

# Ys Origin (Toal, any%)

## ~COMMENCER~

STATS: LEVEL: 1  
WEAPON: 1  
ARMOR: 1  
BOOTS: -  
EMERALD: 0, TOPAZ: 0, RUBY: 0

- **TOUCH STATUE**
- Kill 3 enemies (DEF-), acquire **WIND MAGIC**
- Press button, top right
- Jump from second to top stair to floating platforms, make it across
- Climb right stairs to fall in trap
- Exit south immediately after fall
- Kill 2 enemies
- **LEVEL 2**
- Press button on left, go back right for first **RODA FRUIT**
- Exit south
- Go right, clip through gated door
- Grab **BLUE MOON CREST**, get first **CLERIA ORE**
- Use **DARK CRYSTAL**, go to Tower Entrance
- Travel back across floating platforms, go north afterward and clip through key door
- Kill bats, (DEF- and rising air attacks)
- Exit bat room, go east and north back to trap room, use burst and kill 4 turrets
- **~Yunica Cutscene~**
- Kill 5 bats
- **LEVEL 3**
- **LEVEL 4**
- Kill 3 knights, start with rightmost one, abuse down stabs
- **LEVEL 5**
- Kill 4th knight on stairs, and 5th knight after platforms
- Kill middle knight in next room, as well as one on the right
- **LEVEL 6**
- Clip through door
- Kill all red bats
- Clip through Boss Door

## VELAGUNDER

STATS: LEVEL: 6  
WEAPON: 2  
ARMOR: 1  
BOOTS: -  
EMERALD: 0, TOPAZ: 0, RUBY: 0

- Jump attacks to stun him
- After 2nd time hurting him, burst
- Should have to hurt him 4 times
- **LEVEL 7**

## **FLOODED PRISON 1**

STATS: LEVEL: 7  
WEAPON: 2  
ARMOR: 1  
BOOTS: -  
EMERALD: 0, TOPAZ: 0, RUBY: 0

- **~Storybook Cutscene~**
- **TOUCH STATUE**
- Kill ninja
- **LEVEL 8**
- Clip through pain wall on left
- Kill ninja after clip
- Kill 3 ninjas before jumping down
- Kill 2 turret worms
- Kill 2 ninjas and a turret worm
- Get **SILVER BRACELET**
- Use **DARK CRYSTAL**, go to Flooded Prison
- Exit north, go right this time
- Kill 4 ninjas and turret worm
- **LEVEL 9**
- Kill turret worm and 2 slimes
- Kill 4 ninjas and turret worm
- Press top right button
- Kill 2 worms after button-platform
- Kill 2 gas spewers
- **LEVEL 10**
- Go north, not west
- Kill 3 gas spewers and turret worm
- Kill 6 gas spewers, stay on top part of room (skip last big guy)
- **LEVEL 11**
- Skip statue

## **HUGO FACT (I)**

STATS: LEVEL: 11

WEAPON: 2

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 0, RUBY: 0

- Start fight with DEF- and then burst
- Whale on him constantly
- Use **WIND MAGIC** to keep up with him and break his shield
- Run away during laser beams
- **LEVEL 12**

## **FLOODED PRISON 2**

STATS: LEVEL: 12

WEAPON: 2

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 0, RUBY: 0

- Get right chest for second **CLERIA ORE**
- Get left chest for **WATER DRAGON'S SCALES**
- Equip **WATER DRAGON'S SCALES**
- Go south and then bear east across platforms moving across water
- Go north at next bend into water (skip all enemies)
- Navigate underwater maze
- **TOUCH STATUE**
- Clip through partially submerged spike gate
- Stay at back of room and high to get through
- Next room, follow this path: middle, right, left, right, right, left, right
- Pick up second **RODA FRUIT**
- Climb up 3 floors and go in middle hole (lowest level with current)
- Follow only holes available and go down stairs to left
- Pick up **EARTH MAGIC**
- Use **DARK CRYSTAL**, go to Flooded Prison 3
- Reequip **WATER DRAGON'S SCALES**
- Clip through spike gate again
- Kill 4 red turtles, spaced out evenly at bottom middle of screen
- Swim straight up, blow up wall
- Swim up left, exit water
- Take left path. Dash up left and then along top wall to avoid spikes
- Kill 3 gooey guys at middle of staircase
- Kill entire room, left then right
- **LEVEL 13**
- **LEVEL 14**
- Talk to Roo for **TOPAZ**
- Kill entire room again, right to left

- **LEVEL 15**
- Exit room to left, follow balcony along
- Kill 3 large red guys, use charged **EARTH MAGIC** and jump slashes
- Skip the statue
- Clip through door

## **NYGTILGER**

STATS: LEVEL: 15

WEAPON: 3

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 0

- Charged **EARTH MAGIC** to kill the back section
- Run along body to head, wait for him to descend
- Charge **EARTH MAGIC** and use when available. While charging, slash constantly
- Unleash charged **EARTH MAGIC** on the U-turn of his body
- All segments should die right as he finishes curling up, then meet the head on the other side, using burst to finish him off
- **LEVEL 16**

## **GUILTY FIRE 1**

STATS: LEVEL: 16

WEAPON: 3

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 0

- Climb steps
- **~Storybook Cutscene~**
- **TOUCH STATUE**
- Go left first
- Kill humanoids, and drop charged **EARTH MAGIC** on flying fire guys and slimes. Don't worry about 100% killing this room
- Kill all red guys
- **LEVEL 17**
- Get **RED MOON CREST**
- Use **DARK CRYSTAL**, go to Guilty Fire
- Place **RED MOON CREST**
- Follow new path.
- Go south and left and up, to piston room
- Jump northeast then southeast across the dropped piston platform
- Go through north door
- Kill red enemies, and **TOUCH STATUE**
- Continue west

## **SHION**

STATS: LEVEL: 17

WEAPON: 3

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 0

- Burst at the very beginning when you attack with charged **EARTH MAGIC** and keep slashing him to push him out of his own attacks
- Dodge bullet attacks and go in by jumping over final barrage
- Use burst when available
- Large bullet spread is 7 shots, small is 5, laser is 2.
- **LEVEL 18**

## **GUILTY FIRE 2**

STATS: LEVEL: 18

WEAPON: 3

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 0

- **~Long Ass Cutscene~**
- Get **FIRE MAGIC**
- Use **DARK CRYSTAL**, go to Guilty Fire 2
- Go south from statue
- Light torch to the west
- Light torch to the south
- Light torch to the north
- Navigate flame obstacles
- Continue along 2 sections of balcony
- Go north in lava flame spinner section to get a **RUBY**
- Skip statue
- Enter Devil's Corridor
- Use burst mode to avoid damage and kill all red enemies with **FIRE MAGIC**
- **LEVEL 19**
- Continue all the way up the hallway for the third **CLERIA ORE**
- Go back down one floor and exit the Devil's Corridor
- Use **FIRE MAGIC** to skip go under dropped wall and make it to higher platform
- Continue along north wall, exiting to the east
- Go southwest along the rope bridges, and then continue southwest into the deadend room
- Using claw slashes and charged **FIRE MAGIC** to kill this room 7 times
- **LEVEL 20**
- **LEVEL 21**
- **LEVEL 22**
- Continue southwest and kill large enemies at the bottom

- **LEVEL 23**
- Kill red flamethrowers
- Clip through door

## **Gelaldy**

STATS: LEVEL: 23

WEAPON: 4

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 1

- One charged **FIRE MAGIC** and slashes can knock off each arm
- Use a charged **FIRE MAGIC** as he attacks to guard against him and strike back
- Use burst as he slams his fist down to knock away some platforms
- 4 cycle is possible
- **LEVEL 24**

## **SILENT SANDS**

STATS: LEVEL: 24

WEAPON: 4

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 1

- ~Yunica Cutscene~
- **TOUCH STATUE**
- Take left path first
- Take left stairs
- Jump down immediately and get the **MARBLE KEY**
- Use **DARK CRYSTAL**, go to Silent Sands
- Take north path
- Climb up to the left and use **FIRE MAGIC** to fly over to **MARBLE KEY** door
- Kill 4 red bombers with slashes and charged **EARTH MAGIC**
- Get **GOLD BRACELET**
- Use **DARK CRYSTAL**, go to Silent Sands
- Take east path
- Climb northeast stairs
- Group antlions together and hit with charged **FIRE MAGIC**
- ~Silver Chime Cutscene~
- Equip **SILVER CHIMES**
- Continue through next room, pressing button. Can shave time by flying over corner with **FIRE MAGIC**
- Hit button in next room on right to drop lift
- Kill 1 bomb guy (waiting for lift anyways)
- Hit button on the left after first lift

- Continue up second lift
- Go northeast in large room up to Annex
- **~Reah Cutscene~**
- Open chest for **AMBER KEY**
- Leave annex, go left in big room
- Go through **AMBER KEY** door and climb north stairs
- Break cracked wall and defeat 3 enemies using **FIRE MAGIC**
- Go in other door and drop down to the **CREEPER MEDALLION**
- Keep climbing to the north and down the glass slope
- Use **FIRE MAGIC** to fly over to the southwest and pick up the fourth **CLERIA ORE**
- Continue left and go up slippery surface with **WIND MAGIC**, then down the curved slope
- Burst and kill 2 large enemies in next room
- Go in room on the bottom while still bursted and pick up the **EARTH DRAGON'S CLAWS**
- Equip **EARTH DRAGON'S CLAWS**
- Kill the room with charged **EARTH MAGIC**, for a total of 11 times. Then kill the first large enemy outside to finish your level
- **LEVEL 25**
- **LEVEL 26**
- **LEVEL 27**
- **LEVEL 28**
- **LEVEL 29**
- **LEVEL 30**
- **LEVEL 31**
- Climb up sloped glass and pass through next room to the north
- Kill big red guy
- Use **CREEPER MEDALLION** on door

## **KHONSLARD**

STATS: LEVEL: 31

WEAPON: 5

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Use jump attacks to disable the main roots, do this before hitting the eye flowers
- Do one dive attack on the flowers and then just slash until they're dead
- Charged **FIRE MAGIC** can prevent retaliation damage after the eye closes up
- Charge fire magic and burst whenever possible
- 5 cycle

## **THE BLIGHTED BLOOD**

STATS: LEVEL: 31

WEAPON: 5

ARMOR: 1

BOOTS: -

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Continue north
- **~Hugo Cutscene~**
- Skip first statue
- Clip through first spike gate on second floor
- Clip through first spike gate on third floor
- Continue north and then northwest at the plus sign bend
- Hit the button the in the south west
- Go north and continue along balcony (skip a roo)
- Go southeast and stay high
- Cross spinning platform and clip through door
- Go west in next room, and again along more balcony
- Make it to lava room, go through east doorway, burst and use charged **EARTH MAGIC** on all the red lobsters
- Jump up new bounce pad and retrieve the fifth **CLERIA ORE**
- Exit room with **CLERIA ORE** and clip through north door
- Go east across spinning platforms to retrieve **PHANTOM BOOTS**
- Equip **SILVER CHIMES** and **PHANTOM BOOTS**
- Use bounce pad on low spinning platform to reach higher one and continue northeast
- Go east at the split
- After balcony, go west across falling platforms
- After falling platforms, kill ball and chain monsters and slimes with charged **FIRE MAGIC**
- **LEVEL 32**
- **LEVEL 33**
- Kill last ball and chain monster before door
- Kill next entire room, except last slimes and guy in the top left next to the treasure chest
- **LEVEL 34**
- **LEVEL 35**
- **LEVEL 36**
- **LEVEL 37**
- Leave to the north and reenter to kill the 3 monsters at the top 3 more times (Use charged **EARTH MAGIC**)
- **LEVEL 38**
- Go south after balcony and kill 6 red monsters
- Clip through boss door

## **PICTIMOS**

STATS: LEVEL: 38

WEAPON: 6

ARMOR: 1

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1



- Jump over blades to get to him with charged **FIRE MAGIC** and burst right before using it
- Slash constantly while waiting for it to charge, and then unleash the second **FIRE MAGIC** when he does his large AoE attack
- A third **FIRE MAGIC** and a few slashes should kill him
- A few more **FIRE MAGIC** will kill him the second time
- **LEVEL 39**

## **THE DEMONIC CORE 1**

STATS: LEVEL: 39

WEAPON: 6

ARMOR: 1

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Climb the stairs to the north
- Skip the statue
- Kill the 5 hand enemies in here and the 3 slimes, skip the razor flowers
- **LEVEL 40**
- Kill hand enemies in the next room as well while continuing north
- Kill hand enemies and red razor flowers, dodging razor blades
- Go north on riser, then east, then south to fall off of raised platform
- Continue north east after falling off
- Don't fall in hole, continue down stairs
- Kill all red enemies, then return the way you came to fall down the hole you skipped earlier
- Pick up the **OBSIDIAN KEY**
- Climb up to the right and grab the **BRAVE ARMOR**
- Equip **BRAVE ARMOR**
- Jump off to the left and continue immediately south
- This time climb the stairs up to a new area
- Charged **EARTH MAGIC** and burst to kill the red enemies here
- **TOUCH STATUE**
- Use **OBSIDIAN KEY** on the door

## **KISHGAL**

STATS: LEVEL: 40

WEAPON: 6

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Equip **FIRE MAGIC** and proceed to whale on him constantly
- When he begins to block, keep attacking, and right before he counterattacks use **FIRE MAGIC** to not take any damage
- Never stop pounding on him
- **LEVEL 41**

- Retrieve the **ROD**

## **THE DEMONIC CORE 2**

STATS: LEVEL: 41

WEAPON: 6

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Exit after cutscene to the south
- Kill slimes and razor plant at bottom of stairs
- Go north at fork, and then west down the stairs
- Skip the hole you can fall in, and exit to the west
- Jump back up the riser to the north in the next room, and then up the riser you skipped the first time
- Touch the mirror

## **THE HALL OF REFLECTION**

STATS: LEVEL: 41

WEAPON: 6

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Take left mirror first
- Go right and take mirror
- Take southwest mirror
- Go southwest and then take the first mirror you see, to the north
- Grab final piece of **CLERIA ORE**
- Take mirror north of chest
- Go straight ahead to large mirror
- Go northwest to boss fight

## **ZAVA**

STATS: LEVEL: 41

WEAPON: 7

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- In the first phase, jump into the air to strike Zava, then hit her as much as possible while she's on the ground
- Ignore her "get-up" explosion and repeat the process
- During second phase, charge up **EARTH MAGIC** and do regular air attacks on each head while holding the charge
- When Zava gets knocked out, release the charge on her and then slash and repeat
- Burst after knocking Zava out of the heads the first time

- She should get knocked out of the air twice and knocked out of the heads twice for a total of 4 cycles

### **THE DEMONIC CORE 3**

STATS: LEVEL: 41

WEAPON: 7

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Skip all enemies in this first room.
- **WIND MAGIC** can help escape the gravity plants
- Use **WIND MAGIC** through the gooey guys for a huge speed boost
- Skip red gravity plants and continue north
- At the next fork continue north yet again
- Retrieve the **DEVIL MEDALLION**
- Go back the way you came and then go left at the fork
- Climb the stairs and stay high up
- Switch to **FIRE MAGIC** and use it to cross the long gap to the right
- Jump across the next gap (below you is the fork)
- Continue around and cross another long gap with **FIRE MAGIC**
- Go north at the fork after the gap and climb the stairs
- Plow through this room getting as many boosts off the gooey guys and staying away from the gravity plants as possible
- Exit the room to the northeast
- Kill 3 red enemies with charged **EARTH MAGIC**
- **LEVEL 42**
- Use **DEVIL MEDALLION** on door

### **HUGO 2**

STATS: LEVEL: 42

WEAPON: 7

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Burst immediately and begin clawing as fast as possible
- Whenever he uses his shield use **FIRE MAGIC** to break it and stay invincible
- Stay away during the laserbeams but get back in as soon as possible
- **LEVEL 43**
- Receive **GODDESS RING**

### **DALLES**

STATS: LEVEL: 43

WEAPON: 7

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Equip **GODDESS RING** before fight
- During first phase whale on him constantly with claws while charging **FIRE MAGIC**
- Whenever he does an attack, release the **FIRE MAGIC** to not take any damage
- During second phase break his elemental shield as soon as possible
- He'll have more hits than you have MP for the **WIND MAGIC** shield. For this part, use all your mp, back away and switch to **FIRE MAGIC**, ready to use instead of getting hit
- After his shield is down, mash attack to make him switch shields
- Burst right at the beginning of the **FIRE MAGIC** shield, and use 2 fully charged **FIRE MAGIC** and 2 non-charged **FIRE MAGIC**
- Begin charging the next shield's attack while attacking him in between rounds
- The **EARTH MAGIC** shield drops to one charged **EARTH MAGIC** and one uncharged **EARTH MAGIC**
- Use charged **EARTH MAGIC** to kill his orbitars and then claw him as much as possible while the shield is down
- Be careful to avoid the gravity well attack he does
- **LEVEL 44**

## **DARM**

STATS: LEVEL: 44

WEAPON: 7

ARMOR: 6

BOOTS: 5

EMERALD: 0, TOPAZ: 1, RUBY: 1

- Begin by charging **EARTH MAGIC** and slashing constantly
- The **BLACK PEARL** is hidden in one of his sections, so just keep killing portions of him as fast as possible until it shows up
- Darm doesn't take damage after rearranging the floor until he begins moving again, so wait to attack until the final piece of the floor is in place

~FIN~