

Phoenotopia Any% No Major Glitches

This guide isn't made to go into super deep detail but it covers the basics and help point people in the right direction Only the beginner strat will have some explanations just watch the video clips and timestamps and take note. (A tip if you are new to speedrunning the game observe any little movement. You don't need to apply it yet but write it down make a note about it and don't lose it so when you're later on you know it exist. In speedrunning the motto is: Everything has a purpose no matter how small.)

LLC (Landing Lag Cancel) described by Vouivre: I occasionally abuse the mechanics of landing lag by either pulling out a bomb (demonstrated at 17:37) or using a mid air attack (demonstrated at 4:48). Pulling out a bomb is the simple approach, as landing lag does not occur while Gale is holding an item over her head. Using a mid air attack, on the other hand, is more complicated. Normally, when Gale falls from above a certain threshold, if her descent is uninterrupted, she will go through a unique "landing lag" animation that wastes about half a second. However, if she is in the middle of a mid air attack animation before hitting the ground, the landing lag mechanics are actually reversed, meaning she will only go through landing lag if she falls from *below* that threshold, and the inverse is also true.

Beginner Strat

Duri Forest: (1:30 - 7:09)

[Duri Forest Movement](#) (Make sure that after you defeat the toad you get the heart piece afterwards.)

Panselo (8:50 - 11:08)

[Panselo Movement](#) (Talk to Alex, go home and start cutscene, mash through cutscene, talk to Alex again to get location of Sunflower Road, go to dojo, buy Scroll of Rolling technique, go to the top level of the dojo get the heart piece and break the treasure chest and get the money.)

Sunflower Road (11:09 - 12:04)

[Sunflower Road Movement](#) (This is pretty self explanatory)

Atai Bridge (12:04 - 12:50)

[Atai Bridge Movement](#) (This is pretty self explanatory as well)

Atai City (12:50 - 14:50)

[Atai City Movement](#) (Buy talkinator, talk to Lisa (make sure you say you don't remember her it's faster than the other options don't matter)) mash through her talking and go to the mayor house and leave immediately go back to Lisa and select the option "Interesting places to visit" mash through the rest of the talking and then go to the prison go through the top using the ladder and jump across building till you on the prison go under the roof and jump on the second ledge enter and break the vent and roll then give the talkinator to the prisoner on the ground floor then leave the way you came and exit to world map and go to Adar house.)

Adar's House (14:50 - 15:49)

[Adar's house movement](#) (Pretty self explanatory)

Bandit's Lair (15:50 - 24:42) Get ready for a novel bois.

[Bandit's Lair Movement](#) (When you jump over the second baby dragon pull out a bomb and throw it at the rocks then pull out a second bomb and throw it at the rock that is blocking entrance to the second dungeon, enter the dungeon fall down go left jump over the pressure plate and enter the room get the two chest and collect the money, go the other room on the right, try to not jump on the pressure plate but if you do mess it up just do the back up in the video or just get lucky and don't die, go into the room to the right, jump over the pressure plate on the steps and hold right you should go over it, go to the right jumping on bookshelves and the door combo is 1,2,3,2,4. Go to the left jump on the pressure plate on the ledge and hold left

you shouldn't get hit full hop left and the door combo is: 1,3,3,3,4. Go to the right and enter the save room and save then leave through the same door and drop down land on the second door and enter it. Drop down go to the left jump on the steps and jump over the pressure plate, enter the door kill the guy on the left then the right, then ladder hop and land on the platform that has the one pressure plate and jump to the left then jump over the pressure plates and drop a bomb on or next to the switch and then jump over the pressure plates drop down do a LLC go to the left jump over the ledge and grab the key and leave the room go to the right and pull out a slingshot and hit the switch roll into an enemy after getting hit use your invincibility frames to go into the room on the right and then go down drop a bomb in between the first two switch and hit the switch on the very left and time the switch on the right of the very left switch so that it hit it as the bomb explodes and get the key. Go onto the ladder and jump to the other one and keep doing that until you got to the door to the top left of the room and enter sit on the pressure plate until you can squeeze through the gape and go t6o the door on the top that is closest to you and enter it then hit the guy in front of you ladder hop and jump on the platform that has the save room enter the save room and save and restore your health then go to the right unlock the two door jump over the pressure plate and go to fight the boss the boss is very memorize specific so just watch the video for the specific pattern it does after beating it jump on the platform and go to the room on the right and get the bandit boss and go back to the room on the left and collect the heart piece, then go to the save room ladder hop enter the room go left ladder hop don;t forget to get the chest and go all the way up on the ladder and through the door at the top and jump building to building until you are on the last one fall and exit to world map and go to Atai city enter the prison and walk to the left until you're in the cutscene mash through it at the end of it you end up in the mayor house go out walk right and mash through the new cutscene and exit to world map and go back to Duri Forest go to the second screen after passing the first frog pull out a bomb and explode the rocks blocking the chest kill the two slimes break the chest collect the money and exit to world map go to Panselo and go to the right mash through the cutscene and go to your house go down the ladder and go right until you're in the cutscene mash through it and then go to the first building fall down the ladder break the second box go through the box and get the chest break it collect the coins and hit the second box to create a ledge use the ledge to jump over the box and ladder hop save then exit to world map and go to Misty Gorge.)

Misty Gorge (27:54 - 31:44)

[Misty Gorge Movement](#) (Don't really have a strat here just impromptu reactions and using game knowledge also don't forget to get that one heart piece.)

Thomas Lab (31:48 - 34:44)

[Thomas Lab Movement](#) (Pretty self explanatory)

Daea (34:46 - 37:05)

[Daea Movement](#) (Pretty self explanatory)

Daea Sewer (37:05 - 46: 34)

[Daea Sewer Movement](#) (I can't explain it just watch it and you'll understand)

Prince Tower (46:35 - 56:57)

[Prince Tower Movement](#) (Same as Daea Sewer.)

Panselo 2 (56:57 - 59:47)

[Panselo 2 Movement](#) (Pretty self explanatory)

Dread Lands (59:52 - 1:04:58)

[Dread Lands Movement](#) (Nothing really tricky all pretty self explanatory)

Mul Cavern (1:04:59 - 1:10:12)

[Mul Cavern Movement](#) (Again can't really explain it just get lucky.)

Ancient Crater (1:10:15 - 1:25:36)

[Ancient Crater Movement](#) (If I wrote down all of this I would have twenty pages ain't doing that again.)

Unit 0066 (1:33:23 - 1:34:39)

[Unit 0066 Movement](#) (If you are wondering why the huge time gap I accidentally hit reload last save.)

Intermediate Strat

Duri Forest (1:33 - 8:55)

[Duri Forest Movement](#)

Panselo (8:56 - 11:36)

[Panselo Movement](#)

Sunflower Road (11:37 - 12:30)

[Sunflower Road Movement](#)

Atai Bridge (12:31 - 13:20)

[Atai Bridge Movement](#)

Atai City (13:21 - 15:10)

[Atai City Movement](#)

Adar's House (15:10 - 16:07)

[Adar's House](#) (edit there is a old strat that I found from Vouivre website when he was first discussing his speedrunning route. "Then, I fine-tuned the route to exploit the fact that you can actually break into the mayor's palace stash without the Javelin if you pull out a bomb and let it detonate on you at the peak of your jump, allowing you to pop up on top of the permeable part of the roof." Using this we can skip going into Duri Forest for that one chest and since it's a higher yield we can buy the iron hammer earlier before going into the Bandit's Lair and still buy the floatation donut so thank you Vouivre Critique's for writing that down.

[Strat I described above being used in action](#)

Bandit's Lair (16:07 - 22:53)

[Bandit's Lair Movement](#)

Misty Gorge (22:53 - 28:36)

[Misty Gorge Movement and Preparation](#)

Thomas Lab (28:36 - 33:45)

[Thomas Lab Movement](#)

Daea (33:45 - 36:18)

[Daea Movement](#)

Daea Sewer (36:18 - 48:06)

[Daea Sewer Movement](#)

Prince Tower (48:06 - 55:09)

[Prince Tower Movement](#)

Panselo 2 (55:09 - 58:46)

[Panselo Movement](#)

Dread Lands (55:09 - 1:01:59)

[Dread Lands Movement](#)

Mul Cavern (1:01:59 - 1:05:45)

[Mul Cavern Movement](#)

Ancient Crater (1:05:45 - 1:18:48)

[Ancient Crater Movement](#)

Unit 0066 (1:18:48 - 1:22:20)

[Unit 0066 Movement](#)

Hard Strat

Duri Forest

[Duri Forest Movement](#)

Panselo (Read the explanation)

[Panselo Movement](#) (Don't forget to talk to Alex like I did lol or about the treasure chest in the first building like I did)

Sunflower Road

[Sunflower Road](#) (The crouch at 0:48 was meant to be a roll but I forgot to buy the scroll of rolling technique.)

Atai Bridge

[Atai Bridge Movement](#)

Atai City (0:00 - 1:00)

[Atai City Movement](#)

Adar's House (1:52 - 2:47)

[Adar's House Movement](#) (edit there is a old strat that I found from Vouivre website when he was first discussing his speedrunning route. "Then, I fine-tuned the route to exploit the fact that you can actually break into the mayor's palace stash without the Javelin if you pull out a bomb and let it detonate on you at the peak of your jump, allowing you to pop up on top of the permeable part of the roof." Using this we can skip going into Duri Forest for that one chest and since it's a higher yield we can buy the iron hammer earlier before going into the Bandit's Lair and still buy the floatation donut so thank you Vouivre Critique's for writing that down.

[Strat I described above being used in action](#)

Bandit's Lair (2:47 - 9:40)

[Bandit's Lair Hard Strat](#) (Just imagine the boss fight being 10x faster and I have the hammer instead of a bat.)

Misty Gorge

[Misty Gorge Movement](#) (It's possible to buy items if you don't have enough money if you fast enough when it draining down and you buy something before it hits below the amount needed to buy it for example the lantern I only had 154 rai when I bought it.)
(If you can go through Daea Sewer without the lantern that would be best.)

Thomas Lab

[Thomas Lab Movement](#) (The clip isn't mine it's VC's.)

Daea

[Daea Movement](#)

Daea Sewer

[Daea Sewer](#)

Prince Tower

[Prince Tower Movement](#)

Panselo 2

[Panselo 2 Movement](#)

Dread Lands (55:09 - 1:01:59)

[Dread Lands Movement](#) (Using old video because nothing really changes)

Mul Cavern (1:01:59 - 1:05:45)

[Mul Cavern Movement](#) (Same as above)

Ancient Crater (1:05:45 - 1:18:48)

[Ancient Crater Movement](#)

Unit 0066 (1:18:48 - 1:22:20)

[Unit 0066 Movement](#)