

Evoland 2 Any% Notes (Legendary Edition)

Before the run starts

1. Plug in a controller and have the “talk” button held down by something on the keyboard (space button).
2. Set difficulty before the run

Timing starts when confirming adventure mode.

Intro:

- Walk left, Walk Right, Look Around, Walk to top of screen.
- Go up, cut the grass, kill the enemies
- Long Cutscene

Niburu Village:

- Exit House, Go left to weapons shop, Talk to shopkeeper then leave.
- Talk to fisherman in bottom left, and choose 4.
- Enter house in upper right, and grab chest in bottom right
- Exit village in top left and go to forest

Spelbuk Forest:

- Up, cut grass, turn left and cut grass
- Go to upper left and kill mushrooms
- Charge and kill mushroom on the way down, and interact with vine
- Charge and cut vine (Charge and kill some when you can)
- Go under trees, and cut first vines going up
- Go up between stones for cutscene

-Kill boss, interact with time thing

Spelbuk Forest (Past):

- Charge and hit tree below
- Down right, then left and start charging and hit tree
- Push tree left to make bridge
- Go down and charge hit the vines to right
- Go down and cut then push the tree into the water
- Push log up, Push log right to water
- Follow path, Charge up and cut vines, then exit
- Walk through town and enter mountains

Grizzly Pass:

- Charge and kill things on the way.
- Take door upx3 (Charge when you can)
- After exiting cave, walk left and charge attack straight up
- Charge attack straight up to the left of newly open path, then take path
- Go right and take first cave. Charge hit switch on left, then Charge hit switch on right and enter cave at same time (Want right foot to be covering bottom left flower)
- Go left and enter new path
- Charge and hit switch across water and go in new path
- Cut rocks and get through rock hell (Can charge attack rocks to make it easier)
- Hit switch and kill enemies, then enter new path at top left

- Charge attack elephant and enter cutscene at same time
- Hit elephant up and heal at save point
- Left cave, charge and hit elephant left, enter cave at same time and have
running elephant push you through trees
- Grab chest on left, exit top right (start charging)
- Hit elephant down
- Bottom one up, Top one left, Mid one left, Left one right, mid one down, solve
the rest and exit top left
- Go down left, then stay right, and then stay down. Start charging and release
when walking up and grass is visible
- Kill soldiers till yellow fuck appears and then touch him

Prison:

- Down all the way, then stay at top, then go left path, stay at top then to stairs
- Left and grab box, go down and move with shifting guards, follow guards and
hug left wall, snake through and go to stairs
- Go up, pass by on right side of wall, then go around outside of area to stairs
- Go left to door: Broccoli, Kills all the Rest, 104, Death
- Get Caught, right, down, right, counterclockwise around table, then go up and
wait, then go up, grab chest, and do arena.

Arena

- Try to finish first two fights near announcer
- Try to finish menos fight near top left door, then exit top left

Sewers

- Talk to Girl. Talk to Menos.
- Keep falling down ladders, then go left and down more ladders to water
- Store a charge, swim to furthest area, and then go up ladder
- Swim, get heal, Start Charging, one more charge, get key, then go down right
- Jump over enemy, charge, girl charge rats, charge after.
- Go down and left until after four spitters
- Follow falling rocks up right, then charge, get chest after top area, on down right
- Grab key on left, then go up then use keys on right

Genova

- Go to Inn, Talk to shady guy at back door, Go back in and talk to up left girl and choose second option
- Grind top left 6 bushes to 120 coins.
- Go to building under Inn and talk to red girl, top left person, shady person, back to sewers, go right, use key and exit, choose 2nd last option, exit up, then go to area directly above

Grass Minigame

- Hit top right patch
- Exit and go to left mountain

Hephas' Mountain

- up stairs, top left door, middle chest, talk to guy, 3rd option, exit, go to bridge

Bridge

-Charge, then Cutscene. Go to forest

Haunted Forest

-Follow Path, Fina Charge up the eye thing and poke stone, poke top left stone

-Go up left then down and poke stone, go back, right, down, left, charge 5 stones

-Go down, charge rock, down ladder, break rock, then die, poke stone

-Go back, down, talk to guy, exit top right.

Camp

-Talk to menos, go to back and to the future. Exit, Top left area, go directly to
dungeon.

Pissed off Water Guy Dungeon

-Go right, Save Point, Line up and get right side gem early, then go back.

-Left Side, Circle around thwomps and kill all knights, hit both mirrors once

-Mirrors Labeled 1-6

4, 5, Pot, 6, 2, Wait till torch is lit, 2, 2, 4

-Hit Switch and kill all fish and Skellys

-Push Board, hit switch, hit new switch

-Kill all fish, push board top right, hit switch, go around and hit switch, push board
bottom left, hit switch

-Kill Big Slime, hit switch, chest, door, boss

Bibi's Tent

-Red Goop + Wake an ally then go remove boulder from bridge

Pyramid of the Prophet

-Talk to three people below. Talk to three people and choose 2, 3, 4 options.

Order of people dont matter

Castle Town

-Kids in top left, go to inn and talk to right kid and choose third option twice

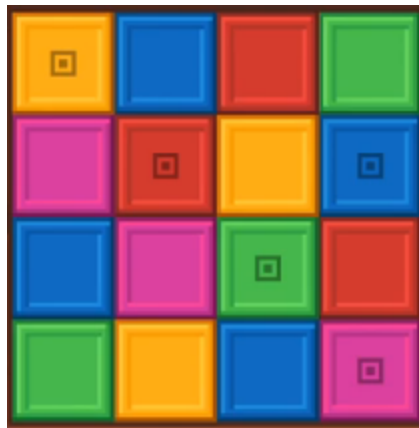
-Library in mid right area, Talk to old guy

Bottom left girl - 2nd last row in the middle

Girl Above - E

Guy in middle - 2 right 1 Down

Guy to right -



Bottom Right Girl - 2

Bottom Left Guy - 2 right 1 up

-Talk to Old guy - 1, 2, 4, 5, 6,

-Bottom left house with hat - 1, 2, 5, Loyalty Badge

-Exit then go to mountain below

Windy Valley

-Get chest on right after blue jelly platforming

-D-boost first bouncing turtle to skip going around

-Fina Charge copter then autoscroller

Spam flying spin kick at fighting boss

Time Stone Island

-Go to east city, give captain letter and take boat to island

-Double charge sand and set time stone

Time Stone Island (Present)

-New Girls' Charge on gate

-Fina Charge on vines

-Sail back and go to West Mountain

-Pickup up key

Genova

-Go to Genova

-Option to buy armor on the way to kids house. Get belt (and boots if enough money) for defense

-Go to top mid left house

-Down then right and talk to girl

-right and go to second mailbox

-Up then right and talk to kid

-Go left and enter first house, and interact with first trunk on right

-Outside and talk to kid then go down ladder

Sewers

- Top right pot
- isolated pot
- Up left door
- Top push up, right push left, top right push down, bottom push up, top right push down, bottom push up, left push right, bottom push up, then solve the rest
- Go back and freeze two paths and follow
- Change to Hardcore** and do auto jump chase shit
- Change back to Adventure for Cherry Fight**
- Back to west mountain

Mine (Change Difficulty to Hardcore for Plum 1)

- Do mini-boss
- Take bomb and go back to entrance (**Change difficulty back to Adventure**)
- Go OoB to boss fight.
- Exit Bottom right, and go to mountain in bottom right
- Talk to Sid, second option, exit
- Go to door in mountain on left

Chrono Trigger Part

- Go to door and fight Reno
- Go left and stay on bottom
- Kuro Attack, Charge with other two. Attack with Kuro and do Charge Attacks until dead

-Second Gate stay off of to skip fight

-Go left

Kuro attack left, Confusion, Charge

Attack, Boost Kuro, Confusion

Boost Velvet and just attack/Combo

-Bottom right terminal, Charge final left, Top left computer, bottom left, mid top right, top right, mid top left

-Exit up, hold up left, then up right and hit switch, go down left

-Hit Switch to left, then go to computers below

2, 4, 1, 3

-Go to new bridge and hit switch, then go back, go up and hit switch on right

Same strat on fight

-Hit Switch and go up

-Hit Switch on left and pong then go up

Same strats on fight, avoid electricity

-Hit Switch on top left and snake, then go up and fight

-Hit Switch after fight and space invader

-Go down right, fight, then hit switch and do pac man

-Exit down, do two fights, go right, and boss

Confuse, Focus attacks on mother brain

-Go up, talk to glowing thing

-Say no to girl after explosion and rejoin, then enter portal

- Go to prophet place

Prophet place

- Grab flying machine

- Leave and go to Genova

Genova

- Go right and talk to guy selling house, Say no twice then buy

- Leave Genova and go to island on right

Time Stone Island

- Interact with Time Stone then go to past and talk to guy in middle

- Go back to stone and teleport to present and sail away to wind mountain

Windy Valley

- Give guy flying machine

Genova

- Use key on house you bought

- Talk to guy and get coin from dresser

- Back to island, go to future and grab time stone

- Sail back and go to wind mountain and go to top house

- Go to timestone south of there

Ancient Memes

- go to water and sail to next island

- left and around and talk to wizard

- Back to previous island and get yeeted by cannon

- Go up left to top left corner of square and do fina charge down left
- switch, up, switch on left, right, jump and hit switch, hit switch and jump, chest.
- Top left, break pots, go down, left to rocks, and fina charge down. Fall slightly left and go right and hit switch as falling. Fina charge up right. Jump and hit switch to left, and chest
- Left, then Up right, kill Tops
- Right, up towards chest, right, down, right, down, right, up, left, around, up, right, up, right, up, left, down, right, chest
- Go right, and do tile puzzle, right and do death puzzle and get chest
- Hit the Save Point before time runs out and reload game to skip dumb warp
- Shadow Kuro fight
- Left to flying machine and fly to bottom left island then quit and load after entering place
- Talk to main sprite, then talk to one blocking entrance to forest then leave
- Fly to upper part and go to future
- Go to Bibi and get green potion, and upgrade fina
- Fly South to ice caves
- Go to past

Bejeweled Dwarves

- Talk to guy guarding cave, then go to bottom right house and talk
- Go to cave, and get to end and kill troll boss
- Go back to village, talk to upper left house dwarf. Say yes then no

Dwarves Healths for Bejeweled

Next to registration house: 40

Directly below cave: 50

Left of cave: 30

Below snowman house: 50 (Heals)

Down Ladder Left: 45

Down Ladder Middle: 43

-Go fight snowman, Talk to red guy in bottom left and give
him book. Then leave

-Back to future, go to upper part and go to past and do tactical RPG

Tactical RPG Part (Lower Path)

-Demonia Begin:

Turn 1:



Charge with all

Turn 2:



Charge with Menos, Attack with rest

Turn 3:

Attack with everyone but girls

-Outpost

Turn 1:



Charge with all

Turn 2:



Charge with all, Soldier attack, Archer attack red, protecc

Turn 2:

Same as previous turn, ice to the right, Archer attack archer

Turn 3:

**Superslash down, Superpunch in place, kuro and dalkin attack archers,
move soldier right, attack with archer**

Turn 4:

Finish off rest with ice and melee

-The River: 3 Archers

Turn 1:



Charge with all, archers attack archer near fina and both Paladins, attack with kuro and dalkin

Turn 2:



Ice to left first. Charge with rest. Attack after ice. Archer

take out closest enemies

Turn 3:

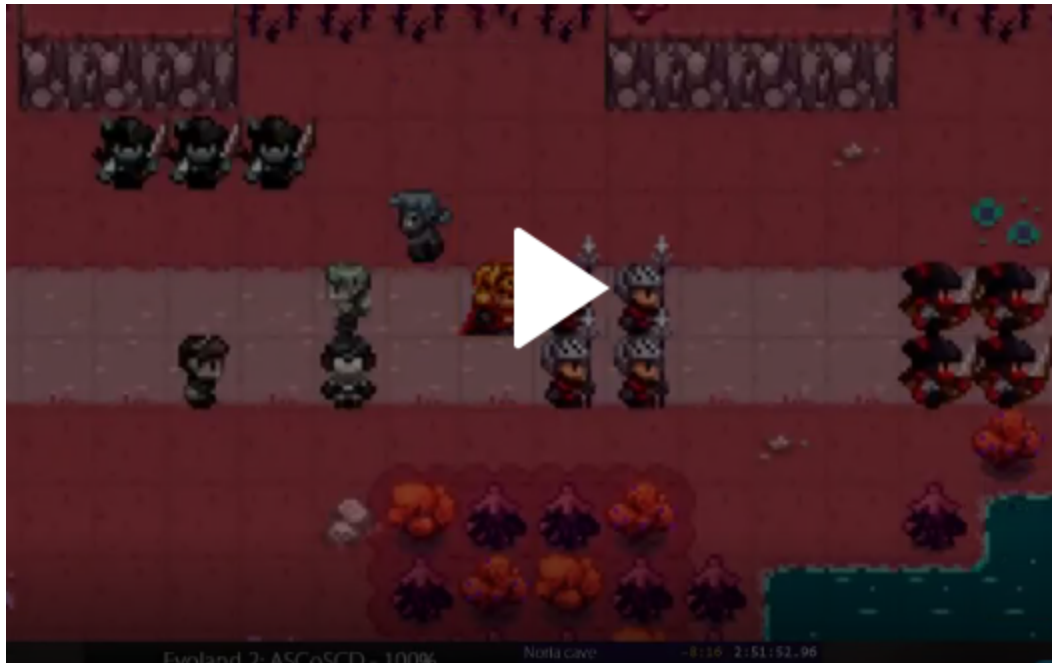


Charge Ice, SuperSlash down, superpunch. Attack with kuro and archer.

Turn 4: Finish em off

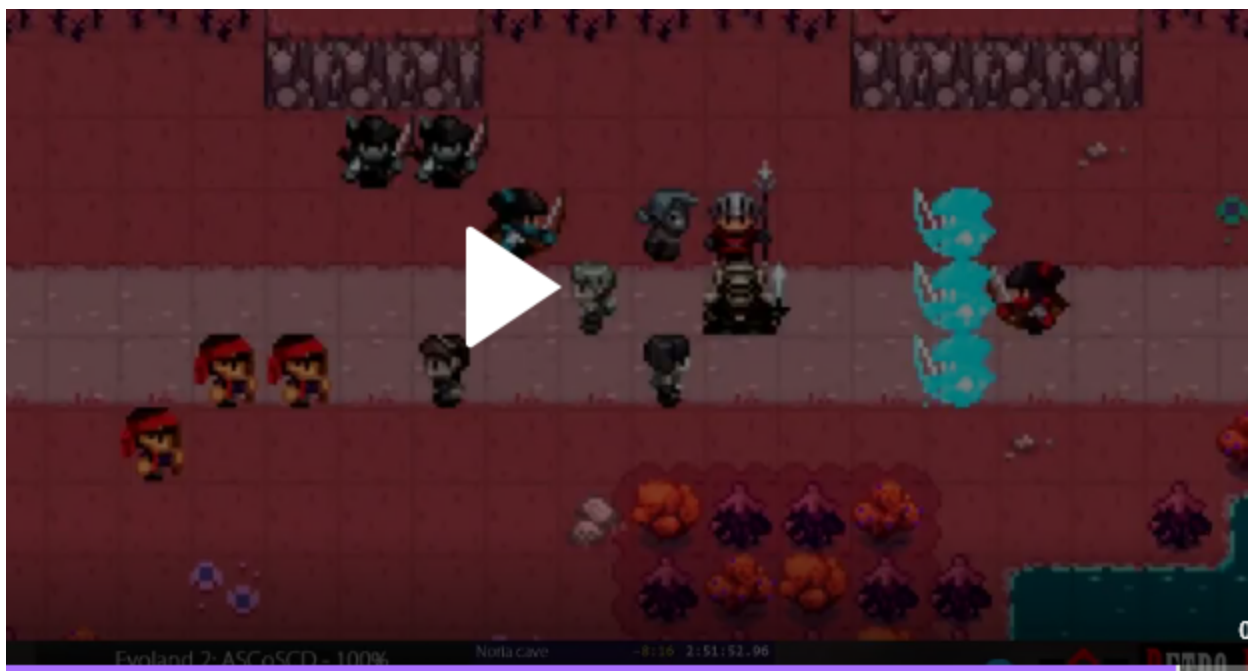
-Ambush: No Upgrades

Turn 1:



Go down middle, Take out archers with archers and Kuro, Attack with dalkin and charge with rest

Turn 2:



Attack with Kuro, Ice to right, Take out two soldiers and one spear with archers. Attack down with dalkin and charge with others

Turn 3:

Superpunch archers, superslash soldiers. Finish left with kuro and archers.

Go right with dalkin, menos and velvet

Rest of Turns: Finish them off

-Wizards: One more Archer

Turn 1:



Charge and protecc

Turn 2:



Take out catapults and archer. Ice left, charge with others and protecc

Turn 3:



Superslash, then Superpunch. Charge Ice, Take out soldier above and poke people with archers.

Turn 4:

Kuro Attack, Archer and dalkin remaining. Ice catapults. Charge Fina

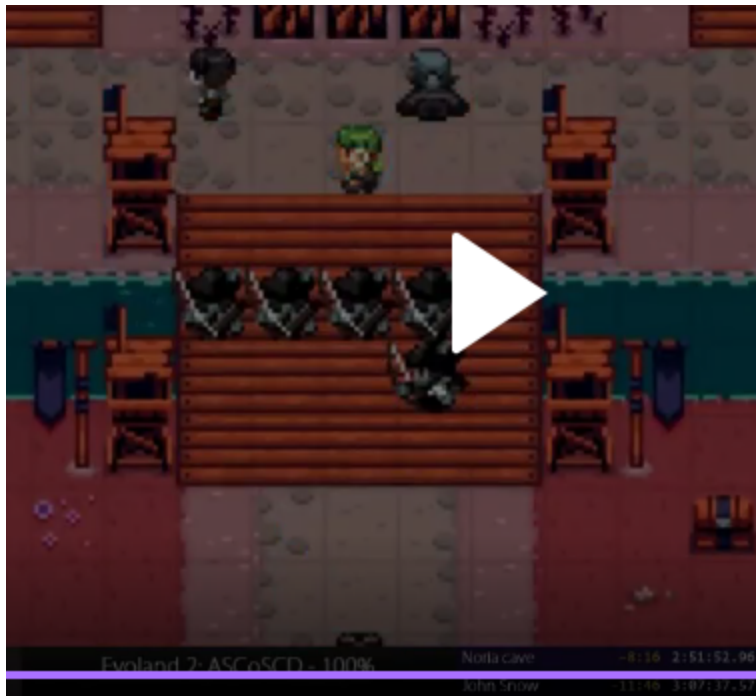
Turn 5:

Charge, protecc. Archer take out wizard.

More turns: Finish from there

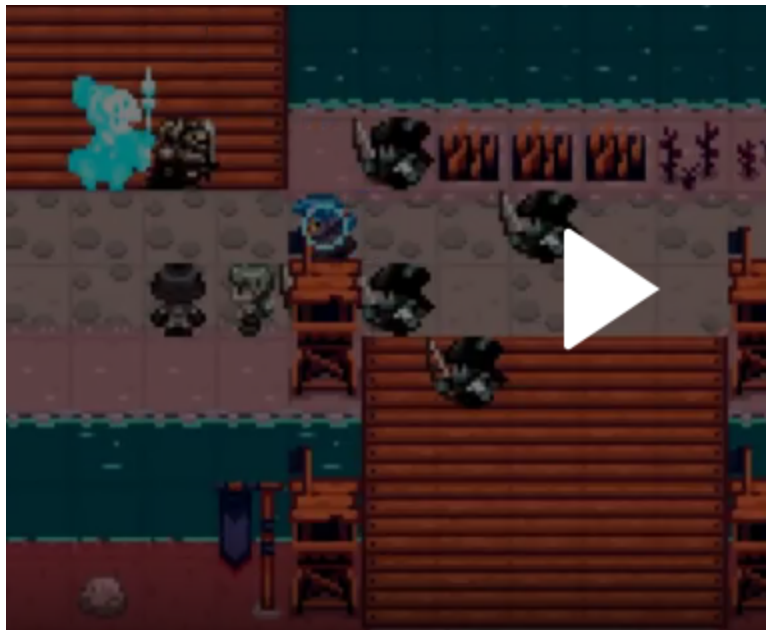
-Castle: One more archer

Turn 1:



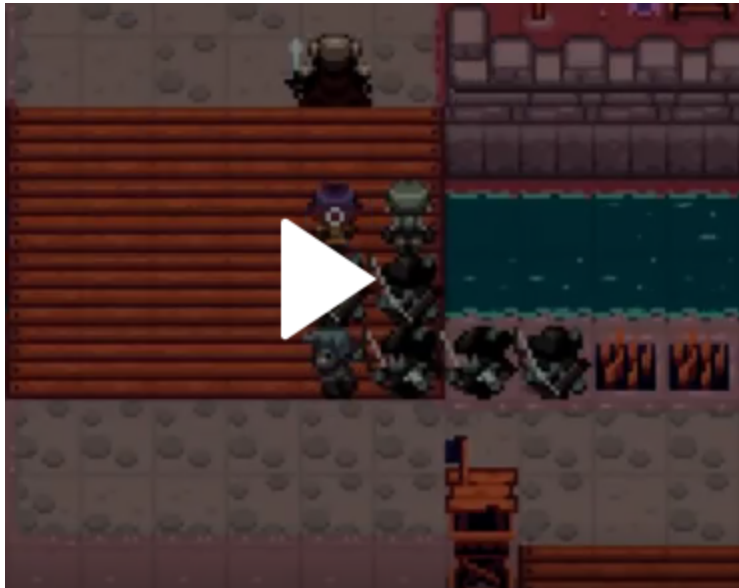
Charge.

Turn 2:



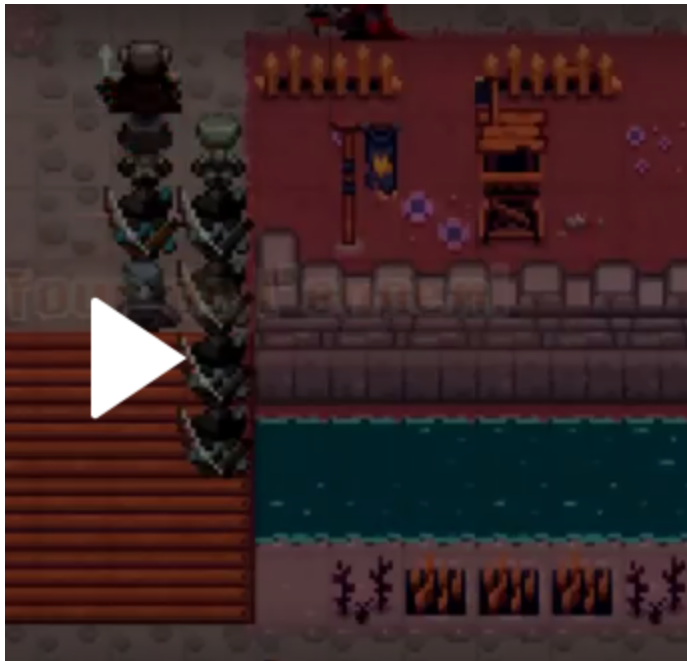
Ice up, dalkin attack, charge, top archer attack

Turn 3:



Superslash, Attack with archer, Charge.

Turn 4:



Charge

Turn 5+: Go after mage

-DDR Boss

-Leave and go to dad in bottom left, then go to fishing village and give letter to person for tinder profile, then get on boat and fly to island

-Talk to tent guy and give profile, go to stone and go to present

-Go to volcano in upper right and beat em up

-Fly to statue in upper middle and grab item at top

-Go to Bottom left to forrest

Sprite Forest

-Fina charge vines on left, fina charge tree down, go to future

-Tree to left, go to present, go to past, charge menos on up left bushes and go to future. Tree up. Back to past and go down.

-Left, and menos smash mushrooms till through, hit blue mushroom before going to future, then go down and go to present. Try to freeze and path at same time

-Go left and to the future. Go up and hit tree to right by using up right fina, go down and go to present, go up and smash mushrooms and heal tree

-Go up and smash bushes next to tree and then keep going up to grab navi. Kill first demon then go right and kill turnips.go to future line up and hit tree left and go to past

-hit mushroom and go to future, go to present, navi and kill tomato and demon.
Go to future, fina charge vines on right, and hit tree to left, then go back and hit other tree to left

- Go to present and navi bottom right demon, hit tree to right, go to past, tree into river, fina charge down, go to present, fina charge up, and leave
- Fly up to portal and do the cutscene

End Game

- Fly to tentacle and do sidescroller, then enter dome
- Place stone, and do ceres three phases.
- Time is on last hit on ceres phase 3
 - During Phase 3, you absolutely need to get hit by the energy ball coming from the bottom of the ship before you destroy it. If not, then Ceres energy balls will do massive damage instead of 1-3 damage**