

The Full Guide on How to Solve the Randomized Wave Part in The Art of The Blade

Disclaimer

The Art of the Blade is a randomized memory extreme demon. The creators of the level wanted the victors of the level to go into the editor and figure out how the randomization works to be able to figure this out. **This document and the programs contained within essentially serve as a walkthrough for a puzzle game.** Using the programs and this document is **not the intended way to play the level.** If you are decently experienced in the editor I would at least try to find the solution yourself for a while before resorting to the document and programs.

General Info

Throughout the level there are 3 different objects that will pulse one of a potential 12 colors (4 different colors for each object), this color is randomized every attempt causing the solution in the mini wave part to be randomized. Throughout your attempt you need to identify which color each object pulses to be able to go the correct path in the 62% mini wave part to not die to a spike wall at 98%.

In this document you will find a paragraph along with a photo that describes how to find each color as well as their respective group ids. The 4 possible colors for that object are listed below the heading "List of groups for each pulse color: " which is found under the photo that shows the object. For both the manual method and online solver you will need to convert the color to the corresponding group id. To do this just find the color under the heading "List of groups for each pulse color: " and the group id is the number after the equals sign.

Once you have obtained each color, and therefore group, you can either use the online solver program found here: <https://acute144.github.io>, or you can download the python terminal program (allows for color and multiple inputs for same group) here: <https://github.com/Acute144/The-Art-of-the-Blade-Path-Solver>. Alternatively, if you want to find the path manually you can follow the instructions found at the bottom of the document.

Finding the first color

Play through the level until the first robot, at the very end of the part when you hit the yellow portal the structure below you (pictured below) will pulse.



List of groups for each pulse color:

Purple, #642C74 - [] = 90

Brown, #974D2B - [] = 91

Red, #B91E17 - [] = 92

Maroon, #371817 - [] = 93

Finding the second color

Play through the level until the ball part, near the start of the part there is a small pixel (pictured below) that will appear above the ball when the screen shakes (you need shake effects to be on to see the pixel).



List of groups for each pulse color:

Dark blue, #030349 - [■] = 94

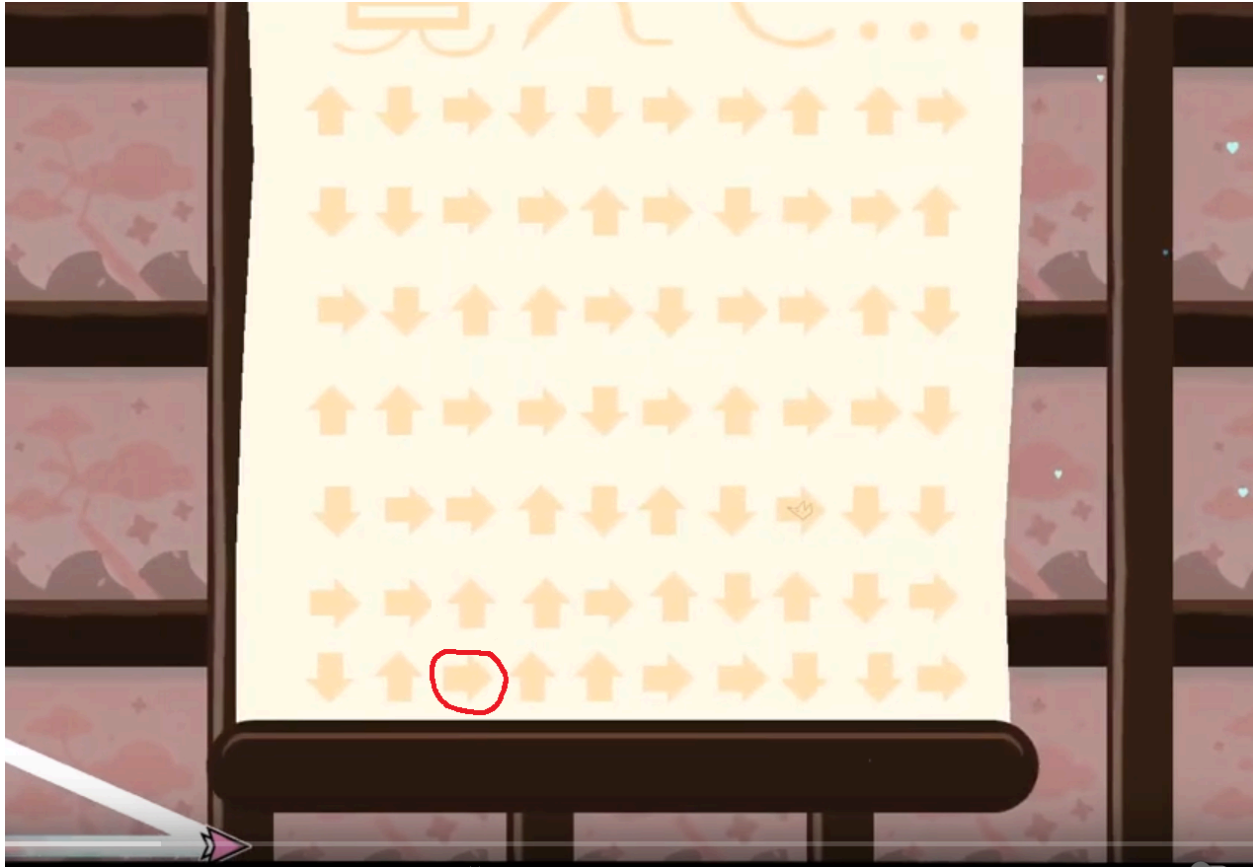
Silver, #BDBDBF - [■] = 95

Black, #000000 - [■] = 96 (Appears Invisible)

Gray, #323232 - [■] = 97

Finding the third color

Play through the level until you get to the start of the mini wave part, pay careful attention to the specific arrow that is circled below, it will pulse different colors.



List of groups for each pulse color:

Red pulse = 98

Blue pulse = 99

Yellow pulse = 100

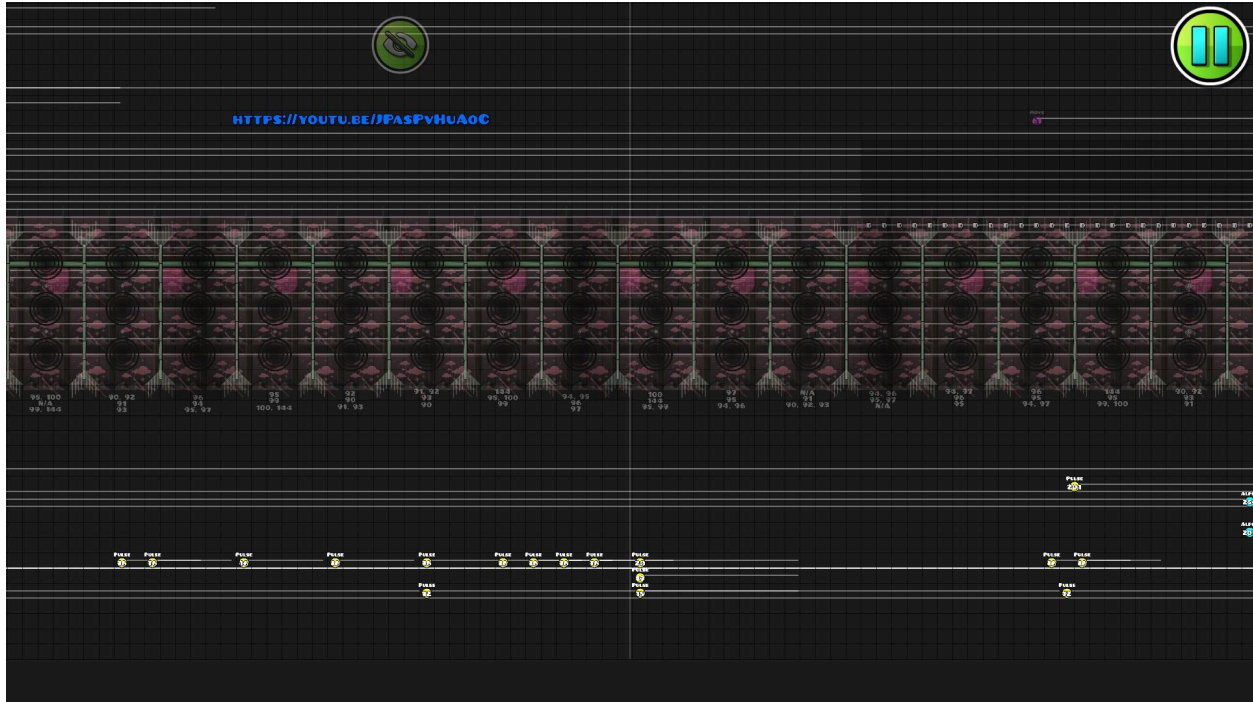
Three green pulses = 144

What to do with these groups

With the groups/colors you can choose to manually find the path yourself (tutorial below). Or enter the group ids into the online solver program found here:

<https://acute144.github.io>. Or enter either the colors or groups into my python program which can be found here: <https://github.com/Acute144/The-Art-of-the-Blade-Path-Solver> (this requires python to be downloaded and installed on your computer, if you do not have python installed use the online solver program).

How to manually find the path yourself



Here is an image of all of the columns in the level, labeled with the group ids for each circle at the bottom of each of the columns. In order to properly see each of the group ids download the image and open it in a software that allows you to zoom into images.

After you have gotten your three groups, go through each of the columns one by one and find which one of your groups matches with one of the labeled groups. (One of your three groups will be labeled for each column, there will always be one and only one of your groups that matches one of the groups on there (e.g if you had groups 91, 96 and 99 only one of those would appear on the label)).

Now you have found the matching groups, look at where the matching group on the label is positioned. If it is the top label of the 3, go through the top circle; if it is the middle label, go through the middle circle; and if it is the bottom row label, go through the bottom circle.

Repeat this process for all 15 circles to find the correct path. You will probably have to find the path for 3-5 circles then doing them before pausing and figuring out the next 3-5 circles, repeating this cycle until you've passed the wave part.

Thank you for reading and good luck on your attempts!

(If you have any issues with either of the solvers or are unsure about anything in the google doc, please dm me on discord at @acute144)