

Dark Messiah of Might and Magic Any% Speedrun Tutorial

This guide will teach you everything there is to know to complete a full speedrun of Dark Messiah of Might and Magic in the “Any%” category. The goal is to compile a collection of strategies for every map that can be used by anyone, regardless if you are a beginner or an advanced player of the game.

Big thanks to the rest of the Source speedrun community for leading by example and providing quality tutorial documents which this is based on.

First and foremost you should know that Dark Messiah is a very adjustable speedrun and that there are a lot of things you can change based on your skill level and preference. There is an optimal way for most maps, but you can choose to simply go around an obstacle instead of doing a risky jump, for example. Despite the openness of the speedrun, there will be highlighted routes that are recommended for beginners.

Dark Messiah speedrun Discord <https://discord.gg/AdCghTwwE3>

Dark Messiah leaderboards <https://www.speedrun.com/dmomm>

Commonly used Terms

dmomm - Dark Messiah of Might and Magic

bhop - Bunny hop

ddbboost - Double Dagger Boost

3db - Triple Dagger Boost

plaunch - Pause Launch

qsq - Quick Save Quick Load

Resources

- [Livesplit splits this tutorial will reference](#)

- All other resources can be found under the [“Resources” section on the speedrun.com leaderboards.](#)

Setup and Installation

To speedrun Dmomm, no fancy or obscure versions are required. Purchase the game on Steam and download the Single Player portion.

After the installation it is recommended to right click the game in your Steam library and choose **Properties**. In the **Launch Options** text box add **-console -novid**. This will disable the Ubisoft intro to get you quicker into the game as well as give you access to the developer console.

[Livesplit and Timing](#)

To time your runs you need to use [Livesplit](#). This timer will automatically pause when your game is loading to provide an even playing field for any system speed. This is called **ingame time**.

To set up Livesplit, either download the pre-made splits from the Resources section on speedrun.com and open them in livesplit by right clicking the main window and choosing **“Open Splits”** or make a new split file yourself by right clicking the main window, choose **“Edit Splits”**, add 24 splits, and give them a name. Set your game to Dark Messiah and your category to Any%.

In the splits editor, make sure auto splitting is activated by clicking the **“Activate”** button at the top. Now click **“Settings”** and make sure **“Engine Ticks with Pauses”** is selected under the **“Game Time”** category. To see your ingame time, choose **“Game Time”** in the **“Compare Against”** context menu of the main Livesplit window.

Dmomm does not support auto starting of the splits, so you need a global hotkey to start your time. You can edit your keybinds by right clicking and choosing **“Settings”**, then enable global hotkeys in the **“Control”** context menu.

Ingame Settings

Video

It is recommended to play Dmomm at the lowest possible texture resolution since all of the featured texture setups in this guide depend on it. It is also recommended to turn your gamma up to the maximum to be able to see in dark areas, such as in

Prologue where you would normally be required to use a spell to be able to see. You can adjust your brightness even further with the command “**mat_monitorgamma**”, the lower the number the brighter it gets. Other settings are preference.

Keybinds

The settings offer a great deal of customisation and every basic setting you should need is accessible here. If you want to customise your keybinds even further you can use the developer console to bind anything to any key. You can bind an action to multiple keys, make different kinds of saves, and so on. Simply type the command **bind** followed by the key you want to address followed by the action in quotation marks. The following are some example keybinds.

```
bind mwheeldown “+use”  
bind mouse5 “save quick”  
bind mouse4 “load quick”  
bind mouse3 “pause”
```

All of the movement commands and the *use* command have to start with a +. This indicates that it’s a Press action. In these instances the game separates inputs for pressing and releasing a button. If you’ve heard of a half-A press that’s exactly what it is.

If you don’t know the name of a bind you can look it up if it’s already bound to a different key. Simply type the same **bind** command followed by the key but don’t type an action. It should look like this

```
bind R
```

This will show you what the R key is currently assigned to.

It is recommended to have commonly used binds easily accessible. A personal recommendation would be saving, loading, and pausing on the mouse and Quick Bar Slot 7 on the 4 key. If you do the skill point route of the Any% run, the Sanctuary spell will eventually end up on the 7th quick bar slot and lucky for us you can bind it to any key you like.

You are NOT allowed to bind multiple actions to a single key.

Useful commands for practice

```
sv_cheats 1 (set to 0 before doing a run)  
noclip*  
ai_disable*  
god*
```

cl_showpos 1
host_timescale X* (replace X with a number. 1 is default, 0.5 is 50% speed etc.)
Showtriggers_toggle
r_drawclipbrushes 1

**sv_cheats 1 required*

Ringless

Ringless is a route that does not pick up the ring in **Warehouse**. It's a compromise of saving a lot of time in one split and losing a little bit of time in others to save time globally (total time saved is ~8s). Not picking up the ring will not get us 10 extra mana and you won't be able to use Sanctuary until **Percy**. Some of the maps will have an **optimal** tag next to them, meaning this is the fastest way to play the map. However since ringless is overall the fastest way to play the game, the **ringless** tag **will always overrule** the **optimal** tag if you choose to go the ringless route. If you choose to do ringless you're forced to do the strats marked as such.

Learning the Basics

[Bunny Hopping](#)

[Jump bug](#) (silly but important to know)

[Pause Launch](#)

[Weapon Boosting](#)

[Triple Dagger Boost](#) **optimal**

Main Route

Prologue (L00)

[Basic route](#) **beginner**

[Pit Jump](#) **optimal**

Stonehelm (L01_a)

[Horse Skip \[required\]](#) *beginner*

[Going Around](#) *beginner*

[Pause Launch](#) *optimal*

Hay (L02_a)

[Basic route & variations](#) *beginner optimal*

Gleam (L02_b1)

[Basic route & variations](#) *beginner optimal*

[Tips & Tricks \(addendum\)](#) *optimal*

[Climb Clip](#) *optimal*

Trail (L03_a)

[Pause Launch](#) *beginner*

[Single Dagger Boost](#) *beginner*

[Double Dagger Boost](#) *optimal*

Warehouse (L03_b)

[Warp](#) *ringless optimal Inbounds*

[Clip](#) *beginner*

[Out of Bounds](#) *ringless optimal*

Ship (L04_b)

[Bow Ship Skip Tutorial](#) *optimal*

[Wall Clip & Pause Launch](#) *beginner*

[Wall Clip & Climb](#)

[Double Dagger Boost](#) *optimal*

Beach (L05_a)

[Pause Launch](#) *beginner* *optimal*

[Boat Cutscene Skip](#) *optimal*

Orcs (L05_b)

[Basic Route](#) *beginner*

[Mantle Warp](#) *optimal*

Spider (L08_a1)

[Mantle Warp](#) *beginner* *optimal*

[SLOW gem collectathon](#) *beginner* *beginner* *seriously beginner*

Cyclops (L09_a)

[Rock Gap Jump](#) *optimal*

[Pause Launch](#) *beginner*

[Double Dagger Boost](#) *optimal*

[Dagger Preservation](#) *optimal*

Goblins (L06_a)

[Pause Launch](#) *beginner* *optimal*

Worm (L06_b)

[Pause Launch 1](#) *beginner*

[Pause Launch 2](#) *optimal*

Vermin (L06_c)

[Pause Launch](#) *beginner* *optimal*

Barrel (L06_d)

[Sanctuary](#) *beginner*

[Chain Jump](#) *ringless* *optimal*

Breathtaking (L09_d)

[Sanctuary](#) *beginner* *optimal*

[Cliff Jump](#) *ringless*

Ashes (L10_a)

[Barrel Clip](#) *beginner* *optimal*

Percy (L11_a)

[Basic Route](#) *beginner*

[Optional NPC Teleporting](#)

[Killing Cyclops](#) *optimal*

Town (L11_b1)

[Basic Route](#) *beginner*

[Over Bridge](#) *optimal*

Zombies (L11_b2)

[Pause Launch](#) *beginner*

[Double Dagger Boost](#) *optimal*

Pao Kai (L11_c)

[Warp](#) *optimal* [Inbounds](#)

[Door](#) *beginner*

[Hay Clip](#)

Ishtvan (L12_a)

[Chain](#) *beginner*

[Daggerboost](#) *optimal*

Liches (L12_b)

[Out of Bounds](#) *beginner*

Void Clip *optimal*

End (L12_c)

[Basic Route](#) *beginner* *optimal*