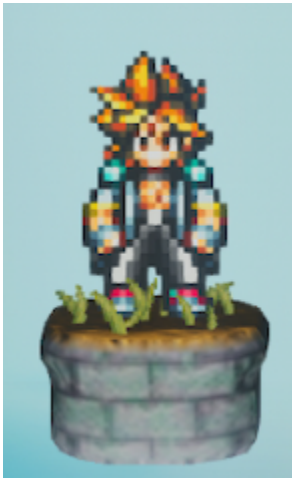


Near Future (Mecha) IL

Introduction

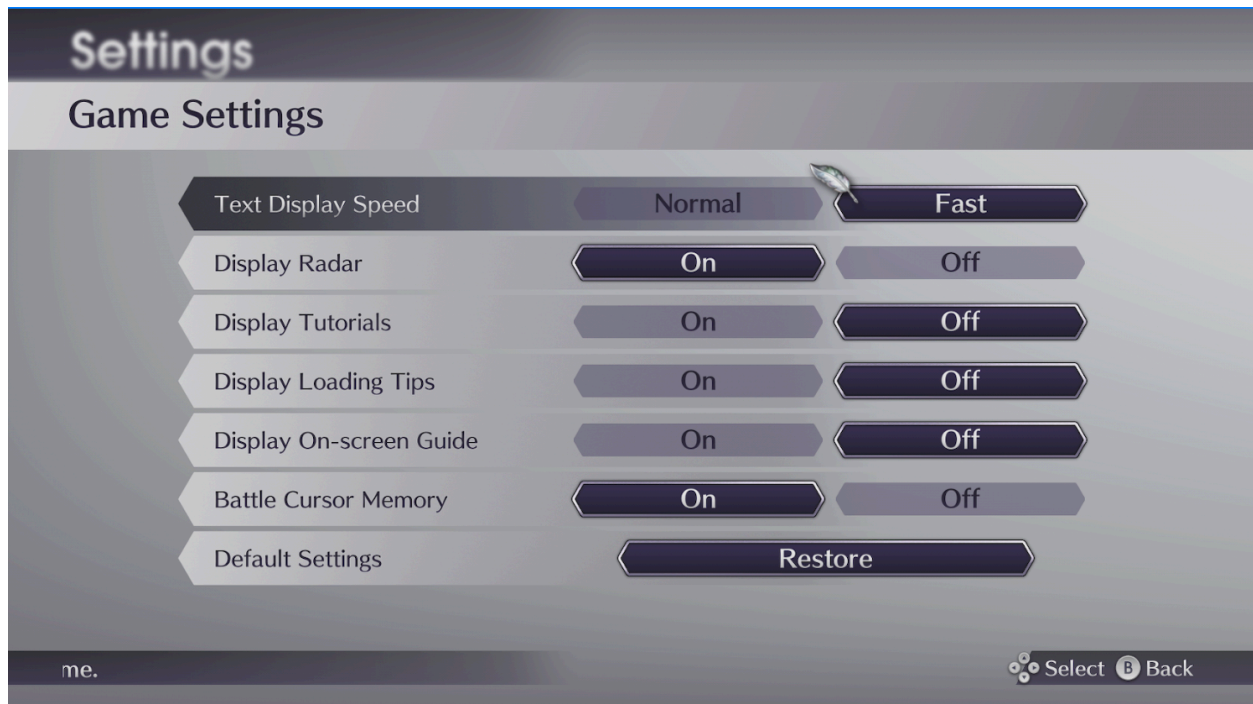


Near Future includes:

- Many cutscene skips
- Some RNG
- Plenty of movement
- Some mandatory fights
- A few fight skips
- No level grinding
- No breaks
- Optional 1:10 reset for consistency

[Leaderboard](#)
[Skip to Route](#)
[Discord](#)

Game Settings



FPS

PC: 240fps/uncapped

Theres not much research into uncapped right now, but it runs your computer very hot, and also may be dangerous for 4xxx/5xxx series nvidia cards. Initial tests show no major benefit over 240fps, however 30fps shows significantly longer loading times.

How to use these notes

Battle Actions

Akira / Mech actions will be blue	Taroimo actions will be green
Lawless actions will be red	Enemy actions will be purple

Important Notes

Sometimes a clarification may appear in the notes, this is indicated by a 1x1 table wrapping some text:

Something important is happening!

Cutscenes

This guide assumes you will be skipping all cutscenes, so they usually will not be included in the notes

Grid

Some fights may include a grid explaining the fight, and since many fights setup and do not move until the fight is over - follow the color for the character for setup

EL = Leader	E = Enemy	MS = Mother's Shame
BY = Behind you	SiH = Sleep in Heaven	FoR = Fists of Rage
ES = Elbow Strike		
A = Akira / Mech	T = Taroimo	L = Lawless

			EL				Move left 2 Move up 2 Mother's Shame* * Keep using until Leader defeated
	MS	E	E	E			

Overworld Skips

Thanks to SAS_rta for figuring this out! (https://www.twitch.tv/sas_rta)

Depending on where you are headed, there's 3 different paths you can take to skip all overworld enemies. See the following: (also make these gifs)

<https://www.twitch.tv/videos/1549947888>

<https://www.twitch.tv/videos/1549948278>

<https://www.twitch.tv/videos/1549948636>

IL Any% Route

The run can start with an optional reset point at 1:10~ or so

The first fight can drop a **Napalm Grenade** which is an uncommon random drop from most crusader enemies throughout the run. This can avoid having to do a longer *crusader ambush* fight. You can also just yolo and pray you get a drop from the few mandatory crusader fights.

For optimal first fight, start a run prior to your run and use Mother's Shame and Fists of Rage to ensure the moves are stored in battle cursor memory

Public Park

- Use Default Character Name -
 - SWITCH ONLY: you can press "back/cancel" to skip the input screen and select yes
- Run to the right
- Read Mind: **LEFT Crusader** (can do this without facing left on PC - need confirmation on switch)

							Crusader Road Captain - 2?-4 actions A - Move down 1 Mother's Shame L - Fists of Rage* PASS Akira if Mother's Shame kills all regular enemies on turn 1
			E	E			
					A		
	E			L	MS		
	E						

- Read Mind: **Lawless**

Bright Sparks Orphanage 1

- Enter Orphanage
- Go to TV room and speak to Watanabe
- Go to Taeko's room and speak to Watanabe
- Go to TV room, Skip Cutscene, and receive First Aid Kit from Watanabe
- Read Mind: **Kaori**
- Leave Orphanage and head to Timeless Wonders Antiques (Doc's House)

Timeless Wonders Antiques 1

- Read Mind: **Toilet Room (Doc)**
- Go downstairs
- Step on teleporter
- Leave through overworld back to Orphanage

Bright Sparks Orphanage 2

- Go to Kaori's room
- Plug in outlet
- Read Mind: **Taroimo**
- Talk to Doc
- Mind Read Doc
- Go to Bunkroom (Where kids sleep)
- Talk to Watanabe (bottom left) - when he asks if you have something for him, say yes, then mash the cancel button (faster than saying no)
- Go to washroom and speak to **Taeko** (she will leave)
- Go to toilet room (right door) and sit on toilet to summon Watanabe
- Move down left/right and back on toilet to reset the summon
- Keep summoning until you receive **[Taeko's Furious Fist]**
- Leave orphanage and head to Timeless Wonders Antiques (Doc's house)

Timeless Wonders Antiques 2

- Go down all staircases to Mech room and speak with Doc
- Select "Hell Yea!" and head all the way back up stairs and talk to Doc
- Touch Elephant
- Read Book
- Play Xylophone
- Touch Mask
- Head all the way back downstairs and Pray to Mech
- Head all the way back upstairs and wash hands

- Go to toilet room and enter Mech
- Interact with all 5 controls, then talk to Doc
- Leave and head to Orphanage

Bright Sparks Orphanage 3

- Go inside orphanage to trigger event and run back outside
- Read Mind: **Taeko**

							Crusader Thugs - 1-2 actions A - Spam Mother's Shame
			T				
			A				
	E				E		
			E				

City Docks

- Head south and start chase sequence
- Keep finding **Kazu** until you can enter lower section
- Run south near Lawless to start fight

							Crusader Road Captain - 2?-4 actions A - Move down 1 Mother's Shame T - Move up 1, still deciding if this is good or not - seems to counter attack more L - Move down 1, Left 1 (or 2 if enemy did not move) Fists of Rage A/L - If any enemies are still alive use BY or MS and keep FoR on Boss
			E	E			
					A		
	E			T	MS	L	
					FoR		
	E						

- Read Mind: **TOP LEFT Crusader**
- Talk to Lawless

- Read Mind: **Lawless**
- Leave Docks and head to Orphanage

Bright Sparks Orphanage 4

- In Kaori's room: Mind Read: **Kaori**
- Leave Orphanage and head east to Tsukuba Research Facility

Tsukuba Research Facility

- Talk to Suits and select "Appointment?"
- Teleport from suits fight (Run away)
- **SKIP**



After escape, hold right and follow the red path. This will manipulate the enemy pathing to set you up in the following scenario

This can be inconsistent - looking for a more consistent setup. Bouncing off the wall on the left helps.

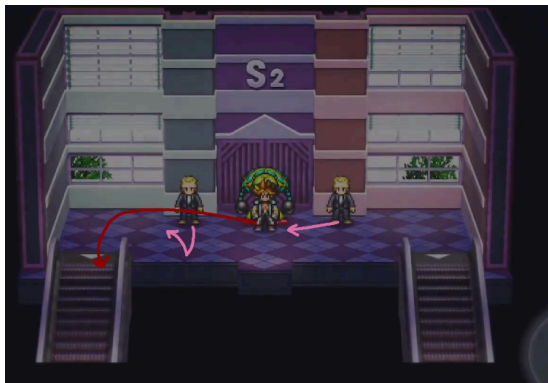


Run away from this next fight as well and hold up while leaving the fight.



Aim for the right door to enter

- Enter the east doorway
- Take the first door in the hallway
- Take the **fragmentation grenade** from the **RIGHT** locker
- Exit this room from the east doorway
- Take the escalator up
- After turning the corner south, hug the escalator wall to skip suits fight
- Walk down skyway
- **SKIP**



After exiting the skyway via the southern door, hold **UP LEFT**. the AI for the enemies will instantly move down, allowing you to then move **LEFT** then **DOWN** to skip these fights completely

*NOTE: You may need to use the Joystick here and go slightly more **left** than **up-left**.*

- Engage suit down center hallway

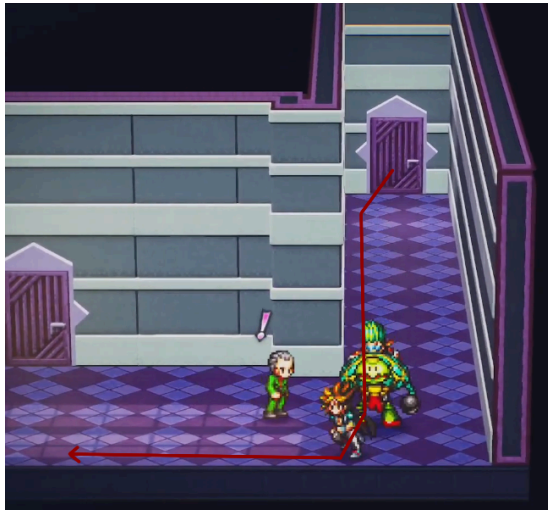
								Tense Suit + Dobermann Alpha 1-? Turns
--	--	--	--	--	--	--	--	--

							Have Akira move 2 left and use fragmentation grenade
	EL	E					
			item		A		
				T			

- Enter Door to engage Ambush Fight

							Crusader Enforcer + Bots 1-4 Turns A - Move left 1 Items > Napalm Grenade (add notes for backup)
			EL	EL			
	EL	E			E		
				item	A		
				T			
	EL	E					

- Lawless joins
- **MENU**
 - Equipment: Give **Lawless Taeko's Furious Fist**
 - Formation: Put **Lawless** on Top (first turn priority) and **Akira** on Bottom
- Enter the west door
- **SKIP**



After exiting the skyway via the western door, hug the left wall, touch the bottom and head left to skip the first commander.



Hug the bottom of the screen to bypass the door guards (you dont need to check the door to find out its locked)





Start moving upwards and engage the door commander immediately

							Commander - ? actions
	E						L - Move to back/side and FoR
							T - PASS
							A - Sleep in Heaven (repeat until asleep)
				L			NOTE: This fight has different layouts - adjust as necessary
					T		
				A			

--	--	--	--	--	--	--	--

- After fight, **Immediately** enter door
- Go left into Lab room
- Read Mind: **Scientist in Far Left of Room**
- Leave room back to the commander hallway
- **SKIP**

	<p>When entering the commander hallroom again, a commander is on the same plane as you, so moving directly right will result in a fight.</p> <p>Hold UP RIGHT to go around him and then start following lower wall</p>
	<p>Go around the left guard and swing up and activate the door - if you get attacked then run from the fight and activate the door</p> <p>Use last code (F-4-9-F)</p> <p>Hold UP and mash action button to ensure the door activates</p> <p>Note: I'm not sure if this 100% skippable, but i've gotten the door without being touched, however did not activate the door after inputting the code</p>

- Enter the room and boss fight

							<div>LH Combat Unit W1 - 1 action</div> <div>L - Move behind and hit with any fast ability</div> <div>Back attack causes this boss to self destruct</div>
att	E						
				L			

			T				
				A			

Bright Sparks Orphanage 5

- Leave orphanage towards Timeless Wonders Antiques

Timeless Wonders Antiques 3

- Read Mind: **Doc**
- Leave and head to Matango Paradise (Bar)

Matago Paradise (Bar)

- Read Mind: **Lawless**
- Leave and immediately head right to activate Orphanage Fire

Bright Sparks Orphanage 6

- Talk to **Matron**
- Head inside and left down the hallway
- Enter each room except for the bunkroom (bedroom)
- Go to the bunkroom (bedroom)
- Read Mind: **Kaori**
- **Many Cutscenes**

Steel Titan - Cockpit

- Read Mind: **Lawless**
- **Many Cutscenes**

Steel Titan - Overworld

- Move left to trigger first fight

NOTE:

These fights are random except for the last two

							Roaring Thunder - 1 action A - Move 2 down Halogen Laser This pattern is not consistent
			E	A			
E							
	E						

- Go left and start moving up middle road towards shrine to engage next fight

							M-93 MBT (Tanks) - 1 action A - Move 1 down Halogen Laser This pattern is not consistent
			E	A			
E	E						
E							

- Move Up (North) until next fight

							Roaring Thunder - 2 action A - Move 1 down Halogen Laser Move 2 down Halogen Laser This pattern is not consistent
	E			A			
E							
E							
E							
E							

- Move Up (North) until next fight

E		E	E				M-93 MBT (Tanks) - 1 action A - Halogen Laser Move down Halogen Laser This pattern is not consistent, but it's basically the same strat unless one of the bottom tanks blocks you, as you may need to move right and down
	E	E	E				
E				A			
E			E				
	E	E					
E			E				
E							

- Move Up (North) until next fight

				E			Vengeful Dragon - 3-6 action A - Move 1 Right Babylon Stomp Spam Usually ends in 3-4 turns
A							

- Move Up (North) until finale

							<p>The Great Inko - 5+ action</p> <p>A - Babylon Stomp > Metal Strike > Marduk's Rage (retest)</p> <p>Halogen Laser on this fight WILL be countered and is incredibly slow and doesn't really deal damage</p> <p>This boss locks you out of movesets, so use the priority list above - but dont move</p>
	E						
				A			

Ideas to explore

- Intentionally tanking/improving speed so lawless gets first attacks
- Firsts of Rage hit allocation?
- Better skip setup for gate suits
- Skipping overworld fights? Confirmed by SAS
- Skipping Second commander escape by running behind?