

Chapter 1 verse 2 GROUND: To the Castle

first 4: dash in -> fire-ball -> aoe smash -> fireball
lancers: fire ball -> fire-ball

Chapter 1 verse 4 GROUND: The Way of the Sword

fire -> aoe -> fire
use fire to take out large groups
don't need to finish off everyone if you can aoe later

Chapter 1 verse 6 AERIAL: Shared Battles

None of the towers need to be killed to progress the game. Spending any time on them is a waste.

lock-on will kill balloons in 2, use for multiple
use triangle when by enemies, dont save
triangle asap
smash dash to go to target

Chapter 1 verse 7 AERIAL: Quarry Chosen

unlocked fire on fridges, 3 hits to kill
lock-on for boxes, use triangle asap
lock-on for airship, triangle asap
smash dash to go to target

Chapter 1 verse 8 GROUND: Hate's Strength

try and kill first targets with 2 fireballs
second set of targets can be killed in one good hit each
stay on dragon
no triangle

Chapter 1 verse 9 EVENT: Pact Price

just run

Chapter 1 verse 10 GOUND (inside): Infestation

<https://youtu.be/rW-WAJvTNnY?t=737>

Run go right first, check video
get weapon (again see video)

When walking down the stairs after grabbing the spear, you can do a few different things to dodge the big enemies. Dodging works in both directions if you practice it, sometimes running works. This all depends on their location so you should practice using a save state.

3 targets, aoe, fireball, just kill.

clear next room with aoe and fireball

Equip Knight's Vow

Chapter 1 verse 11 EVENT: A Goddess Saved

<https://youtu.be/rW-WAJvTNnY?t=954>

just run through

Chapter 2 verse 1 EVENT: The Voice

<https://youtu.be/rW-WAJvTNnY?t=1022>

Just run again, most events are gonna just be that.

Chapter 2 verse 2 AERIAL: To the Elf Village

<https://youtu.be/rW-WAJvTNnY?t=1044>

lock-on for bats

triangle asap

sweep lock-on for ships

triangle fridges, make sure to look up at them after using triangle near ship

Chapter 2 verse 3 GROUND: The Untrod Path

<https://youtu.be/rW-WAJvTNnY?t=1165>

Dash 3-4 times to get to the first arrow guys, try and shoot fireball just as they appear.

Turn immediately after shooting if you are confident.

Dash to next arrow guys, same strat but no need to turn.

TAKE YOUR TIME on the shots. The goal is to get damage out. After hitting enemies with a fireball, they go immune for a short period. Make sure you don't waste shots on them during this period. Should only turn twice ideally.

Run on foot across bridge when "elf village has been found"

Just run, the enemies here aren't that dangerous.

Chapter 2 verse 4 EVENT: Despair

<https://youtu.be/rW-WAJvTNnY?t=1292>

run again

Chapter 2 verse 5 EVENT: Ominous Words

more run

Chapter 2 verse 7 AERIAL: A Hidden Shrine

<https://youtu.be/rW-WAJvTNnY?t=1363>

lock-on for boxes and bats, triangle asap

Chapter 2 verse 8 GROUND: A Secret Plan

<https://youtu.be/rW-WAJvTNnY?t=1472>

if knocked off, get back on

dash after shots

1-2 per target

ground combat reds

triangle for the wizards

try and dodge while taking them out

if knocked use spear while trying to remount

Chapter 2 verse 9 EVENT: The False Country

<https://youtu.be/rW-WAJvTNnY?t=1705>

As soon as you load in, quit the mission and restart, make sure to select non-numeral mission

This skips the ally quests, you should go to chapter 3 after this.

Chapter 3 verse 1 EVENT: Reunion

<https://youtu.be/rW-WAJvTNnY?t=1744>

Chapter 3 verse 2 AERIAL: To the Dungeon

<https://youtu.be/rW-WAJvTNnY?t=1770>

Chapter 3 verse 3 GROUND: Prisoners

<https://youtu.be/rW-WAJvTNnY?t=1890>

Chapter 3 verse 4 EVENT: Verdelet Released

<https://youtu.be/rW-WAJvTNnY?t=2010>

Chapter 3 verse 5 AERIAL: The Temple in the Desert

<https://youtu.be/rW-WAJvTNnY?t=2042>

Aim for refrigerators first

Chapter 3 verse 6 GROUND: The Seal

<https://youtu.be/rW-WAJvTNnY?t=2134>

Fly straight

For the arblesters use dragon triangle

Chapter 3 verse 7 EVENT: Dark Creatures

<https://youtu.be/rW-WAJvTNnY?t=2421>

Chapter 3 verse 8 GROUND: Sacred Remains

<https://youtu.be/rW-WAJvTNnY?t=2470>

For the targets by the red soldiers just shot and dodge, don't fight on ground

Chapter 3 verse IX EVENT: An Unquiet Voice

Quit out and select Verse 9: The Harp

Chapter 4 verse 1 EVENT: Inuart's Confession

<https://youtu.be/rW-WAJvTNnY?t=2805>

Chapter 4 verse 4 AERIAL: Strength Remains

<https://youtu.be/rW-WAJvTNnY?t=2839>

Chapter 4 verse 5 GROUND: Violent Lands

<https://youtu.be/rW-WAJvTNnY?t=2985>

Scatter their army, then go and get the sword (see video for location).

Equip Feng's Glaive and then exit the mission

Grind weapon on Chapter 1 verse 2 by rushing the target and killing lots of things

Strat: Run to targets, use dash attack to get easy kills

Should get glaive to level 2

Quit out and go back to chapter 4 verse 6

Chapter 4 verse 6 EVENT: Caim's Past

Run through it

Chapter 4 verse 7 GROUND: Forbidden Places

<https://youtu.be/rW-WAJvTNnY?t=3779>

Chapter 4 verse 8 EVENT: The Last Seal?

<https://youtu.be/rW-WAJvTNnY?t=3920>

Chapter 4 verse 9 GROUND: Voice of Stone

<https://youtu.be/rW-WAJvTNnY?t=3936>

Kill all the wizards around the big dumb guy while on foot
To kill boss, just fly into him while shooting

Chapter 5 verse 2 AERIAL: Turning Point

<https://youtu.be/rW-WAJvTNnY?t=4114>

Chapter 5 verse 3 GROUND: Rapture

<https://youtu.be/rW-WAJvTNnY?t=4228>

Kill catapults right away when fighting near them (use dragon)

Chapter 5 verse 4 EVENT: A False Peace:

Just do it ™

Chapter 5 verse 7 GROUND: Emergence:

<https://youtu.be/rW-WAJvTNnY?t=4850>

(wr for this is 9:20 btw)

Chapter 5 verse 8 AERIAL: Menace

<https://youtu.be/rW-WAJvTNnY?t=4850>

Chapter 6 verse 2 AERIAL: A Black Dragon

<https://youtu.be/rW-WAJvTNnY?t=5620>

Chapter 6 verse 3 AERIAL: Destiny

<https://youtu.be/rW-WAJvTNnY?t=5700>

Get magic off of wyverns (full gauge), DO NOT USE TRIANGLE ON THEM, rush to the center and use triangle to kill everything

The Rest of the Game:

Just finish it :)