

Pokémon Super Mystery Dungeon: Any% Speedrun Guide (Totodile/Pikachu Route):

Introduction:

This can be a very difficult speedrun. There are no known RNG manipulations for this game, so the run demands a great deal of skill, on-the-fly decision making, and knowledge of game mechanics. It is absolutely imperative that you have played this game casually and learned about its many core mechanics before attempting to speedrun this, otherwise *you will not enjoy the run at all*. This game's mechanics and enemy behavior differ immensely from that of the other Pokémon Mystery Dungeon games, so it's important that you've played this one specifically.

This run is also quite long; expect your first run to take at least seven or eight hours. You may be better off doing a segmented practice run or two before attempting a full RTA run, to get a good feel for the experience before taking it all head on at once. You'll also likely need food and water off to the side during full runs. There's plenty of cutscenes to eat in the middle of.

All of that said, if you're looking for a run that will challenge you to think on your feet frequently, all the while rewarding your ability to battle efficiently and manage items skillfully, this is **the run** for you.

Important Tips:

There's a lot to take in with this game; absorb what you can.

Combat:

- It is much harder to OTKO enemies here than in other PMD games, so battles can be a lot more time-consuming.
- Never fight more than one enemy at once without using wands (unless you must).
- You have alliances. You will rely on powerful close-ranged attacks in this run, so it's a good idea to spam these so your partner can help you fight.
- You won't do any Connection Orb missions besides the first Sylveon rescue, so you will be extra underlevelled starting Chapter 11.
- Enemy AI will always spam ranged attacks in rooms. But, in corridors, they will only ever use close-ranged attacks, or keep walking forward. You can abuse this by pushing your partners back into corridors so that the enemies walk right into your alliance attacks, or in some cases, so that enemies don't even notice you.

Movement:

- Your raw movement speed does not affect your time as much as you'd think; it is far more important to move *efficiently*, meaning you should always try to take as few steps as possible to get from Point A to Point B, to reduce your total encounters (this is because enemies spawn in as you walk).
- You can push enemies by holding B and walking into them. Great if they are standing on stairs or something.

Items:

- You have wands in this game. They are very helpful for ending battles early, or avoiding them altogether. Get used to having them, and always look out for more of them. One of the most useful skills you can develop for this run is quickly judging which battles you should use wands for, and which ones you can swiftly brute force.
- You should just equip any emeras you can easily grab without a second thought. Even emeras that seem weak or unhelpful will passively save you a little time in some way if you simply put them on. That said...
- Yellow emeras are more important to check than the others, as they could be Wand Expert, the best emera for speedrunning this game. When you get this emera, you should spam wands relentlessly, including Guiding Wands. Their range becomes like that of Gravelerocks, and sometimes the wands will not be consumed.
- Purple emeras are also a little extra nice just 'cuzza Barrage.
- The Speed stat governs accuracy and evasion. You want as many Carbos and Speed Looplets as possible so that your attacks can land more often.
- You can use orbs in boss fights in this game.
- Always be on the lookout for the items below...

Items to look out for:


The following are items that you always want to grab when you find them in a shop or conveniently on the ground:

- Blast Seeds (they're really good in this game)
- Petrify Orbs
- Stayaway Wands
- Pounce Wands
- Warp Wands
- Petrify Wands
- Tunnel Wands
- Guiding Wands
- Luminous Orbs
- Pure Seeds

The following are items that you only need a certain amount of:

- Apples (varies; keep about six in storage at all times)
- Max Elixirs (varies; keep about six in storage at all times)
- Oran Berries (keep about five of them for the final boss)
- Attack or Wakeful Looplet (one for Totodile)
- Sp. Atk or Persim Looplet (one for Pikachu)
- Speed Looplets (even better than the SpAtk or Attack Looplets *if you see any*)
- Ban Seed (one for an old backup strat on a boss; not necessary)

Team and Movesets:

Member	<u>Leader</u> Totodile 	<u>Partner</u> Pikachu 
Moveset	Waterfall Water Gun Dragon Claw Swords Dance	Thunder Thunderbolt Grass Knot Electro Ball
Possible Equipment	<i>Attack Looplet, Wakeful Looplet, or Speed Looplet</i>	<i>SpAtk Looplet, Persim Looplet, or Speed Looplet</i>

- You will get a lot of your moves by wondermailing in TM's early in the run.
- In dungeons, you'll most often want to do one Swords Dance at the start of each floor, then spam Waterfall+Thunderbolt alliances (Thunder does not cut corners and is less accurate).
- For bosses, you often spam Waterfall+Thunder in the hopes of Pikachu getting Paralysis with Thunder (30% chance, or more if Pikachu has Effect Boost on).
- Since Waterfall cannot cut corners, you can instead use Water Gun to start alliances from around corners. That's borderline the only use of it, though.
- The rest of the moves are essentially just backups for when the better moves are disabled or ineffective. Electro Ball is also okay if Pikachu just needs a weak but more accurate attack.
- For equipment, just take whatever you find first for each character. If you get a Speed Looplet, that is better placed on Pikachu first, since his moves are more inaccurate.

Menu Shortcuts:

- In shops and the storage box, you can tap **R** to multi-select items, or **hold L and press R** to select everything at once (great for depositing everything).
- When withdrawing multiple items from storage, you can also choose a quantity for them all at once. This is nice for taking 20 of each wand at once, for example.
- When using alliances, don't forget that you can **tap R** to change the moves to adjust to different situations. Also, when you get to the last move you want to change, you only have to highlight it for it to be used; you don't have to press A.
- On the pause menu, you can press **START** to shrink the icons.
- To check distant surroundings without walking, you can **hold Y then press B** to get the Look Around cursor quickly. Nice for seeing if there's wands in a room or not.

Notation:

- My floor counts only include floors you actually need to traverse. So, (2F) means you have two floors to complete.
- If there are two floor counts, there is a break room after the first number of floors.
- SDance = Swords Dance.
- TBolt = Thunderbolt
- Give Up 4x = Four filler days where you just walk into a dungeon and then select Give Up.
- IFF = If and only if.

If you read all of that, you're more than ready now! Good luck!

Personality Test:

- Time starts as soon as you press Start on a new file. You can hold B to advance cutscene text as fast as possible; this holds true for the entire run.
- Press Up then A on every personality test question to get Totodile (except for the Cool/Cute question; all that does is determine your partner's gender). There's a 50-50 chance that this will also get you Pikachu partner immediately.

- In between questions, try mashing A; sometimes the next question will come up faster that way.
-

OPEN PASS (2F)

- Both floors are the same every playthrough.
 - On 1F, change SETTINGS as soon as Nuzleaf lets you attack.
Settings: Speed fast, Recovery Items no, Top Screen Map yes, Camera Effect off
 - Suggestion: Press Start in pause menu to shrink icons, and press Start in field to move Msg Log.
 - On 2F, avoid the middle room.
 - Make Nuzleaf kill enemies by swapping spaces w/ him.
-

LUSH FOREST (4F)

- First two floors are always the same.
 - On 1F, do exactly what Nuzleaf says.
 - On 2F, avoid the middle room again.
 - Make Nuzleaf kill enemies again.
 - Get apples, wands, and seeds if nearby.
 - Also get a couple Pecha Berries for later.
-

Press Up->A(Yes) to stay with Nuzleaf when prompted.

Once in plaza, save + quit to enter wonder mail codes!
Take all the optional codes if this is your first run.

WONDER MAILS

Take all six of the optional codes if this is your first run.

AMERICA CODES-----ITEM-----EUROPE CODES

27JSR0PF-----1x Accuracy Drink-----27JXPFY2
H6W7K262-----1x Accuracy Drink-----CMJT1T3X
Y9911412-----1x Power Drink-----N13QQNWJ
CNTSN2F1-----1x Power Drink-----QQXR6T1T
R9945PCN-----20x Apple(\$\$)-----QQWCNWJT
SK5P778R-----20x Guiding Wand-----1TY1428Q
0R7910P7-----20x Guiding Wand-----5H8TY3W8
TY26446X-----20x Petrify Wand-----43SJNSH8
8QXR93P5-----20x Petrify Wand-----62F0JMHF
WJNTY478-----2x Life Seed-----MJN3QP64
SH8XMF1T-----2x Life Seed-----SPH7CN0K
3R62CR63-----2x Citrus Berry-----FTXSQR6S
WCJT275J-----2x Citrus Berry-----HH61T296
JR4113QS-----5x Reviver Seed-----0MR3WK8W
N0R7K93R-----5x Reviver Seed-----1TTW7H99
XT42797K-----TM Swords Dance-----XXTXY2F3
SN3XQSFW-----TM Thunder-----HCPJY929
25QQTSCR-----TM Thunderbolt-----MFSK6Y7H

CQN41T29-----TM Waterfall-----62JP9449
2CNW5K5C-----TM Dragon Claw-----JSQQXSHF

OPTIONAL CODES:

SR0K5QR9-----5x Reviver Seed-----1TWH7647
W8P5QTSM-----5x Reviver Seed-----2JR641XM
XNY8PK40-----5x Reviver Seed-----5R43MPF4
Y0F43Y8M-----5x Reviver Seed-----8Y948QXN
5K0K0K2K-----20x Max Elixir-----JN2K90P9
3TWJMK2C-----20x Blast Wand-----K8TXT13M

After the codes:

- Deposit all items.
- **SELL ALL YOUR FRESH APPLES NOW! VERY IMPORTANT!**
- Check shop for Blast Seeds / Petrify Orbs / Other goodies
- **WITHDRAW:** all your Citrus Berries, Life Seeds, Power Drinks, Accuracy Drinks, all your TMs, a Tiny Reviver Seed, and 5 Petrify Wands.
- Exit toward gate.
- When prompted, Up->A (Yes) to going after the kids, and Up->A (Yes) to finding Goomy.

FOREBODING FOREST (4F)

RIGHT AWAY:

- Use 4 Citrus Berries then 3 Life Seeds.
- Use the Waterfall, Swords Dance, and Dragon Claw TMs (replace Metal Claw, Scratch, and Ice Fang)
- Use the move Waterfall once, then buff it with 2 Pow Drinks and 1 Acc Drink.
- Use the move Swords Dance three times.

DURING THE DUNGEON:

- 1F is the same every time, and now you can OHKO everything on it, INCLUDING the two Furfrou!
 - Other floors, just Swords Dance once.
-

After the forest:

- Press Up->A (Yes) to visit the "special place".
- When in front of the mine, select "Go to Plaza" when prompted; shortens cutscene.
- Check the shop, sell apples, buy blast seeds/petrify orbs.
- Exit out the gate.

DRILBUR COAL MINE (4F, 7F)

RIGHT AWAY:

- Give Pikachu his Life Seed and TMs (replace Growl and Fake Out).
- Turn off Pikachu's Electro Ball and Thunderbolt in the moves menu.
- Once Pikachu uses Thunder, give him the Accuracy Drink (unless you prefer boosting TBolt).
- If you have two or more blast seeds, kill Pikachu with one of them.

DURING THE DUNGEON:

- SDance once per floor to OHKO or 2HKO everything.
- Petrify Wand Geodude in rooms (they live to waste time).
- Save a Blast Seed for Gabite (boss).

GABITE BOSS FIGHT (~150HP):

- Turn 1: Use Swords Dance.
 - Turn 2: Use Blast Seed. Then just whale on him after that.
-

AFTER DRILBUR MINE:

The cutscenes take you to the school yard; no shop opportunities.

Next dungeon, you must use school-provided items. Your items are auto-depo'd to your box.

SCHOOL FOREST (8F)

RIGHT AWAY:

- Disable Goomy's Bubble & Absorb.
- Set all tactics to Follow Me.

DURING THE DUNGEON:

- SDance THREE TIMES on each floor, unless you spawn near stairs (You'll OHKO most enemies)
 - Dragon Claw / Ice Fang all Helioptile (Dry Skin).
 - Use the Stayaway Wands when you spawn near multiple live enemies.
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AFTER SCHOOL FOREST:

- Press A ("You're annoying") when Pikachu prompts you.
- Check shop, then exit to the school in the field.
- You're getting school-provided items for the next dungeon again.

GLITTERING MOUNTAIN (9F)

RIGHT AWAY:

- Set all tactics to Follow Me.
- Equip looplets on Totodile and Espurr.
- 1F is the same every time; get the Power Boost X and Y for Totodile,
- and don't fight anything or pick up the other emeras.

DURING THE REST OF THE DUNGEON:

- SDance thrice per floor again, to OHKO enemies consistently.
 - Pounce Wands are your only wands from the start; use them well!
 - Get Espurr a Barrage or some Pow Boosts, and she'll also start OHKO'ing.
-

AFTER GLITTERING MOUNTAIN:

All shops may now sell looplets!

- Get two good ones ASAP (Atk, SpAtk, Speed, Wakeful all viable).
- Always exit to the school in the field, until Totodile angrily leaves school.
- Follow the instructions during the Alliance tutorial, or the game will scold you.

BEFORE NECTAR MEADOW:

WITHDRAW: One Petrify Orb, two Blast Seeds (if you have them), all your other usual items.
Exit out the village gate.

FROM NOW ON: Start spamming alliances! They do extra damage when you have type-disadvantages!

NECTAR MEADOW (4F, 9F)

RIGHT AWAY:

- Set your alliance to Waterfall+Thunder (or Waterfall+Thunderbolt, if you prefer).
- Make sure your looplets are equipped.

DURING THE DUNGEON:

- Start spamming alliances!
- Don't walk next to a Tangela; it might Sleep Powder you.
- Don't walk next to a Venonat; it might confuse you.

BEEDRILL BOSS FIGHT (~65 HP on Beedrill, ~55 HP on Combee):

- Turn 1: Use the Petrify Orb (it works on the Combee).
- Next, throw your Blast Seeds at the Beedrill, if you have them. Else, use alliances.
- Once the Beedrill are down, SDance twice, then Waterfall each Combee into oblivion.

(If you prefer, you can also save your Petrify Orb for later and just Blast Seed the Beedrill immediately.)

AFTER NECTAR MEADOW MEADOW:

- Be Pikachu's friend (Up->A) when prompted.

Can take a 30-second break during the Lanturn cutscene (holding B changes nothing during it).

- At the next shop, sell your Perfect Apple.
Also sell the Weather Looplet if you have better looplets.
- Exit to school, say "Give up on school" (Down->A) when prompted.
- Talk to Kecleon once you get out of school.
- **WITHDRAW:** 1 Slumber Orb, and get your usual items ready.
- Exit out the gate when ready.

POLIWRATH RIVER (5F, 9F)

RIGHT AWAY:

- Make sure your looplets are equipped.

DURING THE DUNGEON:

- BEWARE Heliolisk in rooms; use Pounce Wands or Petrify Wands to flee. Worst-case, use Slumber Orb.
- Do not walk next to a Drowzee; it will put you to sleep.
- Petrify Lotad if they're sniping you; they live to waste time.

POLIWRATH BOSS FIGHT (~100HP each enemy):

- Turn 1: Walk toward the Poliwrath to your right.
 - Next, spam Waterfall+Thunder alliances, and laugh at them if they Rain Dance.
 - If they group together, switch Pikachu to Thunderbolt.
-

AFTER P. RIVER:

- **BEFORE LEAVING THE SCHOOL**, you might want to save the game...
- Follow Ampharos' instructions (or else he'll scold you).

- Pray you get a small floor count on the Sylveon rescue mission (check the bottom screen when accepting the mission; 7F or 8F is awful). If you do not, you can reload your save and hope for a better number.
- Don't bother item-managing before entering the forest.

You now have a bigger bag!

FOREBODING FOREST II (2-8 floors, randomly chosen)

DURING THE DUNGEON:

- SDance once per floor to OHKO everything w/o alliances.
 - If you get Growl'd, SDance again.
-

AFTER F. FOREST II:

- No side missions are required anymore.
- **Deposit ALL** of your items and money.
- Walk out the village gate, into any dungeon. Take Sylveon as Member #3.

Give up 7x. (Select "Give Up" from the "Others" menu immediately. Repeat seven times.)

After the first filler day, you only need to make a team with one member.

If you have no Petrify Orbs or have less than three Blast Seeds, check shops between days.

Also check shops if you still don't have two good looplets.

Remember to DEPOSIT purchased items before filler days!

Now is a good time to tap into your IRL food if you have any.

AFTER CHAPTER SEVEN's FINALLY OVER:

- When Pikachu asks, let him follow you at night (Up->A).
- When you wake up in Nuzleaf's house, exit out the window above you.
- After the cutscenes, once in front of the creepy old building, walk straight in.

TEAM SELECT MENU:

- Make Espurr Member #3.
- You can access your Deposit Box from this menu. The extra items you'll want here are all circumstantial, so read carefully...

WITHDRAW:

- Your usual items and all your money,
- 2 Pecha Berries if you have them,
- 1 Petrify Orb **IFF** you currently own two or more,
- 8 Blast Wands if you Wondermailed those in,
- 1 Blast Seed.
- **If you did not Wondermail in Blast Wands**, take as many Blast Seeds as you can, while still leaving TWO in storage.

Equip your looplets in this menu. Espurr doesn't need one (but it won't hurt to give her one).

ANCIENT BARROW (7F, 11F)

RIGHT AWAY:

- Save one Blast Seed for the boss, and...
- Use your remaining Blast Seeds/Blast Wands to KO Deerling and Goomy.

- Change tactics to Follow Me.
- *It's optimal to remove teammates so that it becomes easier to use alliances, and flee.*

DURING THE DUNGEON:

- Watch out for Zubat's Supersonic.
- Poison is very common and kills time; Poison Guard and Pecha Berries actually viable.
- KO Deerling and Goomy again after the break room.

GIRATINA BOSS FIGHT (~200HP):

- Turn 1: Pounce Wand toward Giratina.
- Turn 2: If you have it, use your Petrify Orb. Hopefully Giratina won't Safeguard.
- Next, start spamming alliances.
- If Giratina uses Protect, Blast Seed it.
- Once Giratina's out, use alliances on each Litwick. They have about 50 HP each.

You can also try just using the Petrify Orb on Turn 1, but usually Giratina does Safeguard right away when you try that.

AFTER ANCIENT BARROW:

- When the kids ask, pick Deerling (First option; press A).

Give Up 2x.

- Deposit those Whirlwind Wands Deerling gives you; they have some applications later.

Next dungeon is nothing too special.

Exit out the gate after preparing your typical items.

REVELATION MOUNTAIN I (7F)

RIGHT AWAY:

- Equip your looplets.
- It isn't necessary to kill Nuzleaf; he can either save time or kill time.

DURING THE DUNGEON:

- BEWARE Mightyena! They are very rare, but can steal a looplet and run away!
 - Petrify/Stayaway Mismagius if it's annoying you.
-

AFTER REVELATION MOUNTAIN:

Give up 1x.

- Talk to everyone standing in the plaza, except the shopkeepers, on the day Pikachu leaves his house angry.
Lombre is hiding on the docks near the bottom-right (There are 8 NPC's to speak to).

Give up 1x.

- When Pikachu asks, Yes (Up->A) to leave the village.
- Once you wake up in Nuzleaf's, exit out the window above you again.
- Go out to the hill with the big tree.
- After the talk, go out to the plaza.

Once on the mountain, prepare your items...

WITHDRAW:

- Usual items
- All Luminous Orbs and Radar Orbs you have
- Two extra apples and elixirs (this is the largest dungeon in the run)
- Three extra Reviver Seeds
- **Four** of the Whirlwind Wands from Deerling
- Five extra Guiding Wands

SHEER MOUNTAIN RANGE (13F)

RIGHT AWAY:

- Equip your looplets
- Use a Luminous Orb if you have one; try to get emeras on the path to the first staircase.

DURING THE DUNGEON:

- Use a Guiding Wand/Luminous Orb every floor; these floors are gargantuan.
 - Use Whirlwind Wands on grounded enemies to warp them away (only works here).
 - Beware all flying enemies; they're all deadly! Use the other wands copiously on them!
 - You can Pounce Wand yourself off the mountain to warp to a random spot. Partner stays with you, too.
 - If the stairs room has a hole in it, that's a wall. You can pounce directly to that!
-

AFTER SHEER MTN RANGE:

Little time to rest!

Make sure you still have an apple, an elixir, and some revives.

If you don't, withdraw them.

Else, go right into the cave!

GENTLE SLOPE CAVE (8F)

DURING THE DUNGEON:

- Don't bother SDancing here; Yamask will Haze you (removes the buff).
 - If Waterfall gets disabled at the start of a floor, use a Guiding Wand or a Max Elixir.
 - If Larvitar uses Sandstorm at the start of a floor, use a Guiding Wand.
 - You can't petrify most enemies in a Sandstorm (the damage unpetrifies it).
 - Onix have ~100HP; they're really hard to OHKO.
-

AFTER GENTLE SLOPE CAVE:

- **Deposit ALL** items and money once in Lively Town (box is to the far right).
- Go North into the expedition society HQ.
- Keep going North when you need to move.

JIRACHI FIGHT:

- Walk in front of Jirachi and hold B+A until it KO's you (winning this fight is optional).

After the fight, **Give Up 4x**.

- From here on, the shops might have wands in stock. Possibly good wands. It's up to you whether or not you wanna gamble your time on that. Given how useful wands are, and how quickly you can just check the shop, it's probably worth it.
- Once Archen's with you, **WITHDRAW** all your usual items, and two Pecha Berries if you have them (Poison is common next dungeon).
- Go south-east to the Lapras dock, and talk to Lapras.
- 20-second break during Latios/Latias cutscene.
- Once in Baram Town, go all the way north-east, to the exit gate (If you want, you can check the shop on the way).

MYSTICAL FOREST (9F)

RIGHT AWAY:

- Equip your looplets.
- Set your alliance to Waterfall+Thunderbolt+WingAttack.
- Set tactics to Follow Me.

DURING THE DUNGEON:

- Beware Aromatisse; they live to waste time.
 - Poison is very common.
 - Wands spawn frequently here.
 - Cherrim have 108 HP for some reason.
-

AFTER MYSTICAL FOREST:

Give Up 2x.

- Talk to Dedenne in the Society HQ to leave for Fire Island (press Up->A->Up->A on prompt).
You can prepare your items once in front of the dungeon.

Once there, **WITHDRAW:**

- Your usual items
- At LEAST two Blast Seeds (a couple extra may save your life)
- One Petrify Orb (BACKUP: two Slumber Orbs)
- Three extra Oran Berries and revives
- All Decoy Seeds, if you happen to have any.

FIRE ISLAND VOLCANO (6F, 10F)

RIGHT AWAY:

- Set tactics to Follow Me.
- Equip your looplets.

DURING THE DUNGEON:

- **BEWAAAAARE Pansear and Darumaka**; they can Incinerate your Blast Seeds and revives!
- Get in everything else's face (or use wands); they'll spam Ember all day if you don't.
- Status-inducing emeras (e.g. Lullaby, Dizzying Payback) will be handy during Entei.

MAGMORTAR BOSS FIGHT:

- Turn 1: Use Petrify Orb (or Slumber Orb).
- Next, spam alliances on Magmortar.
- After he dies, SDance once and alliance attack the rest.
- Use a second Slumber Orb once everything wakes up on you, if applicable.

ENTEI BOSS FIGHTS:

- Fight #1: Get in his face and use 2 Blast Seeds. If he Roars you, Pounce Wand back up.
 - Fight #2: Spam Waterfall/Thunder alliances. Pounce if he Roars.
-

AFTER FIRE ISLAND:

Give Up 4x

After that, prepare for Showdown Mountain.

You can now use any Petrify Orbs you have at pretty much any time you want.

WITHDRAW:

- Your usual items,
- One extra apple,
- Three extra revives,
- One Blast Seed (or three Blast Wands),
- Two Slumber Orbs or Petrify Orbs if you have any.

BE WARNED: This dungeon has a small chance to kill your run; it can be very dangerous.

Exit out the town gate to your left to start.

SHOWDOWN MOUNTAIN (11F)

RIGHT AWAY:

- KO Bunnelby with a Blast Seed / Blast Wands.
- Set tactics to Follow Me.
- Set your alliance to Waterfall + TBolt + FairyWind (corner-cutting attacks help a lot here).
- Equip your looplets.

DURING THE DUNGEON:

- Pray you don't meet Vibrava in a room.
 - Use orbs if you're getting Earth Power'd from an awkward spot.
 - You can't warp enemies away while Gravity is active. You also can't have allies Pounce with you when you use Pounce Wands!
 - If you're running out of revives, start using Guiding Wands.
 - In corridors, swap with Mawile if you're in danger; she'll 2HKO anything.
-

AFTER SHOWDOWN MOUNTAIN:

Give Up 1x. This is the last filler day!

Prepare for next dungeon while in Lively Town; **NO CHANCE LATER!**

WITHDRAW:

- Your usual items,
- Three extra revives,
- Any Pure Seeds you have,
- One Blast Seed AND One Blast Wand (or two seeds, or four wands),

- Any Luminous Orbs you have,
- Any Radar Orbs you have,
- A Petrify or Slumber Orb, if you have one.

BE WARNED: This dungeon is also quite deadly. It is my personal least favorite in the run.
Exit out the village gate to the left when ready.

REVELATION MTN II (13F)

RIGHT AWAY:

- Kill Nuzleaf with your Blast items.
- Set tactics to Follow Me.
- Set Archen's alliance to Acrobatics (do NOT give him a looplet).
- Equip your looplets.

DURING THE DUNGEON:

- Guiding Wand every floor in this nightmare-dungeon.
 - Pray you don't meet an Unburden Drifblim in a room.
 - Use Pure Seeds on Hailstorm floors (unless you spawned near stairs)!
 - Remember to use Radar Orbs, Luminous Orbs, Petrify Orbs, etc.!
-

AFTER SURVIVING REV. MOUNTAIN II:

Giant cutscene (no B button breaks, though).

Make sure you still have an apple, elixir, and five or six revives.
Once ready, dungeon is to your LEFT.

ABYSSAL BADLANDS (7F)

DURING THE DUNGEON:

- Beware Sandshrew's Magnitude.
 - Don't fight Electrode.
 - Beware Ferroseed Pin Missile.
-

AFTER THE BADLANDS:

WITHDRAW: One Blast Seed (or three Blast Wands), plus food / revives if low.
Next dungeon entrance to the LEFT.

TEAM SELECT MENU:

Make Mawile member #3. If you want, you can give her a looplet.

CAVE OF THE DEEP (7F)

RIGHT AWAY:

- Kill Dedenne with your Blast Seed / Wands.
- Set tactics to Follow Me.

DURING THE DUNGEON:

- DO NOT pick up Looplets, orbs, apples, or wands! They are probably Ditto!
- If a Ditto appears and confuses everyone, use a wand on it and all nearby enemies!
- Don't walk next to Hypno; it'll put you to sleep. It can also take your looplet.

AFTER THE CAVE:

WITHDRAW: Six Blast Wands (or two Blast Seeds), plus food / revives if low.

Next dungeon entrance ABOVE you.

TEAM SELECT MENU:

Make Archen member #3 (he has Acrobatics).

CALM CRAGGY AREA (4F, 7F)

RIGHT AWAY:

- Set tactics to Follow Me.
- Set alliance to Waterfall + Thunder + Acrobatics.
- Use your Blast Wands / Seeds to KO Dedenne; she's the only ally here that can't fight quickly, and you have too many allies for it to be worthwhile to KO all of them.

DURING THE DUNGEON:

- Ditto are gone.
- Beware Dustox; they can heal every enemy in a room.
- If you can't use an alliance, swap spaces with the teammate behind you; they usually end fights quite fast.
- KO Dedenne again when she respawns on 4F.

VOID SHADOWS BOSS:

- Turn 1: Swords Dance
 - Next, just use Waterfall on Void Shadows that get near you.
 - Pray they don't divide (it happens randomly when they're attacked).
-

AFTER THE VOID SHADOWS FIGHT:

WITHDRAW:

- Usual items,
- Couple extra Oran Berries,
- Four extra revives,
- Any Pure Seeds you have,
- Any Blast Seeds you have left.
- ONE Whirlwind Wand (save for boss)

Next dungeon entrance is ABOVE you.

BE WARNED: This dungeon is extremely chaotic, especially the boss. Small chance to kill a run.

REVERSE MOUNTAIN (6F, 9F)

RIGHT AWAY:

- Set Tactics to Follow Me.
- Feed Pikachu a couple Oran Berries, to buff his HP.
- Feed Mawile one Oran Berry, as well.
- Sawk used Rock Smash.

DURING THE DUNGEON:

- Pure Seed the sandstorm floors, if possible. Else, Guiding Wand them.
- Beware Gastly's Confuse Ray.
- Don't walk next to Throh (it'll actually throw you near other enemies, or onto traps).

- Don't fight Aegishash (they're the tankiest things ever).
- If you can't use an alliance, swap spaces with the teammate behind you.
- Sawk used Rock Smash.

MEGA TYRANITAR BOSS:

- Set all tactics to Let's Go Together.
- Turn 1: Walk diagonally up-left.
- Turn 2: Wave a Whirlwind Wand at T-Tar.
- Next, spam WFall+Thunder+IronHead alliances on the Void Shadows, and hope they don't split when attacked!
- Then, kill the Gengars if they're still alive.
- Finally, start spamming alliances on T-Tar. Once it's surrounded, use your Blast Seeds on it if you have them.

Orbs do not work in that fight, btw. That fight sucks. I am still open to a more consistent, faster strat.

AFTER ESCAPING THE VOIDLANDS:

- Once in control, go directly to Society HQ.
- **Deposit ALL your reviver seeds.**
- Take the Northern doorway, then the Eastern doorway.
- After the talk with Espurr, follow Beheeyem North.

BEHEEYEM FIGHT:

- Walk in front of it and let it KO you; winning is optional.

After that "fight," prepare for Submerged Cave.

- Be sure you have at least 10 revives total left.
- If you don't, but you have gold bars, then trade with Cofagrigus (5 revives per bar).

WITHDRAW:

- Apple, elixirs, and extra revives (bring at least 6).
- Any Radar Orbs,
- Any Luminous Orbs

Leave the HQ and go out to Lapras' dock.

Say Yes (Up->A) when prompted to leave.

FROM NOW ON:

- Use Guiding Wands on every floor of every dungeon 'till you run out!
- If good wands are getting low, bring Slumber Wands and Confuse Wands for safety.

SUBMERGED CAVE (10F)

RIGHT AWAY:

- Set tactics back to Follow Me
- Equip your looplets
- Guiding Wand every floor (or Luminous Orb, when available)

DURING THE DUNGEON:

- Don't fight anything in rooms (spam wands)! Every enemy has strong ranged attacks!
 - Dragonair can unpetrify nearby enemies, and resists petrification (Shed Skin + Agility)!
 - Use Tunnel Wands in tandem with your Guiding Wands to escape the dungeon faster!
-

AFTER SUBMERGED CAVE:

Check your revives, apples, elixirs, and wands. Have six revives on hand. Get your Slumber Wands and Confuse Wands if your good ones are running low.

Next dungeon entrance to RIGHT.

PREHISTORIC RUINS (9F)

DURING THE DUNGEON:

- Keep using your Guiding Wands!
 - All enemies are REALLY tanky here! Fight as little as possible!
 - While fighting in corridors, you can push Beheeyem back for a free Psybeam attack! (unless the enemy has Dark-type)
-

AFTER PREHISTORIC RUINS:

Long cutscene (no breaks).

Once under control in the forest, **WITHDRAW:**

- Usual items (apple, elixirs, revives)
- Three extra revives,
- One Ban Seed if owned,
- Any Heal Seeds, if owned

Next dungeon entrance ABOVE you.

TEAM SELECT MENU:

- Make Ampharos member #3.
- If you randomly have an extra Sp.Atk loople, give it to Ampharos.

ROAD TO PRIMEVAL FOREST (5F, 9F)

RIGHT AWAY:

- Set tactics to Follow Me

DURING THE DUNGEON:

- BEWARE Lilligant's Teeter Dance! Ban Seed / Heal Seed are useful counters.
- Nidorans can unpetrify nearby enemies.
- Save one Pounce Wand for the boss.
- Status-inducing emeras may help a lot during the boss!

YVELTAL BOSS FIGHT:

- Turn 1: Pounce Wand toward Yveltal. If you can, loosely track how much damage each enemy takes.
 - Next, spam Waterfall + Thunderbolt + ElectroBall alliances on Yveltal 'till it dies.
 - For the remaining enemies, if they've taken a lot of damage (~150), you should just Waterfall them.
 - If an enemy went virtually untouched for the battle, spam alliances on it to kill it.
-

AFTER THAT CHAOTIC YVELTAL FIGHT:

80-second break during cutscene where partner runs and jumps on falling rocks.

Once finally in the tree, don't item-manage unless revives are low (less than 4).

TREE OF LIFE ROOTS (7F)

RIGHT AWAY:

- Set tactics to Follow Me.
- Disable Raichu's Electro Ball and Thunderbolt.
- Set your alliance up.
- Equip your looplets.

DURING THE DUNGEON:

- No EXP gain from battles.
 - Try to use up all of your wands; you're almost done.
 - Don't underestimate these enemies; they're annoying.
 - Emeras collected will be lost before the Trunk.
-

AFTER THE ROOTS:

Final dungeon incoming!

WITHDRAW: All revives, all Oran Berries, all Blast Seeds, any Heal Seeds

TREE OF LIFE TRUNK (3F, 7F)

RIGHT AWAY:

- Set tactics to Follow Me.
- Disable Raichu's Electro Ball and Thunderbolt.
- Set your alliance up.
- Equip your looplets.

DURING THE DUNGEON:

- No EXP gain, annoying enemies, use up your wands, yadda yadda.
- Except now emeras might help a lot for Dark Matter Round 1.
- You can't petrify anything if Gardevoir uses Misty Terrain.
- If you see a Chesto Berry, grab it.

DARK MATTER ROUND 1:

- Set Raichu's tactic to Let's Go Together.
- Turns 1 and 2: Walk up to DM, then Swords Dance.
- Heal Feraligatr with an Oran when his HP is low.
- Spam Waterfall + Thunder alliances when his HP is not low!
- If DM confuses you or makes you drowsy, use a Heal Seed, Chesto Berry, or Blast Seeds if possible!
- If DM confuses Raichu, enable Thunderbolt!

Your run is NOT dead if you lose the next fight;

you can respawn infinitely with DM's HP still staying down if you choose, "Give Up" upon dying.

So, good job on basically having made it through the run!

DARK MATTER ROUND 2 (aka ChlcKeN sPoNgEbOb):

- Your emeras are now gone.
- Set Pikachu's tactic to Let's Go Together.
- Disable Grass Knot, enable Thunderbolt.
- Turn 1: Walk up to DM.
- Turn 2: Feed Pikachu an Oran Berry so he gets OHKO'd much less often.

- Turn 3: Swords Dance if Totodile still at full HP. If not...
 - Start spamming alliances!
 - Pounce Wand toward Dark Matter whenever it pushes you back.
 - Heal Seed / Blast Seed / Chesto Berry if you get confused / drowsy, where possible!
 - Pikachu auto-avoids danger during charge attacks, but is NOT always placed safely for alliances!
-

'Grats, you're nearly done! There are cutscenes and a little field movement left; that is all. Go down to the hill with the big tree once you wake up in Carracosta's house. Stop time on fade out to black before credits.

Tips for Future Runs:

I know it's strange to put tips at the end of the guide, but the following stuff was too much for the beginning of it. If you enjoyed this run, and you want to challenge WR, or at least, get a sub-6, then here are a whole bunch of advanced tips to increase your odds! Absorb what you can:

1. Every wand has a different job it's best at. For efficiency, use Stayaway on enemies in corridors, Warp on small groups of adjacent enemies, and Petrify on enemies in rooms. Can also use Tunnel -> Pounce to escape any room! (Cannot dig diagonally, though.)
2. Enemies in rooms will always try to snipe you with ranged attacks, if they can (95% of enemies have a ranged attack, btw). But, enemies in corridors always walk straight, unless they're adjacent to you. So, you can always wait for them to walk. They'll either go away, or at least, they'll let you strike first!
3. Don't run for faraway items in large rooms; the more turns you spend on a floor, the more enemies can spawn. Moreover, enemies are likelier to find you in larger rooms with many doorways. Even a good wand isn't worth that much trouble, let alone Grimy Food or Gravelerocks. This is my worst bad habit when I run this game.
4. Thunderbolt can hit more than one enemy at once, even during alliances. Take advantage of this in awkward situations! But also be wary of this when sleeping / petrified enemies are nearby!
5. Master quickly switching the moves used during alliances. This would help you capitalize on Thunderbolt (or other creative strats).
6. Whenever you know you're consistently dealing way too much damage with your alliances, switch Pikachu to weaker, more accurate moves!
7. Type-immunities imposed by abilities are also ignored by alliances and Type Bulldozer, in addition to standard type-immunities!
8. In corridors, you can only use an alliance if one or both of your main teammates are within two tiles of you, and there is sufficient space (this is why attacking partners comes up so often as a strategy).
9. You can still use items normally while confused. You'll even be able to choose which direction you're facing. You can also move normally in corridors while confused.
10. Barrage procs more often when your looplet has more empty notches. So, if it's one of the first emeras you pick up, you can roll with it on its own. Especially if you're using Roselia's Weather Looplet!

11. If you see an overwhelming amount of items in a room, check the emeras first! They blink on the map for a reason!
12. The Speed stat governs Accuracy and Evasion; that's why attacks miss so much. Crush unwanted Purple emeras for temporary speed buffs!
13. The bag gives you cursor memory. When using the same wand back to back, just hit B->A->A quickly!
14. Using Pounce Wands effectively lets you spend fewer turns on each floor, which lets fewer enemies spawn. Do not hesitate to use these to escape battles; they help in the short run AND the long run!
15. Try not to use Oran Berries at low HP. Instead, go for a Torrent attack; Totodile often hits 100's with them. Orans are for unusual emergencies only.
16. You can push enemies by holding B and moving toward them. Useful if they're standing on the stairs.
17. If you spawn in a room with only one doorway, there is no need to use a Guiding Wand (unless you have Tunnel Wands); wait until you're on a branched path to use a Guiding Wand, in case a linear path takes you directly to the stairs!
18. Pay attention to the room's size and location when you spawn on a floor. If the room is kinda thin and tall (approx 5x8 tiles), or if it's kinda short and wide (8x5 tiles), then you may be on a floor with many rooms! Use a Guiding Wand!
19. Similarly, if you spawn in a small room (approx 5x5 tiles), and the room is very close to the edge of the screen on the map, then use a Guiding Wand!
20. If you were patient enough to read all of those tips, you are likely patient enough to complete many runs of this game, too! You have my respect and thanks.

There may be runs where you play well but get bad RNG,
there may be runs where good RNG gets squandered,
the runs may be really long,
but if you have a goal set, then don't let any of those factors discourage you;
persistence pays in PMD.

The WR may be in an intimidating state, but no run is ever truly unbeatable in PMD.

The more you practice, the greater your odds of success in future runs!

- *MozzarellaCheez*