Ori:DE Randomizer Guide

General

Terminology

Abilities:
Wall (climb, wall jump, double jump)
Vertical (charge jump, grenade bash)
Explode (charge flame, grenade, charge dash)
Redirect (charge flame, grenade(ideally not), stomp, bash)

HC (Health Cell)
EC (Energy Cell)
KS (Keystone)

Go Mode - when you have all the skills and events necessary to complete the game and do not need to check any more pickups
Pseudo Go Mode - In limit keys when you have all the necessary skills but still need to collect the dungeon keys

Tricks

Damage Boosts

Number of HCs listed assumes no ultra defense and is the total HCs required (includes the base health cells)

Fake Flippers

Fake Flippers refers to damage boosting in unclean water to get to a pickup and after getting the pickup using alt+r to get out of the water before death.

Key Duplication

Key duplication (key duping) is a trick in which the player places a save outside the scene containing the door and then places keys into the door before dying. You cannot place enough keys to open the door and you need to die within range of the door so that the keys remain in place after death. If done properly, the keys in the door will be added to the player's inventory upon respawning. The spot for saving is location specific.

The most common locations for key duping are the top door in Sorrow, the second door in Ginso, and the door in Forlorn. [add images for save locations in the appropriate sections]

Energy Tricking

Number of ECs listed assumes that the energy door isn't tricked. Energy tricking doors consists of placing an energy in an energy door on the same frame as leaving the range of the door, this causes an energy to stay in the door allowing you to get another energy to unlock the door requiring 1 less max energy.

Formatting

Tag things to be added later in [ ]
Entry refers to entrance into the area or other early obstructions in the area
Traversal refers to methods of traversing an area that isn't otherwise in entry
Pickups refers to methods of obtaining pickups that aren't free (plants included in free)
If it is impossible to have made it to an area without certain abilities it isn't necessary to include in requirements

Routing Tips - Playing the Algorithm

Generally speaking, a priority list for deciding where to go when aiming for lowest average time is as follows:
1. Activate teleporters - glades, blackroot, grove, grotto, swamp, valley
2. Go towards accessible skill trees
3. Visit newly opened areas (early game)
4. Visit areas that can be completely cleared
5. Visit areas that have many pickups

Early game, particularly in standard mode, there is a tendency for the randomizer to lead you to the next required pickup. For example, if you get Glide+Wind, Charge Jump, or Bash, the exp orb at the end of the fronkey walk has a high likelihood of being a useful item. Similarly, early Charge Flame or Grenade points towards something useful sitting in the 3 locations near the Charge Flame tree.

Sequence breaking the standard logic to prevent revisits can be useful, but if you get something useful from a sequence break, it is worth noting that a progression ability is available without what you just got. For example, standard logic requires Dash to pick up the map stone fragment right of the Dash tree. If you ride on top of the crushers to get to it without Dash and pick up Double Jump, then Dash must be available without Double Jump -- this makes it more valuable to prioritize locations that are accessible without Double Jump.

In v1.3, the left side of Gumo's Hideout, despite having many pickups, considers Double Jump or Charge Jump necessary for access (despite the fact that you can Alt+R and fall back into that area, or access some of the pickups with Glide+Wind). Thus, it is often not worth visiting this area until you can clear it completely.

Routing Limit Keys in the Late Game

In Limit Keys, once you reach pseudo go mode (have all necessary skills but don't have Water Vein and/or Sunstone), you can optimize your tree and event visits to ensure the least amount of wasted time.

Order

A. Visit all trees that are not near events
1. Wall Jump Tree
2. Charge Flame Tree
3. Dash Tree
4. Light Grenade Tree
5. Stomp Tree
6. Feather Pickup Location
B. Visit trees that have nearby events according to how much time is wasted afterwards visiting the event
1. Double Jump Tree + Water Vein Event
If you visiting from the Grotto teleporter you should get the Water Vein on the way down
2. Charge Jump Tree + Sunstone Event
It is best to visit the tree first but can save time to break the ceiling to Sunstone before heading through the spikes to the tree
3. Climb Tree + Gumon Seal Event
*This one is straightforward. Just complete Misty as fast as possible without detouring to any unnecessary pickups. **Ensure you have enough keystones for the final door or the revisit will be very slow.***

4. Bash Tree + Clean Water Event (assuming you have the Water Vein)
This one is straightforward. Just complete the Ginso Tree and Water Escape as fast as possible without detouring to any unnecessary pickups. **If you don't have enough keystones it is possible to key dupe on this door very easily.**

C. Head to Forlorn and go to the Wind Escape as fast as possible to obtain the final event

Additional Notes

- If you have the Water Vein and need Stomp Tree it can be optimal to complete the water escape as a method of getting to the Stomp Tree. While this is slower than just getting the Bash Tree and Stomp Tree separately, a revisit to Ginso can be very slow. An alternative strategy is to obtain the Ginso teleporter before heading to Swamp and the Stomp tree.
- Using Alt+R immediately after getting the Climb Tree is typically safe but revisiting Misty is still slow since you need to redo the first half.
- Obviously if you choose to visit a location on this list in a different order it can pay off if that location has the key you need. This list is meant to describe the generally optimal paths.
- Choosing between Misty and Ginso can depend on a player's confidence in either as well as the skills they have. Additionally, it is easy to key dupe in Ginso should the player not have enough keystones.

Known Bugs

Hollow Grove

The XP pickup above the stomp wall to the left of the teleporter at the Spirit Tree is never randomized.

Ginso

Due to the removal of the text from the randomizer, regardless of ui state when leaving the ginso tree by finishing the escape, ori will proceed to stare at the sky for about 10s before regaining control. Additionally, some pickups (such as stomp) that are obtained at the end of escape won't take effect until the player saves and reloads.

Grotto

If the player enters Moon Grotto through a sequence break and visits the bottom of Moon Grotto then they will need to glitch out the bridge cutscene on a revisit. This can be done using a Save Anywhere after the falling cutscene has started or by rekindling a save at the start of the cutscene. If a rekindle is used (or the SA is done very early) the bridge will remain closed after reloading.

Using Alt+R before completing Misty Woods is known to cause re-entry to be difficult or impossible if Misty doesn't properly reset.

Additionally, the second keystone is always 100 xp since it can be blocked after using Alt+R so it is never required.

Sunken Glades

Traversal

[time out left glades routing]

Location: top glades
Required:
- 4 EC (via energy door)
- CDash (rocket jump off fronkey)
- Grenade+Bash
- Climb+Cjump
- Cjump+Djump/Glide+Wjump
- Bash+Glide/Djump+Wjump

Plants

Right of charge flame

Blackroot Burrows

Entry

Location:
Next to glades teleporter
Required:
- Wall
- Vertical

Traversal

Traversal through brb requires nothing more than entry but can be sped up by some abilities.
Orb area
- Bash [clip]

[time out brb pre dash room]
Dash room
- Grenade+bash [clip]
- Cjump+Djump+Wall
- Gjump [clip]

Crushers (can be done with any of the crushers)
- Wall/Vertical [clip]
- Grenade+bash [clip]

Ghost lever
- Rekindle the lever while pushing it, then reload/die and the door will stay open
- Awkward climb jump (microledge) [clip] (without microledge) [clip]

Boulder escape (Raziel no)
- SA then save after activating the boulder, this will make the boulder harmless and make it easy to keep the fronkey alive
- Get the teleporter **before** breaking the boulder if you don't have vertical movement
- Skip the teleporter cutscene by rekindle, but if you have stomp before getting to the teleporter it is faster to break the floor leading to lower brb on the way to boulder escape
- Awkward climb jump [clip]
- The boulder can be broken by having the fronkey jump on the boulder 3 times (even across death)

Plants

Above the dash tree (Raziel plant)
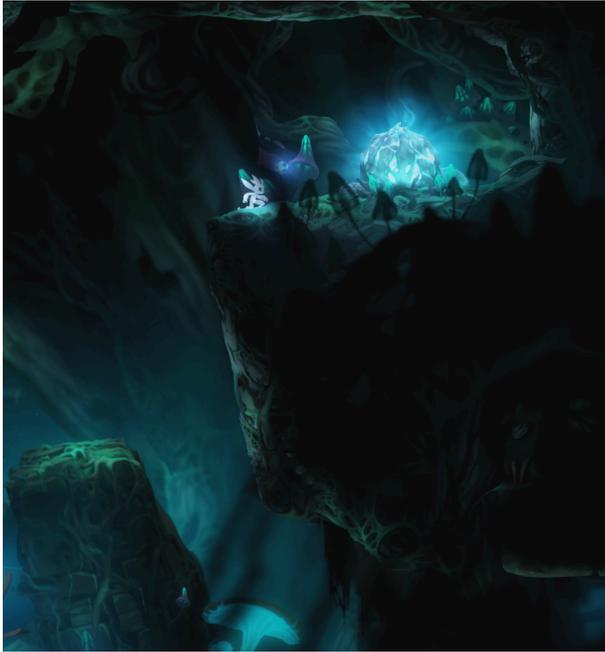
Required:
- Grenade+bash
- Cjump
- Glide/Djump (from wall next to lever)
- Djump+grenade (without triple jump) [clip]

Hollow Grove

Entry

Location:
Spirit tree keystone door via left glades
Required:
- Wall+4 KS
- Vertical+4 KS

Location:
Cflame
Required:
- Cjump

Location:
Via iceless/swamp
Required:
- Wall
- Vertical

Entry to the spider sac area from spirit tree requires an explosion ability.

Top of spider sac with cjump [clip]

Moon Grotto

Plants

At iceless

Stomp floor with the lasers

Can be broken through the floor with Cflame
In the floor on the lower path to swamp

Can be broken by upgraded cflame from the teleporter

Below the teleporter

Bottom left grotto (3 plants)

Hidden right of the health cell above death gauntlet

Can be broken through the floor by cflame from the lower right corner of the stomp floor(use a wall ability to stay in the corner)

Below cell left of ginso

Thornfelt Swamp (Left)

Plants

Right of the laser section in grotto

Up left of drainless cell

Thornfelt Swamp (Stomp)

Entry

Location:
Left of drainless cell
Required:
- Stomp+Cjump
- Bash [Clip]
- Cjump+Climb

Location:
Top right grotto
Required:
- Cjump+grenade/cflame
- Redirect+grenade/cflame+water/13 HCs [clip]
- Bash+grenade/cflame [clip]

Ginso Tree

Plants

Top of 2nd room

Top right of right room

Required:
- Glide/Djump+explosion (from left side of room)
- Vertical

Known Bugs

Valley of the Wind

Entry (Pre-stomp peg)

Location:
Left of spirit tree
Required:
- Explosion
- Stomp

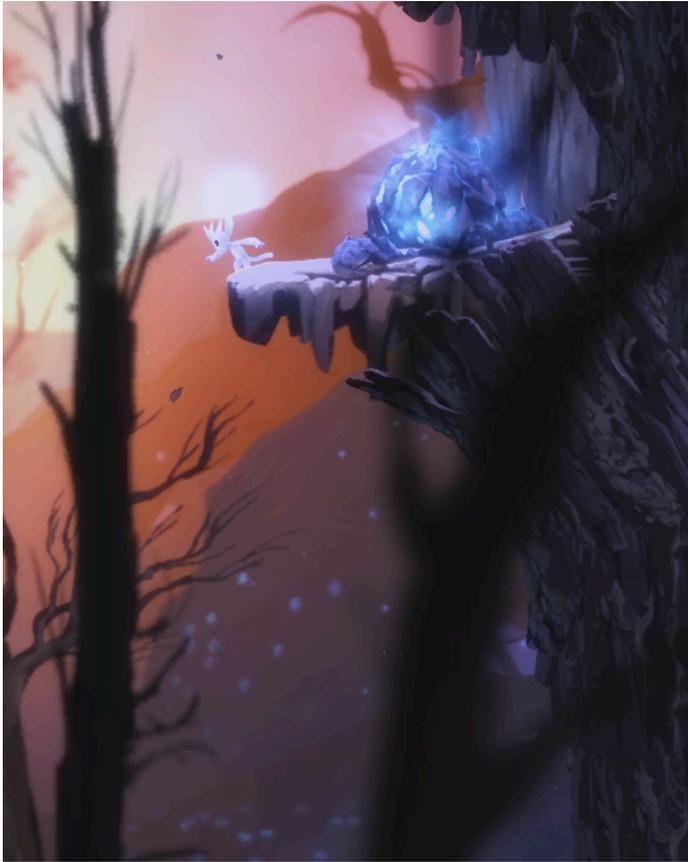## Entry (Left side)

Location:
Top left of initial area
Required:
- Stomp+Djump/Vertical
- Stomp+Djump+Wall
- Bash [clip]

Plants

Above the entrance

Below the teleporter

Misty Woods

Entry

Location:
Top of valley
Required:
- Vertical
- Djump
- Dash
- Glide
- Bash

Location:
Teleporter
Required:
- Glide
- Cjump+Djump
- Cjump+grenade+climb
- Bash [clip]

Plants

Before climb, in the non-cjump approach path

Sorrow Pass

Entry

Location:
Sorrow Bash
Required:
- Bash [clip]
- Dash+Cjump+7 HCs
- Cjump+Djump+7 HCs
- Wind+Glide

Plants

By the lever for the left ability cell

Right of sunstone

Forlorn Ruins

Entry (Lower valley)

Location:
Lower valley
Required:
- Stomp
- Cjump+Climb
- Bash [clip]

Plants

At the end of the escape (Not in the drop pool)

Right of the 4th key

By the health cell

Lost Grove

Entry

Location:
Lower brb

Required:
- Stomp
- Cjump+Climb
- Bash [clip] (backup for if the brb fronkey is killed) [clip]

Horu Fields

Entry

Location:
Baneling wall
Required:
- Stomp
- Cflame [clip]
- Bash
- Spirit Flame [clip]

Plants

Right of the branch breaking rock

Mount Horu

Plants

In R3