

# Speedrunning

Guides over speedrunning skips, tricks, and the like!

Curated resources, guides and more can be found at <https://www.speedrun.com/tunic>

- Resources
- Strategies
  - Ice Rod/Bomb Skip
  - Useful Spells
  - Fairie Codes

# Resources

## Speedrunning

- **Guides:** <https://tunic.run>
- **SRC Page:** <https://www.speedrun.com/tunic>
- **Discord:** <https://discord.gg/HXkztJgQWj>

## Game Links

- **Official Site:** <https://tunicgame.com>
- **Steam:** <https://store.steampowered.com/app/553420/TUNIC/>
- **Itch.io:** [https://tunicgame.com/img/platform\\_itch.png](https://tunicgame.com/img/platform_itch.png)
- **Xbox:** <https://www.microsoft.com/store/r/9nlrt31z4rwm>
- **Epic Games:** <https://store.epicgames.com/en-US/p/tunic>
- **GOG:** <https://www.gog.com/en/game/tunic>
- **Humble:** <https://www.humblebundle.com/store/tunic>

# Strategies

Skips and tricks you can use to become a fast fox.

# Ice Rod/Bomb Skip

## Summary

When entities in the world are frozen either via the Magic Dagger, Ice Bomb, or Ice Rod (Fire Rod + Magic Dagger); the Magic Orb can be used to pull yourself to the enemy similar to how you can use the Magic Orb to pull yourself to hooks and tongs (broken sentry's). This skip takes advantage of this mechanic as it will allow you to pull yourself through walls and various objects to clip through the world as well as lower/higher elevations.

## How To

1. This skip is done by first obtaining the Fire Rod (if the enemy is at a distance), Magic Dagger (or Ice Bomb), and the Magic Orb.
2. Get an enemy in-game into a position you want to pull yourself to.
3. Lock on to the enemy.
4. Activate your assigned keys for the Fire Rod + Magic Dagger (if at a distance), or use your Magic Dagger (or Ice Bomb if within reach).
5. This will then freeze the target.
6. While locked on to the target, activate the Magic Orb to pull yourself to it.
7. Repeat a few times until you pull the target to the location you want.
8. Then use the Magic Orb once more before the target unfreezes to pull yourself to the location they are at.

## Locations of Interest for Skip

Temple Skip provided by Kein#1771

<https://www.youtube-nocookie.com/embed/dTW9z8q4KnY>

Cathedral Skip by Kein#1771

<https://www.youtube.com/embed/Af6NMsMK8yY>

Obtaining the Shotgun early, provided by [Oddbod](#)

<https://www.youtube.com/embed/1NqYsopzF0g>

Cathedral Platform Skip provided by [Oddbod](#)

[https://www.youtube.com/embed/-dBj\\_cGS3H4](https://www.youtube.com/embed/-dBj_cGS3H4)

West Garden Skip provided by [Oddbod](#)

<https://www.youtube.com/embed/mHrqP1kZTcM>

# Useful Spells

## Bomb Spells

There are 3 spells that give you a free bomb of each type. Particularly the ice bomb can be used for a skip without needing to go out of the way to get one.

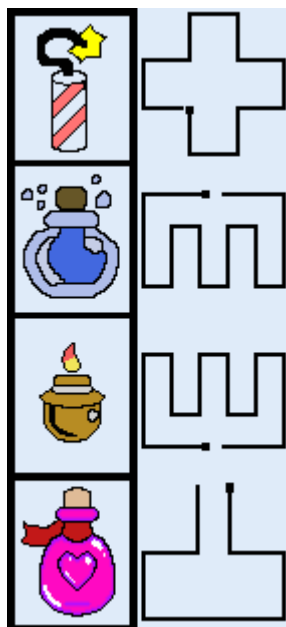
- **Ice Bomb:** ◀ ▼ ▶ ▲ ▶ ▼ ▶ ▲ ▶ ▼ ▶ ▲ ▶
- **Fire Bomb:** ◀ ▲ ▶ ▼ ▶ ▲ ▶ ▼ ▶ ▲ ▶ ▼ ▶
- **Firecracker:** ▼ ▶ ▲ ▶ ▲ ▶ ▲ ▶ ▲ ▶ ▼ ▶ ▲ ▶

## Healing Spell

This spell can be used once each life, it restores all your HP but costs 2 bars of MP. If your MP is below 2 bars, it will instead use up what's left while still giving a full heal.

- **Heal:** ▼ ▶ ▼ ▶ ▲ ▶ ▲ ▶

## Visual Aid



(Made by SolarPellets#1357)

Strategies

# Fairie Codes

**Visual Aid**

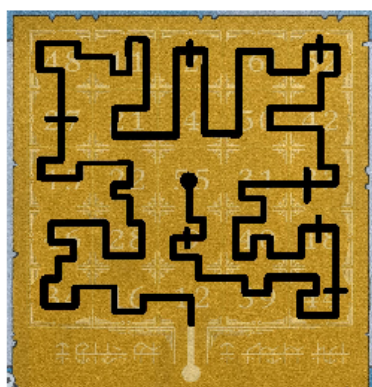
## WEATHERVANE

< > v ^ | ^ v > <  
^ > v < | ^ v > <

## LIBRARY



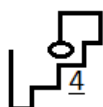
## WATERFALL



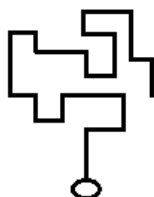
## FOUNTAIN

v < < v | ^ > v

## BEACH



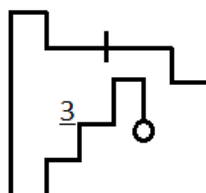
## WALL



## REFLECTION

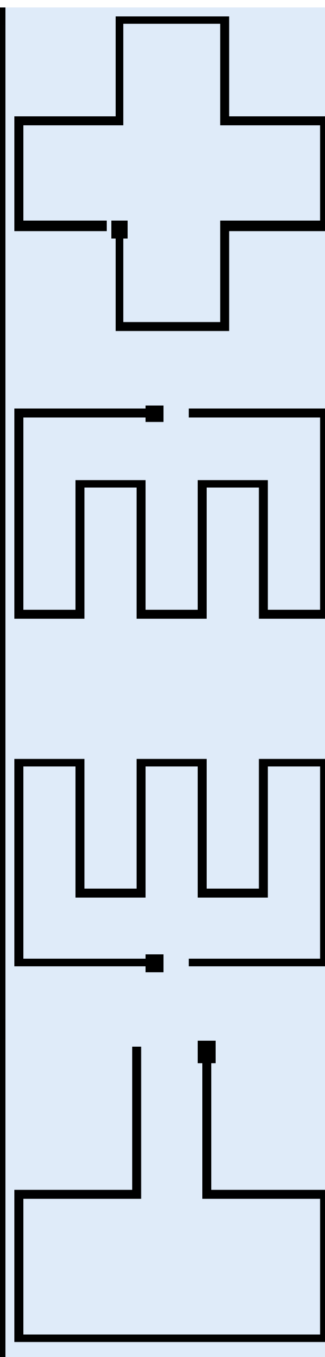


## PRE-FORTRESS



## CANDLES

> < | v > ^ <



(Made by SolarPellets#1357)

**Fountain** DLLD URD

**Beach** UR DLDL DLDL U

**Wall** URUL DLUL URDR DRUL URDRD

**Reflection** RULU RDRU RDLDR

**Pre-Fortress** ULDL DLDL URDR RDL

**Candles** RLD RUL

**Weatherwane** LRDU UDRL URDL UDRL

**Library** DLUL DRDL DRDL URUL DLUL DRDL DRDR ULUR ULUR



**Waterfall** DRUR URUL ULUR URUL DLDL DRDL DRDR UR

**Mountain**

ULDL ULDL URUR ULUR  
DRUL ULUR ULDL URUU  
LURD RDRU RDLD RURR  
DRUR DRUR RDLD LDRD  
RDLL DRDL DRUR DRUR  
RDDL URUL DLUL ULUR RULU