

Hebereke Speedrun Info 1.2

Last updated 2016-10-18.

This document is a collection of information about speedrunning the metroidvania game Hebereke, it was made by Sunsoft and originally released in Japan. Most of the tricks also work on the European release of the game, Ufouria: The Saga.

Current RTA WR 22:22 by ZodaNOR: <https://www.twitch.tv/zodanor/v/95445877>

Password generator: <http://nudua.com/heberekepw>

Split icons: <http://nudua.com/files/Hebereke-Icons.zip>

General

Maintaining movement speed between characters

Jump and **hold down** while switching characters, Hebe has the fastest movement speed, this is used to maintain Hebe's max speed while using other characters.

Stopping instantly

Letting go of the **dpad** before landing will kill all speed your current character has, especially useful when climbing the last part after the tree skip, since Hebe himself is very slippery.

Controlling Jennifer (Gil) (The frog)

Hold **down** or **up** when passing through the **underwater pipes** to maintain your speed. You should hold right to slow down, i.e. when going up the pipe at <https://www.youtube.com/watch?v=cDRcl4KA17E&t=752>

Keeping horizontal movement speed while jumping on ice (Oh-Chan)

Hold down while moving on ice, otherwise you will slow down immensely when you jump. You should always be holding down when moving on ice.

Other

Moonwalk

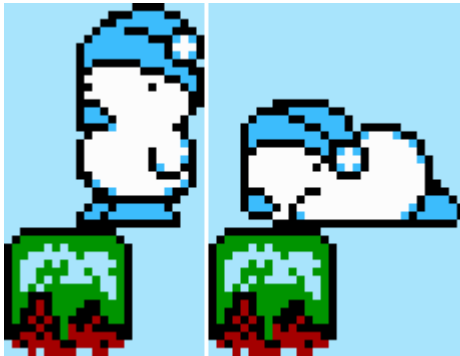
As soon as you throw the ball at the boss for the last time, **jump** and **turn the opposite direction** before you land.

Sliding

When **running**, do a **jump** and **hold right + down** when you land, after landing just **hold down** and you'll start sliding.

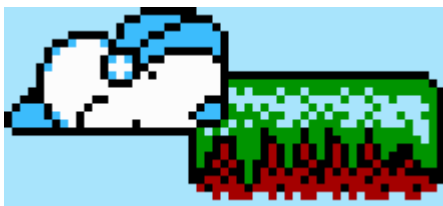
Main tricks

Shades skip (new version)



Face **left** and **crouch** at this position or further to the right on the block.

Press **down, right and jump** on the **same frame** to do a **crouch jump**. It is very important that you do this on the **same** frame otherwise the next part will not work.

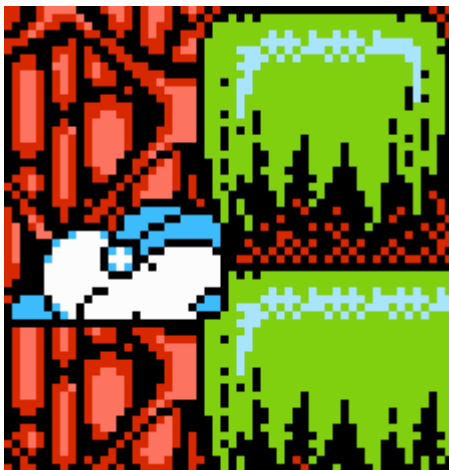


Once you hit this **corner** press **jump** to do a wall jump.

You have **3 frames** to do this.

Tree Skip

(Visual cue)



You can do this same way as the 'new shades skip' with the exception that you **can't hold right until 2 frames after** doing the **walljump**. (do a neutral jump)

Alternate way: <http://nudua.com/files/hebe-turnaround-jump.mp4>

Note: you need some speed to do this and you need to hit **down, right and jump** as you are **walking left**. You then have **4 frames** to make the jump.

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Slope boosting on ice (Oh-Chan)



While **holding down** to move on ice with Oh-Chan, hit **select** a few frames after starting a jump in the first slope of the ice cavern, switch to Hebe, **unpause** and **hold right** for a few frames.

Switch back to Oh-Chan again, but make sure you are holding **down** to maintain Hebe's speed. The speed you get is dependent on how long you held right with Hebe.

Lava skip

Press **select** before your jump reaches its peak, then switch to **Shades** and **hold down** to keep Hebe's maximum velocity. Do the same for the second part, but you can jump on the rat first here. Be careful to not de-spawn the second flying rat for the first part.

Video: <http://nudua.com/files/hebe-lavaskip.mp4>

Lightswitch skip

Same idea as the Lava skip, except you only have to do one extended jump. Switch to Hebe to grab the edge. It would save time to skip grabbing the potion here, but it would leave no margin of error on the final boss.

Video: <https://www.twitch.tv/nudua/v/46557221?t=20m40s>

Spaceship boss kill

<http://nudua.com/files/hebe-spaceship-kill.mp4>

TAS final boss kill (saves about 20 seconds over the old strat)

The better your jumps on the little viking guy is, the less he moves, it's possible to kill the final boss in one cycle. The final boss deals 16 damage per hit.

<https://www.twitch.tv/zodanor/v/95445877?t=22m10s>