

## Who to equip items/powers to is color coded

Skill point distribution on level up:

All- 100% charisma

Required:

Johnny- 15 dex

Mike, Nigel, and Francis- 15 dex, 15 might.

## Chapter 1: Cellars and Lizards

Timing starts when you gain control of the characters/load the save from the beginning of the game. First you'll go straight into Benjamin's house, ignoring everything outside that you can collect. After going through the cutscene, you'll want to get the beer in the third dresser. After continuing down and hitting the trigger for random encounters to start spawning, take the left exit to a small room.

In this room, collect the rope and the 2x4 in the chest directly above it. Then go into the menu and equip the 2x4 and **Magic Missile**, make Francis the leader in the tactics menu, and move all four characters forward in the menu. The order of characters in the tactics should be **Francis**, **Johnny**, **Nigel**, **Mike**.

The reason you do this menu is to increase Francis' speed as much as possible, since he has the highest base speed at level 1, a higher speed stat makes it easier to run from battles, which you'll be doing for the rest of the chapter, and makes the character execute attacks more often. This will give Francis a speed of 19, making it very likely to run from battles. The specific order after Francis isn't as important, and is mostly up to personal preference, however this order makes the characters most likely to need healing (Johnny due to high DPS and rage, and Mike due to his very low HP) only one input away from the leader. Since the cursor on ally-targeting spells always begins on the leader.

After this you'll go to the right to the crossroads, and move up. Once you're in this room you'll move the statue and use the rope to go into the basement.

In this section you can find skelezards in 2 different encounters, one that has 3 skelezards, and one that has 4 different types of skeletons. You will fight the encounter of 3 skelezards if you find it, but run from the other encounters.

Upon entering the basement you'll interact with the sword then go up into the next room. In this room you'll follow the path down and collect a shovel and a 2x4 in the second right enclave. After this you'll follow the path that avoids damage until it turns left, at which point you'll take one square of damage (10-30 hp) and interact with the lever. After going back the way you came, you'll go back to the crossroads, and if both squares of damage dealt more than 50 hp combined, you'll want to heal the party using 4 potato chips. Then collect the wine in the top-right corner of the crossroads, and move right.

In this room, collect the sunglasses in the far chest, then go through the cell door. In this room you'll want to collect the rusty sword and all of the golz on the ground. Then equip the [2x4](#), [sunglasses](#), [Shovel](#), and the [Rusty sword](#). Then collect the red key from the chest, initiating a bossfight.

In this fight you'll want to turbo through all characters except Nigel, who uses magic missile. It takes 2 normal attacks and 1 magic missile, or 4 normal attacks to kill each enemy. After defeating the bosses, go back into the first room and enter the locked door to complete chapter 1.

## Chapter 2: Initial Fantasy

After going through all of the cutscenes at the beginning of this chapter, you'll want to go to the left half of Castle Town to buy [Warrior Challenge](#), and [Chop the Throat](#). After this you'll exit castle town and follow the road to the left to the West Bridge, where by talking to a "hidden" ninja behind the tree you can get [Hider Technique](#). At this point you should equip all of the powers then follow the road completely to the right in order to reach Zelda Forest and complete chapter 2 while fighting any encounters that have 2 or more bards in them.

## Chapter 3: Legendary Legend of Legends

To begin this chapter you'll want to go 2 screens up and 1 screen left in order to enter the shop and buy 1 magic candle, 1 dungeon key, and 3 one ups. After leaving you'll go 2 screens right and enter the secret behind the tree, collect the [Fairy in a Jar](#), and talk to the fairy with [Mike](#) as the leader to get [Healing Song](#). If the fairy isn't there, enter and exit the screen until they are. Equip these and move the [Sunglasses](#). Then by going up 2 screens you can find a miniboss fight with a bunch of orcs. All 3 characters with attack spells can one-shot the orcs and orcubus, aim to defeat the orcubus first, to avoid getting **burned**, the orks however require a normal attack from Mike and 1 spell from the others.

After defeating them, go to the left to enter the castle. In the castle the only thing to get is the magic potion in the first room to the right, otherwise you just want to go through the castle

quickly while avoiding encounters. After collecting the Bi-Force, go into the top hallway from the central room, at the end of the hallway heal the entire party and equip any **battleaxes** that dropped from the orc fight earlier.

In the Orcus bossfight, you'll want to defeat the orculus first using Nigel and Johnny, you want to attack the armored dudes with Francis because he is the only one with a chance to one-shot them, however if he fails the roll then just use a normal attack with Mike. After defeating the other 4 enemies, Orcus is no problem and should be defeated within just a couple of turns, completing chapter 3

## Chapter 4: Lady of the Rings

The beginning of this chapter has the biggest place to lose time and is one of the biggest reset points of the entire run. First you'll want to follow the road back to the west bridge, then continue following it until it turns towards death mountain, where instead of going up you'll go down into a secret that is a blank spot in the forest. By talking to the dwarf in the center with **Johnny** as the leader, you'll get **Hunter Technique**. After getting this spell, go back to the west bridge, equip it, unequip **Hider Technique**, then make sure **Johnny** is the leader. Going into the area that you go through in chapter 2, you'll want to find where in that portion of the world has the highest rate of getting bards in encounters, there is 1 encounter with 3 bards, 1 encounter with 2 bards, 3 encounters with 1 bard, and 2 encounters with 0 bards. The goal at this point is to defeat enough bards to get the silver complete of "Hocus Pocus" which gives access to the 2nd level of the Mage Tower (Rainbow Tower in overworld), which is south of River Town. This requires you to defeat 75 "Spellcasters". The enemies that you've seen so far that count towards this are; skelezards, the Dungeon (Chapter 1 boss), orculus, Orcus, and bards. The place that's best for this differs from save file to save file, but it will always remain the same for the individual save file. However, the encounters do shift with time, so you may have to slowly move down the road in order to keep getting high bard encounters. Top runs of the game still take around 12 minutes to do this, so don't worry too much about time.

After finishing this, make **Nigel** the leader and go into the mage tower. After going through the first portal, go to the shopkeeper on this floor to buy **Spirit Sword**, **Spirit Bow**, and the **Spirit Rapier** while selling all unnecessary items that dropped while completing Hocus Pocus. After the second portal, go to the left staircase to buy **Burning Cold Attack**, **Disjunction Blast**, **Omni Bomb**, and **Quivering Palm**. Equip all of these while unequipping old powers, re-equip **Hider Technique** while unequipping **Hunter Technique**, and make **Francis** the leader again.

The reason you do this 12 minute detour is because the weapons bought here give a LOT of stat points (+45 for Francis and Johnny, +35 for Mike) that can't be beaten until after the main story of the game. The spells bought are also more

powerful than anything you can get before the main story finishes, and are much stronger than any spell you can get this early (ex. Johnny's spell Warrior Challenge deals 40+Str, the strongest spell during the main story is 70+2xStr, Burning Cold Attack deals 100+2xSpi). This makes damage during mid game bosses go from 75 damage per turn to about 230 damage per turn, and endgame damage go from about 210 damage to 310 damage. The timesave on bosses alone makes up more than the 12 minutes it takes to get these weapons and powers.

After this you'll go back to the other side of the west bridge and go up Death Mountain. About halfway up there is a chest next to a waterfall with **Spring Boots**, on the screen after this take an alternate path going up instead of turning right to go to the Golden Tower. The key is in the middle pillar, after entering, go up the stairs and interact with the backwards statue to find another secret staircase. In this room collect the golz and the **Mana Pimp Hat**, **Fire Cape**, **Mana Jewel**, and the katar that you won't be equipping, instead selling later. After exiting the Golden Tower, go into the small door on the left to buy **Ultimate Defense** from the fairy. Then continue going up Death Mountain, on the last screen before the boss, go into the secret down a few steps in front of where you spawn on screen to collect 150 golz and an ice sling to sell. In the Mr. Marsh Mellon fight, the battle is over very quickly by just using attacking powers.

In St Moriaz you'll skip everything and exit immediately to fight the Red Ninja, if you didn't level up the previous boss, you should heal the party. In this battle, you can use Francis or Johnny for a guaranteed one-shot of the bottom reindeer, after this you can get a 2 shot using any 2 powers on the middle reindeer, a 3 shot on the Red Ninja, and a 3 shot on the top reindeer, in that order. This will end the battle in 2 ½ turns, with nearly no chance of something going wrong.

After the Judas cutscene, you'll go down the other side of death mountain until you enter the Dwarf Room, talk to the girl here to buy beer so that you have at least 10. Continue to the next fight after this. For this fight you'll turn around to fight the Daemon Feind instead of continuing to the end of the screen to get a secret after the fight. This battle can drag on and make you lose a lot of time if the Daemon heals, he also resists damage from every character but Nigel, so he'll be the biggest damage dealer in this fight. At the beginning of the fight you'll want to use **Ultimate Defense** to make the fight more consistent. You'll be doing the same thing for almost every bossfight after this. After the fight, go down the walkway the old man was guarding to get a bunch of golz.

Go down the rest of Death mountain, then northwest to enter the small town and use the inn to sleep, this will start the chase sequence. In this sequence, you'll begin by going 1 square to the right, this is a line where you can just go to the right 1 square and left 1 square, instead of weaving between trees and bushes. You'll want to save often here, and reset whenever you enter a battle, this will reset all enemy positions so that you won't enter the battle again. Resetting is

ALWAYS faster than completing the fight normally. At the end of the sequence you'll enter Elven Town.

In Elven Town you'll skip everything and go straight to the castle to talk to the Queen/Oracle. After this cutscene go into the newly opened door and follow the path to get the 4 magic rings, **Red**, **Green**, **Blue**, and **Yellow**. Continue to the end of the hallway to complete chapter 4.

## **Chapter 5: 5-1**

This chapter is very straightforward, you'll just lose as quickly as possible to Richard's army, and run through the airship avoiding as many encounters as you can. In the final room after defeating Richard, go to the bottom half of the room to get 500 golz, then go to the top half and interact with the toilet to escape, ending chapter 5

## **Chapter 6: Big Trouble in Neo Sushi**

You'll start by going to the town center and going all the way to the left to talk to the sensei. After exiting the temple, you'll go down until you fight the mysterious man, this fight is very similar to the Mr. Marsh Mellon fight and has nothing to worry about. After exiting Neo Sushi, you'll travel all the way south until you enter the lab where the giga explosion happened while saving every so often as it's a tossup whether you'll be able to run from encounters that have Sparkly Mice.

After getting to the old laboratory, you'll want to go up the middle path to turn the power back on, then head to the left path, heal the party, and start the Super Mysterious Man fight. This fight is similar to the Daemon Fiend and can lose a lot of time with healing, is immune to Francis attacks, and resists Mike and Johnny's. After this you'll follow him into the lab and go to the right to enter the elevator. After this go up and right to enter another cutscene. When you leave, interact with the air balloon, completing chapter 6.

## **Chapter 7: The Seventh Chapter**

This chapter starts in the middle of Dark Eidous' castle. You'll go to the left and interact with the bottom merchant to buy **Holy Shield**, **Eidous' Armor**, **Divine Wind Bandana**, and **Eidous' Plate**. You'll go up from here to the magic merchant and buy **Eidous' Staff**, **Eidous' Tunic**, **Spell Compendium**, **2 Tireless Boots**, **Invisible shirt**, **Monster Catcher Hat**, and a **Titan Belt**. You'll likely have to sell all of the unnecessary things in your inventory to buy this and have some

money left over. After this go to the area where you started and move down to exit the castle. Then interact with the air balloon to go to Destiny's Castle.

After the starting cutscene, leave your cell and travel up, at the next screen take the 2nd path up, and collect all of the golz on the right branch of this path. At the end buy healing items to get to 10 panino, 20 wine, and use the rest of your money to buy one-ups, you can sell lower level healing items if you're not confident. Then go into the path just to the left of the woman selling food.

From here take the first path to the right all the way to the end, in the next area, enter the room directly north of the stairs on the right side of them, and interact with the dresser to get the **Green Orb**.

Go up the stairs and head right to the puzzle area, for each part of the puzzle you'll need to make both sides of the room mirror the other, in part 1 interact with the candles to open the path, in the 2nd part interact with the painting and the dresser. Then in the third part interact with the painting, hat, and candle to make the chest appear with the **Blue Orb**.

From here go back to the stairs then down the room to the large room with hardwood floors, at the left half of the room one of the tables on the top wall will have a small chest containing the **Yellow Orb**.

Go to the top of the room to enter the room with the next boss fight. This fight is against the Hey team, it's a team of 4 and each member has their own niche, luckily they're already in the optimal position to defeat. The first person can use a spell that stuns the whole party, this is the most dangerous spell in the entire fight, so defeat him first. After that just go through the bossfight as normal to obtain the **Red Orb**.

Now that you have all 4 orbs, put them in their pedestals to open the door at the top of the room. After entering this room it'll start a long cutscene with Destiny, after which you'll have to defeat him.

Before the fight, switch the **Yellow** and **Green** magic rings in order to give Mike as many chances to heal as possible.

In this fight you'll want to defeat the spell casters first using Johnny and Nigel to get a one-shot. After you defeat them, Francis can one-shot the knights, and the other party members will have to one or two shot the soldiers, before focusing on Destiny. After the first 2 turns this fight is very easy and can't go wrong, as Destiny is as difficult as 1 member of the Hey Team.

After this you immediately start the Doom fight with no chance to heal, although you *usually* do from a level up. In this fight you just want to keep the whole party's hp full because Doom can use multiple very strong AoE spells that can 2 or 3 shot the whole party. Doom only has 5000 HP, and can't heal, so the battle is typically fairly short. Timing ends on the final hit on Doom.