Legend of Legaia: Segmented (approx. 60 seconds, with TAS manipulations possible)

Segment 1:

- Set name to 'Vahn' (Default option)
- Talk to Village Elder
- Options: Battle Select Attack -> Command, Field Move -> Run (Necessary even for TAS, because otherwise, you have an extra input for every battle.)

- Talk to Mei, choose "Is Something Wrong" to avoid four extra text boxes.
- Go to Vahn's house, Mei cutscene
- Talk to Tetsu, choose "I want to practice with you"
Input command as ">" (Hit X to initiate the attack without filling up the bar fully)
Use item
Spirit
Input command as "^ V ^"
Mash start to end the "That's enough for today" text box.

More Cutscenes. Choose "Alright, please look after her"

Talk to Val, say "Yes" to sleep.  Say "Yes" to his request to check the Wall.
Talk to Village Elder.

Run from the Gimard battle.
Acquire Meta

Fight visible Gimard at the top-left of the Genesis Tree enclave. Gimard must be absorbed (55% chance)
- 3 rounds; input command "> > >" (Ra-Seru arm) (TAS may be able to pull a 2 turn, but it would be very rare – need all 16’s and 17’s damage, and 13-15 are fairly common.)

Visit Mei. Choose "The Mist is Here", followed by "Let's go to my house"
Leave Vahn's house, fight visible Gimards at bottom-right, then top-right.  Use Burning attack to kill them
Vahn to L2, Gimard to L2. Vahn's MP must be 28 (33% chance; no checking until end of segment)
Go to Village Elder's house; pick up Magic Leaf in cupboard, talk to Village Elder to gather townsfolk at Genesis Tree.
Dialogue button mashing / cutscenes...

Leave Rim Elm, Mei stops you; acquire Hunter's Clothes / Mei's Pendant
Leave Rim Elm, immediately return.  Acquire Point Card in dresser, then buy Warrior Boots for Vahn. (+7 LDF/ATK, but also +4 SPD, which will help escape and turn-order odds in Drake Castle.  I feel that this is absolutely worth the few seconds spent here.)
Leave Rim Elm, travel about 9 seconds to set up for a 1-battle to Drake Castle.  Open menu, equip "Best Equipment" + Mei's Pendant.

Save Game (Target time: Under 16:30)

Segment 2:
Walk to Drake Castle. One battle should be achievable to the Drake Castle gate.

Save Game (Target time: 17:15)

Segment 3: (Sleepy Time!)

* Get the Door of Light in the Castle Courtyard.
* Get the Sunrise Key in the Top-Left Room.
* Open Sunrise Gate, proceed to Level 2:
* Lightning Key located at top-right of the big room on the backside. Grab it, unlock Lightning Gate and proceed to Level 3
* Star Key is located in the right room on the top-right corner. Grab it, unlock the Star Gate and proceed to Level 4
* Enter the castle on either side, proceed to Throne Room, go to Sleep Room, sleep, pick up Fire Book I and use it.
* We want a 2-encounter Drake Castle up until this point. First battle should be Gimard x2 (Run from this fight; should have good escape luck), second should be 2x Skeleton or Skeleton + Drake Ghost. Using Gimard’s Burning Attack to kill them one-by-one

Save Game (Target time: 19:20?)

Segment 4: (Training; the first and last time)

* We need to get Vahn to L4 for Caruban; this requires 730 EXP. We got 126 from the Gimard fights in Rim Elm and another 124 from a Skeleton + Drake Ghost fight to put us at 250. This means we should plan on five more random battles (4 battle is possible if they are all Ghost + Skeleton, but we also want to build up Gimard’s EXP).
* Vahn should have 44 MP when we leave for Rikuroa – it may be wise to segment after the fourth battle to make this two separate 1/3 chances, in which case we fight the last battle, rest, and then leave Rikuroa.
* Plan on 1 encounter after saving?
* A good time to be on Rikuroa is probably 27:xx. 26:xx with exceptional luck?

Save Game on World Map.

Segment 5: Noa

* Dream Sequence, etc.
* Need to fight three Piura battles: two red and one black. I prefer fighting in the order R, B, R. 6 turns is optimal with god luck (TAS target: 2 turns per battle), 7 is acceptable. Use Dolphin Attack (> > < >)
* We don’t strictly need any of the healing shrooms, but a couple of them are minimal time costs, so… eh. Either/or is fine.
* Optimal is 1 battle pre-Terra, one post. 3 battles total is acceptable but not preferred. More acceptable if last battle is at the very end of the cave.
* Travel toward Mt. Rikuroa. We can either save at the Rikuroa save point or on the world map, depending on random battle luck.

Segment 6: Rikuroa (Noa’s side)

* Skip the Healing Leaf, get the Scarlet Jewel + Power Water. Equip / Use before the Golem fight (640 HP)
* Spirit -> Tempest Break is strongly preferred. There is a good chance you can use Tempest Break (> > < ^ ^ ^), else use Dolphin Attack each turn. I believe 6 turns is about the best we can do (180 \* 3 + 100 damage from Terra). 7 is acceptable. With Noa getting the best ATK / AGL draw, it may be possible to push the damage up to 210 or so. TAS may be able to get a 5 turn here.

We should be able to manipulate to no random battles through the rest of Rikuroa (Noa gets a Phoenix in the chest). I use the Guardian Water (100% drop from Golem) here, but TAS can probably wait until item menuing after Caruban fight. TAS should manipulate to get Noa maximum ATK and AGL here, human speedrun should at least try for above-average.

Save Game

Segment 7: Rikuroa (Vahn’s Side)

* Acquire Speed Elixir in Treasure Chest. Go left, pick up Healing Bloom in second chest, save. We will absorb Vera later in West Voz
* Save before Caruban

Segment 8: Caruban

 Optimal is a turn 3 battle:

* T1: Noa Spirits, Vahn uses Gimard (really want 240+ damage). Caruban should attack Noa here, with most attacks blocked
* T2: Noa uses Tempest Break (around 240 damage), Vahn uses Gimard. Caruban should use Fire Breath, else attack Vahn
* T3: Noa uses Dolphin Attack, Vahn uses Gimard one more time. This should finish Caruban (definitely for TAS since damage can be manipulated). Human speedrunners may need Noa to use Dolphin Attack one more time on T4 to deal the last 20-30 damage. Caruban needs to attack Vahn, who may be able to survive if he gets some blocks in. We want both of them to survive and get to L6 for the Viguro fight.

Revive Genesis Tree, Door of Light off Rikuroa, head toward Drake Castle, save game. We want to be done here in under 45 minutes preferably.