Boktai 3 Notes for routing

- Routing is done on emulator with the english patch.
- Time setting: 21/07/2005 10PM (22:00, 20:00 in bizhawk)
- A maximum of 6 sunblocks is used since we're aiming for Console% runs <- max sunlight is possible on console so we'll use max sunlight from now on

STUFF TO DO;

- Find all hidden items, screenshot them DONE ?
- Fastest route through dungeons DONE
- Safest way possible to finish bike races DONE (bike parts)
- Sword forging ? NOT WORTH IT ?
- Check level ups RUN NEEDED
- Find a Boktai 2 password (JP) DONE
- Find moon bugs date

When creating file, select the left option ("Yes"), input the Boktai 2 password for stats boost and other starting items;



Note: The characters you're supposed to use are the ones to the left of the numbers !

After that, only put 1 character for the player name (saves frames OpieOP)

--- SEALED DUNGEON

Use Speed Nut

Open chest (solar nut)

- second room -
Grab the chest closest to you (top), walk past ghoul

- third room -
Skylight, chest to the right (solar nut)

- spider room -
Open the green chest to the right for Wizard frame (somewhat useful for some puzzles and fights)
Open the chest to the right in the room after for a earthly nut

- TRAP -
Go near the chest, open it, equip Wizard frame, spam
After dialogs, use your solar nuts for max energy, use your stats points (STR +2)

LEVELED UP TO LVL 2

Advances, in the + shaped room, go to the right for a sword (switch)
Go the the left, kill the bats for exp (they can drop speed nuts too)

EXP: 12 > 30

Use sword to destroy the wooden blocks, continue
Use the wizard frame to shoot the lever (skips a dialog)
On the way, kill the ghoul

EXP: 30 > 36

In the room with stairs, grab a speed nut (hidden chest)



- TRAP -

Shoot with fighter frame, get closer and keep shooting (in diagonals, he'll keep trying to walk and won't use his shield)

LEVELED UP TO LVL 4

EXP: 160

Move on

Let the backlight / sunlight on during cutscenes / dialogs, turn it off at San Miguel tho ?

--- SAN MIGUEL

HOME

Violet: choose first option (faster)
Near the doll: Luna Lens (not sure if necessary yet)

SOLAR SMITH
Talk

WEAPON SHOP
Talk, get Dash
Buy Estoc and Rapier

LIBRARY
Talk to both

INN
Talk twice, get Dark card

ITEM SHOP
Talk, open chests
- 2 earthly nuts
- 2 healers

Open inventory, use 1 earthly nut, put 4 stat points into STR

Sell the following items;
- Earthly nuts (25 /u)
- The Moon card (100)
- The Sun card (100)
- Tiptoe nut (50)
- See-all nut (25)
- Tasty meat (75)
- Speed nut (50)

Yes, you will keep the 2 Healers, for safety

Buy 3 bananas for Lifeless Town

ACCESSORY SHOP
Talk, open chest for Leather Armor (VIT+2)
Sell Leather Armor for 50 solls

Buy the following;
- Iron Clogs (Mostly for coffin traveling during Ancient Tree)
- Crest of Diamonds (way more damage with Estoc and Rapier)

Solls left: 10

GARAGE
Talk to both

CLOCK TOWER
Talk AGAAAAAAIN

BANK-LOANS
Talk to sun bank machine, convert the 10 solls (not really necessary)

--- LIFELESS TOWN

NEEDED: 3 Bananas (can get 2 from skeleton trap, but that's probably TAS-only)

After Skeleton room, go to the right for Card (VIT+2) 300 solls

- MISSION -

Take the stairs (the ones up-left) for Flame lens
Use it

After dialog, grab the Tasty meat
Chest: Antidote (safety strat)

Continue North

Go to the left for Card (SPR+2) 300 solls

- TRAP -

Wizard frame, spam

LEVELED UP TO LVL 5

Move on
Take the left elevator for Knuckle Guard (bike part)
Go back, take the right elevator for O Key and Card (RNG+4) 400 solls

After door, chests;
- 1x solar nut
- 1x earthly nut

- TRAP -

Use Fighter frame , charge energy while it's spinning
Dialog, after that, spam B

LEVELED UP TO LVL 6

Open chest for Sidewinder (bike part) NOT NEEDED

Make progress, take the right door in the mummies room
Take the left exit, open the green chest for Hoop frame (stronger damage, needed for skip later)
Go back, continue through the up-right exit
Ghost room, take the left exit (no choice anyway)

- MISSION -

Take the stairs, dash through traps, get Jerky + Key

Move on, first take the North exit for a Card (STR+2) 300 solls

“Trap” room: step on all the panels to get Dagger frame (boss strat probably)

After trap room, first take the left exit for Tire Trail (bike part), then go back and take North exit
During dialog, choose 2nd option (less text)

- BOSS -

Use Fighter frame to get rid of the bats on the 4 windows
Switch to Hoop frame after, finish him, dodge

Note: Normally, using Sword is faster (should re-test)
Also, need to test Dagger-frame

LEVELED UP TO LVL 7

Puts 4 stat points into STR, use bananas, push the block on the way back
After Brown door, take the left door, rush through, grab Jerky (hidden chest in the room with the blue guy)



- PURIFICATION -

Dialog skip with Wizard frame
Nothing special otherwise, it’s not too hard

--- SAN MIGUEL 2

Go to the Garage, equip Trail bike part
Go to Item shop, sell cards and get 7 bananas (you keep a Card there but you’ll probably sell it for white forest)

--- ANCIENT TREE

Move on

- TRAP -

Use sword for bats, use gun for ghouls
Take the elevator in the next room

- MISSION -

Left exit, right exit, in the slime room North exit

Push the blocks so it makes a straight line that leads directly to the chest (1 banana could be used but it's probably not worth it, money-wise ?)
You got Earth Lens

Go back, use it
Grow the plant to the left too, for Dragoon frame

Push the blocks to activate the elevator
Continue down

Still down
Rush through the golems, be careful

Down exit

Equip Iron Clogs so you don't get pushed by the wind
Grow the plant with Earth lens

Then take the other way for a Card (VIT+2) MAYBE 300 solls

- TRAP -

Go under skylight, spam gun, charge energy from skylight when he's spinning (don't use Earth lens)
Open chest for Einherjar (bike part)

Make progress
In the centipede room, go North for a puzzle with Magic Handle (bike part) as reward NOT NEEDED

Go back to centipede room, take the down-right exit
Take the first platform, continue, push the block, go back, take the second platform

After that, take the other one that goes south for a Card (SPR+2) MAYBE 300 solls

Grow the plant on the way

Continue, you should find another elevator with 2 blocks (cloud and earth), take it

Take right exit

- TRAP -

Just kill the enemies (3 spiders + 1 golem)

Advances, take the down exit for Chain Mail (VIT+2 compared to Leather Armor) MAYBE
Go back, grow plants, take the left exit

In the room with spiders, take the bottom exit for Chain (bike part), 1x Earthly nut and 1x Solar nut
Go back again, take the left exit this time

- MISSION -

Use Flame lens on torches
Same for second room

Go right, the key is in front of the second chest (hidden chest)
Go back, use it

Walk on the switch to open the gate, go through it for a Card (RNG+4) 400 solls
Elevator puzzle (1 BANANA ?)

Right exit (the other one is locked anyway), north
Right exit for a Card (STR+2) 300 solls
Go back, then take North exit, you should be in a room with boks / ghouls

In the room with golems : take the left exit for a Card

- BOSS -

Grow plants, attack with sword to fill up TRC gauge, use Black Django

Dialog: first choice

Traveling back with the coffin (can be done with 5 bananas, barely) :

After the first “outside” part, take the right exit, do the puzzle (2 weight switches) for a shortcut
After the elevator, take the south exit, then the right exit (opened gate) for another shortcut
Take the North exit
Elevator, then keep going, once you reach the room where you’ve pushed the block, take a shortcut via the plant (left exit)

- PURIFICATION -

Nothing special, watch out for his attack (huge range)

SURPRISE COUNT CUTSCENE:
Just don’t die, but being in low HP makes this faster
Rekt him as Solar Django after

--- SAN MIGUEL 3

Go to the Garage, equip CHAIN (bike part)
Go to the Item Shop, sell cards and buy 3 bananas (1 for puzzle)

--- WHITE FOREST



Go up, then right, then down for a Card (VIT+2) 300 solls
Go back, then keep going up until you see a cave entry, get in for a Card (STR or SPR +4) 400 solls

From the start of white forest, go up, then left, enter the cave for Bomber frame
Then go out of the cave, then right, up, use it to open the cave entry (MISSION)

… Enter the cave

Once inside, start with the right path

- TRAP -

Just kill the enemies, watch out for the dog since it does a lot of damages

Open the chest, got Frost Lens
Now go back to the entrance, and then take the left exit

Use Frost Lens on the flame above the switch, then activate said switch

Then go back to the entrance again, right path, then take North Exit

- TRAP -

Fire Lens is effective, but this knight uses the shield no matter what ?

Sliding ice room
Left : puzzle (1 banana would help)
Chest : Reinforced Arm (bike part)

Right : Items (speed nut x1, Meat x1)

Up : way to go

From the first area : Up, right, down for a Card (SPR+2) 300 solls
From the first area : Up, left, down for a Card (STR+2) 300 solls
From the first area : Up, left, up for way to go

Carmilla cutscene over ice
After that one, take the up entrance

- MISSION -

Take the left exit (sliding ice room)
Puzzle: no banana needed, just use Fire Lens on the first bloc to the right, push both and go over the last switch

On the way back, grab the chest to the right for a banana
Dialog : first choice is faster

- BOSS -

If you need HP you can just go where there's sunlight and spawn life bugs (0 sun blocks)

- Phase 1
Use your sword when he spins around to stun him, then use your gun (bomber frame does the most damage, you can hit with 2 shots if your timing is good)

- Phase 2
Look around avoid sabata's "smoke ice pillar", use the gun

- Phase 3
You can use the sword to stun him, otherwise, you can use the gun to finish him or vampire django (probably faster even if you don't do much)

- PURIFICATION -

Nothing special either, avoid the attacks, don’t stay near the coffin too long

--- SAN MIGUEL 4

Go to the Item Shop, sell cards (400 + 300 solls), get 7 bananas

--- PIRATE ISLAND

Get Cloud Lens

Get to the front of the ship, after Otenko dialog, push the block (near the enemies), take the elevator, get the Key (top of the ship via the new elevator, left side)

- MISSION -

Open all chests without falling (traps)

Purple-floor area:

In the room with fire and a moving platform, take the elevator and keep going for a Jerky and Samurai frame

Puzzle: 1 banana

3 blocks
First, push the first one on the right, then push the second one on the right, walk on both of them to push the one to the left.

After that, push the second right one to the right, then, push the left one so you can go behind the first right block to push it. Push that block entirely to the left (near the weight switch). Push the second right one so it’s on the weight switch, then finish by pushing the left block so it’s on the left weight switch.

- TRAP -

Fire Knight : Frost Lens with Dragoon frame

Shoot him at the start then charge your shots while he’s spinning around, keep doing that (strat takes around 34s)

Green chest: Berserk (bike part)

Take the moving platform
Activate the warp portal (VERY IMPORTANT !!!!!!!!!!!!!!!!!!!)

Keep taking the stairs, nothing too useful to get on the way

When outside again, take moving platform

2nd ship: go south-west for a Key
Then go north-west and open the door

Puzzle :
So you're currently in front of a door: take it
Push the block to the left, until it's in front of the exit that's also on the left

Then, exit the room, go left to push this block

- TRAP -

3 Skeletons (2 swords, 1 bow)
Just lure them near a block, keep hitting their back, finish them off with the gun

Take the left exit, avoid the traps, then, take the door and push the block

Take the exit, keep going… you're back to the room with the 2 elevators, where you started the puzzle
Take the left elevator this time

First, go through the left door, go all the way through the room for a Banana (DO NOT open the first chest, it's a Mimic)



Now, go back and take the right exit

- TRAP -

Cloud Knight: Earth Lens and Dragoon frame
Green chest: Hammerheard (bike part)

Carmilla cutscene

Take the left exit for a card (STR +2)
Take the stairs

Talk to Trinity

- MISSION -

Just hit the skeleton with the cannon

- BOSS -

Phase 1: Aim with the cannons, use your gun (wizard frame) to get rid of flying bombs (there might be a pattern)

Phase 2: break 4 spikes, then use vampire django

Trinity dialog: first choice (saves 1 text box)

- PURIFICATION -

Just watch out for the flying bombs

Now, don't exit the dungeon, take the warp and go back to the last ship, then activate the wheel thingy to get to Moon Cannon

--- DARK CASTLE

- 15th floor -

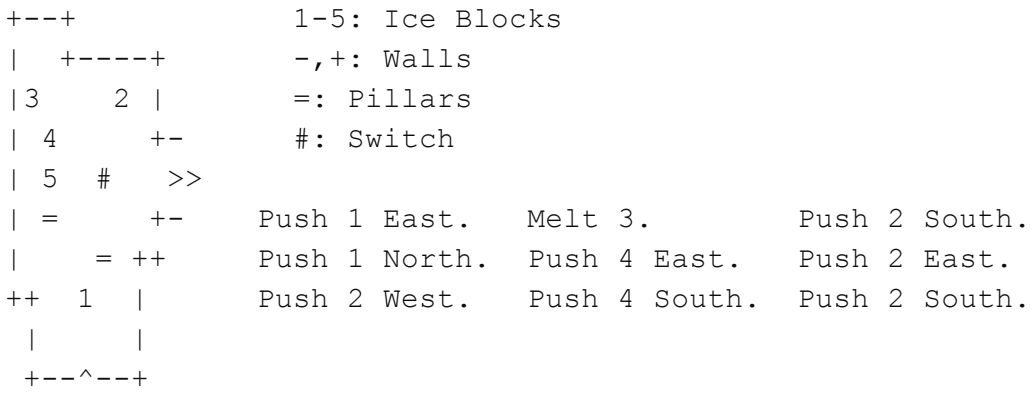
- Fire -

Take the East-South exit first, set the mummy on fire, stay close to the gate to go through it whenever the mummy steps on the weight switch

Now, activate the new weight switch, then go back and…
Go South, break the wooden block with sword, then use Cloud Lens and Wizard frame to break the 3 stone blocks. Push the last block, then take the east exit, keep going and activate the lever. Take the warp
- Ice -

While the room is still Lava, take the North-West exit and then the East exit for a Card (SPR +2), go back now
Take the East exit in the room with 2 dogs, put the Ice Elemental block on the switch

Puzzle :



Keep going for another Card (VIT +2)
Go back and switch Elements (Fire this time)
Keep going, take the platform, activate the lever and use the warp

- Earth -

Equip Iron Clogs (there's solar wind)

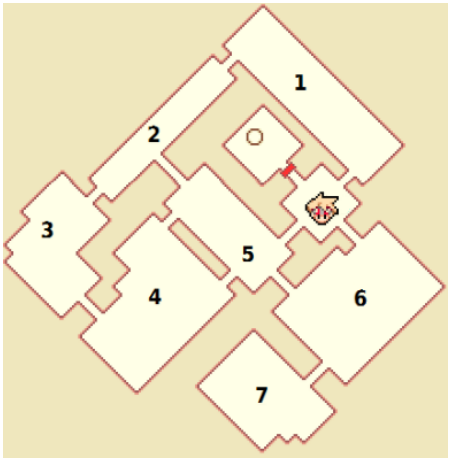
Start with the North platform, then take the next platform, activate the lever with the gun, then keep going, activate the second lever, get on the platform

In the golem room, use Bomber frame to make it go out of the way, then lure it on one of the switches while you stand on the other

That's it, activate the lever and take the warp

- Cloud -

Puzzle :



Then go back to 6th room, open the door, activate the lever and take the warp

- TRAP -

Earth Knight : Use Cloud Lens and Dragoon after he loses his shield, otherwise you can use the sword (keep moving)

Break the statue

- 12th floor -

Ice Knight : Use Fire Lens and Dragoon, timing of shots is important

- 9th floor -

- Fire -

Take North exit
Push the Earth block first, then go through the West room
Do the same with Fire
Then Cloud, then Ice

- Ice -

North exit, keep going
You should reach a room with 4 Elemental blocks, start with Earth
Use Earth Lens on the plant, then go back and switch to Ice block

Puzzle :

```
+-----+  1-6: Ice Blocks
|  =# |  -,+: This map's borders
| 1 2 |    =: Pillar
| 3 4 |    #: Pillar with Blue Chest
|     |    &: Plant you grew during the Earth Step
|     |
| 5&6 |    Push 3 East.    Melt 1.          Push 5 South.
|     |    Push 5 North.   Push 3 South.    Cross.
+-----+    Push 6 North.   Push 5 East.     Collect Yellow Key.
```

```
Cloud:  It's ANOTHER Sliding Block Puzzle.  This one is optional, but the
reward is a Red Card.  The objective is to get to the Western Gate.  To open
the gate, both switches have to be activate at the same time.
```

Card (RANDOM +4)

Now, go back again and switch to Fire block, then just keep going until you reach the door, lever and warp

- Earth -

First, make sure the Cloud block is on the left switch
Take the left exit, at the end of the room, use the Bomber frame to break the wall and get the key

Go back, make put the Earth block on the left switch now
In the next room, there's a Card (STR +2)

Make progress, then get ready for a skip :

Equip the Hoop frame, then get into this position and shoot in West direction (same as the pic)



You should hear a lever sound, and a platform should come your way
Now, keep going, hit the lever, and take the warp

- Cloud -

Puzzles :

1 - 1x Metal block
2 - 1x Wood block + 2x Stone block
3 - Nothing

Green chests : Life Potion + Energy Potion + Bubble frame

Proceed, lever, warp

- TRAP -

Fire Knight : Use Frost Lens with Dragoon frame, charge shots

- 6th floor -

Cloud Knight : Use Earth Lens and Dragoon frame

- 3rd floor -

Take the Card (Full Life) to the right of the room (keep it for Ratatosk)
Puzzle : Just push the block to the West in a straight line

Near the stairs, there's a chest and an enemy, the chest has Tasty Meat in it

Puzzle : Destroy the middle block, then push the blocks so they are on the 3rd and 5th switches

Puzzle : 13, `We only have three Blocks to work with here, so maybe we can ask the Green
Slime to help. He won't listen, so we'll have to get bossy and push him around... onto Switch #1. Use the Northern Block to push the Slime two South.
Then use one of the other two Blocks to push the Slime onto Switch #1.
Finally, move the three Blocks onto #3, #4, and #5.
^ Use 1 banana`

On the way up, make sure you grab the Card (Full Energy)

- TRAP -

Dual Knight : Use Fire and Frost with Dragoon frame
Chest : Valkyrie (bike part)

- BOSS -

No TRC yet, need to use Sword and Gun (Frost Lens with Dragoon frame mostly)
Try to dodge everything

Use Full Energy Card if you have to
When he summons dark django clones, don't attack them and look for him (he's invisible)
When you got TRC, wait for him to finish his attack with dark holes, then use TRC (solar django does more damage but too hard to kill him, vampire django does less damage but it's easier to kill him with it)

- Purification -

Watch out for the swords, otherwise, nothing special

--- LOST PARADISE

Talk to Sabata ghosts (there is a chest with a card after first ghost, to the left, STR +2)

- BOSS -

As soon as the fight starts : Use Dragoon frame charged shot with Sun lens.
Aim for Sabata, then charge one more time (need decent timing to hit Vanargand's head)

After that, use STR + 2 cards and put status points in STR, equip both swords but equip and unequip the most used one.

You'll be using the most used one to deflect Vanargand's elemental… thingies. You'll use the other sword otherwise, to do more damages.
When Vanargand charges his lasers, destroy one of the hands with sword, then switch to gun to shoot the other one from far away. If your position and timing are good, you can fire a shot at his head too, if you're doing good that should trigger a hand respawn.

Once they've respawned, you'll have little time to shoot Sabata again (basically 2 shots fully charged shots at him then sword again).

Possible improvements : Getting money from solar bank when going to Dark Castle (and other dungeons ?) for items, can't be tested without doing a run (need a realistic amount of solls, you'd get most of it from sunlight meter)

Ideally : 1 banana for dark castle, then speed nuts (to prevent overheats)