

By Auride June 26, 2020

with help from tnkn_27kan, GiantCookieJar, Kinnin, Krinoteder, and many others

Notes:

- These are my route notes for the intermediate NG Any% route. That means runs which perform City Checkpoint Skip, but not Fire Tablet Skip. This saves about 25m over the beginners' route, but loses about 20m over the WR route.
 - You can find the WR route here:
<https://docs.google.com/document/d/1bRfc43N1KqccJedK-clm76nu8oR6VDCWPh1xoMxAiLE/edit>
- These notes **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>).
- You can find information on various tricks on the Wiki:
https://okami.speedruns.wiki/Okami_Glitches
- Yen Route:
<https://docs.google.com/spreadsheets/d/1U2mc44YxtJWmgWgt-Z0yyQFSvjSoBoDygOCFWHyyvjI/edit?usp=sharing>

Tutorial

1. Go through normally. Skip both fights.

Kamiki 1

1. Do everything up to Sunrise the same as normal.
2. Fight: 3 Green Imps
 - a. 2 PS
3. Get the ExS in the chest on the cliffside.
4. Turnip digging game.
5. Restore Kushi's watermill, etc.
6. Fight: 1 Red 2 Green
 - a. DI Red 2-3x so it blocks, then PS all 2-3 times.
 - b. Alternatively PS all 2x, 2 DI Red, PS Red.

Shinshu 1

1. Go to Hana

Hana

1. Campfire fight
 - a. Do not use ExS
 - b. Wait a fraction of a second after the fight starts, as the imps aren't vulnerable right away.
 - c. PS all 5 imps twice
 - d. DI both red imps.
 - e. PS the red imps
 - f. Before the red imps die, pick up the ink pots from the dead green imps. This is critical, as the red imps will drop 100 yen more each (200 if you account for the grade bonus) if you have full ink as they die, which is key to the yen route.
2. Fight: Yellow + 2 Green
 - a. ExS immediately
 - b. PS the yellow imp
 - c. Alternatively, you can 3x DI the yellow imp if for 600 extra yen, if you haven't been doing well on fight money so far.
 - d. Attempt to pick up an ink pot from the green imps before the yellow imp dies, but don't waste time on it.
3. Get Bloom.
4. Yellow Imp Skip.
5. Leave

Shinshu 2

1. Bloom Shinshu.
2. Go to merchant, buy 2 SFS
3. Go to Mika to get the wanted list to turn it night
4. Fight: 1 Red 2 Green
 - a. Do basically the same thing as the boulder fight in Kamiki 1.
5. Fight: 1 Fish 2 Green
 - a. 3 PS all
6. Get Cherry Bomb
7. Skip the devil gate for the Shinshu mermaid spring. It's slightly faster to do that later in the run.
8. Lilypad skip to Agata.

Agata 1

1. Bloom the sapling.
2. Fight Waka 1 with SFS CBs
3. Do fishing
4. Do not get the bud ExS on the way to Tsuta. We're skipping them.

Tsuta

1. Slipless <https://youtu.be/DfMCaa3mhlQ>
2. P much normal.
3. Intro CS Skip.
4. Don't get SFS in bud.
 - a. You can get this SFS as an alternative to picking up the Incense Burner in Kusa later in the run. See my notes there.
5. Fight: 1 Bud Ogre
 - a. Immediately CB
 - b. Wait for it to land from spinning (it is invincible while spinning), then DI twice.
 - c. DI + 2 PS in any order
 - d. Do not upgrade ink. We're saving ink upgrades for Cookie Clip and Spider Queen.
6. Fight: 2 Bud Ogres
 - a. SFS CB to hit both. Angle camera to line them up behind each other
 - b. Bloom both
 - c. DI Each once, then CB between them.
 - d. Still don't upgrade ink..
7. Mushroom skip.
8. Also do not get the bud ExS on floor 2. Skipped.
9. Triple gate room, just try to blow up multiple enemies when you use CB anyways.
10. Get Vine.
11. Do cookie clip. Upgrade ink after the first PS.
 - a. <https://youtu.be/1rrkusCM5lk>
 - b. If you don't do Cookie Clip, upgrade ink to 5 pots when you run out while Vining up the statue.
12. Kill Spider Queen with 2 Vines and 5 PS. Upgrade ink when you have 1 pot left.

Agata 2

1. Get the 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, 2 ExM, and 5 SFS.
 - a. If you have less than 5,400 yen after this trip, you will not have enough money for Double Jump even if you do your fights perfectly. The fastest way to fix this is to pick up the Lacquerware set in the pond by Fuse's house in Kusa.
2. Fight Waka 2
 - a. Don't equip Snarling Beast since it's not immediately necessary.
 - b. SFS CBs
3. Go straight to Kusa

Kusa 1

1. Run to Fuse
2. Fight: 1 Blue 2 Green
 - a. ExM
 - b. 2 DI Blue
3. Talk to Fuse twice
4. Go up the hill toward Gale Shrine, and dig up the Incense Burner chest. Tackle to open it, and pick it up.
 - a. Note that doing this will greatly reduce your margin for error in terms of making it to the Cutters' house before nightfall. If this is too difficult, then you might prefer to instead pick up an extra SFS in either Tsuta earlier (in the bud before the first Bud Ogre), or Agata later (on the way to Fishing 2 and fighting Ume).
5. Do fast dogs route (<https://www.youtube.com/watch?v=zOtB0pqlHxA>)
6. Fight: Tei
 - a. SFS, 2 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. Before entering the Cutters' house, Sunrise.
6. Fight: 2 Crow Tengu
 - a. As soon as they fully spawn, ExM
7. Go to Sasa.

Sasa 1

1. Digging minigame. Get Waterspout.
2. Fight Take w/ SFS
3. Mermaid warp to Agata.

Agata 3

1. Susano QTE
2. Fishing 2. Get Crescent.
 - a. If you didn't pick up the incense burner, pick up the SFS in the bud on the way to Kokari.
3. Fight Ume w/ SFS
4. Go to the merchant, **sell fish and your incense burner if you picked it up and buy** 4mc 2 ExM. 1 SFS.
 - a. If you have less than 12k yen after this trip, you won't have enough for Double Jump even with perfect fights. To fix this, take the Rabbit Statue in the river in Kamiki (next to the bridge). On your way out of Kamiki after Hayabusa, sell the treasure to the merchant.
5. Go to Shinshu via the upper exit (in the tunnel near the mermaid spring)

Shinshu 3

1. Go directly to Kamiki.

Kamiki 2

1. Fight Hayabusa w/ SFS.
 - a. If you have less than 15k yen after this trip, you won't have enough for Double Jump even with perfect fights. To fix this, take the Rabbit Statue in the river (next to the bridge). On your way out of Kamiki, sell the treasure to the merchant.

Shinshu 4

1. Crescent on the way to the mermaid spring, to skip a day/night transition.
2. Go to devil gate which opens the mermaid spring. Fight 1 yellow, 3 green, 1 yellow.
 - a. Ink yellow, CB, DI, PS.
3. Warp to Taka.

Taka 4

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.
2. Get Galestorm.
3. Do this escape trick: <https://youtu.be/KKcyURIAb04?t=4125>
4. Leave.

Kusa 3

1. Go to Taka.

Taka 5

1. Go to City Checkpoint

City Checkpoint

1. CC Skip.

Ryo 1

1. Do cursed zone fight skip
 - a. If you have less than 20k yen, don't skip the fight. Just run directly into the trigger.
The fight gives 1k yen and is kinda slow so it's the absolute last resort if you failed to notice a yen shortage earlier in the run.
2. Bloom Ryo brush adventure <https://youtu.be/UzCXMHaNIgc>
3. Dojo Clip. Learn Double Jump.
4. Do Ubume skip
5. Open the Ryoshima Mermaid Spring by doing the devil gate. Use 1 ExM to end it instantly.

6. Go to Sei-an.

Sei-an 1

1. Get Fireburst early. Make sure to pick up the rice since you need the money.
 - a. <https://youtu.be/z7W-vSBu4jc>
2. Go to Arist.
3. Bridge Skip
4. Rao Skip
5. Go to Imperial Palace

Imperial Palace Courtyard 1

1. Get Rao's Slips
2. Leave

Sei-an 2

1. Go to Rao.
2. Talk to Rao a bunch.
3. Get the ExM in the chest behind and to the left of Rao.
4. Go to Ryo.

Ryo 2

1. Do Sunken Ship Clip.

Sunken Ship

1. Do the Auto Wall Jump to quickly complete Sunken Ship.

Ryo 3

1. Go to Sei-an. Do Ubume Skip again if you didn't fail it the first time.

Sei-an 3

1. Bridge Skip and Rao Skip again. Note that if you did Rao skip the first time, you **must** do it the second time, as there is a trigger in Rao's building which prevents Ammy from using the rear exit, which cannot be cleared if you skip talking to Rao initially.
2. Go to Imperial Palace.

Imperial Palace

1. Get hammered.
2. Get the Holy Bone from the tutorial.
3. Jump into the foot and blocking spider dialogue triggers.
4. Jump past Kaguya's triggers.
5. Thunder Doom Mirror fight. Use 1 ExM to end it instantly.
6. **At this point**, you can either collect Veil of Mist and finish the dungeon normally (which various parts of the rest of the run easier), or skip VM (which saves about 1m overall, but makes certain segments harder).
 - a. Note that the extra strats involved in skipping VM are what's used in the WR route, so you might prefer to learn them as you get your time down, as a way to ease into that route.
7. **If skipping VM:**
 - a. Dash toward the broom which normally blocks your path. Use Fireburst. This will allow you to pass through the broom barrier in the same way that VM does.
 - i. This works due to Fireburst Slowdown:
https://okami.speedruns.wiki/Fireburst_Slowdown
 - b. Go to Blight. Make sure to grab the Inkfinity Stone on the way. Note that the timing of the cycles for the platform spiders will be different, which will generally lose you time.
 - c. **Blight**
 - i. An alternative strat is required in order to 1-cycle Blight without VM:
https://youtu.be/FT_htZ-ula8
 - ii. Dodge Blight's quick draw attack. You cannot use Fireburst Slowdown to make him vulnerable during this attack, for whatever reason.
 - iii. Wait until he's about to do the spinning sword attack.
 - iv. Immediately pause and use an SFS.
 - v. Draw a CB in front of Blight, so that it immediately makes Goldnail (the sword) fly out of the formation. The other swords will be unaffected, so you must have 1 level of godhood, or you'll need to carefully dodge them during the next part.
 - vi. Use 3 cb directly on
8. **If getting VM:**

- a. Get the key using Issun x1000. While he brings the key back to you, jump and tackle back toward the gold gate so that you get a boost from the key's collision.
- b. Jump into Kaguya's triggers. Skip the dialogue.
- c. Bring the key to the lockjaw.
- d. Place a CB on the cracked floor, then use Fireburst to instantly detonate the CB.
- e. Jump down and grab Veil of Mist.
- f. Go all the way to Blight just like normal.
- g. **Blight**
 - i. As soon as he initiates his quick draw attack, VM.
 - ii. SFS.
 - iii. Once he turns gray, DI to make Goldnail fly out.
 - iv. CB the sword 4 times to 1-cycle him.

Imperial Palace Courtyard 2

1. Just leave. It's a lot harder to collect the 20 demon fangs for the peace bell in this route, since we normally get a lot of them in Moon Cave, so it's easier to skip it.

Sei-an 4

1. Talk to Kaguya.
2. Go to the mermaid spring. Warp to Sasa.

Sasa 2

1. Dash to the Kaguya digging minigame trigger. **Make sure to use an Inkfinity Stone before you hit it.**
2. Do the digging minigame.
3. Get the Fire Tablet.
4. Go back down to the mermaid spring. Make sure to equip the Fire Tablet before using the Mermaid Coin.
5. Warp to Sei-an

Sei-an 5

1. Use VM to get into Himiko's Palace
2. **If skipping VM:**
 - a. Do Palace Early: https://okami.speedruns.wiki/Himiko%27s_Palace_Early

Himiko's Palace 1

1. Go up the elevator.
2. Equip the fire tablet if you haven't already.
3. Swim through the lava.
4. Talk to Himiko a bunch.
5. Leave

Sei-an 6

1. Do Palace Escape (<https://youtu.be/f5ajRgkdipg>) to get to the mermaid spring
2. Warp to Ryo (up 1).

Ryo 4

1. Open NRyo gate.

NRyo 1

1. Fight: Earth Nose
 - a. ExM
2. Go to merchant. **Buy** 1 fish, 2 MC, 3 ExL, 1 SFS
 - a. You have nothing to sell. We don't pick up treasures in this route.
3. Go to Urashima
4. Go to the dock.
5. Summon Orca
6. Go straight to Catcall.

Catcall

1. Poltergeist skip
2. At the top of the tower, jump up the spiral staircase: https://youtu.be/k_aDHV5HunM
3. Get Catwalk.
4. Warp to Ryo

Ryo 5

1. Go to NRyo

NRyo 2

1. Go to Watcher's Cape and catwalk up, then do Blue Cyclops fight skip. At some point during this use Crescent if it's not already night.
2. Open the whirlpool.
3. Go to Orca.
4. Go to the whirlpool.

Dragon Palace 1

1. Go to Otohime
2. Go to Water Dragon

Inside the Dragon

1. Get key while avoiding the blue scrolls.
2. Release the acid.
3. On the way swimming back, use holy bone to avoid dying, then upgrade purse/wallet.
 - a. Alternatively, perform Boneless and do the wallet upgrade at the start of the Tube Foxes fight <https://youtu.be/ny-dmUe-4Dg>
4. Fight: Tube Foxes
 - a. Kill the foxes with 3 ExL.
5. 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. Don't fall into Ubume fight trigger

Sei-an 7

1. Go to Himiko's Palace

Himiko's Palace 2

1. Go fight Evil Rao with SFS CB's
2. Leave

Sei-an 8

1. Go to weapons shop and **buy max ExLs**. You should be able to buy at least 9.
2. Go to Ryo.

Ryo 4

1. Go to NRyo

NRyo 4

1. Go to Watcher's Cape, then Oni Island.

Oni Island

1. Do Labyrinth skip and get Thunderstorm.
2. Immediately as you enter floor 1, if you have 7 or fewer ExL, TS the chest to get an ExL
3. Fight: 2 Poltergeist
 - a. ExL.
 - b. GS technically makes them die faster, but then you can't pick up their yen without collecting demon fangs, and at that point I think it might be slower. Haven't really timed it though.
4. Jump into the electricity box trigger thing. Don't collect the Inkfinity.
5. Go TS the statue before you hit the trigger for the camera pan over the statue. This is p lenient.
 - a. Don't go to the demon merchant. We got the exl's we need from Sei-an 8.
6. Do the sidescroller
7. Do floor 4 skip (<https://youtu.be/HH2CTv0kLg4>)
8. Fight Ninetales:

- a. Don't get hit during this fight. Also, try to get some coins from the spirits. You want to get 70k+ from this fight, though you can get away with less if you came in with some.
- b. Immediately CB.
- c. When she roars, TS.
- d. Wait for the spirits to come down. The instant they start moving, 2 ExL.
- e. Repeat a-c, except this time PS the grandpa spirit, then use 1 ExL.
- f. Use 4 ExL on final phase.

NRyo 5

1. Avoid red demon scrolls and go to mermaid spring.
2. Warp to Shinshu.

Shinshu 5

1. Go to Kamui.

Kamui 1

1. Do Oki Skip to bloom Kamui. (<https://youtu.be/3fvZcuNYe4k>)
2. Do Igloo Turtle Skip aka Ali Skip: <https://youtu.be/6FsajWiG7tE>
3. Jump down and run to the Oina merchant. **Buy 2 inkfinity then max ExL.** You should get about 8.
4. Go to Wep'keer.

Wep'keer

1. Do Wep'keer Gate Skip.
2. Go to Ezofuji.

Ezofuji 1

1. Do Wawku Early. <https://youtu.be/oGUUIKC7QCU>

Wawku

1. Do Fireburst key skip (<https://youtu.be/VcpbcuIRaes>)

2. **If skipping VM**, on the way to the hallway with the fast gears, use a small Fireburst just before the door opens.
3. Fight: Great Tengu
 - a. ExL once it spawns.
4. Melt lever with Fireburst without watching the cutscene (<https://youtu.be/5Fzche80NGo>)
5. Get Blizzard.
6. Do Nechku Skip (<https://youtu.be/RE4uiPVwxm8>)
7. Do the cannon room using fast strats (<https://youtu.be/O4HxJBxnmhg>)
 - a. **If skipping VM**, you'll have to do a more difficult variation using Fireburst Slowdown to reflect the shots. Due to the lockout period for using the brush after Fireburst, you'll need to time both your usage of it, as well as your position when the gold cannon fires, to make sure the shot is reflectable.
 - b. Demonstration: https://youtu.be/E0d2OC_G0wY
8. In the hot gear room, jump around the platforms to get the key without using lcestorm (<https://youtu.be/qZJqp3aQd6s>)
9. Fight Lechku & Nechku with 5 ExL.

Ezofuji 2

1. Go to the Ark.

Ark

1. Buy max ExL from the Celestial merchant.
2. Blight
 - a. **If you have VM:**
 - i. Wait until it starts the quickdraw animation.
 - ii. VM
 - iii. 2 ExL
 - b. **Otherwise**, jump over its quickdraw attack.
 - c. Get close to it and wait for it to do the spinning sword attack.
 - d. PS the swords.
 - e. SFS, then quickly go over to the sword and DI 3x, then immediately cancel the 3rd DI with a jump and mash DI until you get 8 hits in.
<https://youtu.be/xalpezqPB4c>
 - i. Note that if you DI too soon after the jump, Ammy might land after 1 aerial DI. If this happens, jump again and DI more.
 - ii. If you're too slow here, you might miss the one cycle. I recommend practicing this strategy to be consistent, since it's pretty easy to lose a lot of time to messing it up.
3. Orochi
 - a. Phase 1 triple heads, then ExL to break the bell.

- b. Phase 2 WS 4 heads, 2 ExL, repeat. Use Inkfinity when you run out of ink.
- 4. Spider Queen
 - a. 3 Vines.
 - b. 2 ExL when the flowers disappear
- 5. Crimson Helm
 - a. ExL, GS, 4 ExL
- 6. Ninetales
 - a. Same strat as Oni, except final phase takes 2 ExL instead of 4.
- 7. Buy max ExLs. For Yami. You need 43.

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
- 5. Skip the revival cutscene.
- 6. Finale
 - a. Pan the camera up. Sunrise.
 - b. While running around Yami, 12 ExL.
 - c. Gz!