

TALSALUQ:
TOWER OF INFINITY
HAZARD GUIDE



1. Boulder

The Boulder is a small, brown self-moving ball of rock that causes damage upon contact. Boulders are incredibly fickle, taking any pattern of movement or no pattern at all. The slightest obstacle they encounter can alter their trajectories entirely. Fortunately, they're not very lethal, as it will take several hits for a single Boulder to knock you out. However, this is not the case if it manages to back you into a corner.



2. Blue Shield

The Blue Shield is small fast-paced shield that upon contact returns the player (and itself) to their original position. This Hazard varies in speed, but maintains its one and only goal of finding the player. While it deals no damage, it can certainly be a pain to deal with.



3. White Boulder

White Boulders are self-moving balls of white rock that upon contact explodes, dealing heavy damage. They are not as fickle as regular Boulders, usually sticking to a precise pattern, so they are potentially easy to avoid. However, they are among the fastest Hazards in the tower, so move with caution.



4. Rolling Thunder

The Rolling Thunder is a gray boulder that undergoes an unyielding sequence of rolling and jumping. While rolling, it will crush the player upon contact, inflicting considerable damage. Unlike regular Boulders, they do not change trajectory; if one crushes you, it'll just keep on rolling until it crushes you again. The best way to avoid one is to run underneath it mid-jump.



5. Mimickey

The Mimickey is a Stairway Key that takes the forms of other Hazards. It can be literally any kind of Hazard, but it often surrounds itself with Hazards of its guise. Should you enter a floor filled with multiples of the same Hazard, all eerily still, there is likely a Mimickey somewhere hiding.



6. Repelling Key

The Repelling Key is a Stairway Key that attempts to avoid the player at all costs. These Hazards don't appear very often, but when they do they can be incredibly vexing. Fortunately, they pose no actual threat, so all you have to do is catch it.



7. Fireboy

Fireboys are small balls of fire that follow the player and cause damage upon impact. They are relentless in pursuit, so it is wise to remain at a safe distance. They will do their best to back you into a corner to take you out fast, so avoid walls.



8. St. Elmo's Fireboy

St. Elmo's Fireboy is a small blue ball of fire that follows the player and explodes upon impact, dealing heavy damage. Though they deal far more damage than Fireboys, they only deal damage once, so they can potentially be much less of a threat.



9. Void Floor

Void Floors are tiles that appear and disappear continuously. If the player encounters one as it disappears, they will be stuck in the void until the tile appears again. While they don't deal damage, the time you spend stuck in the void can allow a harmful Hazard to make its way towards you.



10. False Floor

False Floors are tiles that appear like all other tiles, but are actually quite harmful. Fortunately, they will transform upon contact, revealing their true appearance. They never actually stop being harmless, however, so do your best to avoid them.



11. Black Hole Orb

The Black Hole Orb is a pure black ball that upon contact transports the player to another area of that floor. While this itself is not harmful, the adjacent area is almost always near a Hazard. The Black Hole Orb usually follows a pattern opposite of the Hazard with which it shares its space, so careful thinking is in order.



12. Mother Raj

Mother Raj is a giant golden statue that moves throughout a floor in a single continuous pattern. If it comes into contact with the player, it will deal considerable damage before pushing them away and returning to its pattern of movement. However, if it encounters an obstacle, such as another Hazard or a wall, it may change trajectory, so stay sharp.



13. Pseudo Pot

Pseudo Pots are golden bowls that look just like Money Pots, but will explode upon contact. As unfair as this may seem, the silver lining is these Hazards cannot induce a knockout. Nevertheless, the amount of damage they deal may require thinking twice before checking a pot. If it seems all too easy to reach, it is likely a Pseudo Pot.



14. Flipside Bear

The Flipside Bear is a teddy bear that shifts between being docile and neurotic. While docile, it is completely harmless and still. While neurotic, it chases the player throughout the floor, dealing heavy damage upon apprehension. It returns to its docile form after dealing damage, but it will not cease its chase until it catches you. Given its unpredictable nature, it is worth considering when it might be better to just let it have its prey.



15. Anti-Goblet

The Anti-Goblet is a black goblet bursting with blue flames that leaps throughout the floor. It goes against all forms of physics, capable of leaping onto walls, and even outside of space itself! It inflicts a massive amount of damage upon contact, but it returns to its original location afterwards. If you can figure out its strange pattern, you may be able to avoid it.



16. Stone of Calamity

The Stone of Calamity is a single stone sitting in water that sends a damaging wave every few seconds. The damage it deals cannot be avoided, but it fortunately cannot induce a knockout, either. However, this Hazard tends to surround itself with actually fatal Hazards, so even though it won't take you out, it will certainly make it easier for another Hazard to.



17. Wuzzpool

Wuzzpools are small whirlpools that spin about randomly. Despite their rather goofy nature, they occasionally become more insidious, dashing straight for the player. If it hits you, you'll be running around randomly yourself. Though they don't deal a lot of damage, their speed makes for pretty quick accumulation.



18. Mossy Belladonna

Mossy Belladonnas are toxic sheets of moss that lie about on rocks. If contacted, they squirt pheromones that deal quite a bit of damage. Fortunately, being plants means they are immobile, so avoiding them is not a problem. However, Mimickeys tend to hide themselves among these Hazards.



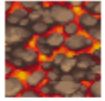
19. Minute Glass

The Minute Glass is a small golden clock that follows the player throughout the floor. Upon contact, it temporarily prevents the player from moving, allowing any Hazard nearby to deal easy damage. They move in a ticking-like pattern, pausing with every step, so it may be just slow enough to get around.



20. Rolling Lux

The Rolling Lux is an incredibly fast ball of light that explodes on contact, dealing substantial damage. To make matters worse, it continues moving, much like the Rolling Thunder, so it can easily deal several strokes of damage within little time, making it possibly the most dangerous Hazard in the entire tower.



21. Hazard Tiles

Hazard Tiles are tiles that serve no purpose but to inflict damage. They come in various forms, from hot sand, to shards of rock, to blazing lava. Avoiding them is obviously wise, but sometimes you may have no choice but to cross. For this reason, stocking up on Potions is very much recommended. Fortunately, while the damage dealt accumulates rather quickly, it is never enough to induce a knockout.