

Route Made for First Key Guardian Base% by AGenericUser

Logs:

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V2: 14th August 2023, added a list of all the major mistakes in the WR.

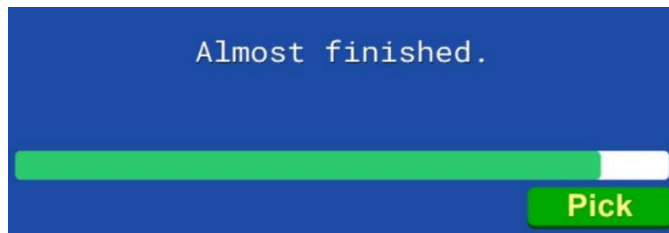
Sketchvale

Use the arrow on text boxes to mash dialogue. Run to the lab once you gain control of your character.

<You are walking home with Mom when she notices a poster on the town's job board.>



Pick Pupskey. Here is an edited overlay showing where your mouse should be when the starter selection screen is "loading"



Since the settings in battle drop down immediately after you start, and before you can fight, click the cog and change text speed to fast, skip level up, then scroll down and turn off move animations and close the settings.

If you get a cut-in showing Rush activating, restart. You can't turn this off and it wastes a lot of time in the run. If it's not Rush, ***Snowball*** the ***Tortles*** until it's dead.

Ideally you one shot, but a Two-shot is not unrunnable. It generally just means you were just very unlucky in this one fight.

Afterward, ***Snowball*** the ***Shelldo*** until it is dead. Then mash the dialogue, reset your character, and leave the lab.

Route 1

Before getting into the route for Route 1, it is important to note that you need to capture a doodle during the course of the game - any doodle will work. Don't worry if you screw it up, you have until Graphite Forest to catch it, and it's arguably best to do it later anyway so you get less level up notifications/learn new move dialogue, and a stronger doodle - though there is some reason to do it at route 3 to get the most exp before Number 3.

Once you exit, head for route 1. Mash the dialogue and catch the Rosebug in the tutorial.

Continue onward and battle the first Tamer - use bite twice to win, then fight the next Tamer. They have a **Bunsweet**, so use **Bite** twice to win yet again.

Go diagonally to the right and jump up the hill, ignoring the Tamer and getting a Heal Jelly. This will be important later.

Keep going until you get to the Hiker. Fight the Hiker and one shot their **Squed** with **Snowball**, or two-shot it if it has Durable (Sturdy). Progress onward to the left of the grass.

Once you reach the end after all the grass, stick to the middle and you'll encounter Inari. **Snowball** her **Kitsen** once, or twice if you get bad stat RNG and you'll win. Afterwards, continue to Route 2.

Route 2

There'll be a Medic after the first Tamer, talk to them to heal your party so you'll recover some PP. It's far faster than just a normal heal at a Doodle Centre, or the box method. This is one of two mandatory heals for the run since there is no way to recover lost PP on the go for this category.

Fight the first Tamer, who has a **Ruffire**, and the second Tamer, with a **Needling**. Both are outspeed one shots with **Snowball**. Afterwards, keep going through the route until you reach the end. Try to stick to the middle so you spend less time being forced to walk to TJ. Once you mash his dialogue, be ready to head into Lakewood Town.

Lakewood Town

Once you're here, you're immediately put into a tour of the town with TJ. Mash the dialogue until you can move again.

After this is done, buy 10 Bandages and then 2 Stat Candies.

Afterwards, grab the chest with 3 Bandages in the middle of the houses close to opposite the Doodle Centre and head for Route 3.

Route 3

Take the leftmost path and fight the Businessman. **Snowball** him until both his **Borbo** and **Vipember** are dead. You can do some additional encounters for EXP if you're close to the next level and got unlucky with Stat Candies. Now, switch paths to the right one.

When you're done with the fight, equip the Decorative Katana to Pupskey, then equip the Heal Jelly to it, and roll Stat Candies on it until you get +stats. Lock any +stats and prioritize rerolling negative mods. Once this is done, use Bandages if Pupskey is hurt.

If you're wondering why we've done this now, instead of earlier, it's because we never accidentally pop the Heal Jelly and only have to do one menu for all of it - you also don't need the speed nor the attack boost from the Katana until later.

Continue on through Route 3 until the end. Jump on the teen's head, hug the wall opposite the next Tamer, then jump on the head of the next Tamer.

NOTE: When you're jumping on the Cool Teen's head, try facing the wall instead of having your character lean or he will see you.

Mash the dialogue and reset, then go back to Lakewood Town.

Once you're there, mash the dialogue and enter Lakewood Tunnel.

Lakewood Tunnel

Lakewood Tunnel only has one important detail - you have to fight Riffraff's goon Number 3. And this is where the run truly begins.

Fun fact: TJ won't let you fight Number 3 without at least 2 doodles - this isn't actually worth thinking about anymore, since in V0.8.3b a mandatory Rosebug catching tutorial was added, so you'll never have less than 2 doodles by this point in a run.

Anyway, he's the entire reason we've been fighting so many Tamers - he's pretty rough if you're unlucky.

So run up to TJ, mash the dialogue, say yes, mash, and fight Number 3.

You're going to lead the fight by hitting Number 3 with a **Bite**. Most of the time you'll outspeed **Partybug**. You'll either get hit for about 10-17 damage or be hit with **Party** or **Squeak**, both Stat Debuffers, for DEF/MDEF and Attack by 1 stage respectively. **Mind Power** has a 10% Confusion chance which is the main way you lose. The annoying part is the lack of counterplay beyond Medicine spam if you take enough damage.

But the main issue among everything is being forced to **Bite** twice, when **Bite's** accuracy is lowered by savage.

For your second move, **Bite** again, or **Snowball** if **Bite** #1 crit. Either way there is still a forced RNG element in play. Keep **Biting** if you miss, and Bandage if your HP drops by about 20-28 points or so. It's always an option to sack **Rosebug** to heal **Pupskey**, but this will likely force a trip to the Centre to revive **Rosebug**, as well as no Riffraff exp for it unless you waste time going beforehand.

Next up is **Ruffire** - he's far simpler. Click **Snowball**, pray you outspeed, then click it again. If you are slower then use Medicines to heal up until they outweigh the damage taken, and keep **Snowballing**.

In summary, **Partybug** takes two bites, and **Ruffire** takes two **Snowballs**. Heal with Bandages mid-fight when about 25 damage has been taken, as well as post fight, and **Rosebug** is a very risky sack to heal **Pupskey** because it forces a Centre trip but it can be used as a last resort.

Lakewood Sewer

Just go through the doors at the end of the sewer, while sticking to the far right end to have as much non-encounter room as possible. You have 3 seconds of immunity from encounters after an encounter, so try getting to another non-encounter area with said immunity. Heal up pupskey with bandages if he's hurt at any time between defeating Number 3 and entering Mr Riffraff's Lair.

Riffraff's Hideout

Mash dialogue, **Howl** twice, click **Bite** thrice, Bandage if in kill range. Keep **Biting** if you miss and **Pupskey** is not in kill range.

Riffraff is the easiest miniboss in the run. Generally you'll see Pupskey evolve into Furzen here, so just say yes to the evolution. If it's extremely close, do a few encounters on Route 3 to level it up to Level 15.

Anyway, leave the hideout, mash the dialogue, then get the Venom Bite scroll from the separate path in the sewer, then use any necessary Bandages, and use the scroll on Furzen - this will be good later.

Subsequently, reset, walk until it says you're in the Tunnel, reset again and leave. Run all the way back to the end of Route 3 on the right path. Mash dialogue.

Route 4

Author's Note

Whew, now the early game is finally over! Your time should be around 25 minutes by now on a decent run. Don't worry if it's lower, it took me 30 minutes to beat Riffraff when I started running lmao.

Anyway, back to the route!

As soon as you enter Route 4, you'll encounter Portia. This fight serves as a break from Number 3's hell so long as you're not all too unlucky with **Glummish's** Statuses. **Snowball Squed** twice, **Venom Bite Borbek** twice, and **Snowball Glummish** twice. (**Snowball** isn't a contact move, so we don't risk setting off its ability here, plus it's guaranteed to hit unlike **Venom Bite**)

Your Rosebug is likely to have been able to evolve by now, so say yes to the evolution(s)

Run forward and jump on the ledge on the left, then keep going up it to avoid the grass. Jump on the head of the Cool Teen, jump across the shortest grass stretches, jump on the head of the next Tamer then fight the Hiker and his Boulduo for some easy EXP. Two **Snowballs** will win you the fight. Repeat the movement process, jump on the Double Battle Kid's head, and use the Trunks and Rocks to avoid the grass while you head to Graphite Lodge.

Graphite Lodge

Enter the Blue roof house.

Afterwards, go to the Help Centre and jump on the sign and onto the roof and get the chest, which is a Level Up Cube.

Drop down and head inside.

Mash the dialogue, click on the request, accept it, and keep mashing.

Once you're done, exit, mash Alice's dialogue and head over to behind the Doodle Centre.

Once you're there, use any Bandages if you're very low on hp, otherwise just talk to Ben and Pete to engage the pre-battle dialogue.

Lead off with a **Venom Bite** on **Moss** with **Furzen**. It'll be a one shot if it lands, otherwise keep trying.

If you're damaged, use **Roscoon's** turns to use Bandages, otherwise just **Nibble Muttish** because it's fastest, or **Squeak** if you prefer safety.

Keep using **Venom Bite** to take down **Muttish** and then **Taddapole**, using **Roscoon's** turns mainly to just Heal or Debuff.

When **Lilbulb** comes out, switch to **Nibbling** it with **Roscoon**. Play as aggressively as possible vs **Lilbulb** once it's the last doodle left, but ignore it if **Muttish** or **Taddapole** are still alive.

Anyway, head to the Doodle Centre afterward.

If you're low on Bandages, buy about 15 more, then head to the PC to deposit, then take back out all your doodles to heal them up and recover all their PP.

This is our 2nd and last mandatory Centre visit for the sake of recovering PP.

Afterward, reset your character and go talk to any of the NPCs to initiate the battle against Carson.

Lead the battle by One-shotting **Snobat** with **Venom Bite**. Add some variety by **Venom Biting Wiglet** twice. Next, **Snowball Agotoad** & **Ruffire** twice to kill them. You know what to do by now - yada yada heal when necessary, keep attacking after misses. You might get the chance to learn **Assail** by now. Don't learn it.

After this, enter the Help Centre, talk to the Receptionist, go to the Blue Roof house, then mash the dialogue and head to the newly unlocked Crossroads.

The Crossroads

Walk up to Cassidy to talk to her and enter the Crystal Caverns.

Yep, that's all you do here.

Crystal Caverns

Anyway, now you're in the late game! Your time should be about 43 minutes or so. Again, don't worry if your time is lower than this, I used to never even get to this point! There are a lot of tough battles making up the remaining 30 or so minutes of the game, so get ready for them. :3

So anyway, run all the way up to Craig and talk to him while staying on the edges to avoid the grass and jumping on all the Tamer's heads. Use any needed Bandages + use your level up cube if you have a lot of exp until the next level pre-fight.

Craig's **Glowcat** knows **Crystal Wall**, so take advantage of this to set up 4 **Howls** (spend a turn healing in exchange for 1 less **Howl** if you'd like) and then One-shot **Glowcat** on Turn 5 when **Crystal Wall** expires with a well-timed **Venom Bite**. Follow up by **Biting Shadark** (again, heal if needed otherwise **Kidere** will **Aurora Flash** you to death) and **Venom Biting Kidere**. If **Venom Bite** doesn't kill, **Snowball**. If **Furzen** dies, use your other doodles for the remaining chip and pray.

Once this is done, mash dialogue, reset, exit the Caverns, mash dialogue, reset, go to Graphite Lodge, Bandage if needed, reset, (I'm starting to see a pattern) walk up to Cassidy, talk to her, mash dialogue and FINALLY start the battle.

This one's a nice break - **Venom Bite Moss**, **Snowball Cacmeow** and outgrind **Kibara** making full use of your Ice Resistance with Bandages while **Biting Kibara** to death. **Roscoon** should evolve into **Thornet** by now, so say yes to the Evolution.

Afterward, use any needed Bandages and head through the Crossroads to Graphite Forest.

Graphite Forest

Once you're there, immediately strafe to the left and run behind the Hiker and go towards the Waterfall, jumping on the rocks on the left of it to scale it. Go gradually closer to the middle and get the Axe from the chest.

Once this is done, continue on along the opposite of where you initially were and enter the opening opposite the bridge. Keep going and go behind the Tamer, then walk up to the wooden barrier and click on it. Pick Yes.

Graphite Maze

Well, the penultimate area of the game! Good job if you've made it this far, there's been a lot of room to wipe already - but it's not over quite yet.

Anyway, push the Red Button, walk up the Red Plank, push the Blue Button, walk up the Blue Plank, run to the part with the Small Tree, line yourself up at the very end and jump onto the Big Tree, then onto the Rock with the Pink Button, and press it.

That's right! Did you **really** think we were gonna do the whole maze? No thanks :)

Credit to Hallafa for showing me this trick! Maze skip saves a whole 2 minutes and will definitely help enable sub hour.

Anyway, jump down to the right and walk through the gap in the middle with the Pink Plank, walk across and jump down to initiate battle.

To begin, you're going to burn **Wyvarn's** Air Taffy by using one of your 2 Backup Doodles. I'd recommend the one that isn't **Thornet**. (obviously) Try debuffing it with any remaining HP if possible.

Next, bring **Furzen** back out and **Snowball** him twice - generally you'll outspeed and take about 20 damage.

Next out is **Needling** - **Venom Bite** to go for a One-shot despite the low accuracy due to the risk created by **Parasitic Seeds**. (**Leech Seed**)

Subsequently, **Snowball Elektiel** twice and switch into **Thornet** vs **Boulduo** to eat its Earth Taffy. Use it to Bandage up **Furzen** before **Thornet** goes down, and then switch back to **Furzen** in order to end the fight with 2 **Snowballs** and head through the portal.

Graphite Temple - The Final Area

Well, we're finally at the last area. Your time should be about 1:02:00 by now. There are only two fights left, so get ready to finish up this run!

Run all the way up to Portia, and mash the dialogue - don't worry about healing, you'll be generously healed by Reginald before Quincy 2.

Quincy will lead off with his **Flaskit**. We honestly don't have any great moves here, but lead with 2-3 **Snowballs** to defeat **Flaskit**. There's a very high chance it'll set up a Crystal Wall here.

This fight became far harder when Reckless Charge on Furzen was replaced with Assail.

Anyway, continue **Snowballing** while healing if necessary. It should take 3 hits.

His Ace is his now evolved **Shelldo**, **Shadark**. You'll outspeed, so slam him with a **Bite**. If **Furzen** lives, **Snowball Shadark** to knock it out, otherwise bring out **Thornet** to finish **Shadark** off. Your Party is auto healed to full health and PP afterwards - run up to the top of the Temple and challenge the First Key Guardian, Nimbus.

Now, buckle up, because it's time for the final fight - to cook or to get cooked.

Nimbus always leads with an **Aspark** with a Determination Jelly, so no matter what it'll be at least a Two-shot with **Furzen**. **Snowball** then **Venom Bite** is a powerful combination that'll defeat **Aspark**. Make sure you keep **Furzen** healthy throughout the fight with Bandages.

Once **Angerler** is out, go right for a **Venom Bite**, following up with **Snowball** if it doesn't kill it.

Now that **Angerler** is down, Nimbus is down to only two doodles. Immediately after he'll send in **Bunswirl**, but we'd had the ultimate foil for it all the way back in Route 1 - send out **Thornet**, both burning its Food Taffy, but also going on the offensive with multiple **Quick Stings**.

And now, his last doodle - **Elektiel**. Well, you better have kept your Furzen alive, otherwise this thing is going to ravage you. Bring out **Furzen**, and simply **Snowball** the bird to death.

And, that's a wrap!

For the guide, at least!

Here are most of the notable timelosses from the current WR, for reference

So:

I used full safety strats, which meant fighting more trainers and buying more stat candies

I lagged a bit at the Lakewood tour, while entering the doodle centre

I had pretty bad mashing and navigation at times

I didn't really have any structure to my menus beyond when to equip heal jelly - i waste time opening them more than needed

I got pretty bad early catching and encounter luck

I fight Kid Ryan on route 2 who was 4 bugs, he is too slow to grind exp

I don't go to the middle when going to tj at the lakewood gate, losing me time on his animation

I open a random chest on route 3 and don't go to the middle for riffraff intro

I grab the venom bite scroll before riffraff instead of after - this loses time because i still have to enter the hideout and this creates more walking as opposed to when i have to leave and reset after getting it

I didn't need to catch bunsweet thanks to my gift louis