

# TowerFall Ascension Quest – 8 Stages Strat Guide

*for both beginner and advanced players*

Dante MONTEALEGRE PAREDES

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# Summary

<b>1</b>	<b>General Techniques</b>	<b>4</b>
1.1	Dash Cancel . . . . .	4
1.2	Stagger Shot . . . . .	4
<b>2</b>	<b>General Quest Strats</b>	<b>5</b>
2.1	Killing Yourself . . . . .	5
2.2	Killing Enemies . . . . .	5
2.3	Small Optimizations . . . . .	6
<b>3</b>	<b>Levels Strats</b>	<b>7</b>
3.1	Sacred Ground . . . . .	7
3.2	Twilight Spire . . . . .	9
3.3	Backfire . . . . .	11
3.4	Flight . . . . .	13
3.5	Mirage . . . . .	15
3.6	Thornwood . . . . .	17
3.7	Frostfang Keep . . . . .	19
3.8	King's Court . . . . .	22
	<b>Conclusion</b>	<b>25</b>

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# Chapter 1

## General Techniques

### 1.1 Dash Cancel

A *dash cancel* is a dash, quickly followed by another action (dash or jump), that cancels it. It is used in both versus mode and Quest / Dark World modes to move really fast across the screen. It allows us to clean up all the waves from enemies much faster than just walking.

The most useful dash cancel is a dash canceled by another dash. The faster you'll cancel your first dash with your second dash, the faster the dash cancel will be; so if you press your second dash button the frame after you pressed the first one, your speed will be at its maximum. To perform a dash cancel with an even greater speed you must be on the ground and aim diagonal down, it is called a hyper dash. You can add to this hyper dash a jump which can be performed a max of 10 frames after the cancellation of the first dash. It is used to go really further than a normal hyper dash. Furthermore a dash cancel can be performed anywhere, in any direction. If you start from the ground, you can add a jump to go either further or higher (depends of the direction you originally gave). So if you perform a dash cancel in the air (in all eight directions), you won't be able to add a jump, but it can be used to "fly" if you perform several of them consecutively upwards, or downwards to fall faster than just pressing down.

For more details about the dash cancel and its uses, you can refer to [this](#) page.

All these dash cancel are very useful for quick placement and fast movement in general. Mastery of these movements is essential to be faster because there are sometimes precise and short timings that would be impossible to get without them.

The easiest way to perform dash cancel (with its maximum speed) is to use as many dash buttons as possible; for example the two bumpers and triggers of an Xbox controller with your four fingers.

### 1.2 Stagger Shot

Though generally used in Versus mode, it might be a good backup strat for failed archer spawn kill. Basically, it's shooting two arrows consecutively with a small delay to work around the catch of a dash. So if you miss an archer, instead of spamming your arrows and losing the majority, you'll just shoot the enemy twice and lose only one arrow.

For more details about the stagger shot and its uses, you can refer to [this](#) page.

# Chapter 2

## General Quest Strats

### 2.1 Killing Yourself

In solo Quest mode, you have a total of 5 extra lives that will be counted at the end of a level when you complete it. To avoid or hasten this countdown, you need to have less lives. You can do that by killing yourself — *carefully* — at some specific times. To not lose time when you play the level, you generally have to do it at the very beginning of a wave of enemies (often just before a chest appears) by shooting an arrow upward that will fall on you. Sometimes it is better to not die and pick up specific powerups (like +2 arrows) to be more comfortable killing enemies, and sometimes it is just too hard to kill yourself without being overwhelmed by enemies during the next wave.

I'll specify later the best times to kill yourself between waves of enemies for each level because there are specific ways to kill yourself on some levels.

### 2.2 Killing Enemies

What makes the Quest speedrunning faster and faster is spawn killing enemies: to be the quickest, you must use this as often as possible:

- \* First to not let the enemies overwhelm you,
- \* Second so you can spawn kill the last enemies, thus ending the wave as quickly as possible.

So there are almost only two options to spawn kill enemies: dash upwards on a ceiling that will result in a jump kill, or double tap<sup>1</sup> them (when there are more than one).

These two configurations of end-of-wave spawners that require a specific technique to spawn kill enemies are: either a single spawner at the top of a ceiling, or two spawners accessible by shooting two arrows with opposite directions.

So when the last spawner is at the top of a ceiling, the fastest way to kill the enemy is to simply dash on top of the spawner with a good timing so the enemy will be killed during your dash animation, without losing time.

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<sup>1</sup>Double tapping is a technique that uses the two valid shot buttons of your controller by sliding your thumb across both buttons in quick succession. It may be a misnomer because you rarely need to shoot this fast to spawn kill enemies, even though using this could help if normal shooting is not fast enough.

When there are two last spawners, you can generally kill the two enemies that appear with two arrows shot at the same time. To perform this as fast as possible, you generally have to jump from the platform you are when the enemies are about to spawn and then shoot in one direction at the first enemy that appears and immediately shoot in the opposite direction at the last enemy that appears.

However if you perform this too fast or too early, the last enemy would still be alive and you would lose even more time, so it is preferable to lose a little time by letting the first enemy spawn and then shoot them rather than miss the last enemy.

But if you're really comfortable with the spawn timings, you can save a lot of time by spawn killing all the enemies perfectly during a whole stage; it is indeed the essence of the Quests speedrunning.

## 2.3 Small Optimizations

I'll cover in this section all the small optimizations that couldn't go elsewhere. So here is a non-exhaustive list of small time savers:

- \* Open chests that could prevent you from killing an enemy with an arrow: arrows target chest as well as enemies. Sometimes, when a chest is in the path of your arrow, it can deviate it and prevent a kill; this could result in a failed spawn kill and/or overwhelm you with one too many enemies. However, take care to not pick up shields from chests (except when specified), because it might make you lose time to break it and then kill yourself.
- \* Restart the level when you just entered it: the title animation is slow, so the fastest way to skip it is just to restart the level.
- \* Make sure to keep extra arrows to safely kill enemies that couldn't be killed quickly by jumping on them; although the moments where you need arrows will be specified for each wave.
- \* Jump or hyper dash into the arrows you shot upwards to kill yourself faster; it will only save a maximum of 0.5s but this will allow you to get better timing for positioning and it is not hard to do.

# Chapter 3

## Levels Strats

### 3.1 Sacred Ground



Figure 3.1: Spawners and Platforms positions

Waves:

- I :** Kill yourself on platform  $C_1$  right after resetting the level. A Ghost spawns from spawner 6 or 9, kill it with a jump. Then another Ghost spawns from spawners 1 or 3, kill it with an upward dash on a ceiling. Finally, kill yourself again on platform  $C_1$  or  $C_2$  right after killing the last Ghost.
- II :** A chest appears, don't pick up the shield. Two Slimes spawn from spawners 1, 3, 4 or 5; they can't spawn from the same spawner. If they spawn from spawners 4 and 5, stand on platform  $D_1$  or  $D_2$  and kill them by shooting diagonally down; otherwise just kill them with arrows and recover the arrows. Then two Ghosts spawn from spawners 1 and 3: stand on platform  $B$ , jump and quickly shoot two arrows in opposite directions

to spawn kill<sup>1</sup> both Ghosts. Finally, you can kill yourself right after taking your arrows back but you must be fast, otherwise you could quickly be overwhelmed because the next enemy spawns before the chest appears.

- III :** A Ghost spawns from spawner 2, kill it by shooting arrows and recover them. A chest appears, pick up its arrows if it is on your path or wait until the end of the wave. Then two Slimes spawn from spawners 7 and 8: stand on platform  $E_1$  or  $E_2$  and kill them by jumping on them or by shooting them. Two Bats spawn from spawners 1 and 3, stand on platform  $B$ , jump, quickly shoot two arrows in opposite directions to kill both Bats and recover your arrows with hyper dashes. Then two Slimes spawn from spawners 7 and 8: stand on platform  $E_1$  or  $E_2$  and kill them by jumping on them or by shooting them. Finally, a Bat spawns from spawner 1 or 3, kill it with an upward dash and kill yourself right after.
- IV :** A chest appears: if it is at the top, open it but don't pick up the shield; otherwise just ignore it. Two Ghosts spawn from spawners 1, 2 or 3; they can't spawn from the same spawner. If they spawn from spawner 1 and 3, kill them like you did the end of wave II; otherwise stand on platform  $A_1$  or  $A_2$  between spawners and shoot two arrows to the first that spawns and same for the other. Take your arrows back and stand on platform  $E_1$  or  $E_2$ . Then a Ghost spawns from spawner 6, 7, 8 or 9: hyper dash, dash or just jump on it. You could also spam your arrows if you have enough but it might be a bit slower than getting a perfect timing on the spawn kill with a dash. Finally, kill yourself at the end of the wave.
- V :** An Archer spawns from spawner 1 or 3, spawn kill it with an upward dash.

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<sup>1</sup>You can deduce when an enemy is about to spawn when the spawners start to shrink; so when two spawners appear simultaneously, what matters is not which appeared first, but which *shrank* first.



## 3.2 Twilight Spire

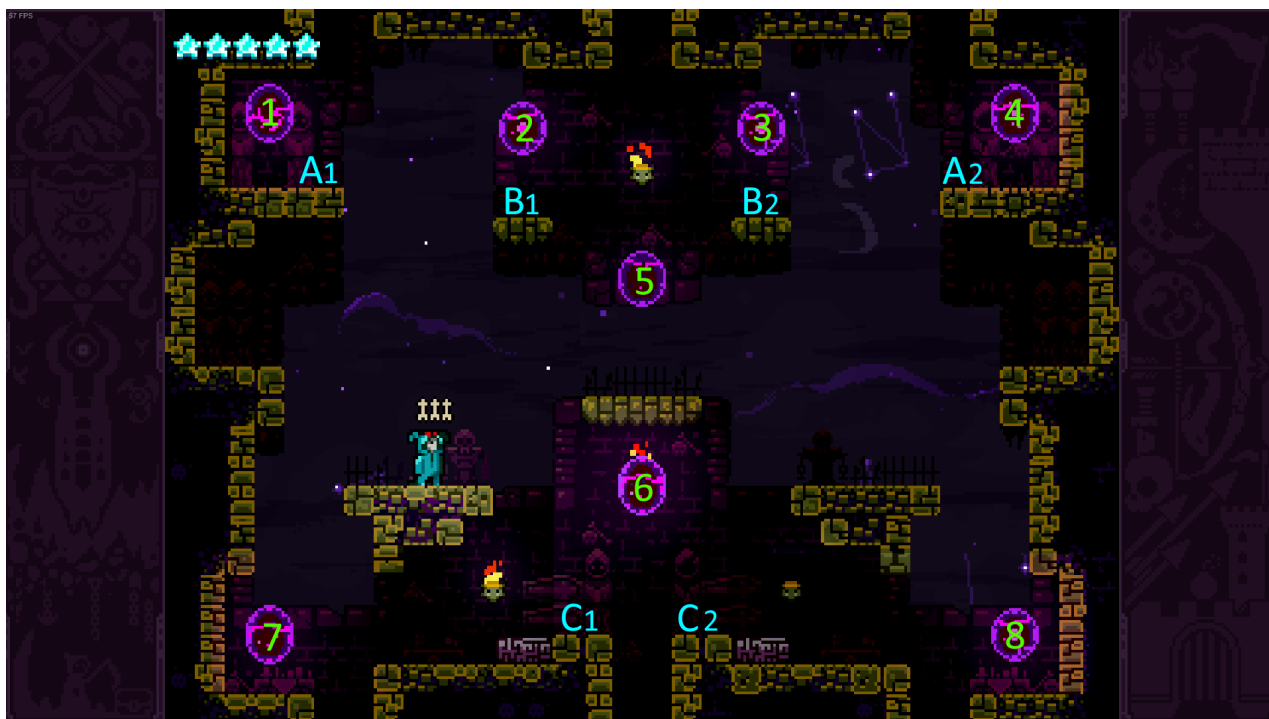


Figure 3.2: Spawners and Platforms positions

Waves:

- I :** Kill yourself on platform  $A_1$  instantly after resetting the level. Two Cultists spawn from spawners 1 and 4: stand on platform  $B_1$  or  $B_2$ , jump up and towards the farthest spawner, then quickly shoot two arrows in opposite directions to spawn kill both Cultists. Quickly take your arrows back with hyper dashes. Then a Ghost spawns from spawner 6, spawn kill it with an upward dash. Finally, kill yourself right after in the middle of the screen.
- II :** Two Bats spawn from spawners 1 and 4: stand on platform  $B_1$  or  $B_2$ , jump up and towards the farthest spawner, then quickly shoot two arrows in opposite directions to spawn kill both Bats; then take the nearest arrow back and quickly go to the bottom. Two Cultists spawn from spawners 7 and 8: stand on platform  $C_1$  or  $C_2$ , spawn kill them with two arrows and take an arrow back from the same side of the screen you recovered the first arrow from. A Ghost spawns from spawner 6, spawn kill it with an upward dash and take the remaining arrows back from the other side of the screen. Then two Cultists spawn from spawners 1 and 4: stand on platform  $B_1$  or  $B_2$ , jump up and towards the farthest spawner, then quickly shoot two arrows in opposite directions to spawn kill both Cultists. Quickly take your arrows back with hyper dashes and kill yourself on platform  $A_1$  or  $A_2$ .
- III :** Two Bats spawn from spawners 1 and 4, they don't have to be spawn killed. Then two Cultists spawn from spawners 2 and 3: stand on platform  $A_1$  or  $A_2$ , kill the closest Cultist with an arrow and then kill the second one by jumping on it while taking your

arrow back. Then a Cultist spawns from spawner 7 or 8: kill it with a jump, a dash or a hyper dash. Finally, two Bats spawn from spawners 1 and 4: kill them like you did the beginning of wave II. Quickly take your arrows back with hyper dashes and kill yourself.

**IV :** A chest appears with invisibility in it. Then two Ghosts spawn from spawners 7 and 8: you can either spawn kill them with two arrows or kill the first one with a hyper dash and quickly move to the other to kill it in the same way. If you shoot the Ghosts, the timing and placement are shorter and harder because there is no ceiling above the Ghosts, so they are more likely to dodge upwards. You might miss one of the Ghosts, and not be able to kill it before the last enemy spawns. If you do that, remember to recover at least one of your arrows. If you decide to kill them with hyper dashes, you need to be fast and consistent enough, otherwise the last enemy could spawn before you reached its spawner. Finally, an Archer spawns from spawner 1 or 4, kill it with an upward dash. You can also kill yourself right after killing the Archer but you have to be quick enough to not be overwhelmed by the next wave.

**Strat** with arrows for the ghosts.

**Strat** with hyper dashes for the ghosts.

**V :** Two Cultists spawn from spawners 7 and 8: spawn kill them like you did wave II. Recover the one or two arrows you let on a side of the screen (how many depends on the strat you chose for the ghosts from wave IV): you now have two arrows. Then a Ghost spawns from spawner 5: stand on platform  $A_1$  or  $A_2$  and hyper dash on it when it spawns. Finally, two Cultists spawn successively from spawners 7 or 8. They may spawn on the same side. Kill the Cultists by spamming arrows and take them back.

**VI :** Two cultists spawn as the beginning of wave V, kill them and take an arrow back in the same way. A chest appears at the same time, pick up the arrows in it. Then a Ghost spawns from spawner 1 or 4, kill it with an upward dash and take the last arrow back. Then two Bats spawn from spawners 1 and 4: stand on platform  $B_1$  or  $B_2$ , jump up and towards the farthest spawner, then quickly shoot two arrows in opposite directions to spawn kill both Bats. Then quickly take your arrows back with hyper dashes and go down to platform  $C_1$  or  $C_2$ . Two Cultists spawn from spawners 7 and 8: kill them with two arrows. Finally, two Ghosts spawn approximately at the same time, one from spawner 5 and the other from spawner 6: fall off the ledge through the bottom of the screen just before the top Ghost spawns and spam all your three arrows up on the bottom Ghost while falling down towards the top Ghost.

**Strat** for the last Ghosts.

### 3.3 Backfire



Figure 3.3: Spawners and Platforms positions

Waves:

**I :** Kill yourself right after resetting the level. Two Slimes spawn from spawners 7 and 10: kill them both by hyper dashing on them; you may shoot an arrow down to the second one while hyper dashing to save a little time and make sure it doesn't run away before you drop on it; do take that arrow back immediately, you'll need it. Then drop down through the bottom of the screen to platform A. Two Bombats spawn from spawners 1 and 3: kill them with two arrows and immediately hyper dash on the first spawner to recover an arrow. Then hyper dash upwards as fast as possible through the top of the screen and stand on platform D. Two Slimes spawn from spawners 7 and 10: jump and shoot each as they appear. Finally, hyper dash across the screen to recover your two arrows, then go down through the bottom of the screen to platform C<sub>1</sub> or C<sub>2</sub>.

Wave I [strat.](#)

**II :** Kill yourself as soon as you are on the platform. A chest appears with two bomb arrows in it, don't open it yet. Go up to platform A. Two Bats spawn from spawners 1 and 3: kill them with two arrows and immediately pick up the bomb arrows in the chest. Go down to platform D. Four Slimes spawn from spawners 7, 8, 9 and 10; the order of appearance is random so you'll have to adapt. If the middle enemies spawn first, jump on them while shooting your bomb arrows to the far left and right; if the far enemies spawn first, shoot them with your bomb arrows, and then jump on the middle enemies. There are other order of appearances witch are hard to deal with. Anyway, the most important thing is to shoot your bomb arrows on the destructible blocks while killing the Slimes, otherwise the rest of the run could be much harder; better waste a little time

killing the Slimes than missing the destructible blocks. Then recover the two arrows you let on platform  $B_1$  or  $B_2$  (one from the wave I and the other from the beginning of wave II) and stand on platform  $A$ . Two Bombats spawn from spawners 1 and 3: kill them with two arrows and immediately recover your arrows; there should be two on one of the platforms, one you just shot and one you let at the beginning of the current wave. Finally, two Slimes spawn from spawners 7, 8, 9 or 10; they can't spawn from the same spawner. Kill them with two arrows and take all your arrows back.

- III :** A Ghost spawns from spawner 5, kill it with an upward dash. Then two Bombats spawn from spawners 1 and 3: kill them with two arrows and recover the first arrow you shot. Two Slimes spawn from spawners 7, 8, 9 or 10 with the same RNG as the end of wave II; kill them in the same way and recover your two arrows. Finally, two Bombats spawn from spawners 1 and 3: kill them with two arrows and take them back.
- IV :** Pick up the bomb arrows in the chest that appeared in wave III and toggle them (press Y on an Xbox controller) with the normal arrows in your quiver. Two Bats spawn from spawners 1 and 3: kill them with two arrows and recover the first arrow you shot. Then two Slimes spawn from spawners 7, 8, 9 or 10: same setup as wave II and III. Two Bombats spawn from spawners 4 and 6: before/while killing them, break the destructible blocks with the bomb arrows. Then a Ghost spawns from spawner 5, kill it with an upward dash. A Bat spawns from spawner 1 or 3, kill it with an arrow. Finally, a Slime spawns from spawner 7, 8, 9 or 10: kill it with either your arrows, a jump, a downward dash or a hyper dash, it depends on your position compared to the Slime, your number of arrows, your precision in spawners' timing, etc. . .
- V :** Pick up the arrows in the chest that appeared in wave IV but leave the shield. An Archer spawns from spawner 3, kill it with an upward dash. Finally, a Bombat spawns from spawner 1: stand on platform  $B_1$ , shoot all your arrows to the right, in the middle platform, and jump in the spawner when the enemy appears; you'll gain an arrow because you died without any and you'll lose an extra life without losing time, what could be better?!
- VI :** Take all your arrows back. Then three Slimes spawn from spawners 7, 8, 9 or 10 with the same RNG as wave II, except with an additional Slime; they can't spawn from the same spawner. Kill them and take some of your arrows back, you need at least four. Then four Bats (Bombats and normal Bats) spawn from spawners 4 and 6: stand on position  $E$  at the edge of the screen and shoot your arrows diagonally up each time a Bat spawns. Then recover your arrows. A Slime spawns from spawner 7, 8, 9 or 10; kill it like you did the end of wave IV. Then two Bats spawn from spawners 4 and 6: kill them like you did the previous Bats. A Slime spawns from spawner 7, 8, 9 or 10, same setup as the beginning of the wave. A chest appears, pick up the bomb arrows and toggle them. Two Bombats spawn from spawners 4 and 6, same setup. Then a ghost spawns from spawner 5, kill it with an upward dash. Another ghost spawns from spawner 2, shoot a bomb arrow just before it spawns and go away; you could also kill it with an upward dash but it might be a bit harder to get the right position for the last enemies. Finally, two Bats spawn from spawners 4 and 6: kill them like you did earlier but spam all your arrows for the last one, to make sure you spawn kill it.

## 3.4 Flight



Figure 3.4: Spawners and Platforms positions

Waves:

- I :** Kill yourself right after resetting the level. Two Crows spawn from spawners 1 and 3: stand on platform  $A_1$  or  $A_2$ , jump up and towards the farthest spawner and quickly shoot two arrows in opposite directions to kill both Crows. Then recover at least one of your arrows. Two Slimes spawn from spawners 7 and 8: shoot the one you face, quickly hyper dash upwards and shoot diagonally down the other. Then recover the closest two arrows and stand on platform  $B$ . Two Slimes spawn from spawners 5 and 6: jump and quickly shoot two arrows in opposite directions to spawn kill both Slimes. Finally, take the last arrows back and stand on platform  $C_1$  or  $C_2$ .
- II :** Two Slimes spawn from spawners 7 and 8: kill them like you did wave I and recover your second arrow. Then a Birdman spawns from spawner 4: stand on platform  $A_1$  or  $A_2$  and fall off the ledge when it appears to jump on it. Quickly go down to recover the arrow you shot the first Slime with and stand on platform  $B$ . Finally, two Slimes spawn from spawners 5 and 6: jump, quickly shoot two arrows in opposite directions to spawn kill both Slimes, recover your arrows with hyper dashes and stand on platform  $B$ .
- III :** Two Cultists spawn from spawners 5 and 6: jump and quickly shoot two arrows in opposite directions to spawn kill both Cultists. Take your arrows back with hyper dashes. Then a Ghost spawns from spawner 4: go down through the bottom of the screen, jump on the Ghost and stand on platform  $B$ . Two Cultists spawn from spawners 5 and 6: jump and quickly shoot two arrows in opposite directions to spawn kill both Cultists. Finally, take your arrows back with hyper dashes and kill yourself right after.

- IV :** A chest appears with wings<sup>2</sup> in it: take them if the chest is in your path otherwise don't pick them up yet. Stand on platform *B*; two Cultists spawn from spawners 5 and 6: jump and quickly shoot two arrows in opposite directions to spawn kill both Cultists. Recover your arrows and go down to platform *A*<sub>1</sub> or *A*<sub>2</sub>. Then two Crows spawn from spawners 1 and 3: jump up and towards the farthest spawner, then quickly shoot two arrows in opposite directions to kill both Crows. Take your arrows back and go to platform *B*. Two Cultists spawn from spawners 5 and 6: kill them like you did the beginning of the current wave and recover your arrows. Then two Crows spawn from spawners 1 and 3: spawn kill them like you did the beginning of the current wave and recover your arrows. Finally, pick up the wings in the chest if you didn't already do it.
- V :** A chest appears with bomb arrows in it: take them, shoot one in the destructible block and toggle the other with your normal arrows. A Birdman spawns from spawner 4: go down through the bottom of the screen and jump on the enemy when it appears. Then two Crows spawn from spawners 1 and 3: kill them and recover you arrows like you did wave IV. A Crow spawns from spawner 5: kill it however you want and take your arrows back if needed. Finally, a Birdman spawns from spawner 2, kill it with an upward dash.
- VI :** A chest appears with a shield in it, pick it up. Two Cultists spawn from spawners 7 and 8: kill the first that appears with a jump, hyper dash through the edge of the screen on the left or right and shoot an arrow on the second during the hyper dash. Although there is a safer but slower strat: jump on the first one, walk through the edge of screen on the left or right and kill the last one with a diagonal down arrow that you will take back right after. Then two Crows spawn from spawners 1, 2 or 3: they can't spawn from the same spawner. Kill them with two arrows and recover them like you did wave IV. Two Cultists followed by two Slimes spawn from spawners 7 and 8: kill them and recover your arrows like you did the beginning of the current wave; you need at least two arrows for the last enemies. Finally, two Crows spawn from spawners 1, 2 or 3 with the same RNG as the current wave: spawn kill them like you did the beginning of the current wave and recover all your arrows.
- VII :** A chest appears with two arrows in it, pick them up. Two Cultists spawn from spawners 7 and 8: kill them and recover your arrows like you did wave VI. Then three Crows spawn from spawners 1, 2 and 3: kill them with three arrows, don't take your arrows back yet. A Birdman spawns from spawner 4, kill it with an upward dash and recover your arrows. Then two Crows spawn from spawners 5 and 6: stand on platform *B*, jump, quickly shoot two arrows in opposite directions to spawn kill both Crows and take your arrows back with hyper dashes. Three Crows spawn from spawners 1, 2 and 3: kill them like you did the beginning of the current wave and recover as many arrows as you can (there is not enough time to recover them all). Then a Birdman spawns from spawner 4: kill it without arrows and recover the last arrows which are still on the stage. Finally, two Cultists spawn from spawners 7 and 8: kill them like you did the previous wave — except this time, the risky strat is highly recommended because the last Cultist is the last enemy of the level. To make it a bit safer, you can spam all your remaining arrows during the hyper dash.

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<sup>2</sup>You have to keep the wings until the last wave otherwise you will not get the extra arrows which are crucial because there are a lot of enemies that require arrows in the last wave. So the safer strat on wave VI might be better to make sure you don't die. Although the shield from the next chest is not required, it's a good protection against mistakes.

## 3.5 Mirage

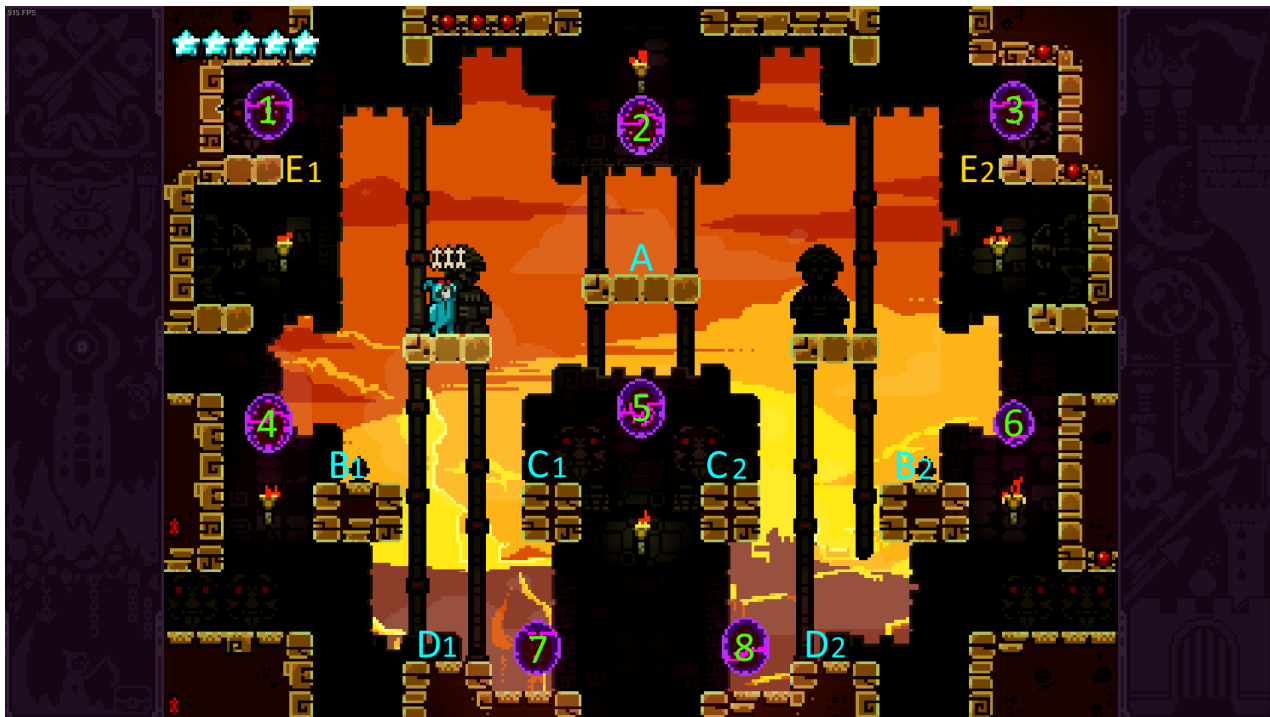


Figure 3.5: Spawners and Platforms positions

Waves:

- I :** Kill yourself right after resetting the level. Two Slimes spawn from spawners 1 and 3: jump from platform A and quickly shoot two arrows in opposite directions to spawn kill both Slimes. Take an arrow back and go down to platform D<sub>1</sub> or D<sub>2</sub>. Then two Slimes spawn from spawners 7 and 8: jump on them and/or shoot them and recover your arrows. Then go down through the bottom to platform A. Finally, a Crystal spawns from spawner 2: spawn kill it with an arrow, recover one of its laser arrows<sup>3</sup> and shoot it upwards to kill yourself even faster.
- II :** An archer spawns either from spawner 1 or spawner 3: hyper dash from the middle top platform to the wall E<sub>1</sub> or E<sub>2</sub> and when the Archer appears, kill it with an upward dash. Finally, go down to platform B<sub>1</sub> or B<sub>2</sub> then kill yourself.
- III :** Pick up the shield in the chest that appeared at the end of the previous wave, don't lose it until you pick up the item in the next chest. A Bat and a Crystal spawn approximately at the same time from spawners 2 and 5: if the Bat spawns at the top, then the Crystal spawns in the middle and vice versa. Kill them by jumping on them while going down through the bottom of the screen and make sure you don't lose the shield to the Crystal. If you accidentally pick up a laser arrow from the Crystal, toggle it with your normal arrows. Then two Slimes spawn from spawners 1 and 3: jump from platform A and quickly shoot two arrows in opposite directions to spawn kill both Slimes. Recover your arrows with hyper dashes and stand on platform C<sub>1</sub> or C<sub>2</sub>. A Crystal spawns from

<sup>3</sup>When a Crystal dies, it shoots four laser arrows in all 4 diagonal directions.

spawn 5: spawn kill it with a laser arrow to lose it if you had one or just with a normal arrow that you'll take back right after. Finally, two Slimes spawn from spawners 7 and 8: shoot them as fast as possible, recover all your arrows and stand on platform *A*.

- IV :** Three Crystals spawn, two from spawners 4 and 6 and one from spawner 3; the order of appearance is random. Kill the top Crystal with an upward arrow, go down to platform  $C_1$  or  $C_2$  and when the two other Crystals went down enough, fall off the ledge of the platform and quickly shoot two arrows in opposite directions to kill them both. Then recover at least two arrows and stand on platform *A*. Two Slimes spawn from spawners 1 and 3: jump and quickly shoot two arrows in opposite directions to spawn kill them both. Recover your last arrow and pick up the arrows in the chest that just appeared; you don't need your shield anymore. Then two Slimes spawn from spawners 1 and 3: jump from platform *A* and quickly shoot two arrows in opposite directions to spawn kill both Slimes. Take your arrows back and go down to platform  $C_1$  or  $C_2$ . Finally, a Crystal spawns from spawner 5: spawn kill it with a normal arrow and recover it right after.
- V :** An Archer and two Bats spawn approximately at the same time from spawners 1, 2 and 3: the Archer can spawn in any of those and the Bats spawn on the remaining two. Stand on platform *A*, jump and immediately hyper dash upwards when the middle enemy appears: if you're lucky, the middle enemy will be the Archer and it will get stuck in a non-moving dodge below your feet, so you'll just have to quickly shoot two arrows in opposite directions to kill both Bats. If the middle enemy is a Bat, then shoot the second one while hyper dashing up on the middle one and stagger shot the Archer. Finally, break your shield if you didn't do it yet and kill yourself on platform *A*.
- VI :** Pick up the arrows on the chest that appeared in the previous wave. Two Slimes spawn from spawners 7 and 8: kill them with downward arrows when they fall off the ledge. Then a Bat spawns from spawner 2, kill it with an upward arrow. Two Slimes spawn from spawners 1 and 3: jump from platform *A* and quickly shoot two arrows in opposite directions to spawn kill both Slimes. Then recover as many arrows as you can. Two Crystals spawn from spawners 4 and 6: stand on platform  $C_1$  or  $C_2$ , jump up and towards the farthest spawner, then quickly shoot two arrows in opposite directions to spawn kill both Crystals. Two Slimes spawn from spawners 7 and 8: stand on platform  $D_1$  or  $D_2$  and kill them either with arrows or by jumping on them, but as quickly as possible. Finally, two Crystals spawn from spawners 1 and 3: stand on platform *A*, hyper dash upwards and quickly shoot two arrows in opposite directions to spawn kill both Crystals. You can kill yourself right after killing the Crystals but you'll certainly need to stagger shot the Archer of the next wave, so it might be a bit risky.
- VII :** An Archer spawns from spawner 1, kill it with an upward dash. Finally, an Archer spawns from spawner 3, kill it like you did the previous Archer.



## 3.6 Thornwood



Figure 3.6: Spawners and Platforms positions

Waves:

- I :** Kill yourself right after resetting the level. Two Bats spawn from spawners 1 and 3: stand on platform *A*, jump and quickly shoot two arrows to kill them both. Then immediately recover one of your arrows with a hyper dash. A Worm spawns either from spawner 9 or spawner 10: stand down there to spawn kill it<sup>4</sup>. Go up to the middle of the moving platform. Finally, two Worms spawn from spawners 5 and 7: spawn kill them with two arrows. Recover all your arrows and go up to platform *A*.<sup>5</sup>
- II :** Three Ghosts spawn approximately at the same time, one from spawner 1 and two from spawners 9 and 10: kill the top one with an upward dash that you'll cancel when the ghost appears (you can't spawn kill the ghost only with an upward dash, the spawner is not close enough to the ceiling), then kill the two remaining ghosts by jumping on them. Finally, two Slimes spawn from spawners 5 and 7: stand on the edge of platform *B*<sub>1</sub> or *B*<sub>2</sub>; if the first Slime appears from the nearest spawner, shoot the second one while jumping on the first one (by doing the same technique as the double tap, but by sliding your thumb from "jump" button to "shoot" button); otherwise shoot the farthest one first and jump on the second one. Recover your arrows as fast as possible and kill yourself on platform *B*<sub>1</sub> or *B*<sub>2</sub>.
- III :** Two Cultists spawn from spawners 9 and 10: stand in the middle of platform *C* and spawn kill them with two arrows. Take an arrow back and go down to the platform *B*<sub>1</sub>

<sup>4</sup>Standing on a Worm spawner will automatically spawn kill the enemy.

<sup>5</sup>A chest appears during the wave, pick up the shield in it if it is on your path.

or  $B_2$ . Then two Worms spawn from spawners 5 and 7: stand on one of the spawners and shoot the opposite Worm. Recover the arrow you just shot and go up to platform  $A$ . A ghost spawns from spawner 2, kill it with an upward dash-cancel and recover the last arrow on the stage. Then two Worms spawn from spawners 4 and 8: stand on platform  $B_1$  or  $B_2$ , jump and shoot the nearest one, then immediately hyper dash to the second one and shoot it. Finally, two Cultists spawn from spawners 9 and 10: stand in the middle of platform  $C$ , spawn kill the first one with an arrow and jump on the second one, then recover all your arrows.

- IV :** An Archer spawns from spawner 4, spawn kill it with a downward when it appears. A chest appears with arrows in it, pick them up. Finally, an Archer spawns from spawner 8, kill it like you did the previous Archer; then go to platform  $C_2$ , break your shield if you didn't already do it and kill yourself.
- V :** Two Ghosts spawn from spawners 4 and 8: kill the one from spawner 8 with a jump, go to the second one and kill it with two arrows. Then a Worm spawns from spawner 6: kill it by standing on the spawner or by jumping on it and recover some of your arrows, you need at least 2. Two Bats spawn from spawners 1 and 3: stand on platform  $A$ , jump and quickly shoot two arrows to kill them both. Take some of your arrows back, you need at least two. Then two Cultists spawn from spawners 9 and 10: stand in the middle of platform  $C$  and spawn kill them with two arrows. Recover those arrows and stand on platform  $B_1$  or  $B_2$ . Two Ghosts spawn from spawners 4 and 8: kill the closest one with a jump, go to the second one and kill it with two arrows. Then a Worm spawns from spawner 6: kill it like you did the beginning of the current wave. Recover some arrows if you have less than two and stand in the middle of platform  $C$ . Finally, two Cultists spawn from spawners 9 and 10: spawn kill them with two arrows and take all your arrows back.
- VI :** Three Worms spawn approximately at the same time from spawners 2, 5, 6 or 7; two Worms can't spawn from the same spawner. Kill them with by jumping on them and/or with arrows. Then go to the middle of platform  $C$  with at least two arrows. Two Cultists spawn from spawners 9 and 10: spawn kill them with two arrows and take them back. Then two Bats spawn from spawners 1 and 3: stand on platform  $A$ , jump and quickly shoot two arrows in opposite directions two kill both Bats. A Ghost spawns from spawner 6, kill it with an upward dash and recover some of your arrows, you need at least two. Finally, two Bats spawn from spawners 1 and 3: stand on platform  $A$ , jump and quickly shoot two arrows in opposite directions two kill both Bats. Take back as many arrows as you can, and go to platform  $C_1$  or  $C_2$  to kill yourself.
- VII :** Three Worms spawn approximately at the same time from spawners 2, 5, 6 or 7; they can't spawn from the same spawner. Kill them by jumping on them and/or with arrows. A chest appears with arrows in it, don't pick them up yet. An Archer spawns from spawner 4: kill it like you did the beginning of wave IV, then pick up the arrows from the chest. An Archer spawns from spawner 8, kill it like you did the previous Archer, recover as many arrows as you can and go to platform  $A$ . Finally, an Archer spawns from spawner 2, kill it either by spamming all your arrows upwards or by dashing upwards and canceling it when the Archer appears. The first strat is safer but you might waste some time if the Archer is not immediately spawn killed (it could catch at least 3 of your arrows) but the second strat is harder because you need to cancel your dash right after

it spawned. Indeed you can die if you canceled the dash a little too soon or the Archer can dodge below your feet if you canceled it a little too late.

### 3.7 Frostfang Keep

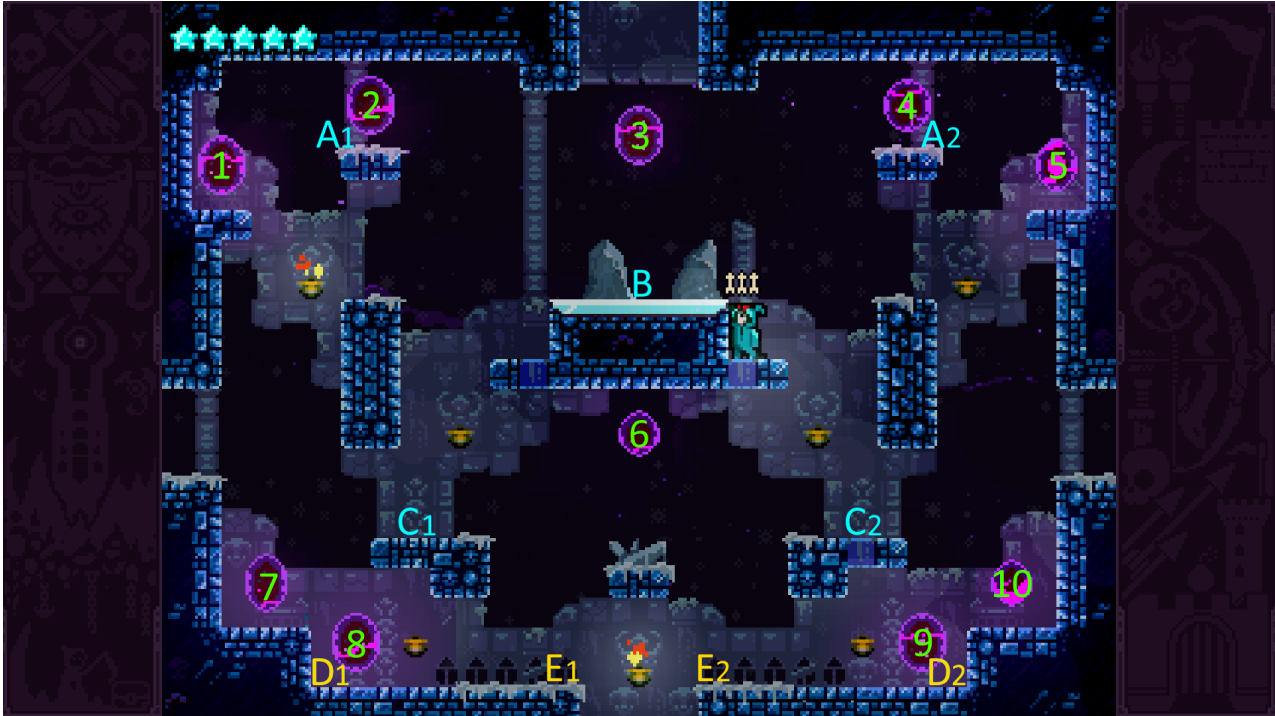


Figure 3.7: Spawners and Platforms positions

Waves:

- I :** Kill yourself right after resetting the level. A chest appears with drill arrows in it, pick them up and toggle them with your normal arrows. Then two Moles spawn from spawners 8 and 9: stand on position  $E_1$  or  $E_2$  and kill them with two arrows. Finally, a Ghost spawns from spawner 6, spawn kill it with an upward dash and kill yourself right after on platform  $C_1$  or  $C_2$ .
- II :** An Archer spawns from spawner 6, kill it with an upward dash and take back the two arrows you shot the Moles with. Then two Slimes spawn from spawners 2 and 4: stand in the middle of platform  $B$ , hyper dash upwards and shoot two arrows in opposite directions to kill both Slimes. Recover one of your arrows and go straight down to position  $D_1$  or  $D_2$ . Finally, two Slimes spawn from spawners 7 and 10: jump and shoot your drill arrows in the same direction to kill one Slime point blank and the other through the edge of the screen. Recover all your arrows and keep the drill arrows active.
- III :** Two Moles spawn from spawners 7 and 10: stand on position  $D_1$  or  $D_2$ , jump and shoot your drill arrows in the same direction to kill one Mole point blank and the other through the edge of the screen. Recover one of your drill arrows and stand on position  $E_1$  or  $E_2$ . Then an Archer spawns from spawner 3, kill it by jumping on it or shooting it diagonal left or right upwards if it dodges you. Recover your second drill arrow and stand on

position  $E_1$  or  $E_2$ . A Bat spawns from spawner 3: fall off the ledge when it appears, jump on it and hyper dash upwards through the top of the screen to reach position  $E_1$  or  $E_2$ . Finally, two Moles spawn from spawners 8 and 9: stand on position  $E_1$  or  $E_2$ , kill them with two normal arrows and kill yourself on platform  $C_1$  or  $C_2$  right after.

**IV :** Two Slimes spawn from spawners 8 and 9: recover one of your normal arrows, stand on position  $E_1$  or  $E_2$  and kill the Slimes with two arrows. A chest appears with drill arrows in it, pick them up and go to position  $D_1$  or  $D_2$ . Then two Moles spawn from spawners 7 and 10: jump and shoot your drill arrows in the same direction to kill one Mole point blank and the other through the edge of the screen. Recover all your arrows<sup>6</sup> with hyper dashes across the screen and stand on spawner 7 or 10 that just disappeared. Then two Moles spawn from spawners 1 and 5: shoot a drill arrow upwards, hyper dash upwards, hyper dash through the edge of the screen, and shoot another drill arrow upwards during the last hyper dash to kill the second Mole. Then take one drill arrow back and stand on position  $E_1$  or  $E_2$ . A Ghost spawns from spawner 3, fall off the ledge when it appears to kill it. Then two Slimes spawn from spawners 1 and 5: stand in the middle of platform  $B$ , hyper dash upwards and shoot two drill arrows in opposite directions to kill both Slimes, then take a drill arrow back. A Ghost spawns from spawner 6, kill it with an upward dash. Finally, two Slimes spawn from spawners 2 and 4: stand in the middle of platform  $B$ , hyper dash upwards and shoot two normal arrows in opposite directions to kill both Slimes. Recover an arrow you just shot and go straight down then kill yourself.

Wave IV [strat](#).

**V :** Four Slimes spawn from spawners 1, 5, 8 and 9: kill the bottom ones by jumping on them or with arrows and shoot the top ones, there are enough arrows all around the stage to kill them all even though you have less than 4 arrows in your quiver. Then two Bats spawn from spawners 3 and 6: kill them with arrows and recover your drill arrows. Two Moles spawn from spawners 7 and 10: stand on position  $D_1$  or  $D_2$ , jump and shoot your drill arrows in the same direction to kill one Mole point blank and the other through the edge of the screen; if you have only one drill arrow: shoot the closest Mole, catch your arrow with a dash and then shoot the second one. Then a Mole spawns from spawner 2: stand on platform  $C$  and shoot it with an arrow. Finally, a Mole spawns from spawner 7 or 10: spawn kill it with a downward dash or by spamming your normal arrows. Recover all your arrows or kill yourself right after killing the last Mole. The first strat is safer but you'll lose some time at the screen victory but the second strat is harder because you need to take your arrows back during the wave, while killing the enemies.

**VI :** Two Moles spawn approximately at the same time from spawners 1, 5, 8 or 9; they can't spawn from the same spawner. If they spawn from the same side of the screen, kill them with an upward arrow and a diagonal downward arrow. If they spawn both at the top, stand in the middle of platform  $B$ , hyper dash upwards and shoot two drill arrows in opposite direction to kill both Moles. If they spawn at the bottom, stand on position  $E_1$  or  $E_2$  and kill them with two arrows. And if they spawn from opposite corners of the screen: stand on position  $D_1$  or  $D_2$ , below the top spawner, shoot the Mole from the bottom spawner through the wall with a drill arrow, then jump and immediately shoot the Mole from the top spawner. Then two Bats spawn from spawners 3 and 6: kill

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<sup>6</sup>You'll lose a normal arrow because you can only have 6 arrows in your quiver and you already have 4 drill arrows

them like you did the previous wave and take your arrows back. Two Moles spawn from spawners 2, 4, 7 or 10; they can't spawn from the same spawner. If they spawn from the same side of the screen, stand on platform  $C_1$  or  $C_2$  and shoot first the top Mole and then the bottom Mole. If they spawn both at the top, stand in the middle of platform  $B$ , hyper dash upwards and shoot two arrows in opposite direction to kill both Moles. If they spawn at the bottom, stand on position  $D_1$  or  $D_2$ , jump and shoot your drill arrows in the same direction to kill one Mole point blank and the other through the edge of the screen. And if they spawn from corners of the screen: stand on platform  $C_1$  or  $C_2$ , below the top spawner, shoot the top Mole first and then the Mole from the bottom spawner through the wall with a drill arrow. Then two Slimes spawn approximately at the same time from spawners 7, 8, 9 or 10 (they can't spawn from the same spawner): shoot them with drill arrows if they spawn from spawners 7 and 10, 7 and 9 or 8 and 10, or with normal arrows if they spawn from spawners 7 and 8, 8 and 9 or 9 and 10. Finally, two Moles spawn from spawners 2, 4, 7 or 10 with the same RNG as the previous ones: kill them like you did the previous Moles, recover all your drill arrows and go up to platform  $A_1$  or  $A_2$ .

**VII :** Two Archers spawn from spawners 1 and 5, spam all your drill arrows when the first one appears.

## 3.8 King's Court



Figure 3.8: Spawners and Platforms positions

You don't have to kill yourself anymore because the timer (in the speedrun.com rules of this category) ends before the gems' animation.

Waves:

- I :** A Cultist spawns from spawner 2 or 6, kill it by jumping on it. Then two Slimes spawn from spawners 3 and 5: stand on the edge of platform  $A_1$  or  $A_2$ ; if the first Slime appears from the nearest spawner, jump on it and shoot the second one right after; otherwise shoot the farthest one first and jump on the second one. A Birdman spawns from spawner 4, spawn kill it with a diagonal upward dash to the destructible platform. Then two Slimes spawn from spawners 2 and 6: stand on one of the spawner, kill the closest enemy with a jump when it appears, immediately go to the other one with hyper dashes and kill the second Slime with a jump too. Finally, two Cultists spawn from spawners 3 and 5: stand on the edge of platform  $A_1$  or  $A_2$ ; if the first Cultist appears from the nearest spawner, shoot the second one while jumping on the first one (by doing the same technique as the double tap, but by sliding your thumb from "jump" button to "shoot" button); otherwise shoot the farthest one first and jump on the second one. Recover all your arrows if you didn't do it yet.
- II :** A Crystal spawns from spawner 1: stand in the middle of the destructible platform just before it appears, jump on it and catch with a dash a laser arrow from the Crystal. Then go to platform  $A_1$  or  $A_2$ . Two Slimes spawn from spawners 1 and 3: shoot the laser arrow before the first Slime spawns and kill the closest one by jumping on it. Then two Cultists spawn from spawners 2 and 6: stand on one of the spawners, kill its enemy with a jump when it appears, immediately go to the other one with hyper dashes and

kill the second Cultist with a jump or an arrow; though while killing them, make sure not to kill yourself on the laser arrow you shot a Slime with. Finally, a Crystal spawns from spawner 2 or 6: spawn kill it with a downward dash, make sure you don't die to its laser arrows and recover the last arrows on the stage if you didn't do it yet.

**III :** An Archer spawns from spawner 2, spawn kill it with a downward dash. Finally, an Archer spawns from spawner 6, kill like you did the previous Archer and go to platform  $B_2$ .

**IV :** The King Reaper Boss spawns: stand on platform  $B_1$  or  $B_2$ , when he shoots his laser arrows, dash upwards to prevent a laser arrow from killing you and immediately spam all your arrows right after the dash. Then recover your arrows and go to platform  $B_1$  or  $B_2$ , repeat the action and recover all your arrows; although you have to spam your arrows a bit later after the dash because his shield doesn't disappear as fast as the first time. Finally, stand on platform  $B_1$  or  $B_2$ , repeat the action again but with a slightly larger delay, otherwise you could shoot all your arrows before his shield disappears and lose even more time.

Wave IV [strat](#).

**V :** Two Cultists spawn from spawners 3 and 5: stand on platform  $A_1$  or  $A_2$ ; stand on platform  $A_1$  or  $A_2$ ; if the first Cultist appears from the nearest spawner, shoot the second one while jumping on the first one; otherwise shoot the farthest one first and jump on the second one. Then a Birdman spawns from spawner 4, spawn kill it with a diagonal upward dash to the destructible platform. Two Worms spawn from spawners 2 and 6: stand on one of the spawners, kill the Worm when it appears, immediately hyper dash to the second and kill it with an arrow or by jumping on it. Finally, a Ghost spawns from spawner 4, spawn kill it with a diagonal upward dash to the destructible platform or by spamming all your arrows when it appears. Recover all your arrows and pick up the wings in the chest that appeared if you didn't do it yet.

**VI :** The King Reaper Boss appears again: stand in the corner of the wall of platform  $C_1$  or  $C_2$ ; when he shoots his laser arrows, dash in the corner to prevent a laser arrow from killing you; then wait a bit and spam all your arrows diagonally up right or left, before he shoots his bomb. You'll certainly have to dodge his bomb to avoid being killed; otherwise it probably means that you spammed all your arrows in it: in this case you should have walked a bit to the edge of platform  $C_1$  or  $C_2$  to actually shoot the Boss instead of his bomb. Then recover all your arrows and go in the corner of the wall of platform  $C_1$  or  $C_2$ , repeat the action and recover all your arrows; although don't spam your arrows too early because his shield doesn't disappear as fast as the first time. Finally, go in the corner of the wall of platform  $C_1$  or  $C_2$ ; then wait him to shoot his bomb, hyper dash upwards right after and spam all your arrows while jumping in the air thanks to your wings.

Wave VI [strat](#).

**VII :** Two Worms spawn approximately at the same time from spawners 2, 6, 7 or 8; they can't spawn from the same spawner. Kill them with arrows and/or by jumping on them. Then a Crystal spawns from spawner 1, kill it with arrows or by jumping on it. Two

Slimes spawn from spawners 3 and 5: stand on the edge of platform  $A_1$  or  $A_2$ ; if the first Slime appears from the nearest spawner, jump on it and shoot the second one right after; otherwise shoot the farthest one first and jump on the second one. Finally, two Cultists spawn from spawners 3 and 5: stand on the edge of platform  $A_1$  or  $A_2$ ; if the first Cultist appears from the nearest spawner, shoot the second one while jumping on the first one; otherwise shoot the farthest one first and jump on the second one. Recover all your arrows, pick up the arrows in the chest that appeared during the wave and go in the corner of the wall of platform  $C_1$  or  $C_2$ .

**VIII :** The King Reaper Boss appears for the last time: when he shoot his laser arrows, dash in the corner to prevent a laser arrow from killing you; then wait until he shoots his two explosive homing bombs (they will be stopped by the top platform  $B_1$  or  $B_2$  and won't kill you if you are seated correctly in the corner) and spam all your arrows diagonally up right or left, right before the bombs explode. Recover all your arrows and go in the corner of the wall of platform  $C_1$  or  $C_2$ , repeat the action and recover all your arrows; although you have to spam your arrows right after his bombs explode because his shield doesn't disappear as fast as the first time. Finally, go in the corner of the wall of platform  $C_1$  or  $C_2$ , repeat the action again but with a slightly larger delay, otherwise you could shoot all your arrows before his shield disappears and lose even more time.

Wave VIII [strat](#)<sup>7</sup>.

This is it, you did it, the final Boss is now dead! Congrats!

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<sup>7</sup>I kinda messed up the end of the strat in my world record but you can imagine what it should look like.



# Conclusion

This guide covers the best techniques and strats used in the Quest – 8 Stages category I know of (at both a beginner and advanced level). But you can imagine that a full game run is never perfect, so you won't be able to apply all of these strats. Do not despair though: the recommended strats aren't always required. They're mainly a way to keep your tempo and avoid being overwhelmed. That's why I use backup strats that often don't make me lose time. Although I couldn't describe here all the possible backup strats because there is so many of them. You'll have to adapt to any situation you'll encounter.