

Tales of Symphonia NG+ Speed Run Notes/Guide

By Jaymota16

Special Thanks to Baffan, Blackrazgriz, Dabomstew, Sylux98 and GreenMittenz.

Intro/Disclaimer: This is an evolving guide so a bunch of stuff is subject to change and if you find something is faster, then do that instead. This route/guide was made using Cosalich's original notes as a base with alterations based on version differences and then altered based on further testing. Also these are very long notes so I strongly recommend abridging the notes to only include what you actually need to reference in a run and ultimately remembering everything to not have to look over notes at all.

2nd Disclaimer: The exact numbers for the Mystic Arte glitch may not be the same if you don't use the provided NG+ file

P.S. I recommend viewing with the *Print Layout* in View unchecked.

P.P.S. If you have questions or comments about the run feel free to leave a comment or contact me via Twitch, just search for Jaymota16.

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Rules.....(zyaaa)

- Official Consoles/hardware Only (PlayStation 3 or Steam accessible PC and or Laptop)
- No modding in a way that would give an unfair advantage

Leaderboards/etc.....(zyaab)

The Official Leaderboard for Tales of Symphonia NG+ any% is available by [clicking here](#) - click "NG+ Any%" once the page has loaded.

If you can't find any of the chests that this route requires try [looking here](#).

If you require practice files I have premade files available by [clicking here](#)

If you want the route for a Speed Run on PAL/NTSC-U/NTSC-J GameCube [click here](#)

If you want the route for a Speed Run on NTSC-J PS2/ NTSC-J PS3 [click here](#)

-Pre-Game

Setup.....(zxaab)

For those of you who are lazy and own the Steam version I have taken the liberty of making speedrun ready files and

a file before Mithos if you want to change anything.

[Before Mithos File](#)

[Run Ready File](#)

Checklist

- Titles
- EX-Skills (For the start of the game)
- Techs
- Tech Usage (including Colette's luck based ones)
- Affection
- AI Tech use Permissions (For the start of the game)
- Noishe Overworld Monuments
- Memory Circles (For creating practice saves at some point)
- 8000+ Grade
- 5,000,000+ Gald Optimally you want 96,000,000+ Gald
- Controls set up

Titles.....(zxaab)

For each character I will list the best title along with an alternative if you are lazy. In cases where multiple titles are listed the first one is the preferred choice.

- **Lloyd** - Combo Master (100 hit combo title)
- **Colette** - Super Girl (Clear Advanced Coliseum)
- **Genis** - Mana Master (Obtained alongside Meteor Storm)
- **Kratos** - Conqueror (Clear Advanced Coliseum which requires Kratos rejoining the party)
- **Raine** - Monster Collector (Finish the Monster List)
- **Sheena** - Treasure Hunter (Get every chest in the game)
- **Zelos** - Gilgamesh (Equip Excalibur, Golden Helm, Golden Armor, Hyper Gauntlet/Blue Shield, and Jet Boots then finish a fight with these equipped)
- **Presea** - Bursting Girl (Reach level 100)
- **Regal** - Perfect Battler (Reach level 100)

EX

SKILLS.....(zxaac)

- **Lloyd** - Personal, Spirit, Follow-Up, Add Combo (*Technical*) Helps Lloyd's slightly low TP count for earlier on.
- **Colette** - Personal, Sky Combo, Stat Boost, Sharp Eyed (*Battle Cry*) (*Pow Hammer*, *Item Getter*) Battle Cry increases Colette's damage by quite a lot while she's used in battle. Personal is swapped out for Magical and Sky Combo is swapped out for Lucky to get Penguinist Quills later on, then Battle Cry is put back on to allow Colette to be used in fights after the toy weapons are obtained.
- **Genis** - Speed Cast, Spell Save, Rhythm, Spell Charge (*Concentrate*, *Reducer*) Randomizer has been nerfed ever since the PlayStation 2 port so Concentrate is the best next thing as well as removing RNG from Genis overall.
- **Raine** - Speed Cast, Item Pro, Spell Save, Happiness (*Concentrate*) QuicksPELL is the best EX-Skill but it is also a trap because the spell queue will interfere with your casts. Raine's crucial role is casting Sacred Light so using Concentrate to prevent her getting sniped by their spells (or arrows in Remiel's case) is probably the best option.
- **Sheena** - Vitality/Personal, Prolong, Dash, Add Combo (*Hard Hit*, *Combo Force*) You may choose to start the game with Vitality to avoid turning it off in the Palmacosta Ranch (but with the chance to be trolled in Asgard Ranch). Sheena is useless so it doesn't matter too much as long as you have her Personal. This set of skills gives her AI more capability to string a decently strong combo together. (She's the only character

never controlled or macroed).

- **Zelos** - Strong, Slasher, Spirit, Magical (*Skill Boost, Chivalry*) Chivalry boosts stats in a similar way to Battle Cry, Zelos gets more use out of it than Kratos but it's still useful for both. Skill Boost stacks onto the already present stat boost from Chivalry and makes techs a whole lot stronger, however there's a new mechanic in Symphonia that makes canceling level 2 and 3 spells during a spell a chore so Zelos can only be used when Raine and Genis aren't in battles or are just using a Mystic Arte and that's it.
- **Kratos** - Strong, Slasher, Super Chain, Eternal (*Super Blast, Chivalry*) Chivalry boosts stats in a similar way to Battle Cry, Zelos gets more use out of it than Kratos but it's still useful for both. As to why no Skill Boost for Kratos the issue lies in the fact most of the early game party cast level 3 spells making Judgement cancels lock you in place and that's very slow so the slight damage drop off in favor of Super Blast allows Kratos to spell cancel with First Aid using Hurricane Thrust and Fierce Demon Fangs.
- **Presea** - Vitality, Endure, Guard Plus, Revive (*Glory*) Glory is OP.
- **Regal** - Vitality, Guard Plus, Guilt, Flash (*Counter, C. Combo, Glory*) Glory is still OP plus a 5% stat boost just having Presea in the fighting party beside him due to Guilt.

Important

Techs.....(zxaad)

Make sure you have all the techs in a line you plan to use so that no one will randomly learn a new tech and possibly knock them down ruining your battle. The known skills list is mostly just there to minimize your inputs when setting up skills, for this reason I have tech glitched some skills even though I will never use them and they are turned off.

- **Lloyd**: Overall I find him to be pretty weak due to how the combo system works but he is easy to play and very well rounded. Also has good attack stats so he will be your default macroless AI controlled character very early on.
 - **Tiger Blade** 1.6 Slash - Good early damage and a part of the main combo.
 - **Sword Rain: Alpha** 0.2x8 Thrust + 0.6x1 Slash - Combos really easily with Tiger Blade/Demon Fang as an AI tool and is a good substitute since we can't use Demon Fang after Tiger Blade anymore.
 - **Sword Rain: Beta** 0.3x9 Thrust + 0.6x2 Slash - Not the best tech ever but should be in your skill list to avoid learning it.
 - **Demon Fang** 1.2 - Good for getting some free damage and upping downed enemies. Good level 1 tech for the AI.
 - **Demonic Chaos** 3.9 Slash - Only useful for macros due to it's extra damage.
 - **Psi Tempest** 2.4 Slash - Useful to hop behind certain targets although don't be deceived by the damage as it is VERY low compared to some other skills. Only ever used on Exbelua to get behind her.
 - **Hurricane Thrust** 1.0x1 Thrust + 1.2x1 Slash - Decent level 2 tech for the AI.
 - **Tempest Thrust** 4.1 Slash - Not very useful. Needs to be learnt otherwise you lose time.
 - **Rising Falcon** 3.2 Thrust - Useful macro tool despite the damage.
 - **Demonic Tiger Blade** 3.6 Slash - High damage, reliable macro tool, very good for AI use and allows for a more reliable combo on the Kratos 1v1 fight.
 - **Falcon's Crest** 21.5 - Lloyd's Mystic Arte. Decent Damage but there are much better options thanks to the Mystic Arte Glitch
 - Known Skills - Demon Fang, Fierce Demon Fang, Demonic Chaos, Demonic Circle, Tiger Blade, Tiger Rage, Twin Tiger Blade, Sonic Thrust, Hurricane Thrust, Sword Rain, Sword Rain: Alpha, Sword Rain: Beta, Tempest, Psi Tempest, Beast, Raging Beast, Rising Falcon, Tempest Thrust, Demonic Thrust, Demonic Tiger Blade, Raining Tiger Blade and Guardian.
- **Colette**: Her stats appear low, but the Stinger Ring makes her awesome in Sylvarant and then a combination of the toy weapons and her Battle Cry compound EX-skill keep her competitive in late game.
 - **Ray Thrust** 1.3 - Not too great of a skill but it is good to give Colette's AI and it's a decent macro

- tool against Vidarr/Botta and Ktugach
 - **Para Ball** 2.3 - This attack has been restored to its original damage formula thus it's no longer extremely powerful, however it's still a good arte in its own right.
 - **Torrential Para Ball** 3.6 - This attack is actually useful and replaces Para Ball as opposed to the GameCube route.
 - **Item Thief** 2.0 - Just used to steal Penguinist Quills.
 - **Item Rover** 3.0 - You can use this to steal the Penguinist Quills. Other use is just have it so you don't accidentally learn it.
 - **Whirlwind Rush** 3.6 - Good for AI use. (Alternate level 3 tech)
 - **Triple Ray Thrust** 3.6 - Good for AI use. (Alternate level 3 tech)
 - **Triple Ray Satellite** 7.5 - Good for AI use and extremely powerful, though has a short range. (Alternate level 3 tech)
 - **Judgement** 4.0x17 - Used for spell canceling but you won't be using this
 - **Holy Judgement** 18.5x17 - HOLY CRAP THAT DAMAGE! Unfortunately Colette's Mystic Arte is too unreliable to hit as very few of the 17 beams will actually hit... not ever used but worth mentioning.
 - Known Skills - Ray Thrust, Ray Satellite, Triple Ray Thrust, Triple Ray Satellite, Pow Hammer, Para Ball, Torrential Para Ball, Hammer Rain, Ring Whirlwind, Whirlwind Rush, Item Thief, Item Rover, Grand Chariot, Stardust Cross, Damage Guard, Angel Feathers, Holy Song, Sacrifice, and Judgment.
- **Genis:** Most OP character in multiple-target battles due to Meteor Storm.
 - **Raging Mist** 5.0 - Only used in the 2nd tutorial fight and first Martel Temple fight for a quicker kill
 - **Air Thrust** 4.9 - Used as a macro to beat Vidarr.
 - **Absolute** 7.8 - Easily the best non meteor spell as it has very high damage short cast and doesn't move the enemy around, the only problem is it won't clear groups very effectively. Additionally this skill will up a tech down induced enemy.
 - **Indignation** 10.0 - Essentially a stronger but slower Explosion. Not very useful since Explosion is faster and similar in damage.
 - **Indignation Judgment** 19.5 - Genis' Mystic Arte. Extremely powerful, however you will never be presented a chance to use this due to the fact you'd be doing more damage just using Meteor Storm. Useless.
 - **Meteor Storm** 4.25x14 - Great damage and great spread this is your key skill.
 - Known Skills - Aqua Edge, Aqua Laser, Fireball, Eruption, Explosion, Wind Blade, Stone Blast, Grave, Lightning, Spark Wave, Indignation, Icicle, Freeze Lancer, Dreaded Wave, Absolute, Meteor Storm, and Force Field.
- **Raine:** Works like a worse version of Genis even though she has higher INT stats, used more now seeing as she has access to her Mystic Artes starting at Sheena 1.
 - **Purify** - Used after the cart puzzle in the Remote Island Ranch.
 - **Photon** 5.0 - Most reliable damage source you will get from her, it's fairly strong and ups enemies just like Absolute but doesn't quite match up in damage to Genis's top tier spells. Considering Raine will only cast it twice all game (most likely). You should be using this move to be honest.
 - **Holy Lance** 8.0 - Higher damage than Photon and same cast time, but has a chance to miss hits and doesn't have the same tech up effect.
 - **Sacred Light** ??x?? - Extremely powerful spell and makes later fights as fast as the GameCube version. Can be spammed since it's a spell making this worth using
 - **Fairy Circle** ??x?? - Half as powerful as Sacred Light so not worth using.
 - Known Skills - First Aid, Resurrection, Recover, Purify, Dispel, Sharpness, Barrier, Charge, Photon, Holy Lance, and Force Field.
- **Sheena:** The worst character in the game by far... at least on her own.
 - Nothing - Quite literally all of her skills are terrible although I guess I should go over some of what

- o she should be using.
 - o **Power Seal Absolute** 1.2 - Sheena doesn't do anything anyways so you might as well get a better chance to lower the defence so the rest of your party can do something.
 - o **Serpent Seal** 0.8 - Lets her AI try to combo though it really doesn't need to be bothered with.
 - o **Summon: Birth** 6.0x14 - If you look at the ratios of the skill it seems like an alright idea as it is a beefed up meteor (6.0x14 instead of 4.25x14) but, due to Sheena's lack of intelligence it will end up doing less AND with the overlimit requirement+cast time+cast animation even if you do get it off it will almost always lose you time in the end.
 - o **Summon: Wind** 2.0x15+6.0 - This is really her most reliable decent summon but you still shouldn't use it as it takes up tons of animation time.
 - o **Summon: Origin** 2.5x14 - Slightly less overall damage than Wind and takes 3 seconds longer to cast, but hits AoE and doesn't have a forced knockdown at the end..
 - Known Skills - Pyre Seal, Power Seal, Power Seal Absolute, Serpent Seal, S. Seal Absolute, Mirage Seal, M. Seal Absolute, Life Seal, Spirit Seal, Force Seal, Purgatory Seal, Cyclone Seal, Guardian Seal, S. Seal: Fire, S. Seal: Water, S. Seal: Wind, S. Seal: Light, T. Seal: Earth, T. Seal: Ice, T. Seal: Lightning, T. Seal: Darkness, Summon: Fire, Summon: Water, Summon: Wind, Summon: Light, Summon: Earth, Summon: Ice, Summon: Lightning, Summon: Darkness, Summon: Origin and Summon: Birth.
- **Kratos:** Great all around character, but falls back into the macro role once Colette's Para Balls are unleashed.
 - o **Demon Fang** 1.2 - Good for getting some free damage and upping downed enemies but usually not used.
 - o **Fierce Demon Fang** 2.4 - Not terribly useful for you to use but a decent AI skill.
 - o **Grave Blade** 3.1 - I separated this from Fierce Demon Fang due to its use in the run. While you have Kratos and an earth element this is by far the best skill to use just not too often or it will cause Over Limit or tech downs. It's best to mention that this move has been slightly nerfed but is still worth using it seems.
 - o **Hurricane Thrust 2.2** - Spell cancelable arte for the early game segments
 - o **First Aid** - Used for spell canceling with Kratos
 - o **Shining Bind** ??x?? - Used in Kvar's Ranch
 - Known Skills - Demon Fang, Fierce Demon Fang, Sonic Thrust, Hurricane Thrust, Light Spear, Victory Light Spear, Hell Pyre, Lightning Blade, Super Lightning Blade, Demon Spear, Guardian, Fireball, Eruption, Wind Blade, Air Thrust, Stone Blast, Lightning, Thunder Blade, First Aid and Judgement.
- **Zelos:** He is never actually controlled but is a good macro slave once obtained due to his extremely powerful Lightning Blades.
 - o **Demon Fang** 1.2 - One part of Zelos' AI combo.
 - o **Fierce Demon Fang** 2.4 - Not useful at all but is needed.
 - o **Grave Blade** 3.1 - Same issue applies from Kratos section. Great tech to use but you have to be careful to not cause early tech downs or OL's.
 - o **Lightning Blade** 3.3 - The next part of the combo, hits Cardinal Knights in particular for extra damage.
 - o **Super Lightning Blade** 3.75 - The last part of the AI combo. Extremely expensive TP-wise
 - o **Shining Bind** ??x?? - With Kratos it's mainly just used for Kvar's Ranch scrubs other than that it's pretty weak.
 - Known Skills - Demon Fang, Fierce Demon Fang, Sonic Thrust, Hurricane Thrust, Light Spear, Victory Light Spear, Hell Pyre, Lightning Blade, Super Lightning Blade, Demon Spear, Guardian, Fireball, Eruption, Wind Blade, Air Thrust, Stone Blast, Lightning, Thunder Blade, and First Aid.
- **Presea:** Very strong if used correctly and probably the smartest AI in the game but, you do need to get used

to how her skills work as they can ruin your combos if you are not careful.

- **Destruction** 2.5 - Good for the AI to combo with.
- **Deadly Destruction** 4.15 - Only needed to avoid learning it during the run and for Eternal Damnation.
- **Rising Punishment** 3.5 - WAS the Strongest non-spell tech in the game until Namco gave it the nerf hammer. Still a great AI tech of course
- **Eternal Devastation** 4.0 - Presea's main attack as she replaces Colette once you enter Tethe'alla.
- **Infernal Ruin** ???x?? - Presea's first Mystic Arte. Quick and very powerful and has a fair bit of use
- **Crimson Devastation** ???x?? - Presea's second more powerful Mystic Arte. Probably the strongest in the game and can one shot many of the second half bosses with ease
 - Known Skills - Destruction, Deadly Destruction, Punishment, Dual Punishment, Rising Punishment, Infliction, Dual Infliction, Endless Infliction, Devastation, Mass Devastation, Eternal Devastation, Beast, Eternal Damnation and Earthly Protection.
- **Regal**: Highest DPS as a controlled character once you get used to his infinite(it's hard to do regardless if you're on a GameCube/PlayStation 3/PlayStation 4/XBox 360/XBox One controller), but has a glaring weakness in that his combo causes tech downs way faster than pretty much anything else you can do.
 - **Healer** - Used for spell canceling.
 - **Crescent Moon** 1.6 - First part of combo and can be used to combo off enemies floated by Presea.
 - **Spin Kick** 1.3 - Good for the AI to combo with.
 - **Eagle Rage** 2.6 - 2nd part of combo often breaks guards and does good damage. Unfortunately the combo can burn TP fast and causes tech downs a lot. Another great AI tech of course.
 - **Mirage** - Can be used to dash behind the target as well as giving invincibility frames.
 - **Fanged Finality** ???x?? - This is arguably the second strongest Mystic arte but the animation takes way too long so it's not worth it.
 - Known Skills - Healer, Crescent Moon, Spin Kick, Triple Kick, Wolverine, Swallow Kick, Eagle Dive, Eagle Rage, Rising Dragon, Heaven's Charge, Triple Rage Kick, Crescent Dark Moon, Mirage, and Bastion.
- **Unison Attacks**: DON'T USE THEM... The only time you will use them is on tech down induced bosses and even then it is just as a cancel so you won't use any attacks. Your regular comboing is MUCH faster.

PS: A note on how the damage formula works $\text{Damage} = ((\text{Attack} * 0.5) - \text{Defense}) * (\text{Skill Multiplier}) * (\text{Usage Multiplier}) * (\text{Combo Multiplier}) * (\text{Accuracy/Evasion Multiplier}) * (\text{RNG}) * (\text{Other stuff})$ *For spells like Meteor Storm replace $((\text{Attack} * 0.5) - \text{Defense})$ with $(\text{INT} - \text{Magic Defense})$

- **Skill Multiplier** - Every skill has a different damage multiplier on it that determines how much each hit does. I have included the multipliers for every skill given. (Auto attacks have a multiplier of 1)
- **Usage Multiplier** - This is a number between 1 and 1.05 that is based off how much you have used a skill, it caps out at 250 uses so try to get your important skills to at least that number for the free 5% damage boost
- **Combo Multiplier** - Every hit in a combo (for a single character) will do reduced damage, this goes for both basic attacks and techs. The advantage of spell canceling is it will reset the counter allowing you to keep your damage high, this is the reason that Lloyd is not as powerful as he could be. Also this is why you should reset your basic infinite combo earlier with Kratos/Zelos.
 - First Hit = 1
 - Second Hit = 0.85
 - Third Hit = 0.7
 - Fourth Hit = 0.55
 - Fifth Hit = 0.4
 - Sixth Hit = 0.25
 - Side Note - if you have the EX Skill Combo Force (not used in this run but a potential alternative) then combo reduction is reduced to 0.1 per hit, making your hits 1, 0.9, 0.8, 0.7, 0.6, 0.5.
- **Accuracy/Evasion Modifier** - This is a number between 0.8 and 1 that is based on accuracy and evasion

- **RNG** - Adds variable damage the number will be between 0.96 and 1.04
- **Other Stuff** - This can be anything from crits, weaknesses, Flare Bottles etc.

Affection

Levels.....(zxaae)

There are two things affected by affection that you can optimize to save time. The first is the scene at Dirk's House after the disc swap. The fastest usable option here is to have Colette with the highest affection as she has the least amount of dialogue. The second difference affection makes is at Flanoir and the affected scenes. Colette is one of the slowest options here as she creates an extra scene at the final trap which costs about 13 seconds. Regal has the fastest Flanoir scene by a decent amount and does not trigger said trap scene. In order to get Colette for Dirk's scene and Regal for the Flanoir scene you must start the game with Regal having 781 to 839 affection more than Colette so that he can pass her with the optional choice in Sybak (Sheena/Regal would be slightly faster but there is no way to have Regal pass Sheena after Dirk's House without losing time). If you would rather pick someone fun, Raine, Sheena, and Presea do not lose a ton of time. If you want to check affection values there is a nearly complete list [-here-](#)

- Best Setup
 - This will require an entire run dedicated to it but will leave you with the best setup possible as you will get the shortest scenes at every instance. Do a normal run of the game without transferring affection with all of the options outlined in the route and do not cook anything. When Sheena asks to join you say "Okay" 1st option. Also cook curry with Regal rather than Colette. Then before fighting Luna/Aska do the Candy event at Thoda Dock. Next sometime before Flanoir do all of Regal's overworld skits, and then do the Flanoir event and go out with Regal when he comes to the door. (should be the first one) Finally after seeing the final cutscene return to Meltokio to receive Regal's God of the Kitchen title. This problem with this setup is if you mess up on something with the run (ei. talking to Colette in Martel Temple) it can screw with the balance of Regal and Colette's affection causing you to lose about 10 seconds to reject Colette in Flanoir later on.
- Checklist for an affection setup run
 - Curry with Regal
 - Candy Event
 - 5 Overworld skits with Regal
 - God of the Kitchen title

Here is some info for setting up affection.

- Candy Event (After viewing the sad times with Regal scene in Altamira but before fighting Luna/Aska)
 - Talk to Candy (the person you talk to in order to get on the boat in Thoda Dock) with Regal and answer the questions as follows
 - "Save Him"
 - "Regal"
 - "President of a Large Company"
 - "Tofu"
 - "in Tethe'alla"
 - "60 billion gald"
 - "Alicia"
- God of the Kitchen title (after viewing the final cutscene)
 - Go up to the castle in Meltokio and by the stair on the left side there will be two chefs. Run up to them and mash through the scene to watch Regal school some punk at a cook off.
- Useful Overworld Skits
 - Regal
 - South end of Katz' Village island on beach
 - "What's on your mind?" 2nd Option
 - Thoda Geyser Island

- “You really are mature.” 1st Option
- Northeast of Altamira
 - “That’s hard to imagine.” 1st Option
- South of Toize Valley Mine, near docks
 - “Yeah, you’re right.” 2nd Option
- Islands in northwest Tethe’alla
 - “No, it’s not.” 1st Option

General Speedrunning

Tips.....(zxaba)

- Character specific strategies as well as my button layouts (multiple skills means I change during the run) and recommended AI tech permissions for the start of the game. Most melee characters are set up with a 3-tech combo to try to maximise their damage, while spellcasters spam their best spell.
 - **Lloyd** - Lloyd’s power lies in his speed to cross the battlefield and take out smaller enemies quickly with his ability to combo. The best endgame combo for Lloyd is Tiger Blade, Demonic Tiger Blade, Repeat, while early on you will do simpler combos with basic attacks & Tiger Blade due to TP limitations. Additionally Lloyd serves as the best non-macroed AI character due to his high attack and quick combos.
 - B/O - Tiger Blade
 - B/O↑ - Sword Rain: Alpha
 - B/O↓ - Falcons Crest
 - B/O↔ - Demonic Tiger Blade
 - LT/L2 - Psi Tempest/Sheena: Serpent Seal Pinion
 - RT/R2 - Genis: Air Thrust/Absolute
 - AI Use - Demon Fang, Hurricane Thrust, and Demonic Tiger Blade.
 - **Colette** - Colette is rather simple as all you will do is use her to Steal Penguinist Quills. Other than that she’s just fine being macro’ed
 - B/O - Item Rover
 - AI Use: Ray Thrust, Para Ball, Whirlwind Rush/ Triple Ray Thrust/Triple Ray Satellite.
 - **Genis** - Genis is rather simple, turn him around, begin the cast for Meteor Storm, switch to a better character while you wait for it to go off.
 - B/O - Raging Mist
 - B/O↔ - Meteor Storm
 - AI Use: Absolute
 - **Raine** - Raine works like a weaker version of Genis. Her intelligence (magic attack) is actually higher than that of Genis but her movepool is much, much more limited with Photon and Holy Lance as her only viable damaging spells until you can glitch in Sacred Light
 - B/O - Sacred Light
 - AI Use: Photon
 - **Sheena** - You should never have any reason to play as Sheena ever so don’t even try. You would get better results doing just about anything else. (maybe trying infinite basic attacks with Raine/Genis would be worse?)
 - AI Use: Power Seal Absolute, Force Seal, Summon: Corrine(It always turns back on when booting up a New Game+ save however she’ll never actually summon Corrine).
 - **Kratos** - Due to route changes we can actually use him as Colette, while still good, is really underpowered compared to the others. It’s best to just use him right away since as an AI he will try to burn through TP on his own due to his EX Skill setup.
 - B/O - First Aid
 - B/O↔ - Hurricane Thrust/Fierce Demon Fang
 - LT/L2 - Lloyd: Demonic Chaos/Rising Falcon

- RT/R2 - Colette: Torrential Para Ball/Whirlwind Rush or Sheena: Serpent Seal Pinion
 - AI Use: Demon Fang, Lightning Blade and Super Lightning Blade
 - **Zelos** - He has a huge amount of TP at the point he joins and his macro is even stronger than Colette's GameCube Para Ball at times. Chivalry and Skill Boost is scary indeed but we can actually use him as a point character again.
 - B/O - Judgement
 - B/O↔ - Lightning Blade
 - LT/L2 - Presea: Mass Devastation/Endless Infliction
 - RT/R2 - Colette: Torrential Para Ball/Whirlwind Rush
 - AI Use: Demon Fang, Lightning Blade and Super Lightning Blade.
 - **Presea** - Presea should almost always be controlled but is also useful to clear the Coliseum fight quickly. Her auto attacks are very slow though her first ↔Basic has a good sweep if you think it will hit 3+ enemies. For single targets the ↓A into an Arte combo is generally your best choice.
 - B/O - Infernal Ruin
 - B/O↓ - Eternal Devastation
 - B/O↔ - Crimson Devastation
 - LT/L2 - Zelos: Lightning Blade/Regal: Dragon's Talon
 - RT/R2 - Lloyd: Rising Falcon/Demonic Chaos
 - AI Use: Destruction and Fiery Infliction.
 - **Regal** - Regal's infinite combo takes a bit of getting used to but is very strong. You will want to use Crescent Moon, Eagle Rage + spell cancel, the nice thing is that the delay on when to trigger the guard is long enough that with practice you can get in a macro command in that time. Good news though is that Regal is better as a macro tool in this version of the game as the damage formula and the drop off of certain artes makes some strats just slower if we try to use Regal as point character.
 - AI Use: Crescent Moon, Dragon's Talon, Eagle Rage, Mirage(Optional. He rarely uses it)
- Don't Cut Corners - Though it seems tempting as less distance = less time, most walls have small spots that you catch and stops you from running so try to leave a space so that you can run consistently
- Think Ahead - Think about what is coming up next so that you don't open up your menu or heal if you will have to do the same in the near future, just don't forget about the thing you are waiting on if you do plan ahead.
- Setup Controls - Experiment with different setups till you find one that works, I do recommend moving guard to RB/R1 to save your thumb some movement but just find what seems most intuitive for you.
- Observe the battlefield - Pay attention to where enemies and allies are located, it is often quicker to swap to an ally that is close to an enemy than to run to the enemy on the character you are controlling at the time.
- Memorize Menus - This seems really obvious but you would be surprised how much time is lost from going duuuuh what am I doing? So always know exactly what you are opening your menu for.
- Don't Use Unisons - Unison attacks are ALWAYS slower than your regular combos so do not bother with them.
- Don't Run from the Camera - When you are on the overworld especially on Noishe enemies can spawn directly in front of you making it very difficult to see them, rotating the camera so you run at an angle or towards the camera can help you avoid unnecessary encounters.
- Fly Low - when you land optimally you want to land on the location you are going to because you have to watch yourself descend all the way down when you land, it is smart to hold up on your control stick to stay near the ground so if you miss the landing you won't have to wait as long to move where you need to go.
- Buy in Bulk - It is faster to press X rather than pressing right to get however many of an item you need, even when you only need 1 (e.g. weapons). If you carry over your gald all you need is around 5-10 million gald to not run out even if you are buying 30 of every weapon and armor without selling anything, though farming up to 95 million will save you some frames on inputs (albeit with an atrocious time saved to time spent ratio)
- Use Noishe - On the overworld, Noishe moves slightly faster than just walking, and also lets you dodge

encounters without the need for a Holy Bottle. So once you get to places where you can get encounters on the overworld, you should get on Noishe to avoid them instead of using Holy Bottles.

The

Run.....(zxaca)

Change settings to 0 text speed, check difficulty, make sure controls are how you would like them.

Options to choose in grade shop (in order of priority) (7825 Grade needed to max out)

- 1) 10x Experience 3000g
- 2) Techs 1000g
- 3) Ex skills 400g
- 4) Min HP 10g
- 5) Titles 1000g
- 6) Gald 1000g
- 7) 30 Items 500g
- 8) Recipes 50g
- 9) Cooking ability 50g
- 10) Tech Usage 25g

If you have a surplus of grade just get everything except Tension, Playtime, Max HP, ½ Experience, 2x Experience and Combo Experience.

Official timing (for a race/run) starts from the “Load game data from Memory Card in Slot...”. The in-game timer starts from the moment you load the save, so it includes any time you spend on the Grade Shop screen.

Places highlighted as a certain color stands for the method of travel to that location. **Walk**, **Noishe**, **Boat**, **Rheaird**.

0. - Section Title - (hyperlinked to video guide)

- Directions
 - Menus
 - Items
 - Battles
 - Choices
 - Other notes

Pre-game Notes

1. - Martel Temple -

- “Ok Fine.” 2nd option, “I’m going too.” 1st option
- Set techs for all characters, set Colette’s strats to Frontlines (only time you’ll ever do this), place Genis in the first player slot, and leave the display character as Lloyd unless you don’t mind losing a little time.
 - **SHOP** Orange/Apple Gels and Life Bottles.
 - [Tutorial 1](#) <6s - Start by switching to Lloyd and macroing **Air Thrust** then attack with Lloyd’s **>A, A, A, A Tiger Blade into Sword Rain: Alpha combo**
 - [Tutorial 2](#) <10s - Cast **Raging Mist** right away then swap to Lloyd to group them together.
- Restore TP before leaving the village.
 - [Martel Temple Scrubs](#) <10s - Cast **Raging Mist** and clean up. Use an **Orange Gel on Genis** before the battle ends
 - [Vidarr](#) <30s - Use an **Orange Gel on Genis right as the battle starts** and then switch to Lloyd and just macro **Air Thrust** once while beating up Vidarr until Kratos joins. **Put Kratos on Frontlines** and then set him

up with a **Pow Hammer and Demonic Chaos macro**. Proceed to combo Vidarr from behind for easability. Use 3 Hurricane Thrusts and a fourth after doing a few hits of your combo so you can still spell cancel afterward

■ "...Gotcha." 2nd option

- **Restore HP for everyone and TP for only Lloyd and Genis** and then **set up Falcon's Crest at -15(2nd player slot under Genis) on Lloyd's Down B/O. Place Lloyd as 1st player** when done.
 - Temple Golems x3 <8s - Macro **Air Thrust** and run up and guard the first attack(s). Then use a **>A, A, A,A Demonic Tiger Blade**. Get the ring and go back to watch the overly long oracle. **MAKE SURE YOU DO NOT TALK TO COLETTE AFTER**. Then leave to watch Genis get a spanking

2. - The Treaty -

- Go to **Collette's house** (Iselia) then leave and exit south out of town.
- Enter **forest** to the west and follow the path to the Iselia Ranch.
 - "Fine." 1st option, "Alright!" 1st option
 - Iselia Ranch Scrubs <8s - As soon as the battle starts switch targets, run up to the Desian and as soon as both are close enough **Use Falcon's Crest**.
- Follow the path east and be careful not to get hit by the kitten trolls. **Dirk's house** (south) talk to Dirk indoors, then Colette on the roof and finally Dirk again at the grave. Head to **Colette's house** (Iselia) then to the front of town down the middle path.
 - Exbelua <25s - Use **Psi Tempest** to get behind her then cast a **Meteor Storm** backwards at the start. **Use an Orange Gel on Lloyd with Genis once it goes off**. Then proceed to use Lloyd to combo between the wait time so Genis casts Absolute and try to keep Exbelua close to the middle away from Genis (**If Genis has 125 TP or Lower you will have to have Lloyd use an Orange Gel on himself once Meteor Storm goes off then another Orange Gel on Genis as well as the strat works perfectly with exactly 126 TP. This is definitely not a run reset by any means however**)

3. - The Adventure Begins? -

- Head south towards **Triet**.
 - Avoid tutorial on Noishe cutscene *2nd options*
- When you enter Triet hold down and left and mash A to talk to the boy to skip the intro scene.
 - **SHOP** - Apple and Orange Gels/Life and Holy Bottles
- Talk to the **Fortune Teller** and check the **poster** for "handsome" Lloyd. Then leave town.
 - Triet Scrubs <12s - Since Lloyd is already targeting the Desian in the middle just run forward and try to get off a triple kill **Falcon's Crest**. 9 times out of 10 you miss one of the desians but if you managed to at least hit all 3 but only kill 2 the last one has no HP left and just needs to be hit once more
- Hit the dude with your ring grab equipment and fight the other dudes. I like to run to the right wall and then shoot my ring when the guard reaches the part where the wall starts to curve in.
 - Sylvarant Base Scrubs <8s - Same as the Iselia Ranch Scrubs.
 - Enter the room, watch the cutscene, change the ring function then leave the room the way you came. Now use a Holy Bottle right before entering the room again
- Hit the robots with your ring on the switches (I find it easiest to line up vertically).
- Head to the left and hit the bottom switch and then the top switch from a 45 degree angle on the

middle platform. Then head north until the cutscenes start.

- **Botta** <30s - **Put on the All Out preset Order** during the intro cutscene. Start with **Meteor Storm** facing backwards, then swap to Kratos Once Meteor Storm goes off to **spell cancel Hurricane Thrust from behind Botta 7 times, have Genis use an Orange Gel on Lloyd once Meteor Storm goes off since he has the strongest techs that can be used**
- 4. - The First Seal -
 - Go back to **Triet** and head to **Raine's room** when you regain movement, then leave.
 - "Let's leave him alone" 2nd option
 - Leave the inn for a cutscene and then head to the **Triet Ruins**
 - **Triet Ruin Scrubs** <8 - Switch targets at the beginning, run up to the Elemental Stone enemy to attempt a **Falcon's Crest** double kill
 - Swap Genis to the first position in the party and Kratos to the 2nd position.
 - Top first hit the 2 lanterns avoiding the cutscene on the first if possible by shooting just before you hit the edge of the platform, next go to the bottom and hit the lantern to the right. Finally go to the middle room, pull the north block into the hole and run up to the boss.
 - **Ktugach** <25s - **Meteor Storm** facing backwards then focus on the main one with Kratos with **Hurricane Thrust spell cancels while you macro Pow Hammer and Demonic Chaos. Use an Orange Gel on Lloyd with Genis when Meteor Storm goes off**
- 5. - The Long Trek to Asgard -
 - Talk to Colette twice after leaving the ruins. then head east to the **Ossa Trail**.
 - "Leave her alone. She's an enemy." 1st option
 - Use a **Holy Bottle** before the first enemy. Setup **Raine's Sacred Light -19(4th player slot) and put her as the first player afterwards**
 - Continue along the very linear path.
 - **Clumsy Assassin** <8s - She will get wrecked after 1 Spell.
 - Avoid tutorials *2nd options*
 - Run north a long way across a... wooden bridge connecting continents? Then make your way east and enter **Hima**.
 - "Yes." 1st option
 - Enter the Inn and talk to the woman in front of the stairs.
 - "All right." 1st option
 - Now leave town and head northeast, cross the small bridge and head north to the **Tower of Mana**. You will want to turn your camera so that you are running towards the camera when you get near the bridge, otherwise you will suffer some fairly severe frame drops. After the short scene, leave and head south to **Luin**.
 - **SHOP Rabbit's Feet** (middle guy, Right Stick-↓ x3)
 - Follow the south path and enter the **church** (the southern building) to talk to the Priest. Now leave Luin the same way you entered and head south to **Asgard**. Though it is tempting to cut through the forest near the mountains, unless you can get TAS levels of perfect movement and encounter spawns it will be faster and safer to just go around.
- 6. - Asgard and the Temple of Wind -
 - **SHOP Pork** (Top), **Onion** (Right Stick-↓, 2↓), **Barley Rice** (3↓), **Red Satay** (4↓), **Kelp** (Right Stick-↓)
 - (alternative menu by S18alg that's a tiny bit more complex to remember but saves inputs: **Pork** (Top), **Onion** (Right Stick-↓, 2↓), **Red Satay** (Right Stick-↓), **Kelp** (Right Stick-↓), **Barley Rice** (Right Stick-↑, 1↑))
 - **SHOP All weapons**, buy **1 Beast Fang**, **1 Black Silver**, **2 White Silvers** and **1 Mermaid's Tear** then customize a **Sinclair**, a **Mystic Ring** and an **Earth**

Dagger.

- Head up the large **staircase** at the back of the town and when you can move again go around to the back, after watching a cutscene head to the right and enter a **red brick house** to trigger the next scene. Finally head back to the **slab**.
 - Equip the stuff you just got, set and cook Meat Stew, and set the Party order as Kratos, Colette Lloyd and Raine.
 - Talk to the mayor and start performing the ritual.
 - Windmaster <20s - **Set macros to Whirlwind Rush and Rising Falcon**. Spell cancel Fierce Demon Fang from behind the boss to finish the battle. Depending on Raine's TP she'll cast 1 Photon to help out
 - After the battle head back to the **red brick house** to get Raine back and then leave town. Head east and make an arc just north of the dirt path before heading southeast to the island where the **Balacruf Mausoleum** is located (this movement should spawn the monsters before and after the bridge instead of ON the bridge). Enter the mausoleum itself straight away when you can and go up the path with the spike traps.
 - Follow the path until you get to a door with two torches, light the torches and then head down to change your sorcerer's ring before going into the door. After watching a scene with Sheena you'll get to a room with five fans, hit them in the order **Red, Yellow, Green, White, Blue**.
 - Open the menu right before entering the door you just opened to cook Meat Stew and put Raine in place of Genis.
 - Now just head through said door to start the boss battle.
 - lapyx <30s - **Spell cancel Grave Blade with Whirlwind Rush and Rising Falcon macros**. Raine's Photon will help with tech downs.
 - Once the boss is defeated, Raine back in as player 1 and Kratos as Player 2 then go to leave the temple and fight the Resolute Assassin on the way down.
 - Resolute Assassin <10s - Start casting **Sacred Light**, switch to Kratos and do some damage to the Guardian before it goes off to ensure this fight goes by quickly.
 - After you're done with that quick fight and the campfire scene for this seal, Talk to the priest to get the **Key** and then you're done here.
 - It would be faster to get the Key before entering the Mausoleum if your display character was not Lloyd, but having Lloyd as display character and getting it after releasing the seal is the fastest option overall. This is due to a very weird quirk of this game which is seen once more later in the run.
7. - Inferiority Complex Tower -
- Leave and head back across the troll bridge this time following the northern shore of the island for the same reason, then head north all the way back to the **Tower of Mana**. Upon entering there will be a cutscene and then Lloyd and Colette split to head up the tower.
 - Use a Holy Bottle before the first enemy on the stairs.
 - Head along the very linear path and talk to the pedestal thingy when you reach the area with the save point. When you gain control of Raine head to the left to grab **Boltzmann's Book** before going to the next room. Follow the linear path until you get to a large open room with a block puzzle. Start by pulling the block to your right up once, and then burn the curtain to the left. Pull the block to the left of the door up until it lines up with the northernmost orb thingy. Then take the other block that's near you and pull it left 2 spaces and then down till you can get under the other block you were just pushing. Then push the first block into the spot right above the northernmost orb and push the 2nd block down to the left of the other orb. Now pull the final block up left and then up to fit into the final position of the puzzle. Now head into the next room. Pick up the **Stinger Ring** from

the chest in the top-right of this new room, then continue along the linear path until you regain control of Lloyd's group and then run up to join the two parties together.

- Open the menu to refresh your Holy Bottle, give Colette her new Stinger Ring and cook some Meat Stew. The party should now be Kratos, Lloyd, Genis and Colette
 - lubaris <25s - **Set macros to Torrential Para Ball and Demonic Chaos** then Spell cancel **Grave Blade**. Genis' Absolute will avoid the tech down however if it doesn't use your Unison attack for the free get up.

8. - Avenging the Dead -

- Head south to **Luin** and follow the upper path to find little miss useless, watch her nearly get nuked.
 - "Okay." 1st option
- Leave through the east exit of Luin. Swap Raine into Player 1 spot then head northeast up to the **Asgard Ranch** and fight the battle there
 - Asgard Ranch Scrubs <8s - **Sacred Light** for the instant win
- Run into the ranch watch as Raine apparently changes clothes in front of everyone and after all the cutscenes head to the left. Follow the path until more cutscenes occur. When you get out, head back towards **Luin** for a campfire scene.
 - "All right." 1st option
- Once you have control again leave Luin via the west exit then immediately re-enter to talk to the merchant for **fast travel** to **Hima**. Enter the inn and head to Pietro's room to eventually get the Desian Orb (eew?). Talk to the merchant near the town entrance and **fast travel** back to **Luin** and then leave the town via the east exit and head back towards the **Asgard Ranch**. Talk to the rock to enter the ranch and fight the quick battle
 - Asgard Ranch Scrubs <8s - **Sacred Light** to move on
- There will be a long cutscene and then you pick who you want to go with you.
 - Choose **Raine** and **Genis** (upper options) and then hit the upper option again to verify your party, ignoring the warning. (cursor starts as the lower option on these menus)
- When you gain control head to the room immediately to your left and go to the far end to talk to the machine and shut it down, then go back to the previous room and enter the lower left room. Hit the sorcerer's ring station.
 - Use a Holy Bottle before the first enemy that would be in your way. (If you can, save Holy Bottle for the next menu)
- Get on the conveyor to shoot the switches on both sides. (line up with the arch like things) After the conveyors have stopped go up through the door and hit the portal to swap to team Kratos!
 - You'll want to use **Shining Bind** for each fight so go ahead and set it up while Kratos is under Sheena and it'll be located at -9 then swap him to Player 1. Use a Holy Bottle
- When you gain control of Team Kratos exit the south right room and fight the scrub fight there.
 - Team Kratos Scrubs <8s - Swap targets, run up and use **Shining Bind**
- Now exit the building to the south and head to the right where you can push some blocks around to get to another entrance. After getting back into the building head north through the open doorway. Hit the switch to move the door. Pick up the **Card of Earth** which you should equip as soon as the next fight starts by the way along with **2 Rabbits Feet**, before entering the door to your left for another battle similar to the last. Head further left through the door to hit the next switch to move the door and then backtrack through and exit this room to the south. Now loop around south then northwest to the area you just unlocked to start a battle.
 - Team Kratos Scrubs <8s - Swap targets, jump over the lasers at the start or run up and guard to then use **Shining Bind**
- After the battle is over head over to the other side to the first area that you unlocked for another

battle. After you have hit both switches you will regain control of team manly men.

- Open the menu to swap Raine to first position.
 - Kvar <20s - Once this fight starts just mash out **2 Sacred Lights** and that's it. This fight is much simpler on this version whereas the GameCube version, though faster, is trolly and the PlayStation 2 version just flat out sucks.
 - Bask in the badassery of Kratos

9. - Palmacosta - *get used to running*

- After waking up in Asgard, leave town and head northeast to **Lake Umacy**, after you see the scene there, head west to **Luin** and make your way to the merchant to **fast travel** to **Hima**. Immediately leave town, at some point when you need to menu for a Holy bottle you can now take Genis out the party for Sheena and leave Kratos as player 1. Now head west then south way back to **Izoid**. Talk to the headband guy on the first screen. Then enter the second house to talk to Lyla, finally head to the docks and talk to Max.
 - "Yes" 1st options
- Upon entering Palmacosta leave the docks and bump into a group of people to break a.... watermelon? Then head right and enter the 2nd building to see a scene with some Desians.
 - **Palma Potions**
- Leave town heading north to **Hakonesia Peak** entering the **House of Salvation** on the way. Once there, talk to the old fucker and then run all the way back to **Palmacosta** towards the **government building**. In case you didn't menu up until this point you should set your Party to Kratos, Colette, Lloyd and Sheena. Set your macros as Demonic Chaos and Torrential Para Ball, give Sheena 2 Rabbits Feet and use a Holy Bottle.
 - Palmacosta Scrubs <5s. Destroy everything with **Grave Blade** and your **Torrential Para Ball** and **Demonic Chaos** macros
- After you leave Chocolat's house, go to the **government building** and watch the scene. Talk to the priest at the exit of town and select **fast travel**.
 - "Well, part of the way..." 2nd option
- Walk forward to trigger the scene.
 - "Yeah, okay." 1st option
- Head east to the **Palmacosta Ranch**. Head up the middle path to start a scene with Neil.
 - "Let's go attack!" 1st option
- Take the eastern path.
 - Use a Holy Bottle before the first enemy at the door.
- Grab the ring and go to the room on the right. Head to the right and cross the bridge to fight the guard, hoping that Sheena's Personal ability doesn't make you wait too long. I have Sheena's Personal ability turned off from the start of the game to avoid this.
 - Palmacosta Ranch Scrubs <5s - Proceed to destroy everything
- Go back to the previous room and go up, head to the room to the left to get another card and then head to the right across the bridge and down the stairs for the final card. Head back to the room and use the cards to activate the portal, Head through the portals in the following order Up, Left, Left, Up, Left, Up, Left. "Save" Chocolat then Swap out Lloyd for Raine. The new party should now be Raine, Kratos, Colette and Sheena. Replace Demonic Chaos with Serpent Seal Pinion. Now head into the portal for a final scrub fight and to fight Magnius.
 - Magnius <10s - Set the fight strats to Reserve. **Cast Sacred Light then switch to Kratos to focus on Magnius and everything should die**
 - Cook Meat Stew after the battle.
- After Raine goes nuts, head southwest to **Palmacosta** via the bridge on the west coast. Head to the **Palmacosta Government Building** and go downstairs to see another scene and battle.
 - Kilia 8s- **Sacred Light but there's no need to swap to Kratos the AI**

will do enough damage on their own. Cook Meat Stew after the battle

- "Okay." 1st option

10. - A Trip to the Aquarium -

- Run to the priest near the exit of town and fast travel to the House of Salvation.
 - "Well, part of the way..." 2nd option
- Head east and then south to the **Thoda Docks** (enter the docks from the west as it makes for a shorter run to the door) and talk to the lady at the desk in the building, watch Raine be a wuss and then head to the seal once you get to the island.
 - Open the menu before the first enemy, use a Holy Bottle and turn Sheena's Personal ability back on if you have it turned off.
- Once you get inside head down the path and through the left south exit to light the torches. Then head back to the previous room and go to the sorcerer's ring station before heading to the right south exit and taking the path all the way down. Push the block onto the space under the door and backtrack to the room with the torches to fill the jar with water which will lower the door onto the block. Finally head all the way back down to the room where you pushed the block to fill that jar up. Finally go all the way back to the newly risen platform to go to the seal.
 - Adulocia <12s - **Same deal as with the Magnius fight. You'll want to focus on Adulocia this time.**
 - "Yeah, Let's keep going." 1st option
 - Undine <20s - Same deal again (Copy paste much).
- Now that you are done here leave mash through cutscenes and go back across the docks. Leave and head north to **Hakonesia Peak**. After seeing Chocolate in disguise pass through the peak and head north to **Lake Umacy** to slaughter a poor innocent Unicorn.

11. - The End of the Game? -

- Exit Lake Umacy and head to **Luin**. Go back over to the merchant and **fast travel** to **Hima**, then enter the inn and go upstairs to save **Pietro**. **Talk** to him once or twice before leaving. Now leave the inn and start heading up to the top of the town to meet an old guy with **dragons**. Now go talk with Colette near the inn for a touching scene.
 - "That's all right." 2nd option
- Once that is done, question how Yuan is not discovered by Kratos and then head up the mountain to the dragon guy.
 - "I'm ready." 1st option
- Choose Genis to ride with. **Cook Meat Stew before Remiel**
 - Remiel <35s - **Just main Lloyd and macro Absolute and Serpent Seal Pinion and turn off Photon and Absolute.** This is the most reliable way to kill Remiel quickly in this version as he resists light making everything somewhat useless.
 - Kratos Death (low/high party HP) <25 to 30s - Set your order to Reserve and then run at Kratos grouping your team into a clump if you can. (A Kratos race would end with defeating this fight)
 - Yggdrasill - You want to lose, so run up to his face then swap to Genis and walk into him or into his spells.
- Finally you will get saved and be taken out of the tower.

12. - Oh the Cutscenes -

- After mashing through text and regaining control, follow the path northeast until you get to the **sorcerer's ring** station, hit it and proceed to solve the mini dungeon in this area. There used to be a skip but Namco patched it out years ago so goodbye free minute time save. Once finished head to the room where you did the robot switch puzzle near the beginning of the game to see a cutscene.

- Use a Holy Bottle before the first enemy in the hallway.
 - You can now head to the left and follow the path that branched up to get the rheards.
 - Gotta love Genis' voice actor.
 - Head down the narrow path to the bottom of the mountain. Before leaving pick up the **Card of Fire** and then once you leave onto the overworld head north to **Meltokio** and start heading up watching all the scenes up to Zelos' entrance, then go to the right into the store.
 - **SHOP - Claw Gauntlet**
 - Go back and head up the stairs to the castle and talk to the guards, afterwards head to the church to the left of the castle and talk to the priest to have Genis hit puberty. Leave the church and enter the castle after losing your masculinity, after entering head to the right and up the stairs to the top to shank the guard.
 - "All right. That's fine." 1st option
 - When you regain control head down the stairs to the right and leave the castle and enter the church to pick up **Pimp Master Zelos**. Now leave Meltokio and head northeast to the bridge. **BRIDGE STRATS!!** Once you are off, go north to **Sybak** and enter the research **academy**. When you regain control head out to the stalls in front of the library.
 - SHOP - All Gels, Life Bottles and also Holy/Dark Bottles.
 - SHOP - Weapon and Armor merchant... buy everything
 - Use the equipment menu in the shop to optimize everyone's items.
 - Now talk to the stall full of junk to have Zelos smooth talk his way into a free **key crest**. Now head back to the research **academy** into the **2nd room** in the hallway and then back to the main room. Find out that Raine and Genis are filthy disgusting half elves and get thrown into the basement, then take the secret exit out and leave Sybak for **BRIDGE STRATS** take two.
 - Prior to the next battle Open the menu, optimize Sheena and swap Lloyd out with her while placing Zelos as player 1. Then while Presea is still under Colette perform the Mystic Arte glitch and set **Eternal Devastation on her Down B. Infernal Ruin will be located at -14, set this on neutral B and Crimson Devastation will be at -13 so you can set this on her Side B slot**. You can then set Zelos up with **Judgement** and then **Lightning Blade** for Spell canceling along with a **Torrential Para Ball** and **Mass Devastation** macro
 - Bridge Scrubs <15s -With Zelos proceed to spell cancel and clean up with your OP techs. **Cook Meat Stew after the battle is over**
 - Now that the filthy half elves are with you again, head south to the **Fooji Mountains** and make your way to the top.
 - Open the menu before the first enemy on the mountain, use a Holy Bottle and then use your Rune Bottle on Guardian Symbol and swap to accessory menu. Give both Warrior Symbols to Presea so you can then continue on your way
 - Pronyma <12s -Macro and Spell Cancel her to death. **Do NOT Cook Meat Stew you won't need it for the next fight**
13. - All about Presea! <3 -
- Once Pronyma has been defeated, leave the mountain and head north to **Meltokio** and enter the sewers. Head around to grab the sorcerer's ring for a scene and then walk back for another scene. Follow the path to find out that the door is closed and then head up the stairs towards the trash compactor. Use it when you regain control pull it back 2 spaces and then to the left until it drops, then create another block and push it straight down, finally create another block pull it down then right 2 spaces before dropping it down the hole. Now head down to the bottom level and use the ring to walk across the small ledge to open the door. Now head back and enter the door, head to the left and down the stairs to go across on the floating box. Open the door. Now head across the small ledge and up the stairs.
 - Use a Holy Bottle before making it to the top of the stairs.
 - and make your way up through the door you just opened. Create a block and push it off the right

side as far as the box can go along the catwalk, then go back to the lower level of the room and head down the stairs to go across the ledge then head up the stairs and under the ledge to open the door from the inside. Make sure that as you are leaving you do not step on the switch to move the bridge. Now head up to the top and create another block and push it off the right side as far as it can go along the path. Then head back and push the block onto the switch in the little room you opened up earlier. Now finally go back up, create one last block and again push it off the right side as far as it will go along the path. Go back to the room head to the right.

- Use a Holy Bottle before the rat on the right side and place Zelos as Player 4 then Presea as Player 1 (Zelos will keep his macros for later)
- Push the block down into the water, then head back to the left side across the bridge and follow the ledge to open the final door. Now enter the door head down the stairs following the ledge behind shit falls. (well it is a sewer...)
 - Sewer Scrubs <5s - Run to the Middle Convict, use **Infernal Ruin** and that's it.
- If you are still awake after all of that leave the sewers and head down to the **elemental research academy**. Now leave and head up near the castle but go to the right to head into **Zelos' house**, talk to the butler to go to bed. Watch Colette be adorably goofy and then go back to the **elemental research academy**. Head to the Item shop near the sewer entrance for **Flare Bottles** before leaving Meltokio via the sewers. Once you are outside, head to the **bridge** and go to the upper right to question why Kuchinawa locked the door behind him, then talk to him and wish you could throw the charm in the water to save us the trouble. Now use the boat to cross the ocean and head to **Sybak** after landing. Head to the manhole (no not to Zelos) to enter the basement and talk to Kate, now head back, leave Sybak and go northeast to the **Gaoracchia Forest**.
 - Gaoracchia Scrubs <15s - Swap to Zelos and beat them to death. Cook Meat Stew after the battle.
 - Use a Holy Bottle and swap Zelos back into the player 1 position before you run into any enemies
- Go forward and use the sorcerer's ring station. Now head south until the path branches, then head east until the path branches, then head north and it will loop around to the right, finally head south along the path to the right and use the ring on the vines in the way. (you should be able to make it through while only having to charge your ring once for about 2 seconds. 3 to be safe.) Now head south for cutscenes and a mass of muscle.
 - Convict <10s - Good old Spell canceling should do the trick here. If you wanna be lazy and a tiny bit slower go for Presea's **Crimson Devastation**.
- Once you are done head to the south and follow the mountains to **Mizuho**. Talk to the guy outside the elder's house to enter. Talk to the elder and then head out of town and back to the forest. Now take the path to the right and head across the bridge to **Ozette**. Head to the right side of town and take the path down to Presea's house. After viewing the scene in Presea's house, leave town to the south to watch Colette fall over. (Oh you :P) Head directly down to **Altessa's** and talk to him then leave his house and head to the other side of Ozette. Now head to the northeast and take the boat to the northeast to enter the **Toize Valley Mine**.
 - Mine Door <15s - Start casting **Sacred Light** then combo the door with Zelos while macroing anything from Lloyd you like (Notable artes, **Raining Tiger Blade, Demonic Chaos, Rising Falcon**) and **Torrential Para Ball** (Or **Serpent Seal Pinion** if you left Sheena in the party instead). **Once Sacred Light is over, finish the door with another Lightning Blade or 2 which u don't even have to spell cancel**
- Turn on the lift and take it by hitting the switch with your ring on the way. Now take the elevator down and head to the southeast to the sorcerer's ring station and head back to the elevator.

- Use a Holy Bottle when you reach the top of the elevator.
 - Once you get up head to the left and blow up the rock then jump across and leave the mine. (all the way back to the overworld) Now re-enter and head to the elevator via the gap you created activating the lift on the way. Head down the elevator and follow the wall.
 - **Crescent Axe** - Behind a mine cart near the sorcerer's ring.
 - Now go grab the ring and head up the ramp for another item.
 - **Saint Rapier** - In a chest up a ramp near the sorcerer's ring.
 - **Sand Saber** - In a chest further up the same ramp.
 - You should now be able to go run to the elevator before it leaves so head up and now take the lift to the right and head into the door. Blow up the rock and then set a bomb on the next rock to continue.
 - Make your way to the right and south blowing up boulders and when you get to the switch instead go north place a bomb next to the rock then run back and hit the switch for some Indiana Jones action. Follow the path (do not hit the switch) and see the scene with the spiny block. Now slow walk it to the back and activate the switch to make the boulder crush it. Now turn off the switch and take the path down and across the bridge, set a bomb at the back side of the pile of boxes and grab the chest for the inhibitor ore. Head back up and head into the pit with gnomelette (behind the block you left to blow up earlier) to talk to the gnome and give the little fucker some rat pois.. I mean Palma Potion... <.< Now leave the mine and make your way back all the way to **Ozette** and head to the center of town.
 - Ozette Scrubs <8s - **Sacred Light** to clean up here
 - After the fight, save Presea so she can start to be adorable... ok well after the whole grieving over the death of her family, also watch Genis get cock blocked.
14. - Little Miss Useless' Sad Story -
- Take the fast travel to **Mizuho** and enter the elder's house via the door. Talk to the elder, when bitch tits throws a fit and runs away go seek her out at the south west end of town. Once you are done, leave Mizuho and head to the docks past the Ozette side of the Gaoracchia Forest. Head directly north and slide into the **Temple of Lightning**. Head to the right and turn on the lightning rod up the path then go back and head to the middle path.
 - Before reaching the enemy after hitting the lightning rod on the right. Re-order your party so that Presea and Sheen are included. The other 2 don't matter. Optimize everyone's equipment and use a Holy Bottle.
 - Now turn off the rod past the button and go turn off the rod you turned on first, now head to the left path to turn on that rod and go hit the button. Now take the left path again, grab the ring and turn the rod off. Finally head back to the middle path into the next room. Take the stairs to the side up to the top and break the block on the altar, then head back down the stairs and go forward into the next room that is blocked by the block. Head to the left up the stairs into the dark room and follow that path up. Now go up the stairs and across the bridge into the dark room on the right and follow the path down.
 - Use a Holy Bottle before the enemy after the dark room.
 - Activate the switch and then fall down in the dark room. Now head into the next room and go down the stairs to the left into the water, then head right and up the stairs to get the ring. Now head back to the altar to break the yellow block and head right to the darkroom. Follow the path up and break the block to drop the switch, now fall in the dark room and head into the next room when you land. Head the the right to turn on the computer and then go back up the stairs to the left and through the dark room again. Go immediately south to the set of drops, and activate each lightning rod in turn to drop down to the lightning rod you turned on the first time you were in this room. Turn it back off to activate the computer.
 - Use a Holy Bottle before the enemy just as you did before and cook Meat Stew.
 - Now that the computer is activated, head up the dark room and head up the stairs to break the first

two yellow blocks you see. Now head back and use the computer to drop the rock. Follow the broken bridge down into the room to the south to grab the final ring. Drop down the nearest dark room and head up to the altar to break the final block and activate the switch to kill off Sheena's only friend and fight a boss.

- **Volt** <15s - As soon as the fight begins use a **Flare Bottle on Presea and then use Infernal Ruin and then Crimson Devastation**
 - Side note... if the people that went with Sheena last time solved the puzzles for her shouldn't the bridge still be broken, never mind how all the blocks came back.
 - Once Volt is defeated leave the Temple of Lightning.
15. - Save Colette -
- Head southeast from the dock into the... rock... field.. thing? To the **Renegade Base. Talk to the dude to get a free heal and then hit the ring station**
 - Pop open the menu and check Sheena's luck, turn off her Personal if it's above 100 or so. Swap Presea out for Raine
 - Now exit the room and head to the left into the next room and then follow the path north to the room after that, then follow the path left into the first room you see and fight this battle. (If you timed bottles correctly you won't need to turn off Personal otherwise you may need to.)
 - **Renegade Scrubs** <8s - Fight with the current party and clean up as needed with **Sacred Light. It's as easy as pressing B/O**
 - Now backtrack to the big circle room and head to the door on the right, pull the block down and block the laser to the right so you can enter the room and fight another battle. Now push the block to pass the laser then pull and push it up to block the north laser. Head north to the next room. Push the block to the left to block the laser and then pull it from the other side and push up to block the second laser so you can enter the door. Now pull the block here down and to the left to enter the next room for the final password fight.
 - **Renegade Scrubs** <8s - Same as last time, clean up as needed. After the battle, cook Meat Stew
 - Head back to the previous room, block the laser and then exit and re-enter the room to reset the block so you can head to the north path. Push the first block you see up and to the left so that it is on the elevator and then push the next block to the left and up into the far slot, now loop around up the stairs over the block you just pushed and hit the generator at a 45 degree angle to turn it on. Head back to the elevator and take it up to push the block onto the upper level, take the elevator down then go up the stairs
 - Before the enemy at the top of the stairs, open the menu, **use a Holy Bottle and give Zelos the Emerald Ring and the Aquamarine. Also turn Sheena's Personal back on if you had to turn it off earlier. Now proceed to heal Raine's TP**
 - Loop around dodging the encounters so you can pull the block all the way to the right and push it down so you can reach the generator. Now head to the left and loop around past the encounters again and exit and enter the room to reset the blocks. Pull the block down and to the right onto the elevator and ride it up, then pull the block into the slot along the right wall and take the next elevator up. Go to the door and open it.
 - **"The life of" 2nd Option, "Mana is" 1st Option, "The Foundation of the World" 3rd Option**
 - **Yuan/Botta** <20s - **Cast Sacred Light twice.** That's it. After the battle, cook Meat Stew
 - Restore TP as soon as you regain control on the overworld
 - Head south and a bit east to the **Flying Dragon's Nest.**
 - **Winged Dragons** <20s - **Cast Sacred Light twice. In the event the**

Tube Dragon lived just let the AI finish it off as it's only 1 or 2 hits away from death coincidentally

16. - Releasing the Seals -

- When you regain control head into the **Temple of Earth** right next to you. Walk forward to grab the sorcerer's ring and then use it on the stalagmites. Tell the little fucker to get out of your way and then head straight. .
- Once you get to the next screen, cross the bridge and talk to the next little fucker and have Colette make some curry. (if you have not set up affection have Sheena cook instead) Once he is satisfied talk to the next little fucker (do these guys breed like rabbits or something? WTF?) and he will jump off the edge. Use the ring on the middle platform, then drop down to the next one, then take the right platform twice, and finally drop down the last platform to get to the bottom and tell the fucker by the door to piss off. Now talk to the gnome in front of you to have him start moving down and then run ahead to use Sheena's personal to stun lock the monsters in place, (wait for 2-4 circles then run away and back into the enemy *relies on luck*) pay the bastard off in potions when he gets hit and work your way down to the bottom. Once he makes it through the door go after him and talk to him on the bridge.
 - "No thanks." 2nd option
- Use the sorcerer's ring while he is in the up animation of his jump to make the bridge fall.
 - Before heading up to Gnome, **set your party to Zelos, Presea, Colette and Sheena. Use a Holy Bottle, set macros to Endless Infliction and Whirlwind Rush and cook Meat Stew**
 - Gnome <30s - As soon as the fight starts use **a Flare Bottle on Zelos then proceed to spell cancel him to death. Use a Flare Bottle on Presea and even Colette if you like to maximize damage output**
- Make your way out of the temple and fly northwest to the **Temple of Ice** and steal some quills from the furries at the back.
 - **Make the party order Colette, Genis, Raine and Zelos, change Colette's Personal for Magical, Sky Combo for Lucky and switch off Sheena's Personal**
 - **After the battle restore Colette's and Sheena's EX skills to how they were before, then make your Party Raine, Presea, Regal and Sheena. Also cook some Meat Stew**
- Leave and head north to **Flanoir**. Go up to the next screen and then go up the stairs and into the building at the top. Talk to the old man to get the penguinist gloves. Make your way out of town and back to the **Temple of Ice**. Go inside the cave and talk to the sorcerer's ring station, then head up the path. Keep heading up and take the left path when it forks, then head out of the cave. Go to the right, freeze the dripping water and continue along till you get to another cave, enter it and grab the Celsius Tear. Now make your way all the way back to where the path forked before and now head right across the ice bridge, head down and freeze the water to create a block of ice, push it to the left and continue along. Talk to the fountain at the far side to freeze the water and then go to the left most point that you can start the sliding puzzle on, move Up, Left, Up, Right, Down, Left. Then head to the bottom path and move Right, Up, Left, Down, Right, Up, Right. Now make your way up, talk to the south totem pole three times so it faces to the right, the east pole once so it faces down, and the north pole three times so it faces left.
 - Celsius <20s - **Cast Sacred Light twice** yet again
- Once you are done leave the Temple of Ice and start mashing A cause you have a lot of text to advance.

17. - Another Spirit and an Evil Dude -

- When you regain control you will be at Altessa's house, go up and talk to him, once you are done head inside and talk to him again. Now fly southeast to **Altamira**. When you gain control head to the north east corner to see a scene with the butler at the grave, now head west and down the little lift thing to the elevator and go to the train thingy. Once in the company head to the elevator.

green as well. Take the stairs across and talk to the 2nd machine and then go back through the portal. Now make the portal **red** and for the next make it **blue**, Now take the stairs all the way up to talk to the final machine and then go down to the white portal and make it **green** to go up towards the boss room.

- Abbreviation: **Blue**, **red** *lock* back **blue**, **green**, **green** *lock* back **red**, **blue** *lock* **green**
 - Have Raine use Purify. Set your party up to Presea, Raine, Regal and Sheena.
 - Another note. Lloyd and Colette are very similar in power now so it's your choice if you want to macro her or him when applicable though Colette is much weaker than her GameCube counterpart. For Regal he has the added benefit of having Glory and will do more damage since you will be maining Presea anyway
 - Rodyle <10s - **Use a Flare Bottle on Presea and then use Crimson Devastation**
 - Island Scrubs <10s - Switch to Raine and use **Sacred Light**. The AI will do fine getting in some pot shots on their own
- After a bunch more mashing you'll regain control and end up in Palmacosta, leave the town and fast travel to the Renegade Base.
 - "Yes." 1st Option
- MOAR MASHING!!! After falling asleep from mashing A you'll eventually end up outside Altessa's house. Head inside and talk to Tabatha for the **Exsphere Shard**.

18. - Abandon all Fun All Ye who Enter Here -

- Now you can leave Altessa's and head southeast to **Altamira**, head to the Lezareno Company to see the sad time scene with Regal, afterwards head southwest to the **Temple of Darkness**. You can't enter yet so now head up to **Meltokio** and go through the sewers and to the **academy**.
- Kate is in jail so head up to the **coliseum** and pick Presea or Raine if you want the free win with Sacred Light
 - Coliseum Scrubs <10s - **Run to the first knight and use vA Eternal Devastation, then if the Mage got hit once run up and use a single vA on her. If you picked Raine press B and bask in your skill**
- After you rescue her, leave Meltokio via the sewers and make your way back to the **Temple of Darkness**. Follow the path to the lantern thing and walk over to see Raine spaz out in the name of SCIENCE!!!! Go right and through the door and walk through the area with light shining through it. Talk to the ring and then pull out the block. Now head back to where you were before
 - If Sheena's luck is below 150 you may wish to use Holy Bottles in this dungeon.
- Now head left to push the red block all the way forward, then go right and through the door and all the way down to the bottom. Enter the door there and then head up two ramps before heading left and looping around to walk across the red block and grab the first shadow. Walk the annoying twat (no not Sheena) around all the way down the ramp and push the blue block to the left on the way. After you see the scene of the shadow moving to the middle of the area, head down the ramp and through the door and then through the door at the top of the area. Now head south to grab the shadow. Walk off the block and wait for the shadow scene for it to walk off and hope for no soft locking. Once it walks across, enter the door to the right and go back down to where the sorcerer's ring was. Pull the block out and head back up to the previous room. Grab the shadow you pulled off the block and the shadow that was near the entrance and work your way to the left and then south. Push the block that is on the right all the way in to push off the block with the shade on it and then pull out the block with the shade standing in front of it. Now take the shade you just grabbed and the previous two and make your way down the ramp. Have them stop at the lantern to the right before heading left to pull the block into the notch in the wall so the shade can get off. Go fetch that

shade and go grab the other three you dropped off earlier and head down the ramp to where you left the first shadow. Once they all have their scenes you'll get a bit of text and then you have to drag them down to the ramp going down near the back. Once you get to the next section you probably already realized the mini Shadows are much worse than you might remember. They don't follow too well. I have a solution. Turn off Sheena's Personal and get into a random encounter and then run away. Turn Personal back on and Cook Meat Stew and regather the mini Shadows. Due to a programming quirk the shadows will now stick to you like glue so now power walk the less annoying shadows to the bottom while trying to not sound like a racist when you yell at them for not following. When you get to the platform before the save point, gather them near the top of the stairs and then rush down to the save.

- Continue down to get to the bottom so that the shadows can merge together for a boss battle.
 - Shadow <10s - **Use Crimson Devastation**. Cook Meat Stew after the battle.
 - Now that you are done, head all the way back and get to the top via the cliff area. Once you leave, set the controller down and celebrate that you do not have to do that bullshit anymore and then continue with the run.
19. - The Final Spirits and Shitting your Pants -
- Head southwest to the Tethe'Alla Base and teleport to **Sylvarant**. Head southwest to the **Temple of Fire** and make your way to the seal room to fight Efreet.
 - Restore your TP before the boss if needed.
 - Efreet <10s - Give Efreet exactly the same treatment you did Shadow. Cook Meat Stew after the battle.
 - Now leave the temple and head northeast to the **Linkite Tree**, view the scene here and then head southeast to the **Tower of Mana**. Head to the seal room via the route you took as Raine earlier (with the block puzzles)
 - Luna/Aska <15 to 20s - **Click the target change button once to target Luna and have the fight order on All Out while macroing to lock down Luna. Jump behind her as Aska should be attacking who's nearby to protect her. Then proceed to use Crimson Devastation. Luna and Aska should die pretty easily either way as long as Aska is close enough which he more than likely is**
 - You have 1:45 of no inputs when the movie starts so go take a break while shit hits the fan. Once that's done, mash through the text and when you regain control run forward and enter the door into the ranch. Hit the sorcerer's ring station on the way and then keep going until you get a cutscene where you will need to select party members. Pick Raine, Presea and Regal.
 - "Reactor Team." Top Option. "Let's go with this." Top Option
 - Use the ring on the thingies next to the door on the left and go through it till you get a battle.
 - Iselia Ranch Scrubs <8s - **Swap to Raine and Cast Sacred Light**. Cook Meat Stew after the battle.
 - Before reaching any enemies use a Holy Bottle, Swap Raine into the player 1 position and set your macros as **Eternal Damnation and Dragon's Talon**
 - Forcystus <15s - Swap to Raine and Cast Sacred Light while macroing Dragon's Talon and Eternal Damnation with the Reserve fight order on.
 - Now backtrack along the same path all the way outside.
20. - To Ymir Forest... maybe... -
- Mash and leave the house and head to the left where the crowd is talking, mash through it and then head left and talk to Raine by the burned down house. Now head to the south exit of Iselia to get taken to Dirk's house. Enter the house and Kratos will leave while... ugh... Sheena comes back <.< anyways, once you are done head upstairs and go to the balcony to talk to Colette or whoever your highest affection is set up to be. Now leave and fly to **Tethe'alla**. Fly to **Altessa's** place and talk to

- him, then fly to **Sybak** and enter the library.
- “There’s a possibility.” 2nd Option
 - Now fly to **Meltokio** and go to the sewers, you will get stopped part way through the sewers so you can make a corpse out of Vharley, once you are done with that head to the Pope’s room in the church. After he escapes, watch Colette demand a human sacrifice in her honor before continuing into the King’s bedroom. Go to the right and enter the door on the mid level to research about stuff, then head downstairs and talk to the princess before finally leaving Meltokio. Now fly to **Latheon Gorge**.
 - **Use a Holy Bottle, set party to Presea, Raine, Regal and Lloyd with a Demonic Chaos and Dragon’s Talon macro. Cook Meat Stew.**
 - Walk directly up to the Guard at an angle so you can hit the trigger to be sent back while trying to talk to him so you can run past him anyway. It takes some practice to do but it’s much easier than the RNG method present in the GameCube and PlayStation 2 (Take note that the PS2 version can do the quicker version of this skip as well but it’s a tad finicky and requires more practice than the PS3/PC version).
 - Head to the right and down to get the sorcerer’s ring. Then head up the ramp and time the ring to bubble up as the flower blows wind so you can ride across the gap. Then run north to the tree. Take 4 Kirima and then head back down and talk to the flower.
 - “Take One” 1st Option
 - “Give Kirima” 1st Option
 - Ride the revived flower across and then head east to the next screen. Take the path up the cliff to the south and follow the eastern path to revive the flower at the end, then go back to the flower on the cliff that you passed and ride it across. Now head up the path to a purple tree.
 - “Take One” 1st Option
 - Take one Amango and then follow the path right and up the cliff to the next screen. Follow the lower path and revive the flower, then go back up the cliff on the right and revive the upper flower and ride it across. Head to the right and around to revive that flower, then head back to the previous flower and ride it across. Now ride the big purple flower across to the next screen. Ride the flower here to the other side and give the flower facing right an Amango.
 - “Give Amango” 2nd Option
 - Then ride the flower facing down across, give the nearby flower facing northeast a Kirima and then go back to the first flower you rode on this screen and kill it. Now head back to the flower you revived and take it across. Revive the flower on the way up the cliff and then ride the next flower to come across. Now ride the flower left and then ride the big purple flower across to the other side of the waterfall. Now follow the linear path of flowers until you get into a cave reviving every flower along the way. When you get into the cave head all the way to the left and exit the cave to the south. Now head all the way to the right riding flowers along the way until Zelos starts to act like a 9 year old on a car trip. Go right and up the cliff to the next screen. Follow the path around and revive the flower facing the water, then cross the bridge and revive the flower here as well. Go back to the first flower and ride it in a big chain to land on a boulder revealing a cave behind the waterfall. Now head into the storyteller’s house and talk to him.
 - If you forgot to change parties or cook Meat Stew earlier, do so now before the fight.
 - Go south to the next screen and a flower. Ride it across and enter the cave to finally fight the boss, and oh boy is this one hard Kappa.
 - **Plantix <15s- Use a Flare Bottle on Presea and use your macros as you run up to Plantix. Once they hit or start the animations(during Mystic Artes if a character is in the middle of an Arte they still finish despite their model vanishing) use Crimson Devastation. Cook Meat Stew after the battle.**
 - When you get control again go talk to the storyteller again and you will get kicked off the mountain.

21. - To Derris Kharlan -

- Fly northeast to **Altamira** and head to the President's office at Lezareno Company. Talk to the old guy and then head to the second floor for another scene. Now leave and make your way out of Altamira.
 - "President's Office", "2nd Floor" Both 2nd Options
 - NOTE: DO NOT RE-ENTER THE PRESIDENT'S OFFICE.
- Fly to **Sybak** and enter the academy to hear a story about Colette's monstrosities, then enter the first room in the hallway to get the Zircon. Now leave Sybak and head northeast to the **Southeast Abbey**. Go in the building and past the guards to talk to Seles then leave via the left exit. Now fly to the **Tower of Salvation**.
 - **Kratos <15s - Charge him and do exactly as you did last time against Plantix.**
- When you regain control head to the teleporter on the left. When Colette flies up, hold left and a little up while mashing A and if you are lucky you'll push the block before the intro scene starts. Either way push/pull the blocks to get them off the teleporter. Then go back through it with your full party and head into the building on the right to talk to the dude. Leave the building and take the moving floor to the next screen. Ignore the stupid characters comments about a portal and head northeast across some bridges and another moving floor section. Head to the right and up the stairs to the far end with a computer. Read every option on the computer and then leave to head back left and then down the stairs and across the floating platform where you will start to get chased. Once you get to this screen head down the stairs to the next screen and head southwest to the next screen after that.
 - Use a Holy Bottle before the first enemy or yolo, choice is yours.
- Follow this path and enter the doors on the right into the no gravity room. Move Right, Down, Left, Up, Left, Up, Left, Down, Left, Up, Left, Down, Right, Down, Right, Down, Right, Up, Right. Hit the red switch in this room and then leave. move Left, Down, Left, Down, Left to get back. Now head northwest back to the previous screen and now leave this room to the north east corner as well. Keep heading northeast until you get to the blue switch and hit it. Now make your way back to the gravity room. Now move Right, Down, Left, Up, Left, Up, Left, Down, Left, Up, Left, Down, Left, Down, Right, Up, Right. On the next screen move Down, Right, Up, Left, Up, Right, Up, Right, Down, Right, Down, Right, Up, Left, Up. Follow the wall on your right all the way around until you re-enter the gravity room from another direction, from here move Up, Left, Down, Right, Down, Right, Down, Right, Up, Left, Down. Use the lift to go down and then Left to use a second lift to the basement and now move Left, Up, Right, Up, Right, Down, Right, Down, Left, Down, Left, Up, Left, Down, Left, Up, Right, Down, Right, Up, Right. Go to the machine and pick up the elevator key, now head back into the no gravity room and move Left, Down, Left, Up, Left, Down, Right and use the lift. Now move Right, Up, Left to finally leave the gravity sections. Head northwest back towards the direction of the blue switch but before going down the stairs move into the room on the right. Use the elevator key to open the door and then take the elevator down. Now go to the northwest corner of the area and use the teleporter to escape.
 - **Yggdrasill - Run up and use Crimson Devastation, it shouldn't take long at all.**

22. - The End is Approaching -

- Head into Altessa's house for a crap ton of button mashing and eventually a battle.
 - **Altessa Scrubs <10s - Switch to Raine and clean up with Sacred Light**
- Talk to Yuan first then Tabatha and finally talk to Raine. After a long scene head out and fly to **Flanoir**, when you get there head north to the next screen and then to the right to see Zelos. **Buy some Flanoir Potions from the little girl next to a cart** in this section of Flanoir then cut in line

and have the doctor walk off with some people. After some mashing, Regal (or someone) will come to your door and ask to go outside.

- "Sure" 1st option
- Head to the **Tower of Salvation** again. Angels block your path and Yuan takes you around. When you get to the underground place head north to go through the teleporter. When you get here stuff happens and you get another battle.
 - Use the forced menu before Gatekeeper to set your party to **Presea, Regal, Lloyd and Sheena set the macros as Dragon's Talon and Rising Falcon. Give Lloyd the Garnet for his Rising Falcon to now be Rising Phoenix and Cook Meat Stew.**
 - Gatekeeper <15s - **Use a Flare Bottle and use Infernal Ruin right away on the Gatekeeper while macroing**
 - Wait... if Zelos was setting a trap working with Pronyma and Yggdrasill then why were the guards there....
 - Follow the path northeast, use your ring on the vine blocking your path and continue through the door. Then jump onto the broken bridge and fall down. Go up the stairs and hop on the broken bridge again, move to the right as it teeters and jump off going through the door.
 - Use a Holy Bottle before the first enemy if you want to feel safe.
 - Head to the south and to the right eventually you will loop around going up. Now move northeast and shoot the vines on the way to the next area. Go up the stairs twice, follow the path right and then hug the wall and loop down and to the left, enter the door here and then shoot three ring blasts at the rock from the left side. Now make your way back down the first set of stairs and head southeast till you get to a door, hit the switch on the wall to open it and then go through it. Follow the path back to where the broken bridge was, take the stairs down and then jump onto the bridge and walk across.
 - LOL if you have Genis or Presea balancing the weight of that giant rock.
 - Head up the stairs and through the portal to Regal's Trap.
 - Regal Trap Scrubs <5s - **Use Infernal Ruin.**
 - Take the portal and follow the spiral down till you can cross the bridge, watch Sheena summon all of her might to try and be useful but don't bother saving her when she gets caught... time to move on. Follow the path in a spiral till you get to another portal and head through it. Head forward for Raine's trap.
 - Raine Trap Scrubs x2 <5s - **Use Infernal Ruin right away.**
 - Hug the wall that is to your right as you come out of the portal until you get to another portal. After going through the portal head downstairs and go to the door for Presea's trap.
 - NOOOO NOT PRESEA! SAVE HER YOU TWAT!
 - Then take the portal and follow a diagonal path to the next portal and Genis' trap. After Genis casually tells you to screw off, leave him behind. Head northeast and then southeast to the next portal. Follow the falling bridge, dodge the arrow and pull the dagger out of the wall for lots of text and some battles.
 - **Set party to Presea, Regal, Sheena and Lloyd. Set Rising Falcon and Dragon's Talon and Cook Meat Stew before you exit the menu**
 - Pronyma <20s - Put the fight order on Reserve. **Use a Flare Bottle on Presea right away and use Crimson Devastation directly on Pronyma.** If done right her minions will get caught in the attack radius
 - Yggdrasill <20s - **Menu to have Sheena use a Flare Bottle then a Flanoir Potion on Presea then just use Crimson Devastation while you macro Regal and Lloyd**

- Head south to **Ymir** and quick jump through the forest's magically solved puzzles. Hold north northwest and mash A to talk to the villager and skip the intro. Go to Colette near the inn and talk to her.
 - "Yeah." 1st Option
 - Mash through the text at night and then head to the left when you gain control. Have the elder say some crap and then head to the northeast path and get past the guard.
 - If Sheena has poor luck you may choose to use a Holy Bottle. Cook Meat Stew
 - On the next screen follow the path Right then Up at the intersections. On the next screen go Right then Right at the intersections. On the same screen keep heading right to the next screen. Now head North, Northeast across the sideways U and then North to the next screen. Now head North then East then South and then South again. Finally head north till you reach your second right and follow that path until you get to the boss battles.
 - Kratos <15s - Run up to him and jump over him dodging Grave if he uses it. **Lead off with Demonic Tiger Blade from behind then repeat the sequence Tiger Blade, Demonic Tiger Blade until he's dead. He should die within 5 cycles or so.**
 - Origin < 20s - **Use a Flare Bottle on Presea and Proceed to use both Mystic artes**
 - After mashing through text you end up back in Heimdall, go northwest to save a dude and then northwest again into the Elder's house to save that fool. Now head back to leave town saving the last person on the way. View more scenes and finally fast travel back to the world map.
24. - Finally the End -
- Fly out to **Dirk's house** to have him craft a ring and new weapons for Lloyd. Then head back to Tethe'alla and to the **Tower of Salvation** one last time. When you land in Derris Kharlan take the path going to the right that is heading up.
 - Use a Holy Bottle before the first enemy if you feel it is needed.
 - From here follow the right path all the way to the trap at the end. When you get into Welgaia go to the right across the moving floor then down the stairs and down the elevator to fetch Genis and Raine. Now make your way back to the first room and head southwest down that moving floor section to save Zelos and Sheena (ugh). Finally head south and go through the teleporter and across the platform to the jail in order to save the two best characters. Now make your way back to the original room and head to the teleporter in the northwest. Follow the path to Vinheim.
 - **Set your party to Presea, Zelos, Regal and Sheena with a Dragon's Talon and Lightning Blade macro. Cook Meat Stew**
 - Dark Dragon <10s - **Clean up as necessary with Infernal Ruin(the macros might not be necessary but you have them so why not use them right?)**
 - (if your macros are unset, you'll need to reset them here, Dragon's Talon and Lightning Blade). **Cook Meat Stew at the end of the battle**
 - Double check that you are set up and head through the door for the final scenes and the final boss.
 - Mithos_1 <35s - **Use a Flare Bottle on Presea while macroing and use a Flanoir Potion right after to then Use Crimson Devastation then mash Infernal Ruin so Mithos doesn't teleport. If the damage values were good he is either dead or 1 hit away from death**
 - Mithos_2 <35s to 40s - **By comparison this is a cakewalk. Use a Flare Bottle on Presea and just go to town using Eternal Devastation with your macros. As soon as possible have Sheena use a Flare Bottle on Zelos then another on Regal and the fight is more or less over**
 - The run ends on the last hit of Mithos 2 so stop your timer and enjoy the credits as you have

finished the run. Now go get a bite to eat cause I KNOW you are hungry after all that.

“Farewell my shadow, you who stand at the end of the path I chose not to follow. I wanted my own world, so I don’t regret my choice. I would make the same choice all over again, I will continue to choose this path.”

Known Potentially useful

glitches.....(zxada)

- **Kratos Skip** - Cast a mid or high level spell with Genis so that the camera is zooming on him when the timer hits 10 seconds, easy to do with spell delay and timing. This glitch will skip the cutscene of Kratos joining but he also won’t join the party. I have tested and found this skip to be faster on GameCube but crashes the game on PlayStation 2, PlayStation 3 and on Steam regardless of hardware.
- **Dark Bottle Skip/Encounter Skip/Ymir Skip/Fruit Skip/Sheena Skip** - Most useful skip overall and has a few known places that it can be used in but only one of them is worth doing. Make sure you turn off Sheena’s Personal for the skips.
 - Gaoracchia - After going to Sybak to show that Genis and Raine are fine you can pull a worm to skip the battle, takes longer to pull the worm than to actually do the fight though. Additionally you can do it earlier but you can’t progress past Mizuho.
 - Latheon Gorge - The only useful one as it skips the entirety of Ymir+Heimdall. Stand below the guard just out of the dudes range and wait for the slime to appear, then hold up and mash A, once the battle starts run and then immediately hold Up and Right while mashing B.
 - Balacruf Mausoleum - You don’t need a dark bottle for this skip. Activate the sign near the sorcerer’s ring station at the exact frame the tentacle monster touches you, and the camera will stay zoomed in on the sign after you run from the battle, and you will have control of your avatar. You can run all the way back to the start after the lapyx battle and leave the area without fighting Sheena a second time. Although you need to save near the entrance otherwise you get ported back to the sign when you mash through the text. Luin events trigger as normal. Currently unknown whether this saves time or not but it’s fucking hilarious.
- **Unison Invincibility** - Cast unison as you are dying and you will live with 0 HP, good to keep in mind but not useful in a specific way. Just lets you save a possible death.
- **Mini Scene Skip** - More useful than any other skip but next to impossible to pull off. If you do something to affect your character such as a sorcerer ring command that alters you in some way or activate a skit on the EXACT frame that a mini cutscene starts, you will be able to move around during the scene to solve puzzles or run to the next area while people are talking. This can be used in the same way as the dark bottle skip as well but due to the extremely difficult nature leave it for someone to do a TAS of the game.
- **Mystic Arte Glitch** - The Most useful glitch for this route. From my observations somehow activates based on character level and player position. Not only does this glitch exist in an older Tales of game(Shoutouts to Tales of Eternia) but somehow Namco recreated it and makes playing the game casually and speed run wise a complete pushover.

PS. A note on how events work in this game. (really only useful if you plan to go searching the game for new glitches/skips) Events occur on a loading line usually to prevent your advance (think the old man at Latheon) so if you manage to pass the line without triggering the event you can skip over it, alternatively you can cause another event to occur on the line at the same time to overwrite the event. Dark Bottles work by triggering a battle on the loading line so that after the battle is over you can continue running past the line, the Sylvarant Base Skip works because you leave the room at the same time as the door event trigger is loaded so you are still able to run, in this case you run past the loading line for the event preventing you from moving to the rotaty thingy room. The Mini Scene Skips could be used the same as either of the above methods (triggering events on the load line or enabling movement so you can run past the load line during another event) however the precision required makes them unreasonable in most cases.

PPS. A note on soft locking. There are many unreported known skips using Dark Bottles but due to how events are programmed they result in soft locking. The easiest example to see is if you try to do the Latheon Gorge skip early it

will trigger the *king is healthy* event and cause the game to soft lock when you go to talk to the princess. This is because events work in steps where the next part is triggered by objects moving to certain locations or performing a certain action. So if an event is triggered that alters the location on the object AND/OR there is something preventing them from reaching the required location then the game will soft lock as the object will continuously try to reach that location. The reason the Latheon Gorge skip works at that point is because you never return to meltokio after talking to the princess. So if you want to have a skip work you either need to get around having to return to any area that has an event triggered for it, OR have the events triggered not cause a soft lock.

PPPS. We found out later on that the Latheon Gorge skip can be done early (as early as after Winged Dragon) without soft locking by not talking to the Storyteller again after defeating Plantix. However, this necessitates manually exiting the Gorge after Plantix and then re-entering it and doing all the puzzles again (except the skip) to talk to the Storyteller when it is meant to happen in the plot. For this reason it's not worth doing in any run.

Special Thanks

- Baffan - Coming up with ideas and testing times as well as editing.
- Cosalich - For the original route notes so I could learn the game.
- Dabomstew - Coming up with ideas and testing times as well as editing.
- Sylux98 - Pushing the possibilities further and testing multiple combinations as well as editing.