

By Auride Nov 7, 2019-Jan 1, 2020
with help from Kinnin11, Synrey, Azer67, and others

Notes:

- Treasure Route:

<https://drive.google.com/file/d/1gzG4AnVSvFcKx0WbHMdqCs2LXJSou0Eb/view?usp=sharing>

- Static ver

https://docs.google.com/spreadsheets/d/e/2PACX-1vT-FAQ1-1HGL5ltzjBWKFp_jCiriigZZ9TSeoREPOmd1nKebLTHsgoyeJjCE9Vaw/pubhtml

- Loading Zone Timings and Demon Fang Loading Minigame Data:

<https://docs.google.com/spreadsheets/d/1kh2eRFK7qjmn3GRaBrjHfwz9gPCYMMi-sNwKejyUraQ/edit?usp=sharing>

- These are my route notes for NG All Brushes. I've spruced them up a bit for clarity and correctness, but **they aren't meant to be a beginners' guide**. If you're getting into Okami speedrunning, I'd recommend starting with my NG Any% beginners' route guide: https://docs.google.com/document/d/1NtUcVU_fQW6sYGkP_HHEKZEYmjCRQW97jTG9-9r18xo/edit?usp=sharing
- If you have any questions, don't hesitate to ask in the Okami Speedrunning Discord (<https://discord.gg/AQNKmMu>), or to contact me on Twitter (<https://twitter.com/LoveAuride>).
- The category:
 - Collect all brush techniques, including all hidden techniques (e.g. Fireburst, Cherry Bomb 3, etc.), then beat the game.
 - Timed by in-game-time (shown on the results screen after beating Yami).
 - All versions and languages are allowed, but (like with all NG categories), you'll probably want to use the 2017 and later remaster versions (PC, PS4, Xbox One, or Switch) as they have NG cutscene skips and are all equally fast.
- Major differences from NG Any%:
 - Can't skip Crimson Helm as defeating him is required to open Moon Cave.
 - Can't skip Moon Cave as Inferno is a category requirement, but CC Skip is still performed so that Moon Cave can be done later, saving about 1m 48s (<https://youtu.be/k3olXfe4Jl4>). I see this as a benefit since MC is cool af.
 - Can't skip Sunken Ship or Imperial Palace, as Veil of Mist and Mist Warp are both required. Fire Tablet Skip is *not* performed

- 80 Demon Fangs must be collected before the end of Imperial Palace to purchase Mist Warp. The only time-efficient way to do this is via loading-screen minigames, which you'll have to learn and practice. After you get 80 fangs, you should turn off the minigames to save time on remaining loading screens.
- A lot of yen is necessary to afford the upgraded techniques Cherry Bomb and Power Slash 2 and 3. Together, they cost 840k yen. Because of this cost, many extra treasures must be collected. More importantly, many uses of Exorcism Slips, which normally save a lot of time, are omitted to save yen. This results in many battles (esp boss fights) requiring strategies that are unique to All Brushes. This is, IMO, one of the coolest parts about NG AB.
- All recommended treasures will be marked with an *. You can pick up extra treasures if you're worried about forgetting some or doing poorly on fights, but I would plan out your backups ahead of time using the treasure spreadsheet.

Before Starting

1. Enable loading minigames. See the loading zone timing spreadsheet for information on good strategies for different load times.

Tutorial

1. Go through normally. Skip both fights. Get **Rejuvenation** and **Power Slash**.

Kamiki 1

1. Do everything up to **Sunrise** the same as normal.
2. Fight: 3 Green Imps
 - a. Immediately draw 1 PS through all 3. Hope for a good spread.
 - b. Quickly DI all of them. If possible, hit 2 or 3 with 1 DI.
 - c. As soon as they're all hit, PS through all of them again for 3 Demon Fangs (DF). If you're too slow, you might miss the Floral Finisher window.
 - d. Build speed.
 - e. **Mash bark to make the results dialogue go away about 1s faster.**
3. Get the *ExS
4. Immediately after the slip, go rejuvenate Kushi's waterwheel. Don't dig the turnips (we'll do that later).
5. Do the rest normally.
6. Fight: 1 Red 2 Green
 - a. PS All 3.
 - b. DI the greens
 - c. PS all 3 again to FF the greens and break red's instrument.

- d. PS Red again. Pick up ink from one of the greens dying.
- e. DI + PS Red to FF.

Shinshu 1

1. Go to Hana

Hana

1. Use the ExS on the campfire fight. As soon as you use it, brush and try to PS all 5 imps for 5 DF.
2. Fight: Yellow + 2 Green
 - a. Immediately in Yellow
 - b. PS, DI, PS FF both imps while the Yellow shakes of ink.
 - c. Hope Yellow does cannon attack. Otherwise re-ink.
 - d. 2 DI, PS, DI until it dies, then PS FF. If it gets invulnerable before it dies, just ink again and continue DI'ing.
3. Get **Bloom**.
4. Yellow Imp Skip.
5. Leave

Shinshu 2

1. Bloom Shinshu.
2. Go to Kamiki. Don't go to the merchant. Skip Issun text.

Kamiki 2

1. More or less do what I do in the run (<https://youtu.be/1axZtxRQ-x4?t=956>). The important part here is that you upgrade ink to 4 pots after running out, and skip the 4 trees which can be bloomed while digging turnips.
 - a. Bloom those 4 trees in order to distract Mushi's Mom, instead of using PS. You will probably still need to use PS once or twice if she gets close while you don't have a tree on screen.
2. Do uppy thingy and bloom the last 4 trees.
3. Don't mess up the Konohana Shuffle.
4. Get **Water Lily**.
5. On the way out of Kamiki, talk to the merchant and **buy 2 SFS**.

Shinshu 3

1. Go to Mika to get the wanted list to turn it night
2. Fight: 1 Red 2 Green
 - a. Do basically the same thing as the boulder fight in Kamiki 1.
3. Fight: 1 Fish 2 Green
 - a. PS all 3, DI both greens, PS all 3 to FF the greens.
 - b. PS the fish a 3rd time. Don't bother FF'ing the fish because it has waaay to much health.
4. Get **Cherry Bomb**.
5. Go to spring devil gate
6. Fight: 1 Yellow, 3 Green, 1 Yellow
 - a. Ink yellow, CB, PS, 2 DI, PS to FF
 - b. Greens PS, DI, PS like normal
 - c. Same strat for 2nd yellow as first.
 - d. Make sure to pick up ink pots during the fight so you don't run out.
7. On the way to Agata, Swim the whole way, then draw a lilypad at the end to tackle-jump off of instead of doing lilypad skip.

Agata 1

1. Bloom the sapling.
2. Fight Waka 1 with SFS CBs
3. Do fishing
4. Get the bud *ExS on the way to Tsuta.

Tsuta

1. P much normal.
2. Intro CS Skip.
3. Fight: 1 Bud Ogre
 - a. Immediately DI twice
 - b. Wait for it to jump, then CB in front of its path.
 - c. Bloom, then PS twice. If you run out of ink, upgrade to 5 pots.
 - d. DI, then Bloom to FF.
4. Fight: 2 Bud Ogres
 - a. SFS CB to hit both. Angle camera to line them up behind each other.
 - b. Bloom both.
 - c. PS Both twice.

- d. DI both, then Bloom both again for the double FF. You have to be quick on the 2 DI's to get both FFs.
5. Mushroom skip.
6. Get bud *ExS on floor 2.
7. In the triple gate room, try to get FF's when convenient, but don't stress out if a couple imps get blown up.
8. Get **Vine**.
9. Do cookie clip
10. Kill Spider Queen with 1 ExS and 4 PS
 - a. <https://youtu.be/b3GZ7h8raEo>

Agata 2

1. Get *Inkfinity Stone in bud on the way to activating mermaid spring.
2. Go do bridge minigame.

Taka 1

1. Go to merchant **Sell fish and buy** 4 meat feedbags, 1 ExS, 1 ExM, and 7 SFS.
2. Fight Waka 2
 - a. Equip Snarling Beast
 - b. SFS CBs
3. Get the *tiger statue after blooming Taka (3.5k)
4. Go straight to Kusa

Kusa 1

1. Run to Fuse
2. Fight: 1 Blue 2 Green
 - a. ExS
 - b. 5 DI Blue
 - c. Don't bother going for FF's as your brush won't work.
3. Talk to Fuse twice, then go left and get the *Lacquerware Set (2.5k) in the water.
4. Do fast dogs route (<https://www.youtube.com/watch?v=zOtB0pgIHxA>)
5. Fight: Tei
 - a. SFS CBs.

Taka 2

1. Do spring devil gate fight. Same FF strats as before.
2. Do molsters

3. Return teacup
4. Go to Cutters' House before night
5. Fight: 2 Crow Tengu
 - a. As soon as they fully spawn, PS both.
 - b. Wait for them to land,
 - c. DI both to make them guard.
 - d. PS both twice.
 - e. Repeat steps c and d.
6. Go to Sasa.

Sasa 1

1. Digging minigame. Get **Waterspout**.
2. Fight Take w/ SFS
3. Warp to Agata

Agata 3

1. Susano QTE
2. Fishing 2. Get **Crescent**.
3. Fight Ume w/ SFS
4. Sell fish and treasures. Buy 1 gold dust, 5 MC
5. Warp to Shinshu

Shinshu 4

1. Go directly to Kamiki.

Kamiki 3

1. Fight Hayabusa w/ SFS.

Shinshu 5

1. Go to mermaid spring and warp to Taka.

Taka 3

1. Go to Kusa

Kusa 2

1. Go to Fuse, then go to Gale Shrine

Gale Shrine

1. Fight both Chimera w/ 3 CB's. Their FF is v v v slow.
2. Get **Galestorm**.
3. Do cutscene skip on rotating bridge.
4. Get the ExS on the final beam in the banner room. Skip all other treasures.
5. Fight Crimson Helm
 - a. Walk up to him
 - b. ExS, SFS, GS
 - c. DI 3x (full combo), then PS.
 - d. Repeat c
 - e. Keep on mashing DI until his armour comes back fully. You may need more PS's if you miss any DI hits.
 - f. ExS, GS again.
 - g. Mash DI until he dies.
6. During the fight, try to glance at your DF count. You may already have all 80 if you've been very consistent w/ the loading minigames, if not 60-70.

Kusa 3

1. Go to Taka.

Taka 4

1. Go to CC

City Checkpoint

1. CC Skip. You can use a lilypad when jumping onto the rock for safety.

Ryo 1

1. Do cursed zone fight skip
2. Bloom Ryo

3. Dojo Clip. **Learn double jump AND digging champ (50k total)**
4. Do Ubume skip
5. Go to the spring devil gate. Fight: 1 Fire Eye, 1 Ice Mouth
 - a. Hope that they spawn next to each other.
 - b. CB between them, close enough to one that it explodes instantly.
 - c. If they spawned right on top of each other and fly in the same direction, you can just kill them with 2 more CB's, but most likely they'll fly in opposite directions.
 - d. Press start. Equip the Life Beads and use the gold dust on them.
 - e. PS one, DI + SW the other to kill both.
6. Go to Sei-an

Sei-an 1

1. Get **Fireburst** early
2. Go to Arist.
3. Bridge Skip
4. Rao Skip. You'll land p much right on top of a buried chest w/ a *crystal (5k). Dig it up, but immediately dash away.
 - a. When you dig up chests, they have this bouncing animation where they can't be opened. To skip having to wait for that animation to finish, we can do the digging and the opening in separate steps for any buried chest that we pass by more than once.
5. On the way toward the Imperial Palace, go to the front-left corner of the house and PS the unburied chest to get a *Vengeance Slip (5k), then dash along the left side of the house to go to the palace.
6. Get Rao's prayer slips, go talk to Rao.
7. Get *ExM in Rao's building.
8. Leave Sei-an

Ryo 2

1. Go to Sunken Ship. You can use a lilypad to clip into the ship a bit easier than w/ swimming (https://youtu.be/O4pY_qZ6fec?t=5418)

Sunken Ship

1. Get 3 demon fangs from the ghosts.
2. Do this sick strat: https://youtu.be/O4pY_qZ6fec?t=5461

Ryo 3

1. Do Ubume skip again

Sei-an 2

1. Get the *ExL and *Bull Horn on the East side of the Commons' Quarter
(<https://youtu.be/pHRBg6FV0ic>)
2. Do bridge skip + rao skip again.

Imperial Palace

1. Get **Veil of Mist**. Skip fight afterwards.
2. Do the rest p much normally. Make sure to get the *Inkfinity Stone along the way.
3. Fight blight slipless
 - a. Wait for him to do the quickdraw pose.
 - b. VM, SFS
 - c. When he turns gray, DI.
 - d. VM, then DI + SW spam until he dies.
4. Buy fog pot for 80 fangs to get **Mist Warp**.
 - a. If you haven't already, turn off loading minigames.
 - b. If you don't have enough fangs, you can grind for them by going between Imperial Palace and Sei-an.
5. Get the *rooster statue in the chest behind the emperor (4.2k)

Sei-an 3

1. Talk to Kaguya
2. Warp to Sasa.

Sasa 2

1. Use inkfinity stone before digging minigame.
2. Equip fire tablet. Warp to Sei-an

Sei-an 4

1. VM past guards.

2. Go talk to Himiko.
3. When leaving the palace, rather than going through the front gate, do a palace escape directly to the mermaid spring. (<https://youtu.be/RAbNiiYD8SQ>)
4. Warp to Ryo.

Ryo 4

1. Open NRyo gate.

NRyo 1

1. Fight: Earth Nose
 - a. VM, then DI + SW spam and PS to finish it off.
2. Go to merchant. **Sell treasures and buy** Marlin Rod, 1 MC, 1 Fish, 2 ExL, 4 SFS
3. Go directly to Urashima
4. Summon Orca
5. Go straight to Catcall.

Catcall

1. Poltergeist skip
2. Get **Catwalk**.
3. Warp to Ryo

Ryo 5

1. Go to NRyo

NRyo 2

1. Crescent if not night.
2. Go to Watcher's Cape and open the whirlpool.
3. Go to Orca. On the way across the river, err left and pick up the *Vengeance Slip in a clam on the opposite shore.
4. Instead of going straight into the whirlpool, go to the western island and do Marlin Fishing.
5. Go to the whirlpool.

Dragon Palace 1

1. Get *pearl (5.5k) in 2nd clam on the left
2. Go to Otohime, then go to the digging minigame. Use an Inkfinity first.
 - a. This is what Digging Champ is required for.
3. Get **Fountain**.
4. Go to Water Dragon

Inside the Dragon

1. In the first chamber, get the *Inkfinity in 1st clam on the left.
2. Farther left in the first chamber, in another clam is a *Crystal.
3. In the second chamber, jump on the first pillar on the right, then jump to the next pillar.
As you're jumping, PS the clam to get an *ExM.
4. Keep jumping across the pillars to get to the key.
5. Do the rest normally.
6. Use lilypads to get through the acid segment a bit faster. Just try to take at least a bit of damage from the acid.
7. Fight: Tube Foxes
 - a. Immediately press start and upgrade your wallet.
 - b. Go to the items and use the Holy Bone S from the Imperial Palace. This is just to get it out of your inventory.
 - c. Kill the foxes with 3 ExL.
8. RNG Acid

Dragon Palace 2

1. Go to Otohime then leave.

NRyo 3

1. Go to Ryo.

Ryo 6

1. Go to Rao's secret tunnel. Be careful not to fall into the Ubume fight trigger if you did both skips.

Sei-an 5

1. After going through Rao's tunnel, the top 2 chests have a *pearl and *bull horn.
2. Go fight evil rao with SFS
3. After leaving the palace, go right to the Southwest house and get the buried chest on the left (*crystal), and the chest in the water to the left (*ExL)
4. Continue forward and get the *inkfinity in the chest to the right of rao's building
5. Go to Oni Island

Ryo 7

1. Go to NRyo

NRyo 4

1. Go to Watcher's Cape

Oni Island

1. Do Labyrinth skip and get **Thunderstorm**.
2. Immediately as you enter floor 1, TS the chest to get an *ExL.
3. Fight: 2 Poltergeist
 - a. Use an ExM. Don't Galestorm as the battle will end before you can pick up all the yen.
4. When you deposit the electricity key, TS both chests. The one on the left has a *bull horn, and the right has an *inkfinity.
5. Don't go to the Imp Merchant. TS the big statue.
6. On the way up to the statue, the chest on the right has a *crystal.
7. Do the rest of Oni Island normally.
8. Fight Ninetales slipless
 - a. Immediately CB.
 - b. When she roars, TS. Immediately DI just to build dash.
 - c. Briefly dash around to get the spirits to clump up. **Be very careful** not to get hit by the homing energy beams from the flying masks.
 - d. After a few seconds, once the spirits are reasonably close together, make sure a thundercloud is in frame and TS all 4 spirits 3 times. If any remain after that, TS or PS them until death. Make sure to collect all the yen from them (this is why we collect them together first).
 - e. Repeat steps a-d, except for the 2nd wave of spirits, there won't be any energy beams. Also, the grandpa spirit will run away from you so you have to collect the

other spirits around him. You can use only 3 TS's here as Grandpa has less health.

- f. Collect the money. Before the final phase cutscene plays, use an SFS.
- g. During the CS, hold brush. As soon as the brush appears, draw a CB between Ninetails and Ammy, but closer to Ammy.
- h. Try to keep the bomb between you and her. If she charges through it somehow, do your best to dj over her attacks. Really try not to get hit here, it's very important.
- i. Keep on putting CB's between you. Ninetails should go down in 3 CB's. You can substitute the last one w/ a close range SW if you want to be risky.
- j. If you got hit at all during the fight, you'll have to get extra treasure later to make up for the lost yen.
- k. Ideally you get 92k yen from this fight.

NRyo 5

- 1. Turn left and jump across the water. Get **Whirlwind**. Pick up the Sashimi to get 10k yen.
- 2. Go to Orca by crossing the river like before.
- 3. Go to the CB2 Island (middle island in the northern group of 3). On the ramp you approach, there is a burning chest. Use GS + PS to open it for a *crystal.
- 4. Avoid the demon scrolls. Draw a CB on the cracked ground, then immediately use a small Fireburst to detonate the CB faster.
- 5. Give 10k, then 40k 3 times (Merry Christmas Glitch <https://youtu.be/c6XmC5DsI7Y>) to get **Cherry Bomb 2**. Pick up the 55k yen the pool spits out.
- 6. Go to the PS2 Island (the island due west of CB2 island).
- 7. Give 5k, then 20k 3 times (MCG again) to get **Power Slash 2**. Pick up the 60k yen.
- 8. After leaving the PS2 cave, immediately turn right and jump into the water. Drown to warp back to shore.
- 9. Go to the mermaid spring and use Fountain to warp to Shinshu.

Shinshu 6

- 1. Run to Kamiki, skipping all cutscenes.
 - a. We don't mist warp straight to Kamiki because that skips the full moon cutscene that plays when you enter kamiki from shinshu, which can cause a softlock later if we set it to night while in shinshu after defeating orochi.
- 2. At some point along the way to the Moon Cave, equip the Sword of Kusanagi.
 - a. I like to do it as I jump down from the Shinshu spring toward Kamiki.

Kamiki 4

1. Run into Orochi arrow cutscene trigger.
2. Mist Warp to Shinshu to skip saving Kushi.

Shinshu 7

1. Go to Moon Cave

Moon Cave

1. Jump into Calcified Cavern.
2. Fight: Black Imp.
 - a. Run around briefly to charge the glaive to level 3 (2 rings), then do a grounded slash to one-shot the imp.
3. PS the chest to get the mask. Go to the main hall.
4. Immediately run forward and go to the left of the elevator. DJ and pan the camera up. Brush and vine to the flower next to the imp merchant.
5. Before getting all the way up, PS the vine and tackle into the CS trigger on floor 2.
6. Dash into the cave toward the Ogre Liver.
7. Do the vine chain.
8. Fight: 1 Bud Ogre, 2 Reds.
 - a. Level 2 ground glaive (1 ring) the Bud Ogre. Lv2 ground glaive the reds.
 - b. Bloom Bud Ogre. Lv3 air glaive.
9. Get the Ogre Liver.
10. Vine chain back. Skip the camera pan like so: <https://youtu.be/1axZtxRQ-x4?t=9587>
11. Dash back through the tunnel. At the end, use inner camera and dj quickly for height. Pan the camera up and vine to floor 4.
12. Dash across floor 4 and dj over the gap. Do sand room skip, including pressing the switch.
13. Use a sand pile to jump over the wall collision to get the BF2, then jump over the wall collision to skip the 4 eye switches (<https://youtu.be/1axZtxRQ-x4?t=9646>)
14. Fight: Ice Mouth:
 - a. CB, then lv3 air glaive.
15. Get **Inferno**.
16. Go up the 30s elevator.
17. On the way to the devil gate, Inferno the ice blocks on your right.
18. Fight: 2 Ice Mouths
 - a. Inferno twice.
19. Get the Lips of Ice.

20. Without going all the way into the kitchen, vine twice to lift the pot lid and rescue Ajimi.
21. Ignore Ajimi's key and immediately head out of the kitchen into the main hall.
22. Vine to the bouncy flower. Go to floor 4.
23. Turn around and inferno the cannon.
24. Go into the opened cave. Hug the right wall to skip the Black Imp fight.
25. Ignore the fire orb. Instead, jump straight toward the ice blocks and use Fireburst.
26. Fight: 1 Black Imp, 2 Red
 - a. Lv 3 ground glaive black, Lv 2 glaive reds.
27. Get the Black Demon Horn.
28. Run out of the cave, jumping along the left wall again. At the exit, turn right and jump from floor 4 to floor 3. Go into the door and across the narrow bridge.
29. Inferno the ice block, run straight into the devil gate.
30. Fight: 1 Fire Eye, 1 Ice Mouth.
 - a. Inferno from the Fire Eye to the Ice Mouth twice.
 - b. GS, lv 2 glaive, PS the Fire Eye.
31. Get the Eye of Fire.
32. Building gold dash, jump back into the narrow bridge room and skip the cutscene.
33. Jump across the bridge, going around the collapse trigger. This skips BF1.
<https://youtu.be/p9NbNzW0ncY>
34. Jump down to the kitchen.
 - a. If you got hit during Ninetails earlier, curve around left and double jump to floor 2. In the chest will be a Crystal.
35. Double jump up to Ajimi and talk to return all 4 ingredients.
36. Leave the kitchen. Vine to the bouncing flower again. As you're pulled in, PS the unfrozen chest to the left of the flower. Mash tackle toward the chest as the vine pulls you so you don't fall into the bouncing flower. This will get you a *Kutani Pottery (12k).
37. Hit the bell 8 times using air tackles and PS's.
38. Fight: Orochi
 - a. Do the normal 3 head strat for phase 1.
 - b. Instead of using an ExL to break the bell, use 2 WS and 2 PS. Use an Inkfinity stone when you run out of ink.
 - c. Do phase 2 slipless: <https://youtu.be/dJdCnfsXsVU> and <https://youtu.be/1axZtxRQ-x4?t=10168>.
 - d. Basically, just PS each head repeatedly as soon as it becomes vulnerable after getting it drunk, but simultaneously continue going around Orochi to agro the next head.
 - e. You can use the same WS that gets one head drunk to finish-off the previous head (except for Water which is immune to WS damage. Just use Inferno instead.)

Kamiki 5

1. MW to Shinshu to skip Issun text.

Shinshu 7

1. Race Ida, using sunrise/crescent to cycle days between each race. Do 3 races to get the Gimmick Gear.
2. Go to Kamui.
3. On the way, get the buried *White Porcelain Pot (15k) on the peak of the hill between the Kabegami statue and the Kamui tunnel dome.
4. Get the the *Crystal (5k) in the chest next to the dome.

Kamui 1

1. Do Oki Skip to bloom Kamui.
2. If you got hit during Ninetales, melt the ice chest next to Yoichi's house to get a Pearl (5.5k)
3. Go past Yoichi's house toward the dojo. Melt the ice chest to get an *Etched Glass (20k), then go across the path to get the buried *White Porcelain Pot (15k)
4. Do Igloo Turtle Skip.
 - a. If you hit the trigger by accident, Lv3 air glaive until it turns gray, then Inferno, then Lv3 air glaive + SW.
5. Jump down and run to the Oina merchant. Sell everything (including your Vengeance Slips, which are in the item tab). You should have >325k yen.
6. Go back and go to the CB3 cave.
7. Give 25k, then 100k 3 times (basically all your money) to get **Cherry Bomb 3**. Pick up the 40k yen the pool spits out.
8. Go to the devil gate on the ice. Fight 3 Blade Namahage, 1 Bucket Namahage
 - a. PS the Blades 5 times.
 - b. Ink Bucket, CB, lv3 air glaive, PS.
9. Fountain warp to Sei-an Aristocratic.

Sei-an 6

1. Go to Gen's tower. Go around the back and dig up the chest to get an *ExL.
2. Climb up the tower and talk to Gen to get **Thunderbolt**.
3. Jump off the tower and into the courtyard of Himiko's Palace (<https://youtu.be/1axZtxRQ-x4?t=11209>).
4. Go to the back of the palace and WS the 4 rocks to get **Deluge**.

5. Do Palace Escape again and Fountain warp back to Kamui.

Kamui 2

1. Go directly to Wep'keer

Wep'keer

1. Go to the house to the right of the merchant stall and dig up the buried *Etched Glass
2. Go to do Wep'keer Gate Skip. Buried by where you jump a *Kutani Pottery
3. Go to Ezofuji.

Ezofuji 1

1. Do Wawku Early. Don't get PS3 since you can't afford it yet.

Wawku

1. Blow up the cannons in the entrance room by using VM then PS to reflect both shots at once. Dig up only the chest under the right cannon to get *Ruby Tassels (9k)
2. Immediately do Inferno Key Skip.
3. At the top of the WS pillar, rather than jumping across to the Kabegami statue, run across the ice, jump out from the path, curving around the wall to reach the chest containing an *Etched Glass (<https://youtu.be/1axZtxRQ-x4?t=11580>).
4. Continue going around counter-clockwise, then jump down and grab the *Silver Pocket Watch (30k)
5. Being careful not to fall back down to floor one, jump back across to the lockjaw and jump over its right corner to get back to the water room.
6. WS Pillar again.
7. Catwalk up to floor 3, then jump up the spiral.
8. Turn left and use VM as you go through the door into the fast gear room.
9. Jump from the first gear to the platform on the left. PS the chest to get the *Kutani Pottery.
10. Immediately at the exit of that room, Inferno the ice chest to get *Sapphire Tassels (9.5k)
11. Go toward the fire spiders.
12. Fight: Great Tengu
 - a. 3 CB + air SW. No SFS.
13. Melt the lever using Inferno from far away to skip the cutscene. Get **Blizzard**.
14. Do Nechku Skip.
15. Do the cannon room using fast strats <https://youtu.be/O4HxJBxnmhg>

16. In the hot gear room, don't use Icestorm. Immediately GS, then dj to the left platform. PS The chest to grab the *Emerald Tassels (10k).
17. Without losing gold dash, dj across the rest of the room and open the lockjaw
<https://youtu.be/1axZtxRQ-x4?t=11856>
18. Melt the ice chest next to the Imp Merchant using inferno from Solar Flare to get a *Kutani Pottery.
19. **Sell everything to the Imp Merchant and buy 1 ExS and 1 ExM.**
 - a. You should have 2 Inkfinity, 1 ExS, 2 ExM, 3 ExL, and 2 SFS
 - b. You should have at least 200k left over after all of this. Any extra is surplus.
20. Fight Lechku & Nechku with 2M 3L. The slipless strat isn't worth it.

Ezofuji 2

1. **DON'T GO TO THE ARK RIGHT AWAY.**
2. Go to the PS3 cave. Just give 120k 3 times (no Merry Christmas Glitch) to get **Power Slash 3**.
3. Tackle jump across the rocks on the right, then do lilypad+dj to get across the rest of the lake.
4. Go to the Ark.

Ark

1. Blight
 - a. VM SFS DI + SW combo, same as in Imperial Palace
2. Orochi
 - a. P much the same strat as the Moon Cave, except you now have PS3 so it's slightly faster (<https://youtu.be/dJdCnfsXsVU>)
 - b. Use an Inkfinity at the end of phase 1.
3. Spider Queen
 - a. 3 Vines.
 - b. Use Inkfinity, then PS all eyes until she dies.
4. Crimson Helm
 - a. ExS GS
 - b. PS until he dies. The Inkfinity from Spider Queen should last through both fights.
5. Ninetales
 - a. Basically the same strat as on Oni Island, except this time you can use PS3 instead of TS to kill the spirits, and it's not as important to avoid getting hit.
 - b. The final phase should take only 2 CB's instead of 3.
6. Buy max ExLs. You should be able to afford at least 41 100% of the time.

Yami

1. Phase 1
 - a. 3, 3, PS, PS
2. Phase 2
 - a. 3, 3, PS, WS, 2, 1
3. Phase 3
 - a. 5 ExL
 - b. PS PS PS
 - c. ExL
4. Phase 4
 - a. 3, 3, 2, 1
 - b. Retrieve Blizzard.
5. Skip the revival cutscene.
6. Finale
 - a. Pan the camera up. Sunrise.
 - b. While running around Yami, 11 ExL.
 - c. DI + SW until dead.