

This is [くろぶす's route](#) with the new LightBazooka strategies devised by [サンゴ朗](#) and [napo](#).

It's recommended to watch runs in conjunction with this route for encounter dodging strategies and how to get from area to area in the fastest manner possible.

My Run ([36:46](#))

[サンゴ朗's 34:14](#)

Always start runs from power on, as you can manipulate the RNG to avoid having Annie or Liza learn anything based on what the Nidheg does each turn as long as you don't fight any other enemy beforehand.

- Despair

Name: "E"

Slimes in the pipe in the 3rd screen are random so be careful going through there. If you're starting each run from power on, there should be a few identifiable patterns in this room to help avoid an encounter.

Get the LightBazooka in the locker room. Quickly get into the locker on the left side of the room before the guard notices you.

The lizard in the sewer can be passed by holding down, unless it's initially moving down and to the left or right. Move to the top side of the tunnel to lure it upward and then pass under it to the ladder.

In the room with the conveyor belt, a consistent way to avoid the birds is to move into the corner where the boxes and railing meet, and proceed directly down the stairs. If the bottom bird has moved to the railing, you'll have to lure it upwards before doing this strategy or try to maneuver between the two birds wherever they may be.

For the two beast room, hold up and right until you pass by the beast above you, and then hold up.

#### Position

Move Annie and Liza to Party 2, and swap their positions while doing so so that Liza is in the 2nd slot..

#### Equip Weapon

Equip Liza with the LightBazooka.

Optional: Replace Liza's FangAmulet with the InfraScope. Replace Annie's LeatherBoots with the FangAmulet. This allows Liza to combo with AirThrow at least twice while still defeating the Nidheg in 4 turns.

#### **Boss:** Nidheg (HP: 3,000)

Use Party 2. Liza attacks with the LightBazooka, Annie uses DoubleSlash. Liza can use AirThrow for the purpose of manipulating the RNG, or if you're not doing that, to finish off the Nidheg if any LightBazooka combos fail.

- Koorong

Join Gradius. Defend for all turns during target practice.

For the field training, hold up after Annie finishes her dialogue, you'll run past the first slime. Weave past the other two. In the alley way, you'll have to stop for a bit to let a bird pass. If you run full tilt you'll run into one on the stairs. Return to Roufas to end field training.

Talk to Roufas twice to get money from the campaign fund.

Go to the shooting range and defend on all turns again. Return to Roufas's room to start the Shingrow mission.

- Shingrow

Cutting in line: As you finish the conversation with Liza, the line should be moving up. If you're fast enough you can run into the YellowFighter closest to the front to stop him from moving up. Hold up once the guy in front starts moving to get in front. If you don't make it in time, go to the 3rd person from the front of the line, stand shoulder to shoulder, and hold up. You should slip into the line once it starts moving.

**Boss:** MaskCat or Swordsman or MaskBuffer

Attack with the AGUNI-CP1 until you lose. With the Swordsman or the Buffer you'll lose on the first turn. For the MaskCat, it'll be 2 or more turns depending on what attacks it uses.

Talk to Roufas to recruit him & Annie.

Position

Swap Annie and Roufas

Hold down and left during the screen transition into the room with the switch and YellowFighters. If you time your O press right, you can hit the switch, and hold right to get by without having an encounter.

**Boss:** Goblin (800 HP) & YellowFighter x2

Move Emilia to the back row.

Emilia defends. Annie uses DoubleSlash on the Goblin. Roufas uses TotalShot; Liza uses the LightBazooka on the Goblin. On the 2nd turn, have Roufas use HardSlash instead of TotalShot.

A 1 turn victory is possible if everything goes well.

- Koorong

Start target practice, defend for all turns. Enter Roufas's room to start the Baccarat mission.

- Baccarat

Go upstairs until you find Joker. Follow Joker into the gnome's area. Do not fight Gargantu. Leave the basement instead.

- Koorong

Talk to Roufas to get money from the campaign fund.

Start target practice, defend for all turns. Talk to Roufus to start the next mission.

- Trinity Base

Talk to Asellus.

**Encounter:** Random Beast (Rank+2)

If there's a single Razorback, move Emilia and Asellus into the back row, defend with them, and then have White Rose cast PhantasmShot.

If there's a 2nd enemy with the Razorback, have Asellus either attack it with the FiendRod, or if that's not enough to deal with it, use FinalStrike instead.

Recruit Zozma. Talk to Zozma from as far right as possible to avoid having Asellus get in your way.

Position

Move WhiteRose & Zozma to the 2nd party.

**Encounter:** Random Mec (Rank+2)

If the WaspMec is alone, move White Rose to the back row and defend with her. Zozma uses HeatSmash.

If the WaspMec isn't alone, have White Rose cast PhantasmShot on the other enemy.

- Koorong

Travel to Luminous.

- Luminous

Start the Shadow Magic quest.

- Omble

Talk to Silence's shadow and agree to help to recruit him once you leave.

In the room with everyone's shadows Emilia's starts in the upper left.

#### Position

Move Asellus to Party 3 and Zozma to Party 2.

**Boss:** Emilia's Shadow (HP: Emilia's current Max HP)

Emilia attacks with the AGUNI-CP1. Optimally, you'll attack first. It might not be possible to defeat your shadow in one turn if Emilia has gained too much HP.

- Luminous

Recruit Silence.

Buy Hidebehind for Emilia and White Rose.

Travel to Kyo.

- Kyo

Buy a MagicStone, 6 WingAmulets and 4 FlowerAmulets.

Travel to Shrike

- Shrike

Go to Sei's Tomb, and there go to the Murakumo.

#### Position

Move Silence to Party 2, above Zozma.

#### Equip Weapon

Silence: Replace the HandBlaster for a Buckler. Equip 3 WingAmulets.

Zozma: Replace the FiendRod with a MagicStone, equip a MagicStone. Replace MagicWear with a WingAmulet, equip 2 WingAmulets.

Emilia: Equip all 4 FlowerAmulets.

White Rose: Equip the Backpack.

#### Equip Ability

White Rose: Replace Fascination with Hidebehind.

Emilia: Equip Hidebehind.

Quick save before fighting the DeadKnights as they can give you a lot of grief.

**Encounter:** DeadKnights x2

Move Silence to the back row.

Turn 1: Silence defends; Zozma uses a MagicStone

Turn 2: Silence and Zozma use MysticSword.

Ideally, you'll get lucky and the DeadKnights won't deflect your attacks. If either Zozma or Silence dies before they can absorb a DeadKnight, have the remaining character absorb the remaining DeadKnight into their MysticBoots.

Go to the Mizukagami. Quick save for the same reason as above.

**Encounter:** DeadKnights x2

Turn 1: Silence and Zozma uses MysticBoots.

Turn 2: Silence defends, Zozma uses MysticBoots.

If the previous DeadKnight fight did not go according to plan, have the character that didn't absorb a DeadKnight into their equipment absorb both DeadKnights into their MysticSword and MysticBoots. MysticBoots first, as that can't be Deflected.

Travel to Koorong, and then to Owmi.

- Owmi

Go to the Lord's Manor basement.

Quick Save before fighting the DevilSquid as Maelstrom has an instant death effect that can hit Zozma rarely.

**Boss:** DevilSquid (HP: 3000)

Turn 1: Silence and Zozma uses Assassinate.

Turn 2: Zozma uses MysticGlove

Recruit Mesarthim. Make sure to run into the pool from above so that Asellus doesn't block your way out.

**You can skip recruiting Mesarthim, but the only time you should do so is if you can no longer PB unless you get a very good Diva fight.**

Quick save before fighting the DevilSquid as the necessary turn order might not happen.

**Boss:** DevilSquid (HP: 3000)

Turn 1: Silence uses MysticGlove. Zozma uses TigerRampage.

Reset if Silence attacks before Zozma.

As you're leaving the basement, when entering the room with the SanctuaryStone just hold up and left to always dodge the Male Mystic at the entrance.

Travel to Koorong and talk to Roufas to start the 2nd Trinity Base mission.

- Trinity Base

Talk to Mondo in his office. After the events, you can squeeze between Roufas and Liza to avoid a few text boxes by tapping down twice and running straight to the left. Another method is to run into the corner between the railing and the door to the right, and run straight left.

Leave Trinity Base.

- Koorong  
Position

Move Zozma to Party 3.

Talk to Roufas twice to start the final mission.

- Forsaken Chapel

**Encounter:** Random Human (Rank +2)

Use Party 3.

If there's a single human have Zozma use MysticGlove.

If there's multiple enemies use a MagicStone

If you have recruited Mesarthim:

Position

Swap Zozma and Liza, Roufas and Silence, White Rose and Annie, and Mesarthim and Asellus.

Equip Weapon

Mesarthim: Replace the ShadowDagger with the Mizukagami. Equip the AngelBroach and Magicwear.

**Final Boss:** Diva (HP: 25,000)

Emilia casts HideBehind.

Zozma uses TigerRampage. MysticGlove after you run out of WP or Emilia and White Rose can't cast HideBehind.

Silence uses TigerRampage, then Blade after you run out of WP for TigerRampage, PhantasmShot after Blade. MysticGlove when Zozma can't use TigerRampage anymore or if Emilia and White Rose can't cast HideBehind.

White Rose uses Cures on Mesarthim or casts HideBehind if Emilia can't cast HideBehind and you're willing to risk Mesarthim not being available the next turn. PhantasmShot if there's no more Cures, and Silence and Zozma are using MysticGlove. Once Mesarthim can't use LifeRain, use any spare Cures on Zozma and Silence. If the reason Emilia can't cast HideBehind is that she's charmed, don't bother having White Rose cast HideBehind as Emilia will always interrupt any potential combo by going 2nd with her own HideBehind.

Mesarthim uses LifeRain.

Optimally, you'll have all 3 HideBehind - TigerRampage - TigerRampage combos happen. If any of those fail to go off, you have an increased chance of losing the fight and losing a lot of time.

HideBehind - Blade - TigerRampage and PhantasmShot - TigerRampage are possible combos after Silence has run out of WP for TigerRampage. The optimal amount of turns for the fight to last is 5 turns.

If you have not recruited Mesarthim:

Position

Swap Zozma and Liza, Roufas and Silence, White Rose and Annie.

Equip Weapon

Asellus: Replace SilkShirt with MagicWear.

White Rose: Equip a FlowerAmulet and SilkShirt.

Zozma: Equip the Mizukagami.

Emilia: Equip the AngelBroach.

**Final Boss:** Diva (HP: 25,000)

If Emilia is alive, cast HideBehind.

Silence uses TigerRampage, and then Blade once no longer able to. After all WP has been used, either use MysticGlove or cast PhantasmShot if Zozma can still use TigerRampage.

Zozma uses TigerRampage. After all his WP has been used, switch to MysticGlove.

White Rose casts HideBehind if Emilia is unable to and if Zozma or Silence are using TigerRampage.

Otherwise, have her use Cures on whoever needs healing. Target Asellus on the 1st turn with a Cure.

Asellus: Uses ShadeRobe to heal whoever needs it. Try to focus on keeping either Emilia or White Rose available next turn.

The goal here is to keep a HideBehind caster, Silence, and Zozma alive as long as possible through single target heals. This strategy is incredibly fragile and requires a good degree of luck.