

The Castle

Prince/Princess

Hold X Kiss

Mash RT - Mash LT

Kitchen

Hold A - START - A **[NO DIRECTION BUFFER]**

Sign Petiton

Hold A - BUFFER FOWARD

Sword Hold A - Combat Training

Strike untill he talks - Corner setup

START - A

Main Entrance

START - A

Locked Door Fade out - START - A (3 TIMES)

Hold A - START - A

Silver Key - #1

Guild Cave

Push Walter

Guild Seal = **Hold A** - START - A

Road of Rule - Gate mash A - **Hold A** Exit Road of Rule

****After loading** = MASH B**

Movement = Buffer RIGHT , Hold A on Reaction

Room Menu

"...the truth" Mash A

X A Warp when you see glass over Dweller Camp

Dweller Camp

"The man we need to convince is Sabine..." = Only then can you get closer to "that grass"

Clothing = Ax3 - Start - Wear Clothes = A (delay/wait) - A B

Sabine Cutscene = START - A - Run forward

Mistpeak Valley

Just run

Brightwall Village

Big Door Opens = Pre-emptive Mash "D-PAD UP" with index finger

MAP - Mash A - X A Quest Marker (use mouse UP to accelerate)

Library

"...these days" **Hold A**

"...open it." **Hold A**

The Reliquary

BOOK#1

All Hollow Men except annoying hallway

****Don't forget the summon + 3 time stops potions****

Silver Key - #2

Hollow Mens on magic platforms die to 1 fireball instead of 2.

Music Box (50 EXP) - Road of Rule

"..the truth" **Hold A** - Black = START

"...strong." Door Mash A (THEN B)

RoR Chests

- Dye I (1st to the left)

- Magic LVL1

Meet Walter at Brightwall Pub

Run back to entrance - Zoom out = **MAP - X A**

PUB

"...stains might be" **Hold A - HOLD X**

[#4] Mercenary Clothes

SELL Building

#1 is far left - #4 is far right

-[#2] Time Stop x3

-[#4] Summon Potion

RB

-[#4] Dweller Outfit

-[#2] Princess Clothes

Teleport

MAP - Mash A - Barber Shop

Barber Shop

AAA AA **Hold X**

Clothing Room

Use **RB** to switch to next one

-#1 Misc

-#1 Misc

Mercenary Camp

Silver Key - #3

BOSS area = START - A

Gun lock setup

Road of Rule

RoR Chests

- **SHOCK** behind you

- Landlord (behind you left side)

- **FAMILY CHEST**(2nd Left after Gate)

****Don't forget the 3 time stops potions****

Teleport Back to Brightwall

MAP - Brightwall (UP) - House Wrap Next to LIBRARY

Brightwall

Buy House and get **BOOK#2**

Silver Key - #4

Teleport Back To PUB

MAP - X A

BOOK#3 - PUB Bed

"...time to start"

Mash **MAP**

Side Quests Time = 30 Renown

Chicken Chaser

Hold A - Mash A - START - **D-PAD LEFT** - Chicken[#2]

Teleport

MAP - A - UP_RIGHT - X A (PUB)

-- COLLECT CHICKENS AND INTERACT WITH 25 NPCS --

Hold A Mash A for 2 prompts

Silver Key - #5

MAP - X A

Promise Hold A - Mash A and B

****WAIT FOR POINTS SEALS****

Back to Dweller Camp

Teleport To Dweller Camp

MAP - RIGHT(slightly down) - X A

Cutscene START A - MASH A n B

Silver Key - #6 (Hold Down_Left as the screen becomes white)

Road of Rule

RoR Chests

- Magic LVL2 behind you

- Joker [#1] Left

-Dye II [#2] Left

Teleport To Mistvalley

MAP - UP - X A

MAP - Y - Quest List Wrap [Mercenary Customs](#)

BOOK#4 - Monorail Booth

Monorail Cave

Walk behind walter

Lever = **Hold A**

Silver Key - #7

BOSS

Kill adds, (3) bigger add spawn

Regular Hobbe lvl2-2-2 Single lvl3

Bigger Hobbe Single = lvl3x2

Mage Hobbes = LVL2 Stunt Lock

Road of Rule

RoR Chests

- Ice Storm (behind you)

- Spell Weaving (furthest one)

MENU

START - Run Weapon - SHOCK (the shortcut weapon will never appear in this section)

Mourningwood

****DO NOT BUY POTIONS IN THIS ROUTE****

Mortar section "...practice shots" Hold A

Mortar Grind

Hollow Man Seals Grind

Arena - Use Inferno LVL4

1-3 times at door

2-2 times middle

3- Kill stuff at windows until Walter next line - Go to last spawn point

4-Kill stuff there until it stops

5- Then Middle then Entrance

BOSS

Wave 1 = Run backwards, head to "Magic Spot"

Charge/Release LVL5 AoE - Time Stop - LVL4 Target Twice

Wave 2/3/4 = LVL5 Target Spell

Road of Rule

CHEST = Nothing

Silver Key - #8

Mash A - Run MASH MAP

MAP - A - Manual UP_LEFT

Bowerstone Industrial

Reaver Cutscene = START - A (Holding LB as entering cutscene)

Jump down water

Sewers Cutscene = START - A

!! Stay behind Paige !!

"City to inspire" Backdoor

Road of Rule = During cutscene - **Pace = 199**

RoR Chest = Magic LVL3 (behind you)

Side Quests = 100 Renown

Teleport

Quest List Warp [Marriage](#)

Start [Marriage](#)

Teleport after "phase 1"

Brightwall - Stalls next to library

Buy Ruby and Ring

Finish Phase 2 and get to the bridge

Dude runs away = **Teleport**

Quest List Warp [Gnomes are Great!](#)

Start [Gnomes are Great!](#)

Teleport

MAP - Mistvalley X A

Fight bandits and take Gargoyle

Teleport

Quest List Warp [Gnomes are Great!](#)

End [Gnomes are Great!](#)

Finish [Marriage](#)

Teleport

Quest List Warp [Restoration](#)

Quick Millfields Detour

Millfields Restoration

Teleport

B.INDUST - [Kidnapped](#) [Quest Marker X A]

Start [Kidnapped](#)

BOOK#5

LVL6 AoE these fools

Silver Key - #9

End [Kidnapped](#) **Hold A** Run away from characters mash **MAP**

Teleport

Dweller Camp - X A warp

Grind NPC (21)

Get silver chest

Teleport

Dweller Camp - X A warp

Head to Mistvalley

****Mistvalley Silver Chest** - **End = 308****

Teleport

B.INDUST - Quest Marker X A

Renown Grind DONE

"..wear this" **Hold X - [#2]**

-Run away from cutscene

Teleport To Reaver Mansion

START - MAP - Y - Mash A

START - MAP - Quest Marker X A

Reaver Mansion

Second Door = START - A

Hobbes Arena = START - A

<u>Hobbes Round</u> Small = lvl2 , Bigger LVL4 Spot the Mage Hobbe	<u>Hollow Man Round</u> Magic LVL5 **Time Stop Potion if needed**	<u>Bandits Round</u> Summon Potion = Important LVL5 (1) Target Kill the big guy (Only the first one)
<u>Sand Furies Round</u> -First 3 = LVL4 (2) -Next ones LVL5 (2)	<u>Balverines Room</u> **START - A** Magic LVL5 TARGET After Battle = START - A "...make it stop" Promise - Mash A n B	

Road of Rule

RoR Chest = Magic LVL4

Teleport To Bowerstone Castle

START - MAP - Y Mash A

Cutscene = START - A

Teleport - Back to INDUS

MAP - LEFT (slightly up) - X A

Follow Ben

You can skip them all actually and jump down

Battle

1-Barrel with Power Blast

2-Move ahead a bit LVL5

3-Move to other barrel LVL5

4-Activate Walter then go straight to boat

After Loading - DONT SKIP CUTSCENE TOO SOON

Aurora Cave (aka Do The Thing)

Do The Thing

Birds

LVL5 AoE into LVL4 AoE

Move a bit closer then charge LVL6 for the rest of them (should be only twice iirc)

BOSS

LVL5 target (3) then LVL4 target

Outside

(Later Nerd)

Third Spot = Walter readies sword = kill

There is a spot where you can trigger the ending sooner

chant = START - A

3rd screen City fade out - START - A

City of Aurora

Stay with Ben (and push him until he moves) **BOOK#6**

Once door is open, rush to that NPC "live on"

Go back to Kalin - You can run fast and make a super earlier Promise

Promise MASH A n B

Road to Rule

CHEST = NOTHING

Next Cutscene START - A

Push Walter and Board SHIP (don't fall in the water xD)

After Loading - START - A

Fight for Bowerstone [aka Do The Thing Also :)]

- 1-Run up there, kill da one guy next to mortar (blow up barrel gg)
Shooting from afar with gun will trigger a slow down animation
- 2-Run to Sabine cutscene
- 3-Stand against Locked Door (Kill enemies meanwhile for seals???)
- 4-"Another gate..." Continue forward - RT Button after falling down
--The rest is kinda whatever, the game mostly decides your fate from here--
- 5- Enemies LVL6 AoE = gg
- 6- Move up shoot barrels , spam magic, pray rng, to stand too close to the last door

Inside Castle (after loading) - START - A (2 times)

Queen/King of Albion

"...today's appointment" Sticky Note - "your majesty" Leave

Throne Room - ****START - A****

Hold X - START - A - Sticky Note Right After

Road of Rule - The Big Theresa Cutscene

RoR Chests

- Force Push

- Good Parenting [#1 - beware of #2 DO NOT PICK UP HOOLIGAN]

- Theft

- Bully

- Entrepreneur

- Dye III

- Vortex

"Could not be greater" START

"Stand against it" Door

RoR Chest = Magic LVL5

Treasury - ****Pace = 144****

Taxes = ****Hold X****[This is Neutral :], PC version KEKW]

(Neutral Faster than Evil by 1second)

"today's agenda" - Sticky Note

Bowerstone Industrial

Factory or School = **Hold A** - Sticky Note

Wait for game to SAVE - **MAP - DOWN - X - A**

Throne Room

Rebuild Old Quarter = **Hold A** (faster by 3 seconds) "your majesty" - Sticky Note - START

Treasury

Guard Budget = **Hold X** (faster by 2 seconds) - Sticky Note

Throne Room

Décor = **Hold A** (faster by 2 seconds)"their nausea" - Sticky Note

Aurora = **Hold A** (faster by 1 second) "your side"- Sticky Note - START

Treasury - Aurora Quest Time

Teleport To Aurora

MAP - Aurora (Initial D your mouse South-East) - Quest Marker X A

Shifting Sands

Head to Sandfall Palace

The Desert Star

Get all **5 flowers** in the dungeon

BOOK#7

Silver Key - #10

Outside Cave - Teleport Back to Castle

MAP - UP_LEFT - A - Quest Marker X A

Back to Hobson

"small fortune" **Hold X** (7 seconds fater) Sticky Note - **Mash A**

Next Day Treasury

Child Benefit = **Hold Y** (faster by 4seconds)"for the day" - Sticky Note

-- Side Quests Galore --

Mourning Wood Trip #1

Teleport

Quest List Warp [#5 PEACE]

Start Peace Quest

MAP - Village

NPC grind (13) - **BOOK#8**

Kill the guy

Teleport

Quest Marker X A - Bored To Death

Start Bored To Death

Teleport

Quest Marker X A - Peace

Finish Peace

Teleport using The Final Insult

Quest List The Final Insult for Pest Control

Driftwood Trip

Millfields NPC grind (?)

Driftwood NPC Grind (9)

Start Pest Control

End Pest Control

Teleport

Millfields - Demon Door

Bored To Fight - Quest Gathering

Start [Animal Liberation](#) (item)

Start [The Final Insult](#) (item)

NPC Grind on the way if you get the chance

Prioritize Guards as they tends to be DBZ teleport nerds

Silver Key - #11

[Bored to Death](#) Fights

BOOK#9

Teleport

Mourningwood - [Excavation](#) [Quest Marker X A]

Sunset House Side Quest

Start/Finish [Excavation](#)

Teleport

Mourningwood - [Bored To Death](#) [Quest Marker X A]

Head to Sunset House

Sunset House

Statues x4 [You can reset the puzzle by leaving and coming back to sunset if you're like me :)]

BOOK#10

Chess game = Have 2 pieces destroyed

Battles

Hobbes = LVL5 LVL3

Sand Furies = LVL4 ASAP , target last one

BIG Hobbes = LVL5

LAST = LVL6

Teleport

MAP - B.Market - Pies Stalls

Mourning Wood Trip #3

Finish Bored To Death

Teleport

Mourningwood - Awakening [Quest Marker X A]

Start Awakening

Finish Awakening

Teleport

Quest List Warp - Silverpines Curse

Silverpines Clearing

Open Door - Go to Stairs - Kill all Hollow Mens
Get the first 2 items - Kill Balverines on the way.

Teleport

Silverpines - Village

NPC grind(13) **BOOK#13** **Silver Key - #12**

Bone #3 Underwater

Bone #4 = Quest List Warp

Finish Silverpines Curse

Teleport

Brightwall LIBRARY

Brightwall Library #1

ALL 6 books

Start Pen Mightier #1



Teleport

Mistvalley - Quest Martker (that random 1 seal) X A

Mistvalley Rare Book Cave

Head to Cave

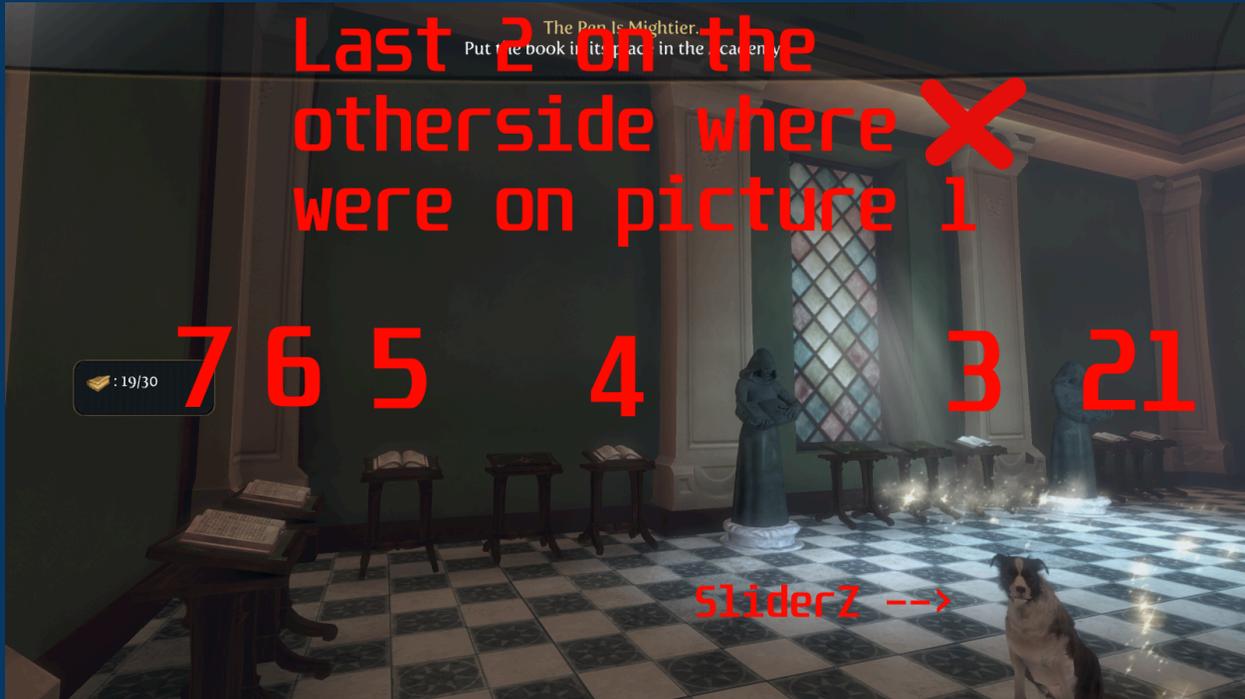
BOOK#14

Teleport

Brightwall LIBRARY

Back to B.Library

ALL 7 books



Start [Pen Mightier #2](#)

Teleport

MAP - B.Old Town - !! HOUSE !!

Old Town - Grind and Framed For Murder Start

BOOK#15

Teleport

MAP - B.Old Town - X A

Start [Framed for Murder](#)

[Pen Mightier #2](#) Quest Dungeon

Teleport

Brightwall LIBRARY

Brightwall Library #2

End [Pen Mightier #2](#)

!! Last 2 books !!

Start [Pen Mightier #3](#)

Teleport

Quest List Warp - [Gone Not Forgotten](#)

Gone Not Forgotten

!! Kill off hollow man - dig book first !!

Start [Gone Not Forgotten](#) - Run towards door as he starts moving

Silver Key - #13

End [Gone Not Forgotten](#)

Teleport

Brightwall - Barber Shop X A

Brightwall Quests Clear

End [Final Insult](#)

Teleport

Brightwall [X A]

Kill The Nerd for [Framed For Murder](#)

Teleport

Brightwall LIBRARY

End [Pen Mightier #3](#)

Teleport

Quest List Warp - [Giftwood for Driftwood](#)

Driftwood Final Trip

NPC Grind(8)

Start [Giftwood for Driftwood](#) (to be done waaaay later on MSQ Silverpines)

Teleport

Mourningwood - [Leverage \[Quest Marker X A\]](#)

Leverage with Road of Rule Trick

Press Start - RoadOfRule - Enter and Leave

Mourningwood - Leverage [Quest Marker X A]

Do the quest

Mourningwood - Leverage [Quest Marker X A]

End **Leverage**

Teleport

B.Market - THE GAME [Quest Marker X A]

Bowerstone Market Final Trip

Start **The Game**

Wolves = 12

3Waves Hollow Men

3Waves(3) Hobbes + 1 Solo Hobbe

2Waves(4)

Hold A - Kiss

End **The Game**

Teleport

B.Market - Reaver Undies [Quest Marker X A]

End **Reaver Undies**

Teleport

B.Market - The Debt [Quest Marker X A]

End **The Debt**

****End = 564 ****

****GG Warp back to MSQs for now****

Go to Throne Room

Orphanage = ****Hold A**** (4 seconds slower but needed for demon door)

"won't be pleased" - Sticky Note - START

City Waste = **Hold X** (9 seconds faster) "maaaaaaan....." - Sticky Note - START

Treasury - Meet Page at Rebels

MASH MAP BUTTON

Teleport to B.Indust

Map - UP - X A

Page **Hold A** - Run away

Teleport To B.Market

MAP - RIGHT - X A

PUB

LVL6 Magic

There will mostly like be one alive

**** Silver Chest 20 Seals ****

Secret Hideout

LVL6 AoE Magic Square

BOSS

Use Summon Potion

TODO - Test/optimize fight with summon potion

"...of currency" - **Hold A** (1 or 2 seconds) - Sticky Note - Mash A

Treasury

Drinking - **Hold X** (5 seconds faster) - "Room Ahead" Sticky Note

Go to Throne Room

Brightwall - **Hold A** (2 seconds faster) - "at once" Sticky Note - START

Bower Lake - **Hold X** (5 seconds) - "Majesty" Sticky Note - START

MASH MAP BUTTON [and pray it works otherwise you lose 30secs :)]

Teleport

START - MAP - Y - Mash A

The Balverine Quest

Hold A, after "you will succeed" = Teleport again

Teleport

START - MAP - RIGHT - X A

Silverspines

Head to the Village

Hold X - Attack Village

Mash A for Statue

Teleport for Giftwood for Driftwood

MAP - Silverspines - The Crafter House [North-West, X A]

Teleport

MAP - Y - Mash A

Give statue **Hold A** - **Hold A** (3 seconds faster) "one so giving" Sticky Note - Mash A

Next day - Treasury

Economy = **Hold X** (14 seconds faster) "today's agenda" - Sticky Note

Go to Throne Room

Aurora Protection = **Hold A** (3 seconds faster) - "Shall be done" Sticky Note - START

Mistpeak = **Hold A** (3 seconds faster) - "till the end" Sticky Note - START

--Final Side Quests Galore--

Bowerstone Castle Clear

NPC grind Castle () - ****Start = 701 - End = 738 ****

Head to Catatombs

OoB trick and Chest 40 seals

Teleport

MAP - Shifting Sands [X A]

Flowers Megatrip

Shifting Sands 7 Flowers ****Remember diagonal strat****

NPC grind (9) on the guard camp

Teleport

MAP - Veiled Path [X A]

Veiled Path

Collect flowers (11) + 2 Enigma

Teleport

MAP - Old Town - X A

Old Town Quest Finish

End [Framed For Murder](#)

NPC Grind () ****Start = 790 - End = 831 ****

Teleport

MAP - Aurora - X A

Aurora

Get all final flowers (5)

NPC Grind (25) - ****Stop if 864****

End [Trample's Treasure](#)

Teleport

MAP - B.INDUST - House

Orphanage

Enter the Orphanage

NPC Grind(13) - ****Stop if 924****

Adopt a Kid - To The Brightwall house

Teleport To Brightwall

Quest List Warp - [Missing Play](#)

Brightwall Demon Door - [925 seals]

Find your child

Warp with Child next to Brightwall demon door

Get the 25 seals chest

Teleport

Brightwall LIBRARY

****Magic Number is 950****

Picking up Hooligan after the jobs chests should be the last one

Need more seals?

-NPCs in Brightwall now

The Final Battle

"Charge" you can spam roll during cutscene

Birds Battle

LVL5 AoEs

****Equip Blades+Inferno after this battle****

RT - [#2] - [#3] - B - START

Sentinel 1

LVL5 Traget spell until he dies

1 Spell = God Rng

2 Spells = Average Luck

Anything More = Get rekt dead speed run

Sentinel 2

Use a Time Stop potion when you reach the birds

LVL5 Traget spell until he dies

1 Spell = God Rng

2 Spells = Average Luck

Anything More = Get rekt dead speed run

Walter BOSS

Start - A

Summon Potion - LVL4 Target Spam until you win