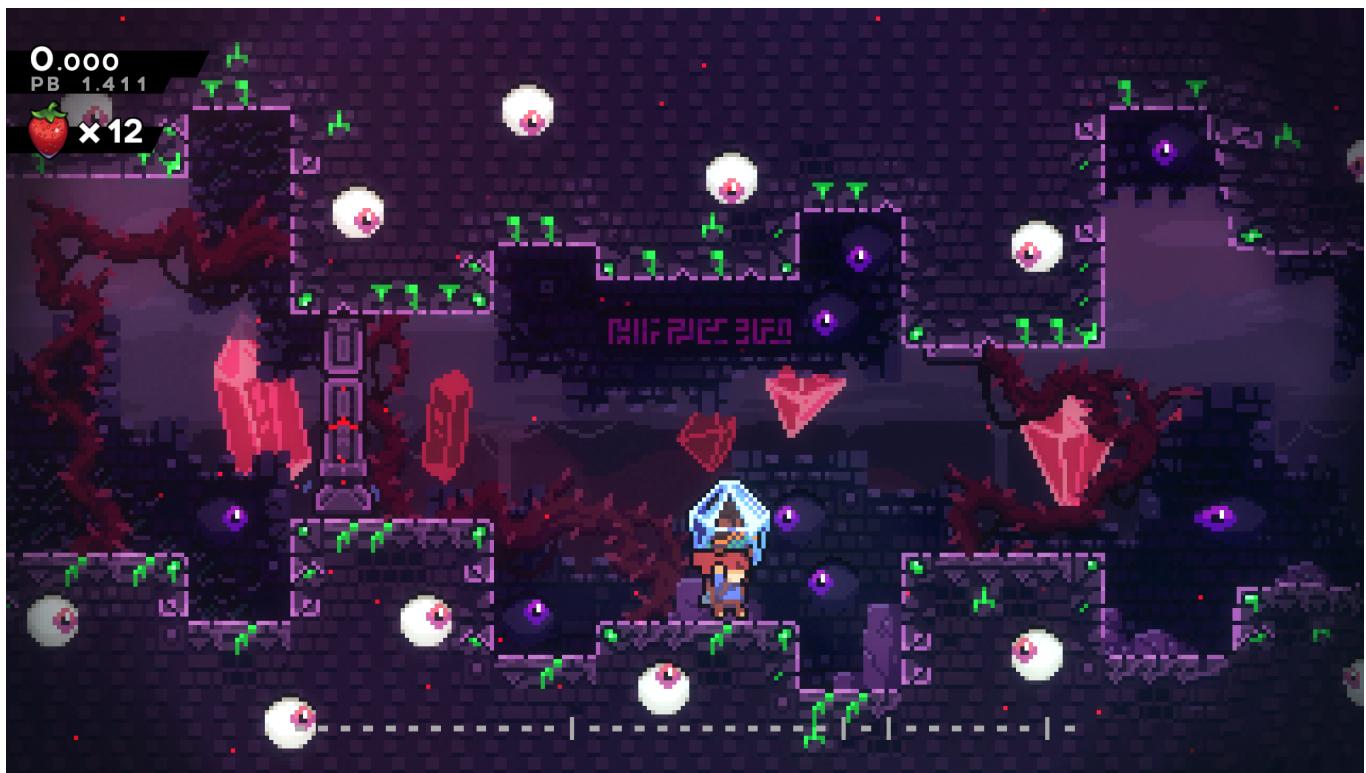
First grab then jump! Release grab immediately after 2nd wallkick and immediately demodash.

Room 12

On entry delay jump and after a short pause downright dash.



Release grab somewhere before that green line and wait a bit before starting the downleft on the left edge of the background vine (green line), can buffer dashjump for perfect gultra from fullheight jump btw.



Release Theo right as you touch the ground, wait (slide on the ground) a tiny bit before jumping and demoing right.