2500m. Start approximately 200m right of the First Pillar. Follow the easiest line (weaving left and right), trending through terraces and small rock bands to eventually arrive level with the base of the First Pillar. There are many variations in this area, all of a low angle and generally easy, with occasional awkward, but short rock-steps (Approx Scottish III,4).

Continue in the same vein fairly directly, until around 150m above the summit of the first pillar. Head toward the bottom-left of the Shattered Pillar, then trend rightwards across rocky ground toward the Stollenloch (a window in to the tunnel - difficult to see from below) and the very large, steep wall of rock (Rote Fluh). Traverse 150m leftwards across ledges, move up to the next horizontal band to then traverse rightwards for one pitch to directly underneath the Difficult Crack. This can be identified by its pegs and slings. Don't go too far right or you will end up past the arete beneath the Difficult Crack.

Climb the Difficult Crack (with difficulty! approx Severe or Scottish VI,6) for 25m - the first section is the steepest - to join a slightly slabbier, awkward groove above. Climb the small rock-step and grooves above, trending leftwards under the Rote Fluh, until the Hinterstoisser Traverse is reached in 150m.

Traverse the Hinterstoisser (fixed ropes of varying terribleness) to gain a short chimney that brings you to the First Icefield. You pass the 'Swallow's Nest' bivvy, which must be quite small as we didn't notice it.

Romp up the First Icefield for around 100m, until you reach the top right and gain the Ice Hose. The Ice Hose, under good conditions, is similar in standard to Green Gully on Ben Nevis (IV,4). Climb this for 150m to gain the Second Icefield. Run across the icefield to the upper left corner to gain a chimney and groove, which lead to an easier snow slope and then the Death Bivvy. The Death Bivvy is a flat snow ledge (you may have to dig it out) protected by an overhanging wall of clean rock which has multiple bolts and good pegs for protection. It can sleep 4 people.

Swing round the corner out of Death Bivvy, climb the Third Icefield for around 100m to gain the obvious line of The Ramp. This is the biggest diagonal rampline, offering the easiest-looking climbing. Climb The Ramp (IV) for 150m, moving left at its top, beneath the Ice Chimney (in lean conditions this is quite steep, but has fixed protection). Climb the Ice Chimney for 1 pitch (VI,6) and climb one more pitch above (The Ice Bulge - we didn't notice a bulge) to belay just below the Brittle Ledges (line of horizontal horror going rightwards with old fixed ropes).

Gain the ledges (either direct or via the small gully on the left, depending on ice build up) and traverse rightwards to reach a steep crack (The Brittle Crack VI,6). Climb this to a belay at the beginning of The Traverse of the Gods (possible bivvy site). Continue rightwards for 150m along The Traverse of the Gods - occasional old peg protection - quite exposed - to reach the White Spider. Climb this quickly for 150m (possibility of rock-fall) to the base of the righthand of the two large gully/chimney lines above (pegs on the right).

Climb this gully for 150m up ice to gain the short but polished Quartz Crack. This has fixed peg gear (old). Climb the Quartz crack (VI,6) for 20m to gain an easier ledge-system heading leftwards for 15m. Use old fixed-ropes, diagonally down and leftwards, for one short pitch to gain the Exit Chimneys. Harder if the fixed ropes are not there.

Climb the Exit Chimneys (IV) for 150m to gain easier snow slopes leading to the summit ridge (200m).

