**Segment 1**

-When showing off Stan, you must show him to all people except the man in the orange shirt.

|  |  |  |
| --- | --- | --- |
| There are 2 ways to do the first encounter: | | |
| Method 1: | Wait and let them attack you, very inconsisent | ~36 seconds |
| Method 2: | Always works, attack Tricky Ghost twice | ~41 seconds |

-When talking to the family before setting out, all 5 outer family members(including James) must be talked to in any order before talking to Dad. No matter what you say to him he will always hand you the "Ordinary Card."

-You can skip picking up the tiny gear in the middle of the road by hugging right and going through some bushes.

-There is no possible enemy group combination of the possible 10 that can propel Ari from level 2 to 3 with just one battle. The highest exp giving pack is the "Tricky Ghost x1" and can be killed in 1 hit with a battle time of 30 seconds. For comparison, a battle you flee from takes exactly 18 seconds.

-Don’t kill anything here, this upcoming boss will be done at level 2.

-You can get to Madril without a random encounter by running sideways or into the screen with the camera positioned in back of you. Since the ghosts only spawn where the screen is rotated towards, you are always running away from them.

-Make this segment perfect! No collisions and push Method 1 on the first encounter!!!

-Save at the inn upon entering Madril.

**Reason for saving:** Sanity, it allows the 1st segment to be perfect and enjoyable to watch, and most importantly it does not cause similarities to a SS run like I originally thought because you would be grabbing recovery items in this segment which you won’t need to do for a segmented run.

**Segment 2**

-Only talking to Mr. Knowitall about Evil Kings will trigger Rosalyn to appear at the town hall. No other NPCs make here appear including the 3 outside the town hall.

-Need to talk to the doorman to the hero's club twice after Rosalyn enters.

-Do not talk to the knocked out mayor after Rosalyn slaps him, just leave.

-Talk to Toby after getting out of the town hall, then Dill and select the second option.

-Pause after getting out of the manhole to prevent the camera from getting all buggy, which is something you will be doing in the Madril area throughout the run.

-Run directly to Rosalyn after entering the sewer. This activates the cutscene quicker than running to the boss.

|  |  |  |  |
| --- | --- | --- | --- |
| **Boss 1: Sewer Evil King** | | | |
| Sewer Evil King | 420 HP | Fire | 80 Sukel |
| Lurking Rat x4 | 12 HP | Fire | 6 Sukel, Purging Stone(Sells for 5) |
| **Notes:**  -No recovery is needed. You can't beat him using only 1 combine or you will come short 20-30 damage.  -Getting 1:22 on the boss.  -Rosalyn's time bar filling up first.  -Making sure Burst hits all of the adds and kills them before they get a chance to move.  -Making sure the boss only attacks Ari once.  -Making sure the adds drop money instead of Purging Stones, which have to be sold taking up time and are worth only 5 Sukel, they drop 6 Raw Sukel.  -Survive the boss with an under leveled Ari without using any recovery.  Best Time: ~1:21:89, 2 Overdrives, 1 Burst, 2 Combine Attacks, 3(2 with overdrive) Single Attacks, 435-441 Total Damage | | | |

Save at the inn.

**Segment 3**

-When encountering Linda for the first time, always pick the first option.

-The forced encounter on the bridge after getting Kisling is fixed to Maneating Onion x3. Reset until they don’t get to move.

-Cleanly get to Rashello without a random encounter (difficult) and go to the mayor’s house(lighthouse shaped), and after the cutscene, talk to the sentry at the docks. Next go to the inn.

-There are 2 paths back to the inn, both take almost identical time, ~10 seconds.

- Stop by the shop and buy Nameless Sword only, then equip it as soon as you get outside so you don't forget.

Stay at the inn, and when you enter it, don't spam the X button as you are likely to hit the Fortune Teller.

-After exiting the inn and going through the commotion, go to the mayors house and speak with Rosalyn, when you leave the building Beiloune will give you access to the boat.

-Take it to the Aquatic Ruins and save at the Diary.

**Segment 4**

|  |  |  |  |
| --- | --- | --- | --- |
| **Chill Urn** | 142 HP | Ice/Blue | 298 Sukel, Frozen Bottle |

|  |  |  |  |
| --- | --- | --- | --- |
| **Universal Aquatic Ruins Urn Strats:** | | | |
| Method 0: | 1x (3 Person combo attack) | ~27-28.5 seconds | Rare, dependent on 2 party members critting together. |
| Method 1: | 1x (Ari Overdrive Self + 3 Person combo attack) | ~33-33.8 seconds | Very consistent. Takes the luck factor out of almost the entire dungeon. |
| Method 2: | 1x (3 Person combo attack), 1x (Rosalyn Single Attack) | ~39-40.5 seconds | Should be able to spot if you are able to use this by if Rosalyn crits or if the sum of the first combine attack is >110. |
| Method 3: | 1x (3 Person combo attack), 1x (2 Person combo attack) | ~40-41.5 seconds |  |
| Method 4: | 2x (3 Person combo attack) | ~41-42 seconds |  |

**Basement 1:** *(Aquatic Ruins Start)*

-**Order of Urns:** SW, NW, NE, SE

-Takes exactly 4 seconds to open the inventory and use mend on just Ari.

-It takes exactly 0:05 to get to B2 after killing the 4th Urn without saving. Time from first frame visible after exiting the end of combat screen.

-It takes exactly 0:20 to go save after the 4th Urn, load the game and then go to B2.

-The 0:15 gap can be partially recovered by ensuring that Method 1 is used for Urn 3 and 4, which saves 0:05-0:06 seconds. Healing costs 0:04 and will have to be done at least once unless extreme luck occurs. All in all, not saving is still 2-6 seconds faster not saving and using slower methods on Urn 3. Depending on my luck, this part may warrant a separate segment.

|  |  |
| --- | --- |
| Urn 1 | Method 3 (Segmented) |
| Urn 2 | Method 3 (Segmented) |
| Urn 3 | Push Method 1 (Ari and/or Rosalyn must crit)(Segmented), Method 2(SS) |
| Urn 4 | Method 1 (Method 0 isn't possible even with 2 crits, average damage is ~110-120) |

**Basement 2:**

-Do the second floor, using the methods below.

-Pretty much any path can be the same time of around ~42-43 seconds.

**Order of Urns:** (NE, NW, SE, SW) OR (NE, SE, SW, NW)

**Items:** Bountiful Nut

**Full Order:(** NE Urn, Bountiful Nut, NW Urn, SW Urn, SE Urn) OR (NE Urn, SE Urn, SW Urn, Bountiful Nut, NW Urn)

|  |  |
| --- | --- |
| Urn 1 | Method 1 (Still need about 20-30 damage for Method 0) |
| Urn 2 | Method 1 (Still need about 20-30 damage for Method 0) |
| Urn 3 | Method 1 (Method 0 possible with 2 crits) |
| Urn 4 | Method 1 (Method 0 possible with 2 crits) |

**Basement 3:** *(Aquatic Ruins End)*

|  |  |  |  |
| --- | --- | --- | --- |
| **Boss 2: Bubble Evil King** | | | |
| Bubble Evil King | 666 HP | Ice | 777 Sukel |
| Compassion Crab x4 | 58 HP | Electric | 58 Sukel, Big Nut |
| **Notes:**  -2 Frosts and a burst from Ari should kill all adds. Have Ari overdrive himself then follow this up with 3x (3 Person Combine Attacks) and you should do just enough damage to kill the boss reliably. You do not have to heal but it might happen.  -The highest burst damage from a single character (Ari or Rosalyn has 41 Attack max, whichever has the Wildcat's Fang) is around 39-47 consistently, Kisling's only does around 19-21. Frost does around 9-10 damage consistently. It is practically impossible(may be completely impossible) for 2 attacks, or 3 character turns, to kill all of the adds.  -Kisling has the option to attack the boss a single time at the start, but it generally isn't worth it. Especially since you have to wait for his time bar to begin combine attacking if you do it a second time, and the first time is more than likely going to hold off Burst for 2-3 seconds.  -No more than 1 of the adds can drop an item.  Best Time: ~1:49, can be improved to 1:43-1:44 without healing. | | | |

-After returning to Rashello after the boss, immediately head for the inn and stay there then save.

**Segment 5**

-Get to Madril without a random encounter using the run into the screen method. The blue Steele is not activated yet.

-Obtain the "Gaudy Card" by talking to the fat man in a white shirt to obtain the "Swanky Mirror" then giving it to the woman inside the building to his immediate right.

-Obtain the "Official Card" by talking to the scientist outside the research facility.

-You MUST talk to Linda so talk to her manually. If you try to use the elevator she will make you backtrack wasting time. When talking to her you have to choose all 3 options regarding her voice, spirit and rhythm.

-Get to Ari's house without a random encounter(The encounter rate resets between towns).

-After going to Ari's room, exit it and enter Annie's room, and then the kitchen to encounter all the characters(Either order gives the same result but both the rooms have to be entered). Then return to your room.

-Go down to the basement and talk to Marlene, then go back upstairs and head outside with Rosalyn to search for the moonbeam grass with Marlene.

-Find Rosalyn next to the circus entrance and talk to her to go help Marlene.

-You have to give the music box to Marlene, so make sure you pick the first option twice on the stairs to the house.

-Get back to Madril without an random encounter via the green steele and grab the "Eh..It's Okay Card" from the thin man with the mustache next to the hero's guild entrance in the town hall.

-Talk to Toby.

-Save at the inn.

**Segment 6**

|  |  |
| --- | --- |
| **Money Update:** | 4453-4514 Sukel |
| **+1000** Start, +**14-17** Two Forced encounters, +**104** Sewer Evil King, +**2384**(298 x 8)Chill Urns, +**951-1009** Bubble Evil King | |

-Go to the bar and talk to Mr.Knowitall, this and talking to Toby triggers the greasy man to appear outside the building to the right of the bar. Talk to him.

-You won't be able to afford a better weapon for Ari or Rosalyn for quite a while. The weapons at the Pospos Spa are too expensive for the speed run. You also won't be able to afford better armor either. There also won't be a chance to shop for this equipment before or after Big Tree Hole.

-Buy the Omnislice Sword, the Hardy Rapier, the Fancy Outfit, and 1 Guidance Jewel. This all costs 4410, resell items as needed to afford the purchases.

|  |  |
| --- | --- |
| **Money Update:** | 43-104 Sukel |
| **-1900** Omnislice Sword, **-2100** Hardy Rapier, **-310** Fancy Outfit, **-100** Guidance Jewel x1 | |

-When using the cards you need to use them straight from the inventory in front of the men rather than through a speech prompt, it is faster.

-Use the Official Card first, followed by the Eh..It's Okay Card, then the Gaudy Card, lastly the Ordinary Card which does nothing but prompt Marlene to intervene.

-Random encounter is fixed to Plodding Hippo x2, Walken Scarecrow x1.

|  |  |  |  |
| --- | --- | --- | --- |
| Walken Scarecrow x1 | 78 HP | Fire/Red | 22 Sukel, Awakening Stone |
| Plodding Hippo x2 | 112 HP | Fire/Red | 70 Sukel, Holly |

-Keep this fight simple and consistent as the stair segment is very very hellish. Use overdrive on Ari then have him combine attack with Kisling on one of the Plodding Hippos while Rosalyn solo attacks the Walken Scarecrow. Follow this up with a combine attack consisting of Ari and Rosalyn on the second Plodding Hippo. They must all drop money. Pushing for a crit is an option but it only saves 1 second at most in the first wave only. The fight should go almost exactly 45 seconds.

|  |  |
| --- | --- |
| **Money Update:** | 205-266 Sukel |
| +162 Forced Encounter | |

-Get to Escapeless Abyss without a random encounter (painful) and save at the diary after stepping on the switch.

**Segment 7**

|  |  |  |  |
| --- | --- | --- | --- |
| **Sparky Urn** | 180 HP | Electric/Yellow | 398 Sukel, Glaring Bottle |

|  |  |  |  |
| --- | --- | --- | --- |
| **Universal Escapeless Abyss Urn Strats:** | | | |
| **Method 2:** | 1x (3 Person combo attack), 1x (Rosalyn Single Attack) | ~39-40.5 seconds | Never obtainable because Rosalyn can never deliver the single finishing blow so Ari has to do it and combines with her anyway. |
| **Method 3:** | 1x (3 Person combo attack), 1x (2 Person combo attack) | ~40-41.5 seconds |  |
| **Method 4:** | 2x (3 Person combo attack) | ~41-42 seconds |  |

-There are 2 routes for clearing this place, but only one gives a chance to save and not waste time. This method is ~10-12 seconds slower than the other method(which is to go from top to bottom rather than bottom to top), but this time is made up for on the Urns alone and pushing strategies on the boss.

**Basement 1 [Part 1]:** *(Escapeless Abyss Start)*

-Go down to B2

**Basement 2 [Part 1]:**

**Order of Urns:** S

|  |  |
| --- | --- |
| Urn 1 | Push for Method 3\*(Seems about a 1 in 3 chance of this succeeding) |

Drop down the hole after killing the Urn

**Basement 3 [Part 1]:**

**Order of Urns:** East, West

**Order of Switches:** East, West

**Items:** None

**Full Order:** West Switch, East Urn, East Switch, West Urn, Go back up to B2 via the NW Stairs

|  |  |
| --- | --- |
| Urn 2 | Push for Method 3\* |
| Urn 3 | Push for Method 3\* |

**Basement 2 [Part 2]:**

**Order of Urns:** W

|  |  |
| --- | --- |
| Urn 4 | Push for Method 3\*(It's practically guaranteed at this point) |

-Go back down to Basement 3 via the stairs

**Basement 3 [Part 2]:**

**Order of Urns:** N, S

|  |  |
| --- | --- |
| Urn 5 | Method 3 |
| Urn 6 | Method 3 |

-Go up the SW Stairs to the left of Urn 6

**Basement 2 [Part 3]:**

-Take the stairs up to B1

**Basement 1 [Part 2]:**

**Order of Urns:** SW, N, SE

**Order of Switches:** Central, Northwest

**Full Order:** SW Urn, Central Switch, Northwest Switch, N Urn, SE Urn, Drop down through the hole

|  |  |
| --- | --- |
| Urn 7 | Method 3 |
| Urn 8 | Method 3 |
| Urn 9 | Method 3 |

**Basement 2 [Part 4]:**

**Order of Urns:** E

|  |  |
| --- | --- |
| Urn 10 | Method 3 |

-Guidance Jewel back to start after killing Urn 10

**Basement 1 [Part 3]:**

-Save at the diary

**Segment 8**

**Basement 1 [Part 5]:**

-Go down the stairs to B2

**Basement 2 [Part 5]:**

-Go up the stairs to B1 in the center

**Basement 1 [Part 6]:**

-Go down the North Stairs to the final part of B2

**Basement 2 [Part 6]:**

-Kill the last urn and take the 2 items from the chests. Equip the Ghostologos before the fight.

**Order of urns:** N

|  |  |
| --- | --- |
| Urn 11 | Method 3 |

-Go down the last set of stairs to B3.

|  |  |
| --- | --- |
| **Money Update:** | 4583-4644 Sukel |
| **+4378** Sparky Urn x11 | |

**Basement 3 [Part 3]:**

**Items:** Ghostologos, Bountiful Nut

-Equip the Ghostologos on Kisling before the fight.

**Basement 5:** *(Escapeless Abyss End)*

|  |  |  |  |
| --- | --- | --- | --- |
| **Boss 3: Chairman Evil King** | | | |
| Chairmen Evil King | 642 HP | Electric/Yellow | 1200 Sukel |
| Steel Armor x4 | 104 HP | Fire/Red | 90 Sukel, 1st Fight Charm |
| **Notes:** For the adds, 2x Frost and a burst from Ari is the best and most consistent way(Gauranteed 3HKO). At this point the boss is damaged for 65-80 already. Goal: ~570 Damage.  -After the adds have been killed, Use 3x (3 person Combine attacks) with Ari Overdriven. Heal accordingly but no more than once. DO NOT use the bountiful nut. It is possible to not use any healing but it is extremely rare. If the boss uses drain more than once then reset.  Ari(Overdrive), Rosalyn, Kisling -> Combine Attack = ~190-195 \* 3 = 570-585  -No more than 1 add can drop an item.  Best Time: ~1:38(Without healing or adds attacking) | | | |

-Go to the Pospos spa inn without a random encounter using the run into the screen method(takes practice), save there. Even if you get a random encounter it’s faster than going back in the dungeon to save, so bear it.

**Segment 9**

|  |  |
| --- | --- |
| **Money Update:** | 6053-6204 Sukel |
| **+1470-1560** Chairman Evil King and Steel Armor x4 | |

-Buy 3 Guidance Jewels(1 for Sealed Cave, 2 for Madril Sewer), and 30 Big Nuts.

|  |  |
| --- | --- |
| **Money Update:** | 2753-2904 Sukel |
| **-300** Guidance Jewel x3, **-3000** Big Nut x30 | |

-Path to Big Tree Hole through White Steele and Blue Steel both take nearly identical times of ~1:33. Going without a Steele takes ~2:40. The white steele DOES NOT AUTOMATICALLY ACTIVATE when Linda flees to the Sealed Cave so you must grab it now to prevent backtracking.

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| --- | --- | --- | --- |
| **Blazing Urn** | 412 HP | Fire/Red | 1980 Sukel, Burned Bottle |

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| **Universal Big Tree Hole Urn Strats:** | | | | | | |
| **2 Waves:** | | | | | | |
| **Method 4:** | 2x (3 Person combo attack) | ~41-42 seconds | |  | |  |
| **Method 5:** | 1x (Ari Overdrive Self + 3 Person Combo Attack), 1x (Rosalyn Attack) | ~44-46 Seconds | |  | |  |
| **Method 6:** | 1x (Ari Overdrive Self + 3 Person Combo Attack), 1x (2 Person Combo Attack) | ~45-47 Seconds | |  | | Urn 1 |
| **Method 7:** | 2x (Ari Overdrive Self + 3 Person Combo Attack) | ~46-48 Seconds | |  | | Urn 1 |
| **3 Waves:** | | | | | | |
| **Method 8:** | 2x (3 Person Combo Attack), 1x (Rosalyn Attack) | | ~50.5-55 Seconds | | Too slow |  |
| **Method 9:** | 2x (3 Person Combo Attack), 1x (2 Person Combo Attack) | | ~51-55 Seconds | | Too slow | Urn 1 |
| **Method 10:** | 3x (3 Person Combo Attack) | | ~52-55 Seconds | | Too slow | Urn 1 |

**Basement 1[Part 1] :** *(Big Tree Hole Start)*

-Methods 0-2 are impossible.

-Get to Big Tree Hole without an encounter and do the first 3 Urns in the dungeon before saving.

-Do not use the East Switch as it only opens a door to a dead end.

-Heal no more than once here.

**Order of Urns:** SW, SE, NE

**Order of Switches:** West

**Full Order:** SW Urn, West Switch, SE Urn, NE Urn, Walk to Save Diary and save.

|  |  |
| --- | --- |
| Urn 1 | Push Method 5, not enough damage to obsolete a 2nd combine |
| Urn 2 | Push Method 5, not enough damage to obsolete a 2nd combine |
| Urn 3 | Method 5, Method 6 and 7 are both possible but require 3+ crits |

**Segment 10**

**Basement 1[Part 2]:**

-Now for the shitty part. Do the remaining 8 Urns and then the boss in once go.

-Grab the Black Cat Jewel from the chest and kill the 4th Urn on this level.

**Order of Urns:** NW

**Items:** Black Cat Jewel

**Full Order:** Black Cat Jewel, NW Urn

|  |  |
| --- | --- |
| Urn 4 | Method 5, Method 6 and 7 are both possible but require 3+ crits(Ari can crit for 220 in a combine) |

**Basement 2:**

**Order of Urns:** SE, NE, SW, NW

**Order of Switches:** East

**Full Order:** SE Urn, East Switch, NE Urn, SW Urn, NW Urn, Walk to stairs through invisible wall to B3.

|  |  |
| --- | --- |
| Urn 5 | Method 5, Method 6 and 7 are both possible but require 3+ crits |
| Urn 6 | Method 5, Method 6 and 7 are both possible but require at least 1 crit |
| Urn 7 | Method 5, Method 6 and 7 are both possible but require at least 1 crit |
| Urn 8 | Method 5, Method 7 requires max damage ranges, Method 6 requires at least 1 crit. |

**Basement 3:**

**Order of Urns:** W, C, E

**Order of Switches:** Northwest, Southeast

**Full Order:** Northwest Switch, W Urn, C Urn, Southeast Switch, E Urn, Walk to North Stairs to B4

|  |  |
| --- | --- |
| Urn 9 | Method 5, Method 7 requires max damage ranges, Method 6 requires at least 1 crit. |
| Urn 10 | Method 5, Method 7 requires max damage ranges, Method 6 requires at least 1 crit. |
| Urn 11 | Method 5, Method 7 requires max damage ranges, Method 6 requires at least 1 crit. |

|  |  |
| --- | --- |
| **Money Update:** | 24533-24684 Sukel |
| **+21780** Ablaze urn x11 | |

**Basement 4:** *(Big Tree Hole End)*

|  |  |  |  |
| --- | --- | --- | --- |
| **Boss 4: Big Bull Evil King** | | | |
| Big Bull Evil King | 2745 HP | Fire/Red | 1401 Sukel |
| Burly Bull x4 | 225 HP | Ice/Blue | 155 Sukel, Weed Resistance |
| **Notes:** Kisling needs to use the Black Cat Jewel before anyone else does damage. Reset until he moves first. Then all that is required for the adds is for Burst and frost to hit. If they die then there isn't even a need to use a bountiful nut. Have Ari use overdrive and decoy on himself in the same turn as his second move(s). Rosalyn should solo attack the boss once. Stan shouldn't get involved unless the boss uses flame more than once. Ari doesn't need to be completely topped off. There should be just enough damage done with this method, if Stan gets involved you should reset as his attack isn't needed and takes up time. Overdriving Rosalyn takes up considerably more time since you miss a combine attack. The real objective is syncing Kisling’s time bar to fill AFTER Ari takes damage, not before, or else you’ll have to tell him to wait. There’s only 2 bosses where this is an issue, with the final boss being the second.  Wave 1: (Kisling 1st)Black Cat Jewel (Rosalyn 2nd)Frost -> Burly Bull x4 (Ari 3rd)Overdrive -> Self, Burst  Wave 2: (Kisling 1st)Wait until after Ari moves, Big Nut -> Ari (Rosalyn) Solo Attack -> Big Bull Evil King (Ari)Overdrive -> Self, Decoy  Wave 3: (Rosalyn)Wait (Ari)Combine Attack -> Big Bull Evil King (Kisling 3rd)Big Nut -> Ari  Wave 4: Repeat Wave 3 three more times, do not use the bountiful nut  **Best Time:** ~2:28, to narrow it down further there can't be any menuing errors. Kisling's time bar needs to fill first. The attempts where this happens always seems to have Ari's time bar fill last. All in all I think 2:24 is a reasonable goal. | | | |

|  |  |
| --- | --- |
| **Money Update:** | 26554-26705 Sukel |
| **+2021** Big Bull Evil King and Burly Bull x4 | |

-Get to Madril and go up the elevator to do the scene with Linda. It brings you inside the inn at this part saving time when you save. Make sure to switch out Kisling for Big Bull.

**Segment 11**

-Go to the research center and talk to the herd of groupies twice, then go outside and talk to Linda the station.

-Get to Sealed Cave without a random encounter. There is no shopping to be done.

I’d like to mention the different possible groups for this run at this point. Group 1 is the one you’ve been using with Ari, Rosalyn, and Kisling. Group 2 is the one you’ll be using in this dungeon which consists of Ari, Rosalyn and Big Bull. Group 3 should never be used, it consists of Ari, Kisling and Big Bull and it’s a horrible group. Rosalyn’s utility is a great asset.

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| --- | --- | --- | --- |
| **Gloomy Urn** | 300 HP | Electric/Yellow | 2980 Sukel, Miracle Nut |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Universal Sealed Cave Urn Strats:** | | | | |
| **Ari, Rosalyn, Kisling (Group 1)** | | | | |
| **Method 1:** | 1x(Ari Overdrive Self, 3 Person Combine Attack) | ~32 seconds | Requires Ari to crit, fastest | Never reliable |
| **Method 4:** | 2x (3 Person combo attack) | ~38-40 seconds |  |  |
| **Method 6:** | 1x (Ari Overdrive Self + 3 Person Combo Attack), 1x (2 Person Combo Attack) | ~43-45 seconds | Most consistent |  |
| **Ari, Rosalyn, Big Bull (Group 2)** | | | | |
| **Method 0:** | 1x(3 Person Combine Attack) | ~26-27 seconds | Fastest |  |
| **Method 1:** | 1x(Ari Overdrive Self, 3 Person Combine Attack) | ~31.5-32.5 seconds | Most consistent | Urn 1 |

Note: Since the Urns are Electric type, using Rosalyn to 1x attack is never a viable strategy as at least Ari needs to do enough damage to finish it off. Keep in mind for method 2 that each combine needs to do 150+ damage.

**Basement 1 [Part 1]:** *(Sealed Cave Start)*

-The only strategies you can pull by saving halfway through are not using any recovery (0:04), and using Method 0 on Urns which can't be done until at least Urn 3. At most you need to get one off for no recovery (save 0:05-0:07). Overall saving only buys you ~0:12 tops(0:15 being optimistic) and it costs ~0:29.5 to save. Even having errors a few 1 second errors ends up being faster than saving without pushing anything risky.

**CONCLUSION:** Saving not justified

Don’t save, I know this is confusing, so don’t worry about it. I was basically just trying to explore the possibility of saving halfway through this dungeon to push riskier strats on the urns as well as testing the amount of walking around. The greater timing behind this is listed below.

-Guidance Jewel Back to the start after Urn 7 and grab the Battlefront Coat, then save

**Order of Urns:** C, Central-SW, W, NW, NE, Central-NE, E

**Order of Switches:** Southeast, Central-West, North, Northeast

**Items:** Battlefront Coat

**Full Order:** Southeast Switch, C Urn, Central-West Switch, Central-SW Urn, W Urn, North Switch, NW Urn, NE Urn, Northeast Switch, Central-NE Urn, E Urn, Guidance Jewel, Battlefront Coat, Save at Diary.

|  |  |  |
| --- | --- | --- |
| Urn # | **Ari, Rosalyn, Big Bull** | **Ari, Rosalyn, Kisling** |
| Urn 1 | Method 1  -Never got a method 2 but may have a very slight chance of being possible, it would take more than just a crit from Ari. | Method 1  -There is never enough consistent damage method 2, and method 3 is reliant on Ari critting |
| Urn 2 | Method 1  -Never got a method 2 but may have a very slight chance of being possible, it would take more than just a crit from Ari. | Method 1 |
| Urn 3 | Push Method 2 | Method 1 |
| Urn 4 | Method 1 | Method 1 |
| Urn 5 | Method 1 | Method 1 |
| Urn 6 | Method 1 | Method 1 |
| Urn 7 | Method 1 | Method 1 |
| ~Time Spent: | 220.5-227.5 seconds = ~3:41-3:48 | 301-315 seconds = ~5:01-5:15 |

|  |  |
| --- | --- |
| **Time costs for save methods in Sealed Cave:** | |
| Menu to gameplay after a save | ~2.5 seconds |
| Recovering Ari only | ~4 seconds |
| Recovering entire party | ~6 seconds |
| Guidance Jeweling to Diary and Saving | ~13-14 seconds |
| Grabbing the Battlefront Coat while at Save Diary | ~7 seconds |
| Going straight from Urn 4 to urn 5 crossroads | ~ 7 seconds |
| Save diary to Urn 5 crossroads without grabbing the Battlefront Coat | ~8.5 seconds |
| Save diary to Urn 5 crossroads and grabbing the Battlefront Coat | ~15.5-16 seconds |
| Guidance Jeweling at Urn 4 and saving, save diary to Urn 5 crossroads without grabbing the Battlefront Coat | ~21-22 seconds |
| Guidance Jeweling at Urn 7 and saving, save diary to Urn 5 crossroads and grabbing the Battlefront Coat | ~28-29 seconds |
| Going straight from Urn 7 to the boss | ~5 seconds |
| Save diary to Boss without grabbing the Battlefront Coat | ~8.5 seconds |
| Save diary to Boss and grabbing the Battlefront Coat | ~15.5 seconds |
| Guidance Jeweling at Urn 7 and saving, save diary to Boss without grabbing the Battlefront Coat | ~22 seconds |
| Guidance Jeweling at Urn 7 and saving, save diary to Boss and grabbing the Battlefront Coat | ~29 seconds |

Time lost both with save methods is ~24-26 seconds, though saving after Urn 4 saves 2 seconds more than saving after Urn 5. So in reality, **Saving after Urn 4:** ~17-19 seconds, **Saving after Urn 7:** ~19-21 seconds. I subtracted the time it takes to still go there via normal walking for each, 7 and 5 seconds respectively.

|  |  |
| --- | --- |
| **Money Update:** | 47414-47565 Sukel |
| **+20860** Gloomy Urn x7 | |

**Segment 12**

**Basement 1 [Part 2]:**

-Take the stairs down to the boss.

**Basement 2:** *(Sealed Cave End)*

|  |  |  |  |
| --- | --- | --- | --- |
| **Boss 5: Teen Idol Evil King** | | | |
| Teen Idol Evil King | 2400 HP | Ice/Blue | 2300 Sukel |
| Shrewd Bear x4 | 142 HP | Fire/Red | 444 Sukel |
| **Notes:** The adds need to die without moving or else they will just spam their poison attack. Overdriving Rosalyn to use Ice twice before they move doesn't work, so a Burst from Ari + Ice from Rosalyn is required. After that, have Ari Overdrive himself and use combine attacks until the boss is dead.  Group 1: (Rosalyn)Ice -> Shrewd Bear x4 (Ari)Overdrive -> Self, Burst (Kisling)Wait  (Rosalyn)Wait (Ari)Overdrive -> Self, Combine Attack -> Teen Idol Evil King  (Rosalyn)Wait (Ari)Wait (Kisling)Combine Attack -> Teen Idol Evil King  Repeat step 3 until she is dead.  **Best Time:** ~1:30??? It seems her health is incredibly random, there might be something wrong such as a glitch.  Group 2: (Rosalyn)Ice -> Shrewd Bear x4 (Ari)Overdrive -> Self, Burst (Big Bull)Wait  (Rosalyn)Wait (Ari)Overdrive -> Self, Combine Attack -> Teen Idol Evil King  (Rosalyn)Wait (Ari)Wait (Big Bull)Combine Attack -> Teen Idol Evil King  Repeat step 3 until she is dead.  **Best Time:** ~1:30?? Again it looks like she only had around 1000 HP, but it's a fairly consistent amount given the amount of attacks used for group 1. | | | |

|  |  |
| --- | --- |
| **Money Update:** | 51,490-51,641 Sukel |
| **+4076** Teen Idol Evil King and Shrewd Bear x4 | |

|  |  |
| --- | --- |
| Time lost for taking Kisling over Big Bull for Urns: | ~1:20-1:27 |
| Time lost for taking Kisling over Big Bull for Boss: | ??? |
| Time lost for taking Kisling over Big Bull for Other: | ~0:07 seconds for Battlefront Coat |
| Additional Time lost for recovery: | ~0:15+ Significant amount, 5 seconds per heal,  Group 2 Requires no healing. |

-Only count the Battlefront Coat time lost. Equipping it takes 5 seconds

-Get to the Madril Sewers without a random encounter and save

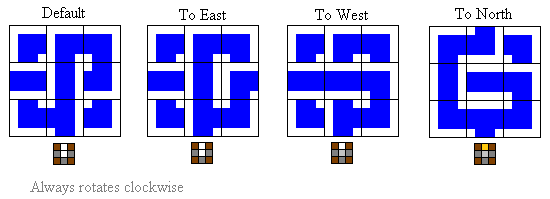
**Segment 13**

**Basement 2 [Part 1]:** *(Madril Sewer Start)*

-Rotate the puzzle to go East

-Change the puzzle a lot the first time so there are only 2 movements needed when going to west

-Go down the East Ladder

****

**Basement 3(East):**

**Order of Urns:** NW, SW, SE, NE

**Order of Switches:** North, Central

**Items:** None

**Full Order:** North Switch, NW Urn, Central Switch, SW Urn, SE Urn, NE Urn

-Only the NW and Central Switches are mandatory as they unlock 3 Urns.

-Do not use the south switch because running back around is ~9 seconds faster than sitting through the gates opening.

-After obtaining the Silver Gear, it saves ~7-8 seconds to guidance jewel back to the top and head straight to the gear puzzle again. Do not save though as this makes it longer.

**Note:** Regarding the Sparky Urns, there must always be a combine attack consisting of at least 2 characters to deal the 180 damage. Ari and Rosalyn can practically never do it together which means the fastest/only/most consistent method is to do a 3 person combine attack(This is true regardless of the group). If Big Bull's time bar fills up first or second then you can do a 2 person combine attack. If the Urn's get a single attack off then reset.

**Basement 1 [Part 2]:**

-Do not save at the dairy, rather head straight back down to B2 again.

**Basement 2 [Part 2]:**

-Rotate the puzzle to go West(See above), then head down the West Ladder.

**Basement 3(West):**

**Route 1 - ~45 seconds of walking**

-**Order of Urns:** NE, SE, SW, NW

-**Order of Switches:** NE

-**Items:** Panther's Fang, Bountiful Nut

-**Full Order:** NE Urn, NE Switch, Bountiful Nut, SE Urn, SW Urn, Panther's Fang, NW Urn

**Route 2 - ~51 seconds of walking**

-**Order of Urns:** NE, NW, SW, SE

-**Order of Switches:** NE

-**Items:** Panther's Fang, Bountiful Nut

-**Full Order:** NE Urn, NE Switch, Bountiful Nut, NW Urn, Panther's Fang, SW Urn, SE Urn

-Only the NE Switch is mandatory as is unlocks 2 Urns.

-Do not use the South Switch, it is ~7 seconds faster to walk around towards the locked ladder.

-Do not use the NW and W Switches also for the same reason.

-After obtaining the Gold Gear, Guidance Jewel back to the top and save.

-It's a tough decision whether to save here or not, it definitely costs more time,

**Basement 1 [Part 3]:**

-REMEMBER TO EQUIP ROSALYN WITH THE PANTHER'S FANG AT THIS POINT!!!!

**Basement 1 [Part 4]:**

-Take the ladder back down to B2 again for the last time.

**Basement 2 [Part 3]:**

-Rotate the puzzle to go North(See above), then head down the North Ladder.

**Basement 3(North):**

**Route 1 - ~1:22 seconds of walking**

-**Order of Urns:** SE, SW, NE, NW

-**Order of Switches:** NE, NW, SE, SW

-**Items:** None

-**Full Order:** NE Switch, SE Urn, NW Switch, SW Urn, SE Switch, NE Urn, SW Switch, NW Urn

**Route 2 - ~1:16 seconds of walking**

**-Order of Urns:** SE, NE, SW, NW

**-Order of Switches:** NE, NW, SE, SW

-**Items:** None

-**Full Order:** NE Switch, NW Switch, SE Switch, SE Urn, NE Urn, SW Switch, SW Urn, NW Urn

-Go down the North ladder here to activate the event.

-Make your way to Triste and save outside the gates. You can't do conversations yet.

|  |  |
| --- | --- |
| **Money Update:** | 56,266-56,417 Sukel |
| **+4776** Sparky Urn x12 | |

**Segment 14**

-The goal of this segment is to get your conversations and come out of them with Rosalyn liking you the most. Therefore, you SHOULD NOT SAVE UNTIL AFTER ARI’S HOUSE!!! Don’t pick random garbage like you have been up until this point, or Stan may come out on top! You want Rosalyn’s ultimate weapon!!

-Now then, you just need one conversation because you can use it all 25 times!! Pick the conversation that is the fastest to get to and/or contains the lease amount of dialogue before your input. Keep in mind there are only 4 possible places for the speedrun: Tenel, Ari's House, Lower Madril, and Upper Madril. All character's outside of these areas don't have conversation opportunities. Ari's House and Upper Madril take considerably more time to reach than the other 2 locations and don't offer any special conversations worth the trip.

All of the possible conversations are listed below with the ones closest to the town entrance listed first. The times are recorded starting from entering the Island of Wap Wap from the Pospos Snowfields and then returning to the Pospos Snowfields. Some NPCs are blacklisted due to length of travel and not having faster conversations than ones closer to the town entrances. Frames mean the amount of tiems you have to press X to cycle through dialogue.

|  |  |  |  |
| --- | --- | --- | --- |
| **Green Steele - Tenel** | | | |
| **13 Conversations** = 3 outdoors **+** 10 indoors | | | |
| **Outdoors** | | | |
| Loitering Villager, Villager in Trouble | 4 frames | 1 input | ~2:44 |
| Local Goof Off | 1 frames | 1 input | ~2:30 |
| **Indoors** | | | |
| Butcher(Butchery) | 2 frames | 1 input | ~2:28 |
| Skinny Boy(House on Right) | 1 frames | 1 input | ~2:30 |
| **Red Steele - Madril(Lower)** | | | |
| **14 conversations** **=** 2 outdoors **+** 12 indoors | | | |
| **Outdoors** | | | |
| Dreaming Girl | 5 frames | 1 input | Not a candidate(But used once) |
| Sighing Old Lady, Man Who Believes in justice, Guy With Frowning Face | 8 frames | 3 input | ~2:19 |
| **Indoors** | | | |
| Yellowbelly Officer, Mr. Knowitall(Town Hall) | 4 frames | 1 input | ~2:44 |
| Dill | 2 frames | 1 input | ~2:29 |
| Man in Black(Wirepuller Building) | 1 frames | 1 input | ~2:38 |

-Solution? That threesome in the middle of Madril is the best. Do it 8 times with them, and then talk to the girl with the red hair next to them once to give you an even 25. MAKE SURE you don’t upset Rosalyn’s attraction for you though. You shouldn’t save until after Tenel for this very reason!!!

-Next go back to Triste and talk with Block.

-This segment is too short to be all on its own. After getting the party members back, you’ll be back by the elevator in lower Madril. Take that back up to the upper level and go to the research center. Keep donating the lowest amount of money you can until you get the Black Cat Jewel. This will be so worth it on the next boss.

-It takes almost exactly 2 minutes to grab the jewel. ~2:02-2:04

|  |  |
| --- | --- |
| **Money Update:** | 45,156-45,307 Sukel |
| **-11,110** Research(Frozen Bottle, Power Candy, Black Cat Jewel) | |

-Still too short a segment, there’s no luck involved.

-Go to Ari's house for the final time without getting a random encounter. (There’s your luck)

-After the events, talk to Kisling first and discuss each of the 3 issues at hand. Then talk to him a fourth time, then talk to Rosalyn once.

-After leaving Ari’s home (good riddance!), go into Tenel and talk to the fortune Teller in the back room of the inn. This takes ~57 seconds. You’re shooting for Rosalyn’s ultimate weapon here, she should give you an indicator that this is so, if it isn’t there, then reset.

-Next go to Triste, and resist your urge to save a bit longer until you’ve done some shopping and equipping. Talk to the doctor across from the inn in Triste, he’s got some good stuff, but before that, Rosalyn should be standing in front of him, but only if you talked to a fortune teller after the event at Ari’s house with her having the highest affection towards you. Just say whatever you want to her, it will end in the merchant giving her the Gallant Rapier, her ultimate weapon.

-Time lost menuing with Group 1 compared to Group 2: ~6 seconds

-**Must Buys regardless of Group:** Brand Sword, Custom-made Wear, Big Nut x32+, Guidance Jewel x5

-**Group 1 exclusive purchases:** Worldly Ghost

-**Group 2 exclusive purchases:** Honorable Armor

-Get to Deep Grave Pit without a random encounter and save. Also I have tried my damndest to find a way to skip the music box cutscene, no luck.

-BRING KISLING!!!!!!!!

-Now you can save.

|  |  |
| --- | --- |
| **Money Update:** | 2,856-3,007 Sukel |
| **-15,000** Brand Sword, **-10,000** Custom-made Wear, **-17,000** Worldly Ghost, **-300** Guidance Jewel x3  **(-42,300** Total) | |

**Segment 15**

|  |  |  |  |
| --- | --- | --- | --- |
| Milky Urn | 465 HP | Ice/Blue | 4980 Sukel, Wild Strawberry |

-Time cost for Kisling thus far: ~15-16 seconds

-Time cost for Rosalyn this far: ~1:30

-Without these investments, Method 4 is never viable.

-Rosalyn is only viable with her ultimate weapon.

Linda is a bad character for the speedrun because:

-The effects of all her defensive abilities can be attained by resetting a number of times with any other group composition.

-All of her utility moves are double edged swords. In other words, her defensive and offensive enhancements benefit the enemies as well which spells stall/death when the party is underleveled.

-Her offensive movepool is barren and is the only character with no damaging spells.

-Her attack stat is identical to Epros' and very close to Kisling's, meaning she brings nothing offensive to the table that another character can't match.

-Ice typing makes her a liability for PEK and VEK, unlike Rosalyn who can actually survive most electric spells due to her higher HP.

-She restricts team building to the point where you must choose between Kisling for killing PEK, or Rosalyn/Big Bull for physical attack power on the last 2 bosses. Bringing her means you suffer somewhere.

-Pairing Linda with any character but Rosalyn means her time bar will fill up before them, making it impossible to combine attack with them.

-Now then, this dungeon is horrible. For both sanity reasons as well as the fact this is the only floor where guidance jewelling and saving doesn’t waste time, this floor gets its own segment.

|  |  |  |  |
| --- | --- | --- | --- |
| **Universal Deep Grave Pit Cave Urn Strats:** | | | |
| **Ari, Rosalyn, Kisling (Group 1)** | | | |
| Method 1: | 2x (3 Person Combine Attack) | ~41.5 seconds | Urn 1 |
| Method 2: | 1x (3 Person Combine Attack), 1x (2 Person Combine Attack) | ~40 seconds | Urn 1 |
| Method 3: | 1x (3 Person Combine Attack), 1x (Rosalyn Attack) | ~39.5 seconds | Never used |
| Method 4: | 1x (Overdrive Ari + 3 Person Combine Attack) | ~33 seconds | Urn 10 |
| **Ari, Rosalyn, Big Bull (Group 2)** | | | |
| Method 1: | 2x (3 Person Combine Attack) | ~41 seconds | Urn 1 |
| Method 2: | 1x (3 Person Combine Attack), 1x (2 Person Combine Attack) | ~40 seconds | Urn 1 |
| Method 3: | 1x (3 Person Combine Attack), 1x (Rosalyn Attack) | ~39.5 seconds | Urn 26 |
| Method 4: | 1x (Overdrive Ari + 3 Person Combine Attack) | ~33 seconds | Never used |
| **Ari, Kisling, Big Bull (Group 3)** | | | |
| Method 1: | 2x (3 Person Combine Attack) | ~41 seconds | Urn 1 |
| Method 2: | 1x (3 Person Combine Attack), 1x (2 Person Combine Attack) | ~40 seconds | Urn 17 |
| Method 3: | 1x (3 Person Combine Attack), 1x (Ari Attack) | ~39.5 seconds | Never used |
| Method 4: | 1x (Overdrive Ari + 3 Person Combine Attack) | ~33 seconds | Never used |

**Basement 1:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 1 | Push Method 4(Requires Ari to crit) | Push Method 4(Requires Ari to crit) | Push Method 1 |
| Urn 2 | Method 2 (Drain prevents OOC healing) | Method 2 | Method 1 |
| Urn 3 | Method 2 | Method 2 | Method 1 |
| Urn 4 | Method 2 | Method 2 | Method 1 |

**Route 1(~40 seconds):**

**Order of Urns:** SE, NE, NW, SW

**Full Order:** SE Urn, NE Urn(East path), Bountiful Nut, NW Urn, SW Urn, Guidance Jewel

**Route 2(~40 seconds):**

**Order of Urns:** SE, NW, NE, SW

**Full Order:** SE Urn, NW Urn(West Path), NE Urn, Bountiful Nut, SW Urn, Guidance Jewel

**Route 3(~45 seconds):**

**Order of Urns:** SE, NE, SW, NE

**Full Order:** SE Urn, NE Urn(East path),SW Urn, NE Urn, Bountiful Nut, Walk to diary

**Route 4(~50 seconds):**

**Order of Urns:** NW, NE, SW, SE(West path), Guidance Jewel

**Full Order:** NW Urn, NE Urn, Bountiful Nut, SW Urn, SE Urn(West path), Guidance Jewel

**Route 5(~47 seconds):**

**Order of Urns:** NW, NE, SW, SE(West path), Guidance Jewel

**Full Order:** NW Urn, NE Urn, Bountiful Nut, SW Urn, SE Urn(West path), Walk to diary

**Route 6:(~47 seconds):**

**Order of Urns:** NW, SW, NE, SE

**Full Order:** NW Urn, SW Urn, NE Urn, Bountiful Nut, SE Urn(East path), Guidance Jewel

**Route 7:(~44 Seconds)**

**Order of Urns:** NW, SW, NE, SE

**Full Order:** NW Urn, SW Urn, NE Urn, Bountiful Nut, SE Urn(East path), Walk to diary

-Do not grab the "Energy Bouquet" or the "Miracle Nut."

**Group 1:** 153 seconds on Urns, **Group 2:** 153 seconds on urns, **Group 3:** 165 seconds on urns

|  |  |
| --- | --- |
| **Money Update:** | 22,776-22,927 Sukel |
| **+19,920** Milky Urn x4 | |

**Segment 16**

-Now for the rest of the dungeon in one go, yes, that’s right, the entire dungeon (almost). Group 1 is the only consistent group that I ever found, but that doesn’t do much for the memorization and sheer will needed.

**Basement 2:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 5 | Push Method 4 (Requires Ari or Rosalyn crit) | Push Method 4 (Requires Ari or Rosalyn crit) | Method 1 |
| Urn 6 | Method 2 | Method 2 | Method 1 |
| Urn 7 | Method 2 | Method 2 | Method 1 |
| Urn 8 | Method 2 | Method 2 | Method 1 |

**Route 1(~58 seconds):**

**Order of Urns:** W, S, E, N

**Full Order:** West Urn, South Urn, East Urn, North Urn, Walk to stairs

-Counterclockwise

**Route 2(~58 seconds):**

**Order of Urns:** N, E, S, W

**Full Order:** North Urn, East Urn, South Urn, West Urn, Walk to stairs

-Clockwise

-Guidance Jeweling to the top wastes ~20 seconds using the same route!!!!

**Group 1:** 153 seconds on Urns, **Group 2:** 153 seconds on urns, **Group 3:** 165 seconds on urns

**Basement 3:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 9 | Method 2 | Method 2 | Method 1 |
| Urn 10 | Push Method 4(Kisling becomes level 36) | Method 2 | Method 1 |
| Urn 11 | Push Method 4 | Method 2 | Method 1 |
| Urn 12 | Push Method 4 | Method 2 | Method 1 |

**Route 1(~47 seconds):**

**Order of Urns:** SW, NW, NE, SE

**Full Order:** SW Urn, NW Urn, NE Urn, SE Urn, Walk to stairs

-Guidance Jeweling to the top wastes ~28 seconds using the same route!!!!

-Do not grab the "Treasured Dress" because you cannot sell it. It doesn't add anything useful other than a +1 defense boost to her initial equip.

-Grab the "Bountiful Nut."

**Group 1:** 139-153 seconds on Urns, **Group 2:** 160 seconds on urns, **Group 3:** 165 seconds on urns

**Basement 4:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 13 | Push Method 4(Kisling becomes level 37) | Method 2 | Method 1 |
| Urn 14 | Method 4 | Method 2 | Method 1 |
| Urn 15 | Method 4 | Method 2 | Method 1 |
| Urn 16 | Method 4 | Method 2 | Method 1 |

**Route 1(~1:10 seconds):**

**Order of Urns:** NW, SE, SW, NE

**Order of Switches:** South, West, North, Northwest, East, Southeast, Southwest, Northwest

**Full Order:** South Switch, East Switch, NW Urn, North Switch, Northeast Switch, East Switch, SE Urn, Southeast Switch, SW Urn, Southwest Switch, Northwest Switch, Northeast Urn, Walk to stairs

**Route 2(~1:48 seconds):**

**Order of Urns:** NW, SE, SW, NE

**Order of Switches:** South, West, North, Northwest, East, Southeast, Southwest, Northwest

**Full Order:** South Switch, East Switch, NW Urn, North Switch, Northeast Switch, East Switch, SE Urn, Southeast Switch, SW Urn, Southwest Switch, Northwest Switch, Northeast Urn, Guidance Jewel

**Route 3(~1:06.5 seconds):**

**Order of Urns:** SE, NW, NE, SW

**Order of Switches:** South, Northeast, Southeast, Southwest, West, Northwest, North, East

**Full Order:** South Switch, Northeast Switch, SE Urn, Southeast Switch, Southwest Switch, West Switch, NW Urn, Northwest Switch, North Switch, NE Urn, East Switch, SW Urn, Walk to stairs

**Route 4(~1:50 seconds):**

**Order of Urns:** SE, NW, NE, SW

**Order of Switches:** South, Northeast, Southeast, Southwest, West, Northwest, North, East

**Full Order:** South Switch, Northeast Switch, SE Urn, Southeast Switch, Southwest Switch, West Switch, NW Urn, Northwest Switch, North Switch, NE Urn, East Switch, SW Urn, Guidance Jewel

-Note that Route 1 ends at ~0:58 after the 4th Urn, whereas Route 2 ends at ~1:03. This is relevant for Guidance Jeweling.

-All of the switches need to be used.

**Group 1:** 132-140 seconds on Urns, **Group 2:** 160 seconds on urns, **Group 3:** 165 seconds on urns

**Basement 5:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 17 | Method 4 | Method 2 | Method 1-2 |
| Urn 18 | Method 4 | Method 2 | Method 1-2 |
| Urn 19 | Method 4 | Method 2 | Method 1-2 |
| Urn 20 | Method 4 | Method 2 | Method 1-2 |

**Route 1(~55 seconds):**

**Order of Urns:** SE, SW, NW, NE

**Full Order:** SE Urn, SW Urn, NW Urn, NE Urn, Walk to stairs

**Route 2(~1:35 seconds):**

**Order of Urns:** SE, SW, NW, NE

**Full Order:** SE Urn, SW Urn, NW Urn, NE Urn, Guidance Jewel

-There really isn't another way to do this floor. There will be a dead end somewhere and this would be a good floor to use the guidance jewel on.

-Skip the "Guardian Crystal" and the "Ordinary Bottle." Also skip the "Sparkling Rapier" for now.

**Group 1:** 132-140 seconds on Urns, **Group 2:** 160 seconds on urns, **Group 3:** 163-165 seconds on urns

**Basement 6:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 21 | Method 4 | Method 2 | Method 1-2 |
| Urn 22 | Method 4 | Method 2 | Method 1-2 |
| Urn 23 | Method 4 | Method 2 | Method 1-2 |
| Urn 24 | Method 4 | Method 2 | Method 1-2 |

**Route 1(~1:00):**

**Order of Urns:** SW, NW, NE, SE

**Order of Switches:** Central-SW, West, Northeast, Central NW

**Full Order:** Central-SW Switch, West Switch, SW Urn, NW Urn, Northeast Switch, Central-NW Switch, NE Urn, SE Urn, Walk to stairs

**Route 2(~1:15 seconds):**

**Order of Urns:** NE, SE, SW, NW

**Order of Switches:** Central-NE, East, Central-SW, West

**Full Order:** NE Urn, Central-NE Switch, East Switch, Central-NW Switch, SE Urn, Central-SW Switch, West Switch, SW Urn, NW Urn, Walk to Stairs

-Do not use the East Switch(Orange) or the Central-NE Switch(Purple).

**Group 1:** 132-140 seconds on Urns, **Group 2:** 160 seconds on urns, **Group 3:** 163-165 seconds on urns

**Basement 7:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 25 | Method 4 | Method 2 | Method 1-2 |
| Urn 26 | Method 4 | Method 2-3(All Level 39s) | Method 1-2 |
| Urn 27 | Method 4 | Method 2-3 | Method 1-2 |
| Urn 28 | Method 4 | Method 2-3 | Method 1-2 |

**Route 1(~ seconds):**

**Order of Urns:** SW, NW, NE, SE

**Full Order:** SW Urn, NW Urn, NE Urn, SE Urn (Doesn't matter)

**Group 1:** 132-140 seconds on Urns, **Group 2:** 160 seconds on urns, **Group 3:** 163-165 seconds on urns

**Basement 8:**

|  |  |  |  |
| --- | --- | --- | --- |
| Urn # | **Ari, Rosalyn, Kisling** | **Ari, Rosalyn, Big Bull** | **Ari, Kisling, Big Bull** |
| Urn 29 | Method 4 | Method 2-3 | Method 1-2 |
| Urn 30 | Method 4 | Method 2-3 | Method 1-2 |
| Urn 31 | Method 4 | Method 2-3 | Method 1-2 |
| Urn 32 | Method 4 | Method 2-3 | Method 1-2 |

**Route 1(~ seconds):**

**Order of Urns:** SW, NW, NE, SE

**Full Order:** SW Urn, NW Urn, NE Urn, SE Urn (Same as B7, doesn't matter)

**Group 1:** 132-140 seconds on Urns, **Group 2:** 160 seconds on urns, **Group 3:** 163-165 seconds on urns

**Basement 9:**

-Grab "Old Stone Doll" from chest and walk back up to B5, it is faster than guidance jeweling.

|  |  |  |  |
| --- | --- | --- | --- |
| Obsessive much? These are the totals for this dungeon | | | |
| Group 1: | 1105-1179\* seconds | 18:25-19:50\*\* |  |
| Group 2: | 1262-1266 seconds | 21:02-21:21\*\* |  |
| Group 3: | 1296-1312 seconds | 21:36-22:07\*\* |  |

\*= Assuming that this strategy fails 5 times with some hyperbole

\*\*= 15 seconds added to each group to account for time bar differences (the luck factor of their starting points, not the speed)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Total combat and Preparation time for Deep Grave Pit** | | | | |
| Group | Combat Time | Recovery Time | Preparation Time | Total |
| Ari, Rosalyn, Kisling | ~18:25-19:50 | ~0:50 | 1:45 | **~21:00-22:10**  **~23:04-24:14** |
| Ari, Rosalyn, Big Bull | ~21:02-21:21 | ~1:00 | 1:30 / 0:00 | **~23:32-23:51**  **~25:36-25:55** |
| Ari, Kisling, Big Bull | ~21:36-22:07 | ~1:25 | 0:15 | **~23:16-23:47**  **~25:20-25:51** |

-If you do the last 7 floors in one go you can get up to 3-4 wild strawberries, anymore and you need to reset.

-Save at the Diary after retrieving the key and guidance jewelling back to the top.

|  |  |
| --- | --- |
| **Money Update:** | 147,276-162,367 Sukel |
| **+124,500-139,440** Milky Urn x28 | |

**Segment 17**

-Time to trek to the gear tower.

-Grab the Bountiful Nut

-Do not grab the Burned Bottle and the Mike o' Happiness, which can't be sold.

-Get to the Save Diary without a random encounter and save.

**Segment 18**

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| **Boss 6: Phantom Evil King** | | | |
| Phantom Evil King | 870 HP | Electric/Yellow | 4800 Sukel |
| Masterless Sword x4 | 270 HP | Ice/Blue | 1306 Sukel, Q of Hearts |
| **Notes:** This guy’s a dick. He is potentially a 100+ resetter. Group 1 is the easiest and I must have tried everything. Group 3 got so far behind I just stopped caring about it. Group 1 is without a doubt the best possible group for both Deep Grave Pit and Phantom Evil King, but I never figured out if the other groups made up for the slowness later on. Black Cat Jewel is mandatory. Do you want a clean run that’s fast and fun to watch? Of course you do, that’s why you bring Group 1 with the Black Cat Jewel. Why do you use the BCJ here instead of the next boss? Because you can’t gimp kill Vampire Evil King’s adds like you can with the Masterless Swords. In other words, the BCJ with a full round of attacks still won’t kill the Sucky Bats. Oh and don’t forget that this guy is immune to physical damage, which is the main reason to use the BCJ on this fight. It makes up for the 2 minutes it takes to grab it.  Similar to Big Bull Evil King, this fight has to start with Kisling’s time bar being full unless you’re phenomenally lucky. Even if you kill all the adds before they move, the boss might still OHKO a party member. In fact, Rosalyn can even be 1HKOd by a maximum voltage even when she’s at full health!! The solution? Decoy. Rosalyn should heal Ari, Kisling needs to be spamming Mega Storm on the boss immediately after he uses the Black Cat Jewel. Oh, and then Stan can’t interfere because it does nothing. Since the boss does so many multistage attacks your basically just betting on him meleeing Ari so that Stand doesn’t do anything. Tough fight, also Rosalyn should use 2 ice attacks on the boss, but no more than that, though the times she uses those 2 spells is tangible.  **Best Time:** ~2:50, can be improved by about 5 seconds with menuing, and 5 more if the adds don't attack | | | |

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| **Fastest Group times for Phantom Evil King** | | |
| **Group** | **Time with Black Cat Jewel** | **Time without Black Cat Jewel** |
| Ari, Rosalyn, Kisling | ~2:49-2:55 (Option 2) | ~ |
| Ari, Rosalyn, Big Bull | ~5:00-5:30 (Option 1) | ~9:30-10:30 (Option 2) |
| Ari, Kisling, Big Bull |  |  |

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| **Final Weigh in** | | | |
| **Group** | **Deep Grave Pit** | **Phantom Evil King** | **Total** |
| Ari, Rosalyn, Kisling  [Black Cat Jewel] | **~21:00-22:10**  **~23:04-24:14** | ~5:00-5:10  ~2:51-2:55 | ~26:00-27:20  ~25:55-27:09 |
| Ari, Rosalyn, Big Bull  [Black Cat Jewel] | **~23:32-23:51**  **~25:36-25:55** | ~9:30-10:30  ~5:00-5:30 | ~33:02-34:21  ~30:36-31:25 |
| Ari, Kisling, Big Bull  [Black Cat Jewel] | **~23:16-23:47**  **~25:20-25:51** | ~4:30-5:00 | ~30:10-30:51 |

-You must participate in the 4 conversations outside before shopping so that when you leave the shop it is dusk.

|  |  |
| --- | --- |
| **Money Update:** | 157,300-172,391 Sukel |
| **+10,024** Phantom Evil King and Masterless Sword x4 | |

-You can only afford 1 weapon or armor piece and it must be for Ari, hands down. Either the "Mastermold Sword" or the "Natural Outfit ." Both are great upgrades for Ari.

- The rest of the money goes into buying Miracle Nuts, at least 25 are needed.

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| --- | --- |
| **Vendor Guide** | |
| Worldly Ghost(Swap for Ghostologos) | 8,500 |
| Custom-made Wear | 5,000 |
| Omnislice Sword | 950 |
| Hardy Rapier | 1,050 |

|  |  |
| --- | --- |
| **Money Update(Possible):** | 171,950-187,041 Sukel |
| **+5,000** Custom-made Wear, **+1,050** Hardy Rapier, **+8500** Worldly Ghost  (**+14550** Total Refund) | |

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| **Highlands Shopping Guide** | | |
| Mastermold Sword | 145,000 | +25 -> +35 Attack |
| Natural Outfit | 145,000 | +7 -> +12 Defense |
| Miracle Nut | 1,000 | --- |
| Guidance Jewel | 100 | --- |

-Save at the inn. This is the last time you can swap party members, and everything on from here is pretty opinionated.

**Segment 19**

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| **Boss 7: Vampire Evil King** | | | |
| Vampire Evil King | 2100 HP | Ice/Blue | 9400 Sukel |
| Sucky Bat x4 | 365 HP | Electric/Yellow | 1423 Sukel, Bountiful Nut |
| **Notes:**  Yea I never really found a clean way of doing this. It is always advantageous to bring an Electric type character to sponge the boss melee hits. It’s also downright mandatory to Silence to the boss, as he’s the only boss that can be afflicted with status ailments and he will kill you by spamming Absolute 0, Maximum Voltage and Inferno if you don’t. Aside from that there’s no clean way to get rid of the adds, and I do know that you have to reset if the silence breaks. | | | |

-After all this you have to go to the final dungeon without shopping.

**Segment 20**

-Ari needs to be level 46-47 to tank the boss, meaning some mandatory grinding is involved in here. Luckily this is extremely easy to do due to how much experience everything gives. 4 battles needed to be done.

-The idea is to do the entire World Library in one go, getting ONLY the battles needed to level and not having to flee a single time.

**Level 42:**

|  |  |
| --- | --- |
| Flaming Rockman x2, Restless Mummy x1 | 1357 EXP(Easiest and most consistent) |
| Restless Mummy x2, Mortal Moon x1 | 1357 EXP but too inconsistent and risky |
| Cursed Painting x2, Flaming Rockman x1 | 1357 EXP |
| Sucky Bat x2, Cursed Painting x1 | 1357 EXP |
| Mortal Moon x2, Radiant Sun x1 | 1357 EXP but too difficult, risky and inconsistent |
| Masterless Sword x2, Sucky Bat x1 | 791 EXP |

**Level 43:**

|  |  |
| --- | --- |
| Flaming Rockman x2, Restless Mummy x1 | 1357 EXP |
| Restless Mummy x2, Mortal Moon x1 | 1357 EXP but too inconsistent and risky |
| Cursed Painting x2, Flaming Rockman x1 | 1357 EXP |
| Sucky Bat x2, Cursed Painting x1 | 794 EXP |
| Mortal Moon x2, Radiant Sun x1 | 1357 EXP but too difficult, risky and inconsistent |
| Masterless Sword x2, Sucky Bat x1 | 459 EXP |

**Level 44:**

|  |  |
| --- | --- |
| Flaming Rockman x2, Restless Mummy x1 | 1357 EXP Still consistent and easy |
| Restless Mummy x2, Mortal Moon x1 | 1357 EXP This pack is now consistent |
| Cursed Painting x2, Flaming Rockman x1 | 797 EXP |
| Sucky Bat x2, Cursed Painting x1 | 462 EXP |
| Mortal Moon x2, Radiant Sun x1 | 1357 EXP still too inconsistent and risky |
| Masterless Sword x2, Sucky Bat x1 | 234 EXP |

**Level 45:**

|  |  |
| --- | --- |
| Flaming Rockman x2, Restless Mummy x1 | 800 EXP |
| Restless Mummy x2, Mortal Moon x1 | 1357 EXP |
| Cursed Painting x2, Flaming Rockman x1 | 465 EXP |
| Sucky Bat x2, Cursed Painting x1 | 297 EXP |
| Mortal Moon x2, Radiant Sun x1 | 1357 EXP Getting fairly consistent |
| Masterless Sword x2, Sucky Bat x1 | 211 EXP |

**Level 46:**

|  |  |
| --- | --- |
| Flaming Rockman x2, Restless Mummy x1 | 468 EXP |
| Restless Mummy x2, Mortal Moon x1 | 803 EXP |
| Cursed Painting x2, Flaming Rockman x1 | 300 EXP |
| Sucky Bat x2, Cursed Painting x1 | 214 EXP |
| Mortal Moon x2, Radiant Sun x1 | 1357 EXP Completely consistent now |
| Masterless Sword x2, Sucky Bat x1 | 170 EXP |

**Level 47:**

|  |  |
| --- | --- |
| Flaming Rockman x2, Restless Mummy x1 | EXP |
| Restless Mummy x2, Mortal Moon x1 | EXP |
| Cursed Painting x2, Flaming Rockman x1 | EXP |
| Sucky Bat x2, Cursed Painting x1 | EXP |
| Mortal Moon x2, Radiant Sun x1 | EXP |
| Masterless Sword x2, Sucky Bat x1 | EXP |

**-Never Okay for any Battle:**

|  |  |
| --- | --- |
| Radiant Sun x2, Bat Poetry Golem x1 | Always 1357 EXP but too lengthy and risky to kill |

**Segment 21**

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| Beilloune | 9999 HP | Neutral |
| Rules: | -Boss is immune to all status ailments and stat drops. Channel cannot be prevented and has to be healed through. Decoy can be used but it will not stop channel. At lvl 42 Ari is one shot too often for this to be viable, or be the fastest way. Decoy abuse is fastest as it prompts Stan to attack more. The boss' attack power and accuracy gradually increases throughout the fight. | |
| Methods: |

-Regardless of the group, Ari cannot tank hits from the boss until level 47. Even then there is a slight chance he can get 1HKOd with his Natural Outfit.