

Boktai: The Sun is in Your Hand Any% route



--- OPTIONS

- SET THE TIME TO:

JP version -> 4:00 AM ("RTC use Real Time" option disabled on Bizhawk)

MAKE SURE TO SET THE DATE TO "07/17/2003"

With this time, you will get ghouls during Fog Castle, sunlight will one shot them, and they will most likely drop healing items

Plus, enemies should be sleeping in Bloodrust Mansion also in EU/US versions

In JP version, they won't be sleeping, focus on good angles when shooting, so they get knocked far away

After starting, pause the game and set the text speed to "Fast", worth doing as long as you don't take too long

--- FOG CASTLE;

- 1 Sun Block or more for ghouls

- Coffin room: Defeat the bats and open the chest (5x speed nut, but you will keep 2 of them for Solar Tree)

- Purification: Spread directly at the coffin

--- SMALL CAVE;

- MAKE SURE YOU HAVE 6 SUN BLOCKS OR MORE THROUGH THE ENTIRE DUNGEON

- Knock on the wall, then go all around and stun the ghouls near the exit
- Get banana (hidden chest)



- Take the left path, as soon as you enter, shoot the ghouls in the back to stun it, then get the key
- Back in the “big” room, shoot at the bok to the right, depending on if he’s stunned or not, if he sees you, just make sure you stun the last bok at the top (the 2nd one to the right should be walking and shouldn’t see you)

--- GATE OF THE DEAD;

- MAKE SURE YOU HAVE MAX SUNLIGHT THROUGH THE ENTIRE DUNGEON

- Key is to the left after the 2 ghouls room at the start
- Door is in the middle (basically just go up-right)
- Take left chest after boss (S rank : 3 bananas, you need to spend enough time to gather enough energy from the sunlight, especially if you’ve been seen once)

-- BOSS; Rush to the skylight, charge energy. Then start spreading on the Sword enemy.

When it starts “glowing red”, it’s gonna teleport, at that point you have to be near the skylight, but not under it. After that, just stay under the skylight, spread on the Sword enemy, and charge energy.

--- ANCIENT FOREST;

- Get **Spear frame**

-- **TRAP; Knock on the first block (north / top), enemies will run into each other, when they're unconscious, attack with Spear Frame (try to regroup them)**

--- BLOODRUST MANSION;

- Keep 1 banana for Deserted Arsenal, as well as 3 speed nuts (at least 2 for solar tree, 1 for Deserted Arsenal)
- Make sure you have sunlight (there’s a ghouls in the room after piledriver)

- Hidden Chest at the start (Speed Nut)



- Take Double Battery (green chest in Key room)
- Spider room, go up-right



- Get speed nut

-- **Puzzle = Check garden**

-- **Puzzle: code is 7 9 10 1 3 5 8**



- Banana to the left



- Get speed nut



- Lever room, take banana
- Get grenades (room with 4 wooden blocks)

-- **BOSS:**

- **Max sunlight when he's rushing at you (use the skylights)**
- **Shoot swords back at him**
- **Use 3 grenades at the start of the fight (should get 1 cycle with this)**

-- Purification; alternate Left-Middle and Right-Middle (should hit 2 at the same time) or spread at the coffin

--- **SOLAR TREE;**

- Put one speed nut on each root (Lita also gave you 1 solar leaf)

--- **DESERTED ARSENAL;**

- Use banana in first room, after the stairs, keep pushing it to the left to open the gate
- Grab Fencer frame
- Equip it and use a speed nut
- Go back the way you came, and then take the exit near the stairs (where Otenko talks)

-- **BOSS; Use Fencer frame, basically, you want to hold B and “swing” it, it does more damage with this type of frame**

- Open chest (5x speed nut, S rank)

--- **CRUMBLING MINE;**

- Rush in the first room, don't be seen by the 2 ghouls in the room after
- Open chests after trap (A Rank = 2x banana)

-- **TRAP; Knock on the block, wait for the mummies to come near you, then use Spear frame, if you run out of energy, just equip Double battery**

- On the way to Firetop Mountain, use a speed nut

--- **FIRETOP MOUNTAIN;**

- Once inside, go into the right room for a banana
- Go back, open chest for a see-all nut
- In the next room, there's a hidden chest between the 2 “blocks” (speed nut)
- Go right, take the stairs, push the block to the right, go back, continue to the right
- In the room with multiple blocks, you can use a banana (Gate of the Dead S rank) to go faster



- Get banana if you didn't get A rank in Crumbling Mine, otherwise skip it
- Once outside take the upper path first, open the chest for a banana, push the block
- Go back, take lower exit, progress, push the block, then go back to the upper area



- On the way, don't forget hidden chest
- Go “south”, there should be 2 golems in that direction

- After dialog with Otenko, open the only chest you'll walk by for a flame nut
- Take the right exit (the second one), open the chest in front of the block for a grenade
- Use bananas to push the blocks (should only use 2)
- Continue, activate the lever



- Go back, and open hidden chest on the way
- Activate the “main” lever

- Take south exit, continue until lever, then go back



- Take that chest near the fire ghoulish for a speed nut

-- BOSS;

- **Lure into the lava, then shoot in his back to make him fall, shoot at him when he's not charging at you**
- **You can use 1 grenade, even though it's not too good**

- After boss, continue up-right, enter room, take the follow chests;

- left one (3 grenades)
- up-left one (1 solar nut, safety strat)
- up-right one (1 banana, safety strat)
- middle one (1 rising sun grenade)

- Don't take the coffin yet, activate the main lever first

- Next time you see the coffin after going down, draw it through shortcut (wooden block you pushed when you were outside)

- Outside, there was a wooden block with a chest right next to it, push it and take the stairs with the coffin

- Purification; Spread at the coffin, move just enough to avoid getting hit by the fire

- Got Fire lens

--- PERMAFROST;

- *SAFETY STRAT* Open chest for a freeze nut (Garmr purification)

- TAKE THE RIGHT PATH

- Get at least 1 sun block for ghouls (also skips dialogs)
- Take the stairs, get speed nut



- Continue, activate last trap, get speed nut (hidden chest)



- Use the trap to go down
- Once down, go to the right, next to the wall, there's a hidden chest with a speed nut
- Exit through the left... exit

-- **Puzzle: First push the first block, on the way, grab a speed nut from another hidden chest**



**After that, push the second block into the water, and then the first block in that direction, then up-right
Also open the chest next to where the first block is (grenades)**

- Continue, after pushing the block, open the chest (near the piledriver room entry) for Flash grenades
- After the sabata dialogs, go on and don't forget the empty gourd (first chest you will see after the dialogs)
- Ghoul room, go to the left
- Get the speed nut (hidden chest)



- Continue to the right

- In the next room, first go down to get 6 grenades, then go back and go the upper way
- *SAFETY STRAT Slide (on the ice) to the right, enter the room, get speed nut (hidden chest)*



- *SAFETY STRAT Slide on the ice and open the chest for a speed nut*



- In the next room, push the wooden block

-- **BOSS; Use grenades and push blocks in his direction (should take 6 grenades)**

- Use a banana, travel back with the coffin and use the elevator (remember that wooden block ? Yeah, this way)

- Try to avoid getting stuck on corners, you want the banana's effect to work during the dialog near piledriver
- Use a speed nut, then go back up, use the Fire lens and Fencer frame to melt the ice ("swing" it, it's faster), then go back down and start the purification

-- Purification; Try spreading directly on the coffin when he stops attacking, otherwise, spreading alternatively on piledrivers, when he freezes one, use Fire lens on it right away

- Got Frost lens
- Use empty gourd to get outside the dungeon faster

--- REMAINING TOWER;

- Open the chest at the right of the solar station for a grenade, then take the closest stairs, go into the door at the right, continue to exit the dungeon
- **Once outside, save (for Delusion Forest backup / marathon strat)**

--- DELUSION FOREST;

- Directions (JP version, from that room where Otenko talks :

North, East, East, East, East, North, North, South (until the room where Otenko talks, then Left, South)

Backup / Marathon strat (manip, takes 38 ~ 40 seconds) :

JP version: 5:00 AM (On Bizhawk, just change time through emulator settings and do a core reset)

- *Directions (JP version, from that room where Otenko talks) :*

Up, Right, Up, Right, Up, Right, Right, then after ranking screen : Down, Right, Left, Exit

- After ranking screen, go back, then take the South exit (compared to your shadow) to go directly back to the room where Otenko talks
- From this area, take left exit once
- Take the South exit, then exit the dungeon

--- SOL CITY;



- **SAFETY STRAT** Open chest for a heal fruit



- Move on, get empty gourd on the way
- Once inside, open chest for a redshroom
- Open the chest for a speed nut
- Continue to the right, open the next chest for another redshroom, use one to go on, then keep walking, you should be able to go through the second "gate" to the left, in the next room (this saves a few seconds)
- After going through the "gate", the redshroom effect should stop

- After going past the golem, open the chests for a grenade and a redshroom
- After moving on, cancel the effect with a banana

-- Sabata; Go around him and head for the North exit (just behind him)

- Get into the room, open the chest for 2 grenades
- Get out, take the lower left exit

-- TRAP; Knock on the 2nd block to the left to gather all chickens, then use a flash grenade to stun them, and kill them with Fencer or spear frame (fencer saves 2 seconds but you need Spear for the trap after)

- Grab the speed nut and banana chests (just don't get the one to the right), then go through the north gate

-- TRAP; Knock on wall, finish them with Spear frame

-- Statues;

- When you arrive, push the 2 blocks

-- Right; stun the first chicken, knock on wall so the second one looks at the statue, use Knight frame (single shot) so it shoots at it

-- Top; lure the enemy down first, hide, take the stairs, then knock on the wall and shoot the chicken when it's aligned with the statue

-- Left; 2nd (Middle) mirror, 1st (Down) mirror, mirror that's closer to the statues, destroy the one after it

- Outside, after the elevator, open the first chest to the left for grenades

-- BOSS;

- Turn mirrors so her shots hits her tail
- Use grenades on either the tail when she's attacking you or her body (human part) (16~ for 1 cycle)
- When she summon enemies, try knocking em down from behind (they may drop speed nuts)

- Use bananas to go back with coffin

-- Purification; use Earth Lens for extra damage, avoid attacks, when she closes the coffin, 0 Sun Blocks, when she opens it, go back to Max

- Use empty gourd go get out

--- DARK CASTLE;

- Grab the Cloud lens (don't take the stairs)
- Take the warp to go outside of the dungeon, then take the north path (can use an Empty Gourd for that)
- Make sure you have 3 or 4 sunlight blocks, then take the warp (it should be blue)
- Now, go back to Remaining Tower

--- REMAINING TOWER(2);

- Take the same door as before (right one)
- Break the block with Cloud lens and take the chest (Crusader frame)
- Use a solar leaf

--- SOLAR TREE(2);

- Grab speed nuts, then take the South exit
- While having max sunlight, use the warp to go back to Dark Castle (the warp should be red)

--- DARK CASTLE(2);

- Take the stairs
- *SAFETY STRAT* Get the golden apple from the chest to the right
- Start with the left-up path

-- FIRE TOWER;

- Start by using the lever at the right
- Get on the moving platform
- Take the stairs, push the block on the way, and activate the lever again
- Go back the way you came...
- Extinguish the flames and grab the speed nuts



- Continue



- In the room with ghouls, go down and to the left for another speed nut
- Go up to proceed
- In the room with a golem and stairs, take the first stairs, then go to the right for 3 grenades
- Go back where the golem was, to the left there's a chest with a speed nut in it, open it
- Move on (stairs)
- In the room with flames, before the boss, open these chests for speed nuts



- Before the stairs where there's 4~ flames, go south for a chest with rising sun grenades

-- BOSS;

- Use Frost lens to extinguish flames when necessary, lure him into the lava, then use the lens when he comes back for extra damages
- Use 3 grenades whenever he's standing (skips a cycle, but you have to shoot a lot with the gun too)
- *SAFETY STRAT* Kill the 2 mimics at the right of the stairs, then open the 3rd chest for 5 speed nuts
- Take the left-down path

-- EARTH TOWER;

- Go on, go to the room at the right for the key
- Continue to the left
- Use both levers
- Proceed, after the room with one red ghoul, first take the right exit, activate the 2,3 and 4 levers
- Go back, take the down exit



- On the way, get the speed nut (hidden chest)



- In the room with red ghouls, grab the grenades
- Continue via the left door, use Fire lens on that one wooden block in the middle, then continue and push the next one
- Push the wooden block on the weight switch, go up and push the next one, open chest for 2 grenades
- Move on

-- Puzzle; It's your in-game time

- In the room before the boss, get the speed nuts



First chest contains one, then close to it there's a hidden chest with another one, also, there's a skylight if you're low on energy

-- BOSS;

- Shoot the swords back at him, when he's rushing, wait for him to get close to the skylight to the left, pause the game (safer) and turn the sunlight to max for lots of damage
- Use grenades (at the beginning of the fight, it should kill the spiders too, keep 1 for Carmilla)
- You can use rising sun grenades for safety (better to keep for Hel if you can get a good Count fight)
- Back to the stairs in Dark Castle again, take the up-right path

-- ICE TOWER;

- Proceed with the left path, progress in the North (up) direction
- Use a redshroom to continue (one should be enough), cancel the effect after the 2nd "gate"
- *SAFETY STRAT* In the room with one frost ghoul, go to the right for a speed nut



-- Puzzle; Melt the block and run in a diagonal (up-right)

-- Puzzle; Just go straight down spam using Fire lens so the first block melts, then go straight left, then move on to the exit

- Get the speed nut (hidden chest)



- Go through the room, aim for the stairs at the left



- Open a hidden chest (speed nut)
- Grab 4 grenades (2nd chest)
- Activate the lever

- Move on, once you're back in that big room with ice and frost ghouls, knock on the wall (next to the stairs) to attract a ghoul, make sure you have max sunlight (the ghoul will walk faster because of this, saves 30s)

- Go where weight switch is, lure the ghoul on it by knocking on wall
- Move on to the room with mummies



- Open the chest for a grenade, continue



- First go to the right for a chest (speed nut)
- Talk to the right panel, choose yes (left option), then go all the way up

-- BOSS; Use grenades

Backup strat: Push blocks in his direction

- Back to... Dark Castle, take the last path (down-right)

-- CLOUD TOWER;

- PLATFOOOOOOOORMS !

- After the stairs, go to the right for a chest with a speed nut, then take the left path

-- Puzzle; lure the enemies so they shoot at the mirrors / statues

- *SAFETY STRAT* In the room after activating the lever, grab the chest to the right for 3 grenades



- In the same room, before the stairs, there's a hidden speed nut



-- Puzzle; shoot at the switches

-- Puzzle; break the first 2 mirrors with spread, then shoot

- *SAFETY STRAT* Hidden chest with a gold apple



-- Puzzle; Use a banana, blocks positions, from left to right: = + /

- Take the speed nuts (reward chest)

-- **BOSS;**

- **First, focus on the mirrors, make it so she hits her own tail**
- **Use grenades on her tail and her human part (fight should be 2 cycles)**

--- **DARK CASTLE (MAIN);**

- Take the stairs obviously
- Take the other stairs, open the chest for Quint Battery, use the solar station to refill energy if needed
- Go back down, proceed in down-right direction
- Get speed nut (hidden chest above the +)



-Get another speed nut (not hidden this time)

-- **TRAP; Use Fencer frame, try to hit them while turning (instant kills)**

- Open the chest at the left for speed nuts
- In the room with different colors, get speed nut (hidden chest)

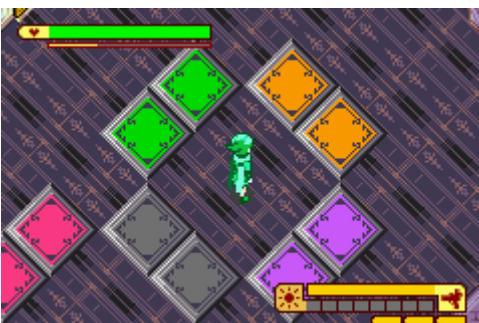


-- **Puzzle; 53**

- *SAFETY STRAT Go to the right for a chest with a speed nut*



- Room with colors again, speed nut again (hidden chest)



-- **Puzzle; 254**

- Continue, make sure you have 1 to 6 sun blocks for solar panels

- *SAFETY STRAT If you need grenades for Sabata, there are 3 in the solar panel room (go up, after last ghoul)*
- *SAFETY STRAT After stairs, hidden item (reviva fruit)*



-- Sabata Fight;

-- 1st phase:

- Go to the right-middle part (where there's a statue), knock on the wall (make sure you're in the up-left corner)
- Hide behind the statue, stunlock sabata with Crusader frame
- When Sabata starts spinning, continue spreading
- When he starts running away, go in the center and press aim to align yourself to where Sabata is, and use a grenade (backup: quickly go near him before the clones get too far, and just shoot him to cancel the clones)
- Repeat the first 2 steps

-- 2nd Phase:

- Stunlock him in the upper area, watch out for the black hole whenever he makes one
- Move on

-- Hel;

-- 1st Phase:

- Use Crusader frame, focus on Otenko
- Use rising sun grenades if you have any
- Depending on your position, you won't always be able to spread on Otenko, so it's a good time to charge energy instead

-- 2nd Phase:

- Take care of hands with Crusader frame, help Sabata if he gets grabbed (can cause an extra cycle)
- When she attacks with her hands, it's a good time to get some energy from sunlight
- Use speed nuts (easier to dodge, rescue Sabata, etc)

--- GG you've finished a run !

- Time to order dominos :^)
- Also don't forget to let the credits roll and show the playthrough ranking screen (needed for in-game time, also JRTA timing stops the timer when that screen comes up, but we don't use that timing for now)