

# Tech

- **Intro cutscene:** you can skip it with **[Tab]** on Keyboard, or **[Select/Minus]** on Controller. It can be skipped before the cutscene is even on screen
- **Pickup save and quit:** You can just Save & Quit after collecting a pickup. Since the progress is saved, you can just respawn on the last Root Node with the collected item.
- **Fastest known language is [Traditional Chinese](#)** (in terms of mashing through dialogue, doesn't apply for holding)
- It's also faster to hold through most dialogues (enable the hold option in Gameplay), maybe mash through the ones with only 1-2 dialogues

## Movement

- **Dash + jump spam:** Use dash and do a jump at the end of the dash.
- **[Wavedashing](#)** (requires swift descent jade): Slightly slower than bunnyhop airdashing, but allows for more I-frames. Use the fast fall to reset dash cd, and dash immediately, then jump at the end of the dash and repeat the process.
- **[Bunnyhop with airdash](#):** Jump and immediately airdash. Every time you touch the ground it resets the airdash
- **Resetting ground-dash on dropping off platform:** dropping down from a platform resets the cooldown on ground-dash, allowing quickly chain dashes [when going down platform slopes](#) or [on specific platform layouts](#). To perform hold down+direction and alternate dash > jump >... on eligible platforms.
- Slashing or skull kicking next to a wall gives you an extra 1/3? units of height
- **Skip ledge grab on 1 way floors:** Mash jump when jumping through semi-solid floors to skip the grab animation

[\[Comparison between different movement techs\]](#)

## Combat

- [Canceling ground third slash delay](#):
  - Turn around after the third hit to immediately initiate another ground combo. Only noticeable without the Swift Blade Jade. (need to check what can make this impossible to execute)
  - Do a small jump as soon as the third slash hits to initiate an air combo
- [Ground third slash in mid-air](#): Seems frame perfect or something? more info appreciated
- **Three hit aerial combo**: (with Skull Kick) doing a mid-air Slash -> Skull Kick -> Slash, allows for a very fast three hit combo, that also keeps you in the air
- **Unbounded Counter into Tai-Chi Kick**: On certain ¿bosses?, you can do a Unbounded Counter on a green attack, and then continue the parry with a Tai-Chi Kick/Skull Kick for extra internal damage. [\[Ji Clip\]](#) [\[Lady E Clip\]](#)

## Glitches

- **Ignoring damage respawn triggers (patched in 64af447d 26 june)**:
  - [With Bow](#): Time a bow shot before hitting a damage trigger, to avoid getting respawned
  - [With Dash/Swift Descent](#): A well timed dash or swift descent as soon as you touch a laser / damage area, can make their i-frames save you from respawning, and keeping you immune from respawning for a few seconds
  - [With Charged Strike](#): maybe can be used in other places
- [Bow recoil delay](#) (unsure if to qualify as glitch but just in case): When doing a bow shot and opening the pause menu, the arrow fires while the game is paused, but the recoil from the shot only applies after the game is unpaused.
- [Rope storage glitch \(flying thunder god technique\)](#): (found by Koda) If the player animation of lowering from a platform onto a rope gets interrupted, the game will think you're in the range of the rope at any point. This can be done by getting hit during the animation (patched in 64af447d), or warping out of the animation (via [same room door transition](#), or nymph state storage). Pressing Up or Down will warp you to the X coordinate of the rope while maintaining your current Y position. If the Y position you warp to is not on the rope you set up rope storage on or another rope, you can "climb" in midair. Rope storage is removed on *touching* any rope, or map transition. Rope storage is not canceled upon resting at a Root Node. To drop through a platform with rope storage, hold down first and then jump. After patch 64af447d, receiving damage cancels the rope storage immediately.
  - **Static rope storage (SRS)** is the term for setting up rope storage while ending up on the platform you started on and not falling below it in the

process. Static rope storage can be achieved by either mashing dash or talisman after getting hit (only possible after patch fe684f4d), canceling hitstun by hitting a wall and holding up to climb back on the platform quickly, using a static hazard to void out the player and respawn them on the platform, or using a double jump. [\[Original post\]](#)

- **Breaking 1-way walls from the opposite side:** Works on certain walls, and easier with bow (3 shots with cloud pierce and 1 shot with thunder)
  - With Bow. [\[1\]](#) (cloud) [\[2\]](#) (thunder)
  - With Charged Strike [\[1\]](#) (requires grabbing wall) **(found by RH-DS)**
  - With regular slashes [\[1\]](#) [\[2\]](#) **(found by RH-DS)**

In later patches where most walls are fixed, it can still be done with a Ledge Storage by hanging next to the wall then doing a Charged Strike

- **[Nymph State Storage \(NSS\)](#):** You can glitch out the nymph state if you interrupt its distance disconnection with a dash (frame perfect). The nymph will warp next to Yi while you'll be able to move normally. Whenever you move the nymph too far out of reach in this state, it will cause a disconnection state that will constantly interrupt any action, which can lead to setups for other known glitches (read below). You can exit this state by just using the Nymph button. If the nymph dies while on stored state, the game will softlock. [You can move the Nymph without moving Yi](#) by spamming parry and moving around, or in case of controllers, slightly moving the analog stick. Moving the nymph against a wall while going up + right/left makes its hitbox not wiggle, making some setups easier.
  - **Setup with Metronome:** A metronome at 140 BPM, starting as soon as the nymph distance bar depletes can help with the timing. The dash has to be at around the 4th beat
  - **Setup with Hazards:** These setups use specific nymph movement to get damaged at the same time you get disconnected, making the trick pixel perfect instead of frame perfect. [\[Folder with known setups\]](#)

During the interruption state, you can achieve:

- **[Foo Dashes](#):** Airdash into a slightly delayed talisman mid-air
- **Rope Storage:** Just touch the rope
- **Low Gravity** by just touching green walls, and [Helicopter mode](#) (spam bow while mid-air in low grav)
- **[Bow hover](#)** (not the same as Hovering but same result)
- **[Bow Invul storage](#)**
- **[Infinite Bow Shots](#):** Awful to time, but you can interrupt the bow shot right before it ends its animation, but after it shoots, to not waste ammo.
- **[Ghost Glitch](#):** After dying you'll be able to move, so just transition out of the map
- **[Ghost Nymph](#):** You can unload a collision by leaving it offscreen, then moving Nymph in that direction, clipping it through any door or loadable collision

- **Low Gravity hopping** (found by @waffle999): -presumably patched on 241030-1099f9cf-  
 Player keeps hopping as soon as touching the ground, in a low gravity state. Only usable at one place in Sky Tower so far. To replicate, aim to grapple at [this](#) angle and **hold left and up** direction keys, launching yourself into the laser. A sound queue of Yi grabbing the wall will occur during the black screen during the respawn animation, indicating it was done correctly. The state resets on map transition. This glitch is only feasible on capped FPS.
  - After hitting a laser, the player state will immediately change to “hurt”, followed by “respawn” with zero downtime (Hurt -> Respawn). Note that during these states, the player cannot move or interact with anything - this is only possible during the “normal” state. The way this glitch works is as follows: Attaching to a grapple hook will change the player state to “grapple”. After the grapple is over, it will return to “normal” state (Grapple -> Normal). If the player gets hit with a laser during “grapple” state, the “normal” state will get sandwiched between the “hurt” and “respawn” states. If, during the “normal” state and before “respawn”, the player obtains the “wall run” state (moving upwards on a green wall), you will respawn and obtain the low gravity glitch. (Hurt -> Normal -> Wall Run -> Respawn)
  - Air Dashing or using a Talisman / Charged Strike / Bow will boost you upwards, and you can chain these for [quick vertical traversal](#)
  - note: this trick is fps dependent, much easier on capped 60fps
- **Thunder Buster damage on pause**: Shoot a Thunder Buster arrow on an enemy, and pause the game. The AOE still damages the enemy while the game is paused. This does not change the total damage dealt by the arrow.
- **Nymph duplication**: (found by semi) No known uses yet. You can clone your Nymph by tapping the Nymph button and immediately holding to go into flying state.
- **Ghost / Invincibility Glitch** (found by @cptsherplungle): (patched in [e554ba4e](#), usable on speedrun branch) Enter a room transition while in the death animation, typically by falling into one after death. (make sure you're not entering the room where your last Root Node is). This leaves you in a state where you cannot deal damage, are not targeted by enemies (past their first attack), and are not voided out by static hazards. Resets when resting at a Root Node or healing with the pipe. This will cause you to lose all of your jin and experience, placing a corpse where you “died” or in the enemy that killed you.
- **Soul Recovery Dupe**: If you press Rest then almost immediately Cancel, a Soul in the same map as yours will be duplicated every single rest, allowing you to restore health and azure sand (depending on your skills)
- **Respawn Point Manipulation** (found by @waffle999): Any walking movement or landing on regular ground will automatically update your respawn to the current point, unless you are in a “danger zone” where respawn points cannot be updated (laser hallway, moving platforms, etc).

- A list of actions that will **NOT** update your respawn points:
  - Using swift descent to land on the ground and doing all movement in midair (current fastest use)
  - Charge and regular slash attacks on the ground
  - Ground dash followed by a buffered jump or buffered parry (inconsistent) or buffered UC (consistent)
  - Dashing off of a platform
  - Charge strike starting in the air at the same horizontal x level as the platform you land on [\[video\]](#)
  - Being near a wall or edge of a platform
  - Climbing up or down from a rope
  
- **[Prison Jade Storage](#)**: From version 7fa8f8e6, some jades that you have equipped right before getting sent to prison will be unequipped, but at the same time the effect still remains. After getting to the Root Node, since this version the game doesn't autorestore anymore, and you'll be able to equip any new jade, and at the same time activates the ones previously equipped (without using slots), allowing you to equip more different jades at the same time. What jades get stored depend on the [indexes](#) of the currently equipped ones and the one stored. If the stored one has a higher index than the ones equipped, it tries to fit it in and stores it instead (must check)
  
- **[Swift Blade wall storage](#) (found by mynameis)**: By pressing a direction off from a green wall/ledge while mashing Swift Blade slashes, we get pushed away from a wall while retaining the wall state due to the attack speed interrupting the state cancel. This lets you infinitely float horizontally (you can move to the other direction too) until you stop attacking, or hit another wall.
  - Doing a [vertical action](#) (like Skull Kick on an enemy), lets you carry that speed to the wall storage, boosting you into that direction while you do the slashes [\[video\]](#). This can be done to an extent without Swift Blade but you lose the speed quickly [\[video\]](#)
  
- **[Ledge climb storage](#)** (found by suntzu): By starting an action (sword slash and hold away from wall, charged strike) while on a ledge, then interrupting that action's animation with either a dash, skull kick, double jump, talisman or a swift descent (or by dying), you can store a ledge climb. To activate this storage, finish a slash/charged strike animation while holding up, and the ledge climb will happen in the opposite direction of the slash
 

This climb can be used as a sort of extra jump, that resets any dash/talisman/double jump cooldown. This state can be carried through rooms (tp, doors, transition), and it cancels when completing a parry, slash or charged strike animation, or getting hurt (not dying).
  
- **Hovering** (found by Waffle): Move infinitely left or right in mid-air as long as you don't interrupt the action with another state (Does not go through walls). The maximum hover height is 36 units above the initial jump ground.
  - [\[Bow Hover\]](#): Jump from the ground, and keep holding jump while immediately shooting a bow in the air.

- [\[Parry Hover\]](#): Obtain a ledge storage, and do the same jump as bow method, but press parry instead of bow.
    - [\[Hover Vault\]](#): If you buffer a ledge climb during the parry animation, you will get a much higher ledge climb than normal.
  - [\[Green Wall Hover\]](#): Press and hold jump next to a green wall, then move to hover horizontally.
  - [\[Delayed Hover Vault\]](#): If you obtain a hover with the parry method, you will not be able to hover vault after Yi's animation changes to falling. However, if you obtain a ledge storage and get into the hover state using one of the other methods, you can parry at any time and get a vault.
- **Wall Cling**: When ledge storage is active, you can stick to a wall by either standing with your back up against the wall and pressing and holding Jump+Parry (similar to Hovering) or by parrying an enemy's attacks mid air so you get pushed into the wall.
    - [\[Spider Leap\]](#): Obtain a ledge storage, then initiate a parry hover while Yi is directly against a wall, but facing away from it. This will allow you to get into a ledge grab state where holding jump is no longer necessary to stay in the air. A secondary jump off of the invisible ledge will gain more height than a hover vault. A sword slash at the same time as the jump will gain additional height.
    - [\[Wall Slide\]](#): Hitting an enemy with Slash>Skull Kick>Slash will send Yi sliding straight up the wall. Yi will continue to rise up the wall at a constant pace until he hits a ceiling or ledge. Doing a slash input as you reach the ledge allows the slide to continue slightly past the top of the ledge.
  - **Bow Invulnerability storage**: Interrupt the bow animation as soon as it fires to maintain the I-Frames from the shot
    - [\[Nymph State Storage\]](#) (read above)
    - [\[Room transition\]](#): shoot the bow right as you go through a room transition (really man)
  - **Menu Storage**: Utilizing menus out of their original window, storing them for other moments
    - [Teleport Storage](#) (thanks suntzu): Allows storing the teleport menu so that it can be used from any node, allowing you to teleport without returning to pavillion. This also allows you to use teleport at times where it would normally be disabled like after beating Lady Ethereal or after the point of no return.
      - 1. Select jades at the pavillion root node
      - 2. Select a jade you don't have room to equip and quickly tab to the right
      - 
      - 3. Click the spell style icon and press esc/B once.
      - 4. Press back button or tab key to close menu
      - 5. Select Teleport option
      - 6. Click the jade system prompt and the menu will close.

The teleport menu is now stored. The storage will be preserved until you quit to main menu or select the teleport menu again. To activate the teleport from any node select the jades option, pick a jade that

can't be equipped, you can now control the teleport menu in the background and select a node to teleport to.

## Skips and Strats [todon't: move vids to stratdb]

### Apeman Facility

- **Early Celestial Spectre (Apeman Facility):** [\[method 1\]](#)
- **[Early Airdash](#)** (skips going to the right side for Charged Strike, uses rope storage): Needs 2 talisman and patience. Can probably be done with just one if you lure the enemy all around without having it die to spikes. **[faster method with slashes]**

### Power Reservoir

- **[Middle Reactor bottom-right skip:](#)** (found by ClarkOTron and Etholux) Do a dash jump into a talisman to grab the rope and skip the lower section.
- **[Red Centaur skip:](#)** (found by Dex and Kreon) Just skips the fight, the cutscene and Seal are still obtainable but have to move blindly. **!!!!EXTREMELY IMPORTANT!!!!: If you dont save and quit after this skip at any point, you will softlock on your next death. Make sure to route a Save and Quit (most likely after grabbing a Tao Fruit)**
- **[Limitless Realm first attack skip:](#)** Sneak behind the enemy by dashing and jumping, and hit it once to skip the first attack. If the sneak meter doesnt go red, the attack should be successfully skipped. In theory it can be done up to 3 times if you lose aggro of the fight entirely but there are no viable ways of doing it so far.
- **[Limitless Realm fast tutorials](#)** (after bow) (found by craze819) -patched somewhere after **ad9d9939**:- Shoot 3 arrows to skip the entirety of the skill tutorial fight. This happens presumably because of the enemy getting knocked back, as if it was hit by the corresponding tutorial skill.
- **[Early Power Reservoir](#)** (can skip red tiger elite and nymph (DONT SKIP NYMPH)) -found by suntzu-

### Agriculture Region

- **Early Sky Tower**
  - **[\[method 1\]](#)** (uses rope storage) Store the rope on the tower west from the Bell Tower, then go to the left and use the hook to gain enough height to get above the small tower. Go all the way up until you can talisman and bow to the right to land on the entrance to Sky Tower



- [\[method 2\]](#) (uses skull kick)
- [\[method 3\]](#) (uses ledge storage and air dash)
- [Lake Yaochi Boat Fight Skip](#): (uses Hovering)
- **Greenhouse Pool skips** - **Note: It locks the right entrance in Yinglong Canal room, leading to softlock if you enter from that side**
  1. [\[clip\]](#) Use Bow or Charged strike to ignore the damage tick that respawns you, two times. -found by Juanba- **(patched in 64af447d)**
  2. [\[clip\]](#) Die to the water in the pool above the loading zone, causing ghost glitch to activate. (patched in [e554ba4e](#), usable in speedrun branch) **(found by @cptsherplunge)**
- [Water & Oxygen Synthesis boat skip](#): -found by Juanba- As soon as you enter the room either use a talisman while holding Right, or fire two bow shots to land on the ceiling of the map. In case of failure, you can land on the breakable wooden planks to not set your respawn position, then void out to respawn again at the top. Can be used in conjunction with Greenhouse Pool skip. When reaching the end at the elevator, a single jump is used to clear the wall, be careful not to jump too far right as you will fall out of bounds.
- [Early Treasure cave](#): -found by craze819- (Preferably with skull kick) There's a hidden passage above the Grotto entry Root Node that has a treasure room. You can bring a bee from the right with really annoying maneuvers to access that room early, and get the 1880 jin in it.
- [Early Grotto and Reverse Goumang access](#) -found by suntzu- (uses Bow Float, Ledge Storage)

## Cortex Center

- **Cortex Center small skip**: [\[method 1\]](#) [\[method without charged strike\]](#) [\[and just 2 shots\]](#)
- [Jumpscare skip](#) (uses Ledge Storage or Double Jump) -found by Juanba, better version by Waffle-: Requires storing a ledge all the way back from teleporting to Pavilion

## Warehouse

- [Inner Warehouse route](#) (requires rope storage and preferably Swift Descent jade) - must have 60fps cap to get back inbounds for tao fruit skip [\[method with SRS \(does right switch on the way in\)\]](#)\*
- \*can achieve the same SRS by dashing to the left and respawning with the hurtboxes on the speedrun patch



- [Boundless Repository 3 skip](#) (uses rope storage). [\[Method 2 grabbing the switches\]](#)

## Factory and Prison

- [Prison Skip \[slower version with ledge storage\]](#)
- [Kanghui skip \(using rope storage\)](#) (found by @cptsherplungle): Can be used to either reach the Kanghui fight faster than going the intended route, or skip the fight entirely. **Note:** skipping the fight locks you out of TP back to Pavilion permanently, and won't be getting the Noble Ring.
- [Prison full run with nymph shortcut](#)
- [Fast Machine Room](#) (found by @cptsherplungle) (faster unbounded counter shortcut) [\[method 2\]](#) (found by @buanjautista)
- Great Hall bridge skip -found by suntzu- / [\[version\]](#) by aro

## Soulscape

- [Celestial Enforcer Huanxian skip](#) -found by suntzu-
  - [skip guide/setup](#) by nebula
- [Huanxian Fight trigger skip](#) -found by Juanba- (uses Ledge Storage to cancel the movement lock on voidout)

[\[image of each butterfly section\]](#)

- **Faster Nymph section 1** [method by Waffle] [\[with ledge storage\]](#) [\[Method 2 \(old version\)\]](#) -found by suntzu- [\[more\]](#) [\[more\]](#)
- [Faster Nymph Section 2](#) -found by suntzu- (uses Ledge Storage Float)
- [Faster Nymph section 3-4](#) (requires Swift Blade wall storage and Skull Kick yeet) -found by suntzu- [\(more cursed knowledge\)](#)
- [Faster Nymph Section 4](#) -found by suntzu-
- [Faster Nymph section 5](#) -found by suntzu-
- [Faster Nymph section 6](#) -found by suntzu-
- [Early Hedgehog Jade](#) (requires Double Jump, Charged Strike/Bow and Air Dash). Skips growing the tree

- **Early Jade Component** above Hedgehog Jade: (requires the above trick, and ledge storage)

## Grotto

- **Ji dialogue skip** [\[method 1\]](#) [\[method 2\]](#) -found by craze819- (uses Rope Storage)
- **Grotto top-side skip** [\[easier method by balllight\]](#) (uses Rope Storage). Skips the top-half of Grotto West, which skips a long cutscene and a boulder sequence, and a puzzle with the rotating wall.. [\[another methods that skips only a part \\*must add the version that doesn't backtrack for 5 hours\\*\]](#)
- **[Jade Slot without the puzzle](#)**
- **[Ji ending cutscene skip](#)** -found by nebula- pause after the boss is killed and wait for the black and white effect to disappear, then buffer 3 pauses and if done correctly the save should occur during the 3rd pause, recommended kbm for this trick as the timing window is tight

## Empyrean District

- **Early Sky Tower & Empyrean Passages (cont.):** (uses low grav, rope storage, charged strike + air dash) [\[clip\]](#). Skips double jump. The grapple jump before the low grav glitch seems to be easier at lower FPS.
- **[Empyrean District East \(Fuxi Seal\) skip](#)**: (uses rope storage) Skips Fuxi's seal and going around the map
- **[Miner Skip](#)**: uses Swift Descent and Charged Strike to not reset the safe ground, and rope storage
- **Early Rope Empyrean East** (with double jump and ledge climb storage) [\[with Charged Strike\]](#) [\[with Bow\]](#)
- **[Faster Empyrean West](#)** (with doublejump and ledge climb storage) -found by craze819 and suntzu-
- **[Fengs fight skip](#)** -found by suntzu- (uses Ledge Climb storage and Double Jump) [\[method with Nymph Storage Foo Dash\]](#)
- **[Fengs ending cutscene skip](#)** -found by suntzu and nebula, when slowdown is initiated hit the boss with either slash or bow, then pause. the hit will initiate the cutscene to start while in pause menu also making the game save.
- **[Samurai wall slide](#)**: Bait the samurai in empyrean east to the right so that he can be used for a wall slide to skip a large section of the room. (See the linked video description for more details on the ai behavior)

## Research Center

- [Lab Escape second fight skip \[faster method\]](#)
- [Lab Escape platforming skip](#) (uses ledge climb storage)
- [Lab Escape last fight skip](#) -found by suntzu- (uses ledge climb storage)

## Doublejump-less Strats

- **Early Sky Tower** [\[full clip without double jump \(thanks CC\)\]](#)
- [Early Grotto](#) from Sky Tower -found by suntzu- (requires Ledge Climb storage and Early Sky Tower strats)
- [Empyrean East first jump](#) -found by suntzu- (requires Skull Kick, Ledge Climb Storage and gamer samurai manip) [\[method with bow floating and ledge storage\]](#)
- [Full Empyrean East clip](#) -clip by suntzu- (uses Skull Kick, Ledge Climb Storage, Rope Storage and 50FPS)
- **Empyrean West clip** -insert clip here-
- [Tianhuo Lab Jump 1](#) (requires Skull Kick and Ledge Climb storage) -found by mynameis-  
[\[method with Bow Float and Ledge Storage\]](#)
- **Tianhuo Lab Jump 2** -found by Waffle- [\[method with sword swings\]](#): Get close to the wall and look left (can use bow to make sure you're next to it). Do a Horizontal Float with parry to get stuck inside the wall, in a grab state. From this state you can walljump up, and by doing a sword swing at the same time you can get even higher.
- [Tianhuo Lab Jump 3](#) (path to hallway, 60 FPS or less to get the hook) [\[method with Skull Kick\]](#)
- [Tianhuo Lab Jump 4](#) (requires storing a ledge after Lab Jump 2 before Eigong's soulscape - must keep the ledge storage throughout the entire hallway fight (it sucks) or do the backup with [Lab Jump 2 \[2\]](#) (50fps only)) [60fps backup \[2\]](#)
- [Lab Third fight skip](#) -found by suntzu- (uses nymph state glitch and low grav)

## Boss Strats

- **(check please) Boss animation skip:** Doing an action ¿that affects game slow motion? during the black and white effect when killing a boss, will skip the slow motion.
- **(check please) Save and quit after boss kill (Ji / Fengs):** There's a small frame window where you can exit the game after triggering the boss kill save, where you can just reload and skip any of the cutscenes.
- **[Goumang One-cycle \[another clip\]](#):** Requires 2 Qi and 3 arrow shot. Do only air combos of 3 slashes then arrow so your combo resets. Doing a 4th slash will stop the combo until you're grounded. (3 air combo -> bow -> 3 air combo -> bow -> 3 air combo -> bow -> 4 air combo -> talisman)
- **[Power Reservoir Celestial Sentinel cheese:](#)** Lure the guardian into the lasers and it will die to them. Make sure to kill it to the right so you can grab its drop quickly.
- **[Apeman Facility Celestial Spectre quick kill](#)**
- **[Celestial Enforcer Huanxian cheese:](#)**
- **Enemy AI [cheese:](#)** (gotta test) doing 2 slash combos without the third slash makes Fuxi not attack? Can happen with other minibosses
- **[Fuxi Cheese:](#)** At the end of Phase 1, rush to the left of the arena underneath the door, this makes it so Fuxi cant aggro you anymore until you move from that spot, and Nuwa won't attack as long as you don't finish a full ground combo.
- **[Jiequan ledge cheese](#)** (fixed on patch 41db9c37)

## Glitch Strats

- **[Lady Ethereal Phase skip:](#)** By hitting Lady E and one of the real clones at the same time you would end a phase, it can skip the entirety of the next phase. This presumably only works in any patch before ([64af447d](#)).

## Etc (theories, and failed strats, random jank)

- **[Cortex Center Jumpscare skip](#)** (uses ledge climb storage): ~~currently not worth due to no useful ledge/way to store the ledge climb on, would save less than 30s~~ i was proven wrong quick

— ~~Early Grotto without double jump theory~~ (just missing one jump that's currently not possible)

[\[clip 1\]](#): entry

[\[clip 2\]](#): rest of the idea, can probably be rearranged with the new [rope glitch setup](#)

Double jump-less grotto is doable from Sky Tower now with the new ledge climb storage

- [Rope Storage with same room transition](#): Works on latest patch, absolutely no use yet. You lose it by void out or receiving dmg (at least in post-rope storage patches)
- [Hack through walls](#): You can hack certain door triggers through walls allowing you to open them from the wrong side. Introduced in patch 202410221156.553f8031 and fixed shortly after. Does not work on speedrun patch.
- [Shennong Health Upgrade Skip](#): On some patches, Shennong will leave pavillion after you give him the last poison even if you don't talk to him to get the last health upgrade. Confirmed to work on patch 202412161711.b1327bd4. Does not work on speedrun patch or on any patch with the hack through walls glitch.

## Banned Tech

- **Soul “duping”**: By recovering a soul, the game saves. You can then Alt+F4 to save the obtained Jin and EXP without having the soul picked up. This allows re-picking up the body infinite times, duping the Jin and EXP you lost on death. [Banned because of Alt+f4]

## Patches

[\[Guide\]](#) To downpatch, navigate to the Steam console by pressing Win+R and typing "steam://nav/console". This will open up a steam command prompt where you can type in the following command to obtain the patch. Files will appear at "Steam\SteamApps\content\app\_1809540", be patient on the download. When it finishes it should say something like “Depot download finished: (game folder route here)”

**download\_depot app** (1809540) **depot** (1809541 for windows)/(1809542 for mac)  
**manifestid** (listed below)

Patch commands:

[Ver [20240626xxxx.64af447d](#)] download\_depot 1809540 1809541 3057821916443036637

- rope storage fix (flying thunder god technique) 🦀
- ignore damage respawn fix (piss skip died)

[Ver. [20240618xxxx.7fa8f8e6](#)] download\_depot 1809540 1809541 6612779001335543972  
(current speedrunner branch)

- jade storage add

[Ver. [20240614xxxx.e554ba4e](#)] download\_depot 1809540 1809541 7607609690383614330

- ghost glitch fix, static rope storage added

[Ver. [20240608xxxx.fe684f4d](#)] download\_depot 1809540 1809541 1572704960495891860  
(old speedrunner branch)

[Ver. [20240602xxxx.41db9c37](#)] 6608141228599643462

- jiequan cheese fix (02/June/24)

[Ver. [20240529xxxx.ac51310d](#)] download\_depot 1809540 1809541 5287242409264641891

- release patch (charge strike still breaks walls, jiequan cheese)

## Resources

- [Interactive Map](#) (support them on the site)
- 
- [Save Manager](#) by semilin
- [Save Editor](#) by Jngo
- [Save Pack](#) by KaitoMajima
- 
- [Skill Tree simulator \(+ dmg calc\)](#)
- 
- Debug Mod by Kreon

- Install BepinEx (**v5.xxx**): <https://github.com/BepInEx/BepInEx/releases/> (just extract content into NS game directory like Nine Sols/BepInEx)
- Open the game and close it.
- Copy this plugin into BepinEx/Plugins directory (which should be now in your game directory)

<https://www.dropbox.com/scl/fi/pel3w6ljty3zbadlj9qs6/NSDebug.dll?rlkey=a0w8ofdk9yht6hfri1e56ggu4&dl=1>

- Start the game

Usage:

```
Alpha -  :: slowdown gametime
Alpha +  :: speedup gametime
Alpha 0  :: reset game time to default
[toggleable actions]:
F1  :: global toggle UI
Shift+F1 :: show debug info
F2  :: scene teleport selection
F3  :: auto-heal
Shift+ F3 :: invincibility
```

```

Ctrl+F3 :: infinite ammo
Alt+F3 :: infinite chi
F4 :: +10000 gold
Shift+F4 :: +5000 Exp
Ctrl+F4 :: +5 skill points
F5 :: unlock all jades
F9 :: kill all enemies (those that are considered "monsters")
F10 :: disable camera follow, enable zoom with MouseWheel
Shift+F10 :: toggle Post Processing
Ctrl+F10 :: reset camera position back to 0 as a fallback
Hold Alt + press and drag Mouse1 :: drag camera around across the level.
Mouse2 will teleport player to cursor. Use Ctrl+F10 to reset.
F11 :: enable collider view
Alt+F11 :: collider layer selection
Shift+F11 :: update collide cache (no auto-update currently)
Ctrl + Mouse1 :: teleport player to cursor (alternative)

```

- Debug Mod by dubi steinkek

Both dlls need to be in [BepInEx/plugins/](#).

(add dlls links here later)

- [Ctrl+.](#): open console
  - run [user-commands](#) or [all-commands](#) to see possible commands
- [Ctrl+,](#): open debug toggles
- [Ctrl-M](#) shortcut for the freecam
- [Ctrl-B](#) shortcut for the hitboxes

source code at <https://github.com/jakobhellermann/NineSols-DebugMod>

- [\[Link to all the stored videos\]](#)

## HP Values

### Player

	Base	Max	Per HP upgrade
Yi	120	240	15

### Bosses (Regular Game)

Name	Phase 1	Phase 2	Phase 3
Red Tiger Elite: Baichang	1160		



General: Yingzhao	1400	2100	
Goumang	560 (big)	450 (smol)	880
Xingtian	2500		
Sky Rending Claw	2350	2350	
Kanghui	1820	1820	1820
Jiequan	3000 (2250*)	2400	
Celestial Enforcer: Huanxian	2650		
Lady Ethereal	1100	2750	2750
Ji	3740	7840	
The Fengs	4550	6825	
Eigong	5000	7500	5000
Celestial Sentinel: Jiaoduan	1280		
Red Tiger Elite: Yanren	1300		
Celestial Spectre: Shuigui	1800		
Red Tiger Elite: Kuiyan	1800		
Celestial Enforcer: Tieyan	1800		
Celestial Sentinel: Wuqiang	2400		
Celestial Spectre: Shangui	3800		
Celestial Warden: Yinyue	3200		
Red Tiger Elite: Lieguan	2000		
The Great Miner: Tianshou	3500		
Spirit Keeper: Cixing	5000		
Xingtian the remaster	4550		

### Memories of Battle

Name	Phase 1	Phase 2	Phase 3
General: Yingzhao	3500	5250	
Goumang			2687 (HER)

Sky Rending Claw	3760	3760	
Jiequan	5400	4320	
Lady Ethereal	1925	4812	4812
Ji	5049 why	10098	
Fengs	5687	8531	
Eigong	6000	9000	6000

## Damage values

- **Slash combo base damage:** 20 20 40
- **Talisman Base:** 32 Internal On Contact / 32 + (32 per charge) HP
  - Enhanced Talisman +23% Damage
  - Water Flow: 32 Internal / 60 (regardless of enhanced)
  - Full Control: 32 Internal / 40 per charge HP
  - Enhanced Full Control: +56 Damage for 5 charge
- **Tai-Chi Kick:** 60 internal damage, 160 with backlash
- **Arrows:**
  - **Cloud Piercer:** 136
  - **Thunder Buster:** 18 per tick (12 ticks total)
  - **Shadow Hunter:** 30 per hit
  - 35% of base damage increase per level upgrade
- **Charged Strike** 64 (116 with jade (181,25%))
- **Unbounded Counter:** 60 internal damage, 135 with leverage
- **Skull Kick:** Same damage as Tai-Chi Kick (scales with tai chi kick) + a sword hit (scales with base sword damage)
- **Qi Blade Jade** multiplies the third slash damage by 5x (10x base sword dmg)
- Each **Enhanced Blade skill** upgrade increases +23% to base Slash and Charged Strike dmg
  - ~4.6 to base Slash damage (24.6 24.6 49.2, etc)
  - ~14.72 to base Charged Strike dmg
- Each **Tao Fruit** (including Greater and Twin) increases base Slash, Talisman and Charged Strike damage by 3% (except bow)
  - ~0.6 for Slash
  - ~0.96 for Talisman
  - ~1.92 for Charged Strike
- **Last Stand** increases damage by 20%
- **Hedgehog** deals 10 internal damage on precise parry, increased by 3% per Tao Fruit
- A **Shadow Strike** hit increases damage by 3x (and only works while you're in stealth, doesn't matter which direction)

- Bow gets affected twice by Story Mode modifier (1000% instead gives 10000% ( $10 \times 10^2$  modifier), and so on)

## Movement units

**Consistent** (at 50fps at least)

- **Sword slashes:**
  - Single slashes: 6 -> 6.125 -> 6 -> 6.125 -> 6 then it loops (must delay the sword slashes so it doesn't combo)
  - Air slashes: 2.75 per slash
  - Full combo: 6 -> 6.625 -> 7.125 (19,75 units total)
- Ledge drops leave you in the same position
- Hitting a wall

## Shop Prices

### Kuafu

- Azure Sand Magazine - 1000 Jin - 2500 Jin
- Arrow: Cloud Piercer S - 1000 Jin, 1 Dark Steel -
- Arrow: Thunder Buster S - 1000 Jin, 1 Dark Steel -
- Arrow: Shadow Hunter S - 1000 Jin, 1 Dark Steel -
- Pipe Upgrade - 800 Jin, 1 Herb Catalyst -
- Transmute Unto Wealth - 1000 Jin
- Transmute Unto Health - 1000 Jin
- Transmute Unto Qi - 1250 Jin (available after Prison?)

### Chiyou

- Recovery Jade - 1000 Jin
- Health Thief Jade - 600 Jin
- Last Stand Jade - 2000 Jin
- Quick Dose Jade - 1250 Jin
- Reciprocation Jade - 4000 Jin (available after Prison?)
- Revival Jade - 2000 Jin (can be obtained free by meeting Chiyou after opening Warehouse bridge)
- Computing Unit - 1000 Jin - 1800 Jin
- Ball of Flavor (Poison) - 600 Jin
- Dragon's Whip (Poison) - 600 Jin
- Necroceps (Poison) - 1200 Jin
- Guiseng (Poison) - 1200 Jin
- Thunder Centipede (Poison) - 1800 Jin
- Wall-climbing Gecko (Poison) - 1800 Jin

- Gutwrench Fruit (Poison) - 3600 Jin

#### Recycler

- Ricochet Jade - 500 Jin
- Medical Jade - 500 Jin
- Mob Quell Jade - Yang - 750 Jin
- Pipe Vial - 1000 Jin - 2000 Jin

