

XCDE: Future Connected

Casual Ponspector%

By ClassicRagu

Special Thanks to Vaxherd and Gren for help with various questions pertaining to the route

Part 1: This is casual, why is this broken into parts?

Objectives/tasks are color-coded based on their type:

- **RED: battles**
- **GREEN: menu or shop**
- **BLUE: item collection (collection points, treasure chests, shops)**
- **PURPLE: skip travel**
- **BLACK BOLD ITALICS: Ponspector/Quest**

Notes

- There is a picture at the bottom of this document that shows each belonging according to its number and each ponspector position
- Make sure to change text speed to fast. This can be done before starting a run and only has to be done once.
- **Monado Damage Glitch**
 - If you use an art and open the monado art menu while using said art, there will be a 2 frame window in which you can use a normal art after the initial art has finished executing
 - If you hit that window, the damage from the monado art below said skill will be applied to the normal art sometimes
 - For this run, light heal is above the buster monado art so by switching it with slit edge, a damage dealing normal art, we can use this glitch
 - If this glitch works it takes the damage from the monado art and takes any additional effects from the normal art. So yes, backslash with this glitch can do double monado buster damage

Junks→ Companions' Cape

Menu: SWITCH TO CASUAL DIFFICULTY IN THE + MENU UNDER OPTIONS (You can press X to quickly leave the menu)

Fight the 3 Volff enemies: Do the following menu at the beginning of the fight

Menu:

- Shulk
 - Arts
 - Switch Light Heal and Slit Edge (for monado glitch)
- Melia
 - Arts
 - Replace Mind Blast with Burst End
 - Replace Hypnotise with Spear Break
 - Replace Healing Gift with Starlight Kick
 - Replace Summon Aqua with Summon Ice (you can keep aqua for safety)
- Switch Kino for Nene
- Switch Melia for Shulk

Fight the 3 Volff enemies (do any team adjustments you want here)

Get Nawir Highland STL

Get Companions Cape STL and progress story

Part 2: You wish you could grind Orluga for 45 min don't you.

Companions' Cape → Soltnar Seal Island

ST to Junks

Walk to Cragmaw Caverns

Get your first Ponspector, Tentoo, for viewing a cutscene

Talk to Evelen (to your left after walking through the cave)

Fight 3 Sardi

Talk to Evelen

Collect morrow cobs as needed, you will not be back here

Get Zephyr's Counsel STL

Get your second Ponspector, Evelen

Get Xen's Thoroughfare STL

Talk to Fofora

Do Scapular Lance Skip: https://youtu.be/VTkyHt0sw_4

Talk to Nonona

Get Old Expedition HQ STL (walk past Nonona)

Get Quarry Colonnade STL

Get Marga's Weeping STL (ignore all enemies, die once you reach it)

- Fastest way to die: <https://clips.twitch.tv/ClearCovertDonkeyDancingBanana>

ST to Zephyr's Counsel

Get Barouh Plaza STL (Just walk east and you will reach it)

Save Dekadeka and get your third Ponspector, Dekadeka (to the left as you enter the cave)

Get Pillar Knoll STL (Walk through the cave)

ST to Pillar Knoll

Get Thulles Way STL (Continue walking east after dropping down from Pillar Knoll)

Get Old King's Testament STL (Turn left and hug the wall after reaching Thulles Way)

Talk to Setset

ST to Pillar Knoll

Fight the 3 quest Rhogul

Get Soltnar Seal Island STL

Take the transporter

Part 3: Drydry + Funny Bird

Alcamoth -> Soltnar Seal Island

Talk to Drydry

Gather the 5 feathers

- If you keep going to the left after talking to Drydry you will find them

ST to Main Entrance

Get your fourth Ponspector, Drydry

Kill the Fog Beast

Route Deviation #1:

If you have full party gauge

ST to Marga's Weeping

Finish Nonona's Quest with a union strike

Part 4: Gr3n Dell

Soltnar Seal Island -> Gran Dell

ST to Xen's Thoroughfare

Get Skybridge STL (walk straight, you will find it)

Progress story

ST to Old King's Testament

Get your fifth Ponspector, Setset

Get Gran Dell Ramparts STL (if you walk east enough you will find it)

IGNORE WUNWUN (you may want to talk to wunwun now but it will be a waste of time)

Get Gran Dell Approach STL

Get Grand Arch STL

Progress Story

Part 5: Have you ever tried to punch fog?

Gran Dell -> End

ST to Soltnar Seal

Menu:

- Shulk
 - Arts
 - Monado Armor: 6
 - Back Slash: 7
 - Slit Edge: 7
 - Light Heal: 7
 - Shadow Eye: 7
- Melia
 - Equip
 - World Ender
 - Topple Plus IV
 - Arts
 - Summon Bolt: 7
 - Summon Flare: 7
 - Starlight Kick: 7
- Nene
 - Equip
 - Snughug Blocker
 - Bind IV (Optional)
 - Arts
 - Hammer Beat: 7
 - Feather Swing: 6
 - Sword Drive: 6
 - Last Stand: 5 (REPLACE LARIAT)
 - Aura Toast: 6

Fight 2 Ponio

Route Deviation #2:

If you have full party gauge

ST to Marga's Weeping

Finish Nonona's Quest with a union strike

ST to Grand Arch

Fight 2 Armu

ST to Skybridge

Route Deviation #3:

If you DO NOT have full party gauge

Die to Gael'gar and get free gauge

Fight the evil man and his 2 robots

ST to Gran Dell Approach

Talk to Gran Dell Militia

ST to Gran Dell Ramparts

Talk to Gran Dell Militia

ST to Gran Dell Approach

Get Prayer Rock STL

Collect Mirror

- This can be found on the eastern coast of the island in the center of the lake
- You do not need to fight the boss there to get it

Talk to Tutu, Tutu is further south on the shore

Get your sixth Ponspector, Tutu

Walk to Heroes Rest (Southern shore of the lake to the south of Gran Dell)

Talk to Sarja

ST to Marga's Weeping

Collect High Ether

ST to Grand Arch

Progress Story

ST to Gran Dell Ramparts

Fight #1

- Fight this enemy with only arts and save your union strike for the next fight
- Use Monado Speed when hit by Weakening Howl

ST to Companions Cape

Fight #2

- Immediately Union Strike, the main antol will die immediately no matter what.

ST to Gran Dell Ramparts

Fight #3

- Fight the Deinos till you get Union Strike. Union strike the Deinos and use arts for the rest

ST to Marga's Weeping

Lure and fight the two enemies in front of the UB

Lure and fight Thing-a-Majicker XIII to the left of the UB

ST to Old Expedition HQ

Get your seventh Ponspector, Nonona

ST to Xen's Thoroughfare

Fight the 3 Kromar on the path to the right after going through the gate

- Bait them back a bit to make the run to Skybridge faster

ST to Xen's Thoroughfare

Talk to Fofora

ST to Xen's Thoroughfare

Get your eighth Ponspector, Fofora (Go back the way the Kromars were blocking

Talk to Hekasa (Backtrack from Fofora until you can go up a slope, go up said slope)

Get Cloudtop Lookout STL

Get Abaasy's Dorsum STL (turn around, drop down to the right and walk straight)

Talk to Faifa and turn in sky mole (come back later if you don't have one)

Fight 1 Green Feris (Do later if no sky mole)

- To find one just drop down from the area Faifa is in to the lower area behind Faifa

ST to Abaasy's Dorsum

Get your ninth Ponspector, Faifa (do later if no sky mole)

ST to Navvir Crossroads

Go to Hekasa's Objective (across the bridge and to the left)

ST to Cloudtop Lookout

Talk to Hekasa

ST to Navvir Crossroads

Talk to Teitei

Get Nerthis Necropolis STL by following the western path

Fight Ramrod Tirkin

- This Tirkin can be found directly past where the Gogols are
- Focus on only killing this Tirkin. Once it is dead, either die if you have no gauge or run away

ST to Nerthis Necropolis

Collect Item for Teitei in the eastern part of Nerthis Necropolis

ST to Navvir Crossroads

Get your tenth Ponspector, Teitei

ST to Cloudtop Lookout

Get your eleventh Ponspector, Hekasa

ST to Grand Approach

Talk to Wunwun twice

ST to Navvir Crossroads

Lure and Fight Cutpurse Igna

- Go up the path from Navvir Highland and drop down to the right. Keep going up until you find a bunch of Igna and walk behind the one on the rock. Go down to the path where there is red ether for mining and lure the Igna down

ST to Grand Approach

Get your Final Ponspector, Wunwun

ST to Main Entrance (Alcamoth)

Progress to final story checkpoint, save if you want, it's casual though so it doesn't matter

Fog King PT1

- "Safe" method: Fight knights for union strike. Union strike Fog King and arts the rest.
- Less "Safe" method: Only attack Fog King, union strike Fog King and arts the rest

- Risky method: Only attack Fog King, union strike Fog King as much as possible

Fog King PT2

- “Safe” and less “safe” methods: Union strike once the knights come out. Union strike whenever possible. Bait mist press away from your allies if possible, stand around fog king's arms when it does this attack so you get pushed back to your allies.
- Risky method: You have no union strike at the beginning, good luck. Union strike whenever possible.



Changes

- 6/18/2020
 - Move Fofora, Hekasa, and Faifa to after Alcamoth
 - Get Tutu before talking to Sarja
- 6/25/2020
 - Add the 2 second pillar knoll timesave
 - Moved every Nopon after Setset (excluding Tutu) to after we get REX+
 - Slightly optimized warp order to reduce menu time
 - Added optimal weeping death