

# Chapter 4 Any% Text Guide


By Jaq and Trinky44

This is a guide for the Chapter 4 Main Route category, ***not** the All Chapters segment of Chapter 4.*

You should be holding down C/Ctrl to skip text throughout the run unless specified otherwise.

The faster language is Japanese, saving a few seconds throughout the entire run.

For climbing sections during the run, refer to Trinky44's climbing guide document:

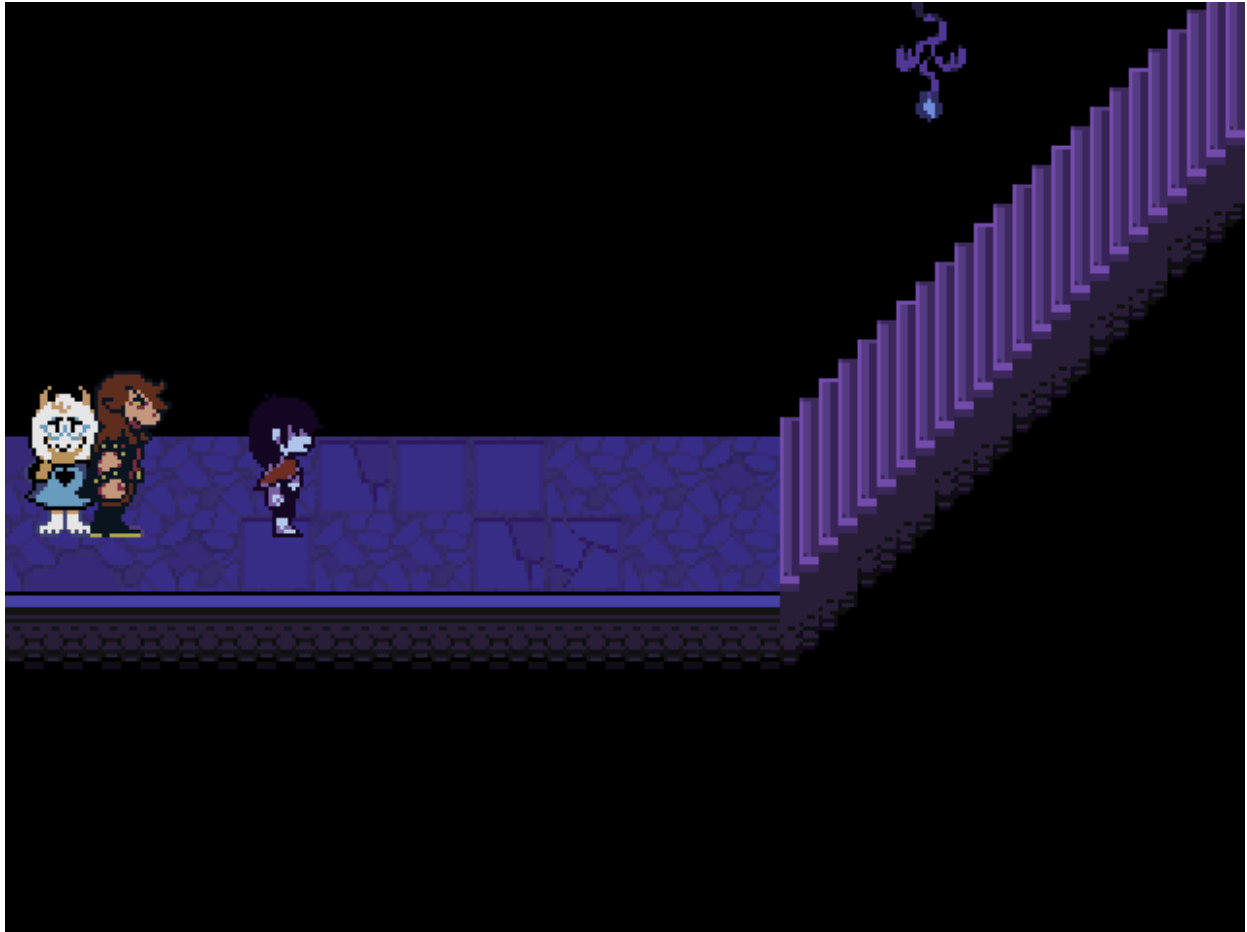
 [Climbing Science](#)

## Wrong Warps

This route uses wrong warps if you are running a Glitched category. To wrong warp, run into a transition and then run the opposite direction of the transition the first frame you enter. For these to work, you must have C/Ctrl and X/Shift held down, and you must have "Wrong Warp State," achieved either through cutscenes or saving and reloading. Missing a wrong warp by walking through a transition normally will lose wrong warp state.

## Stairs

For all stairs in the run, you can hold Down+Up shortly after bumping to build speed while on them, saving various amounts of time depending on the length of the stairs. An example of what building speed looks like is shown:



## Bed Skip -> Study Enter

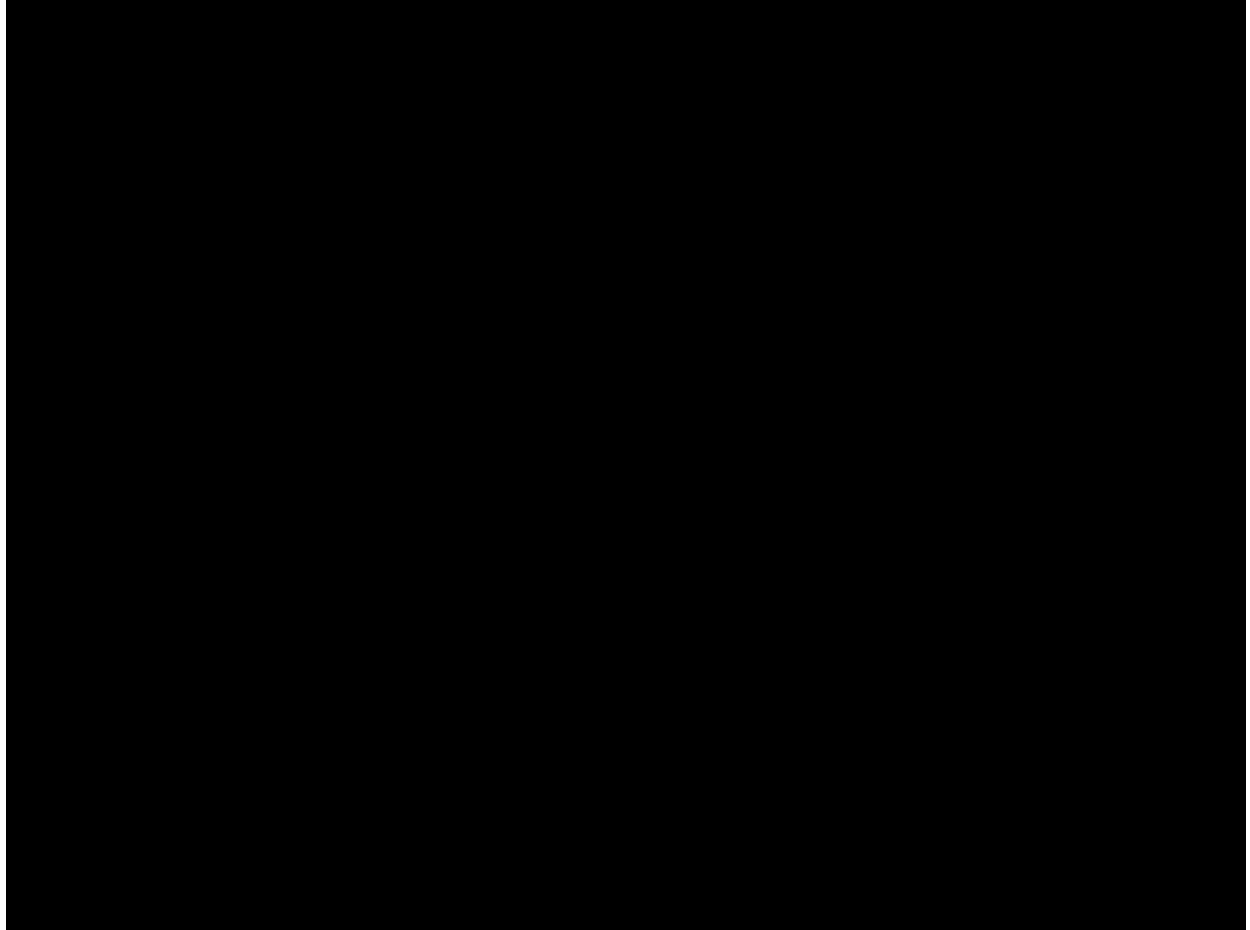
Start by interacting with the chair Kris slept in to skip to the Dark World.

The first puzzle solution is: LDLDLR

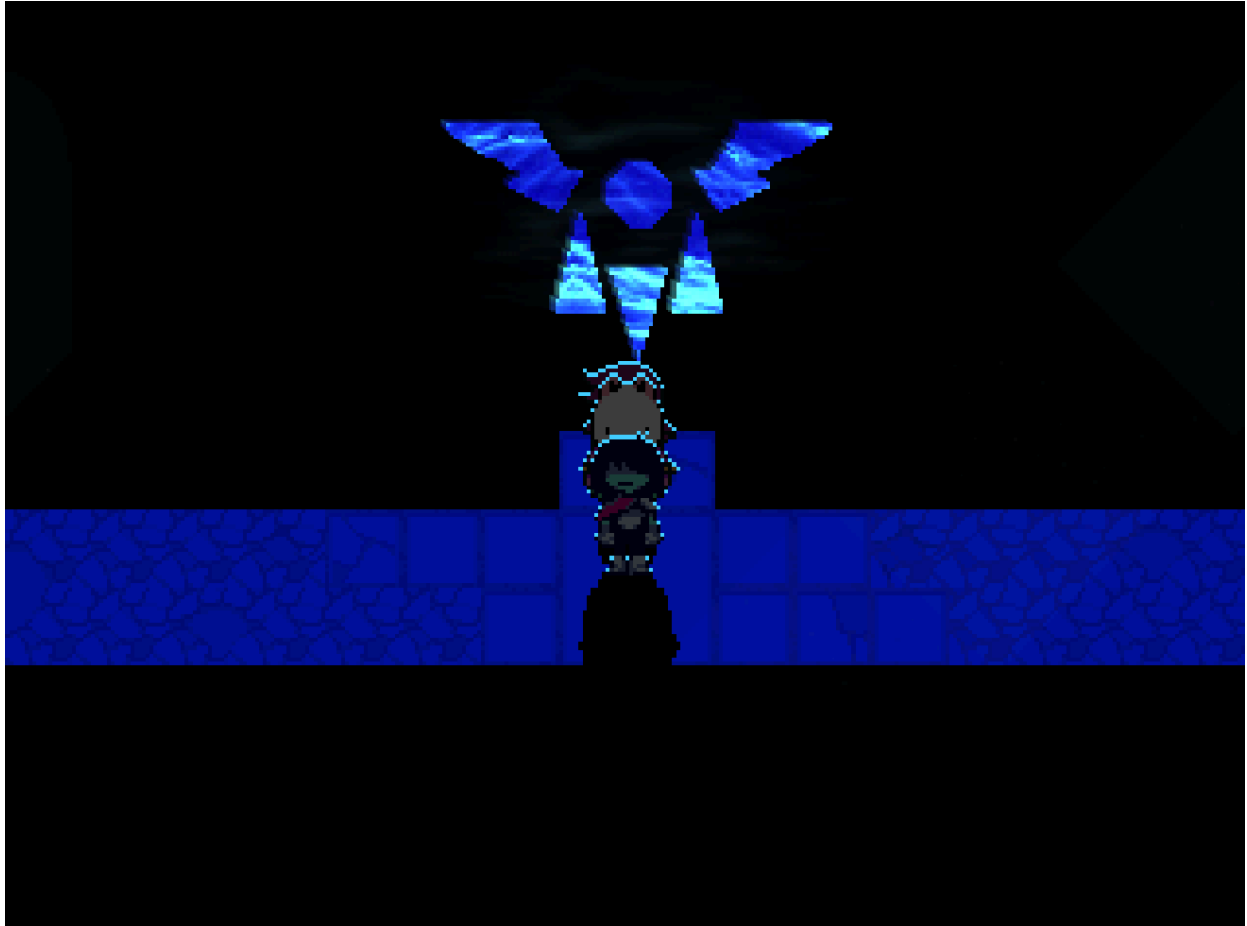
For all piano puzzles in this chapter, as long as you know the note pattern, you do not need to find the notes again.



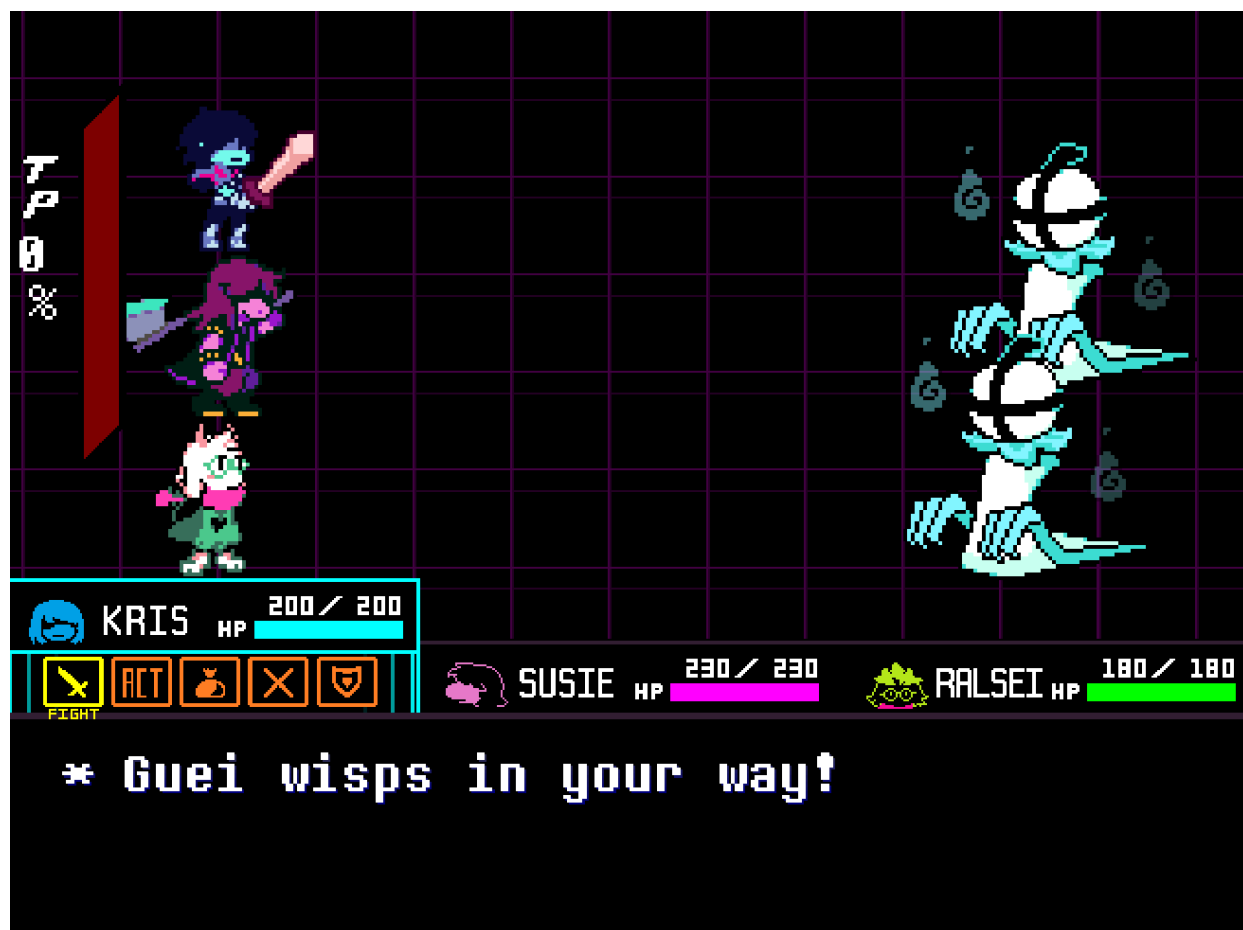
Letting Susie walk right a bit (can be done by running up) before entering the Knight cutscene saves up to 6 frames as she walks less during the cutscene, as shown:



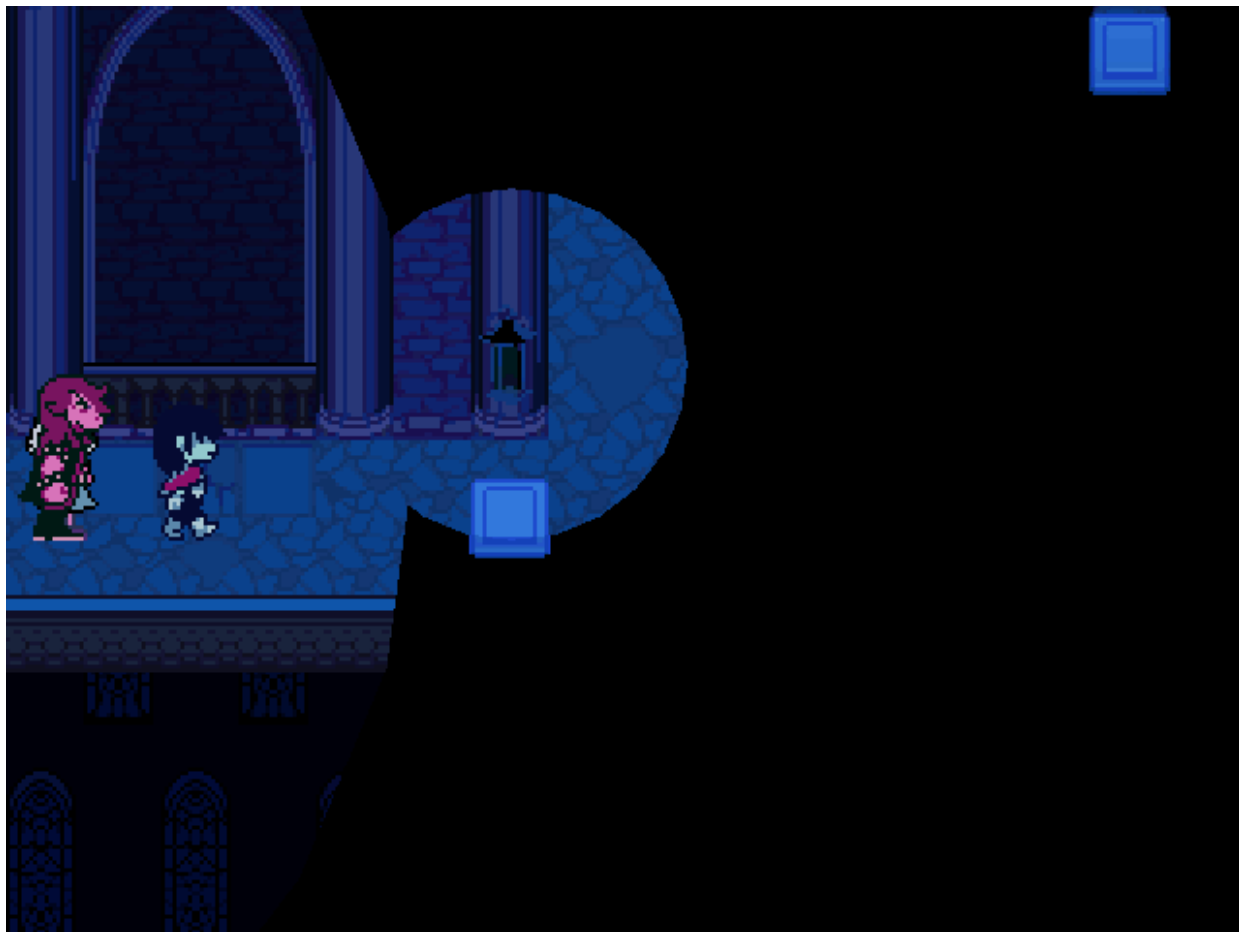
Continue forward and die to the Knight encounter as soon as possible. After falling, wrong warp into the transition to skip to the end of the room.



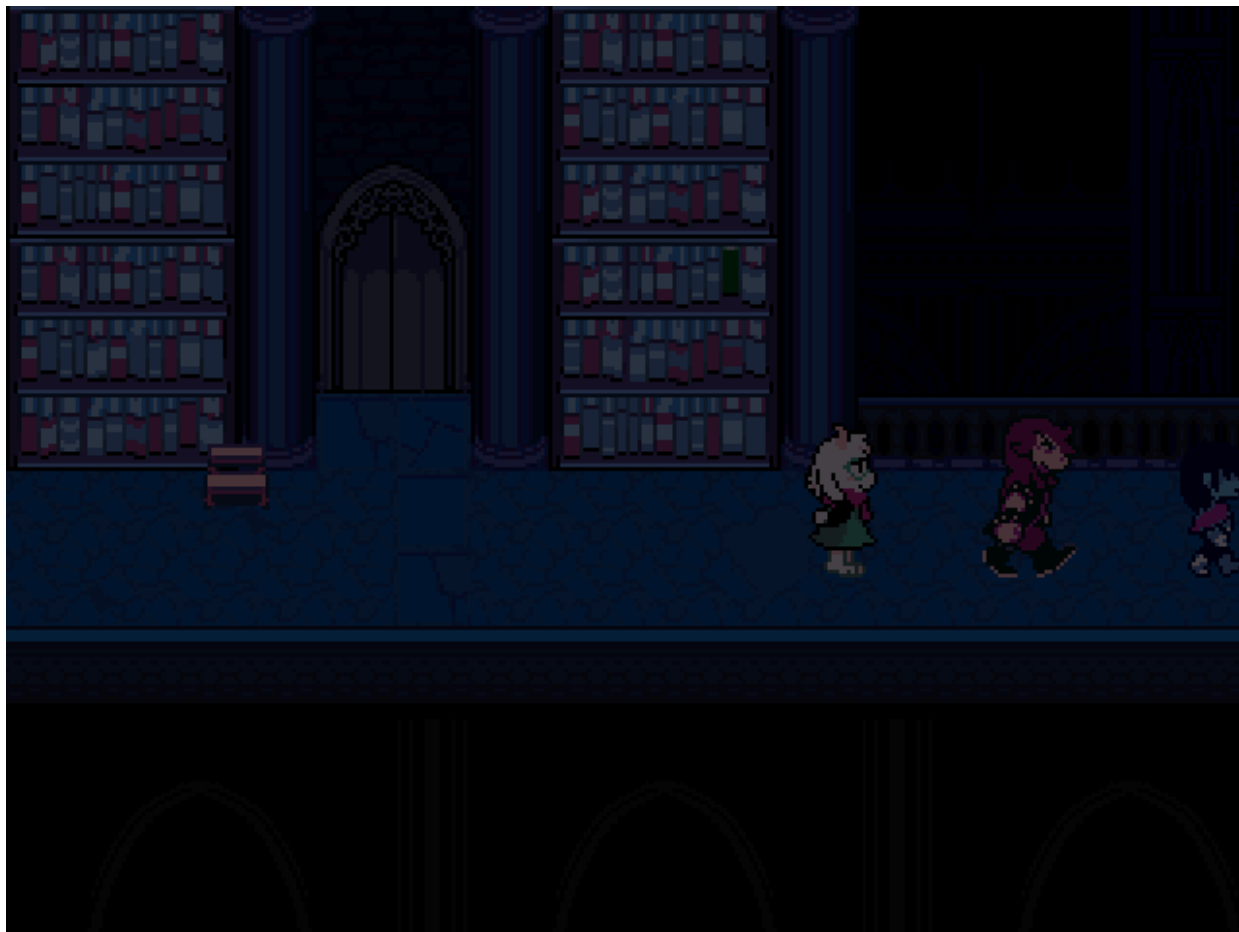
To defeat the Guei encounter, do Exercism(bottom)/S-Action/R-Action -> Spare/S-Action/Pacify (if you don't graze enough for this, defend all and do it the next turn)



The path through the next room is shown:



Continue forward and skip the Balthizard encounter like this:



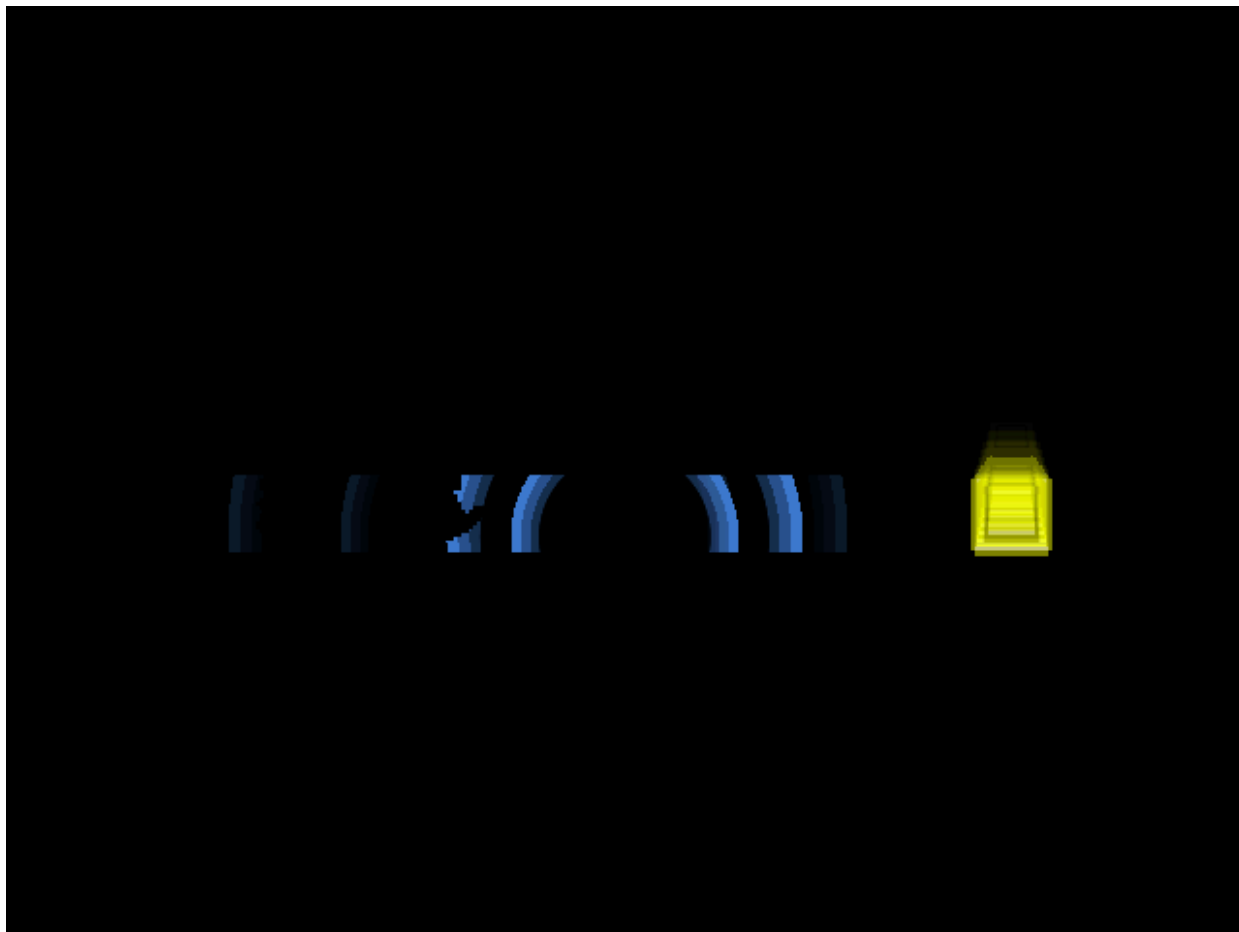
To perform the skip this way, tap up as soon as you enter the room, stall by running back and forth as shown after the Balthizard spawns, then tap down to run under it. I personally use this visual cue, turning left at the red line and right at the blue line:



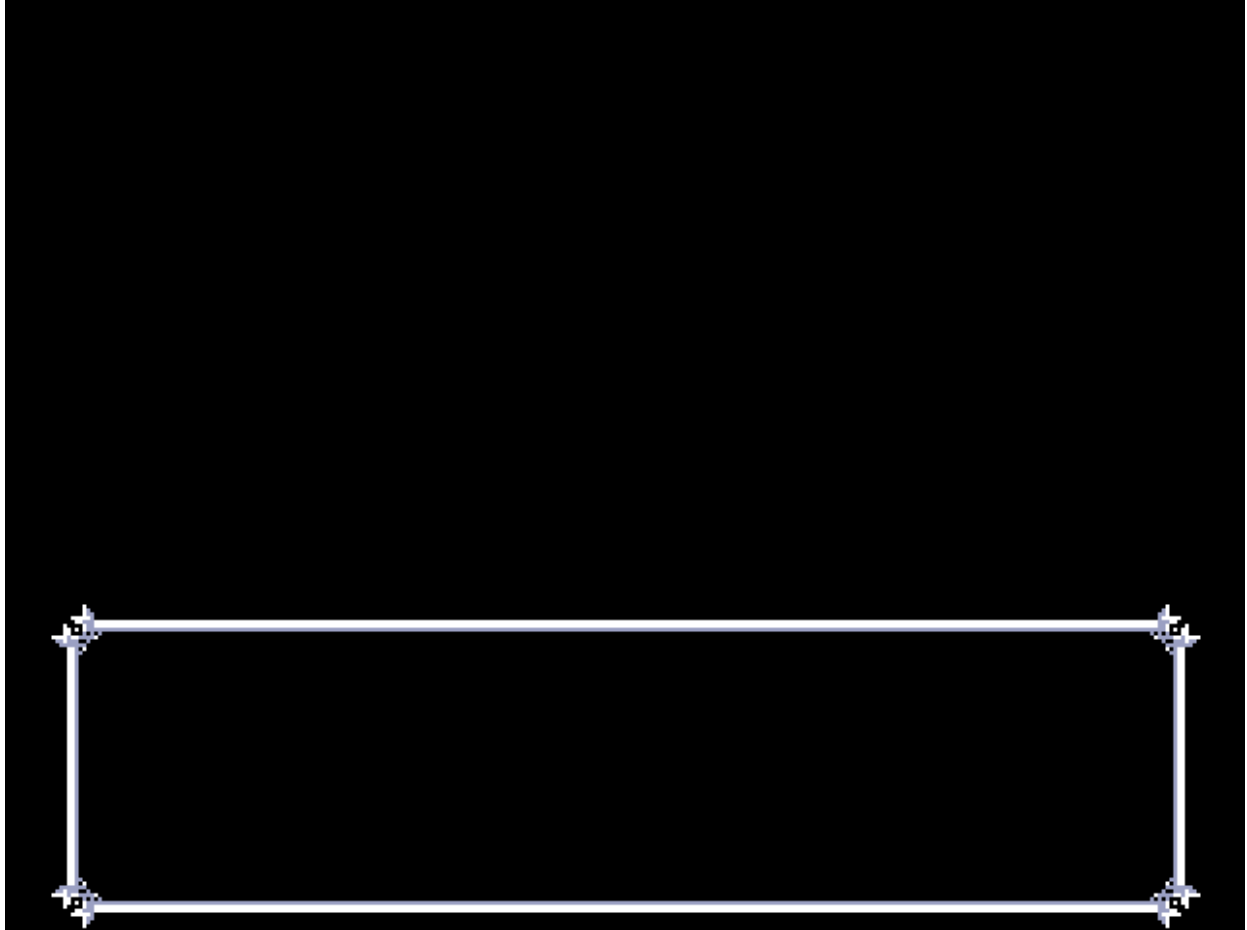
If you miss the encounter skip, do Shake (right act)/S-Action/Spare x2 to end. (You need to mash right and left pretty fast to do it in 2 turns.)

Continue forward into the dark room. The path to and from is shown:  
(RURULURULURUR)





After encountering the dark enemy, get hit by it four times as shown to skip walking back:



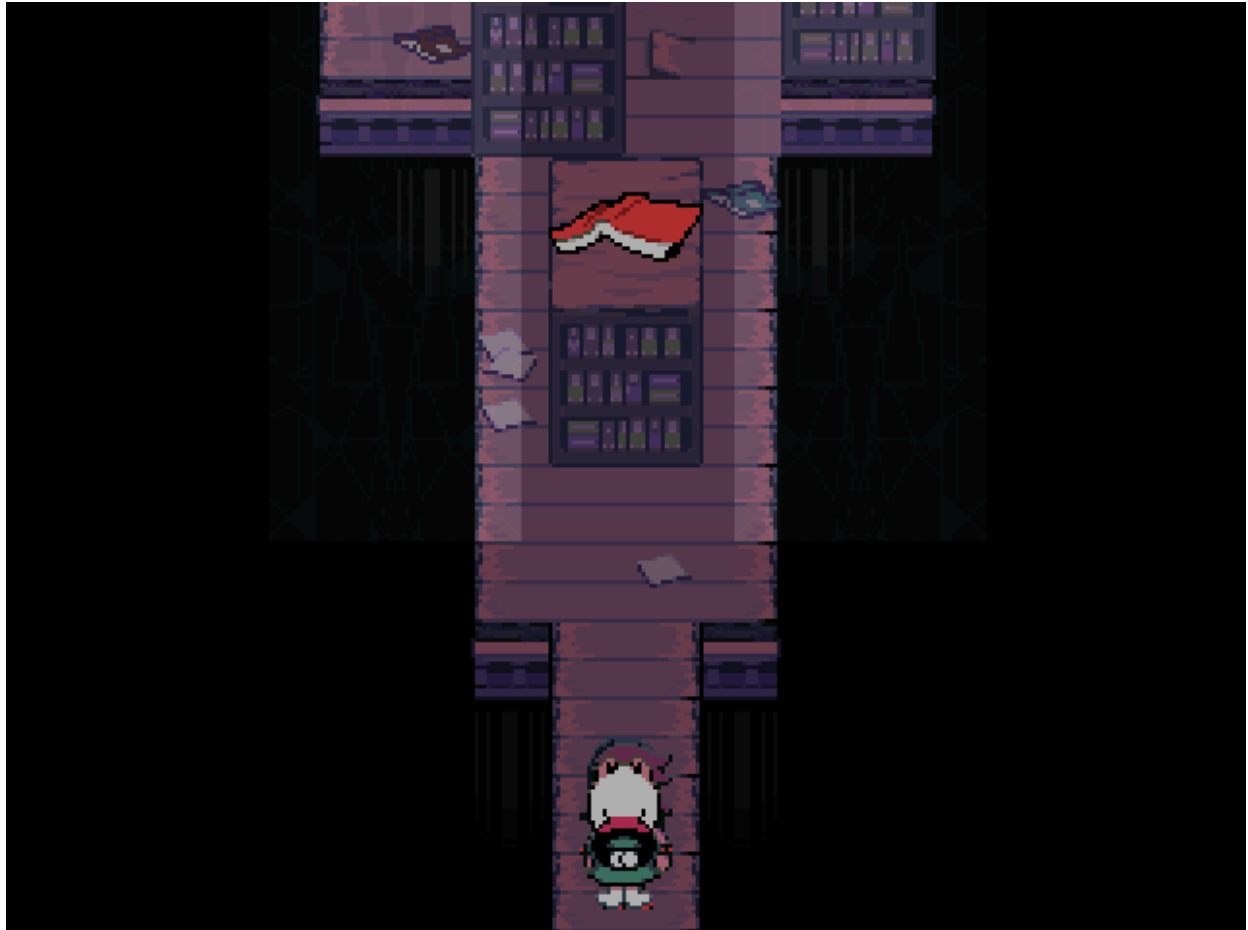
(Going down the path baits the enemy down faster, saving some time)

After meeting the old guy, skip the Balthizard the same exact way as before, just inverted.

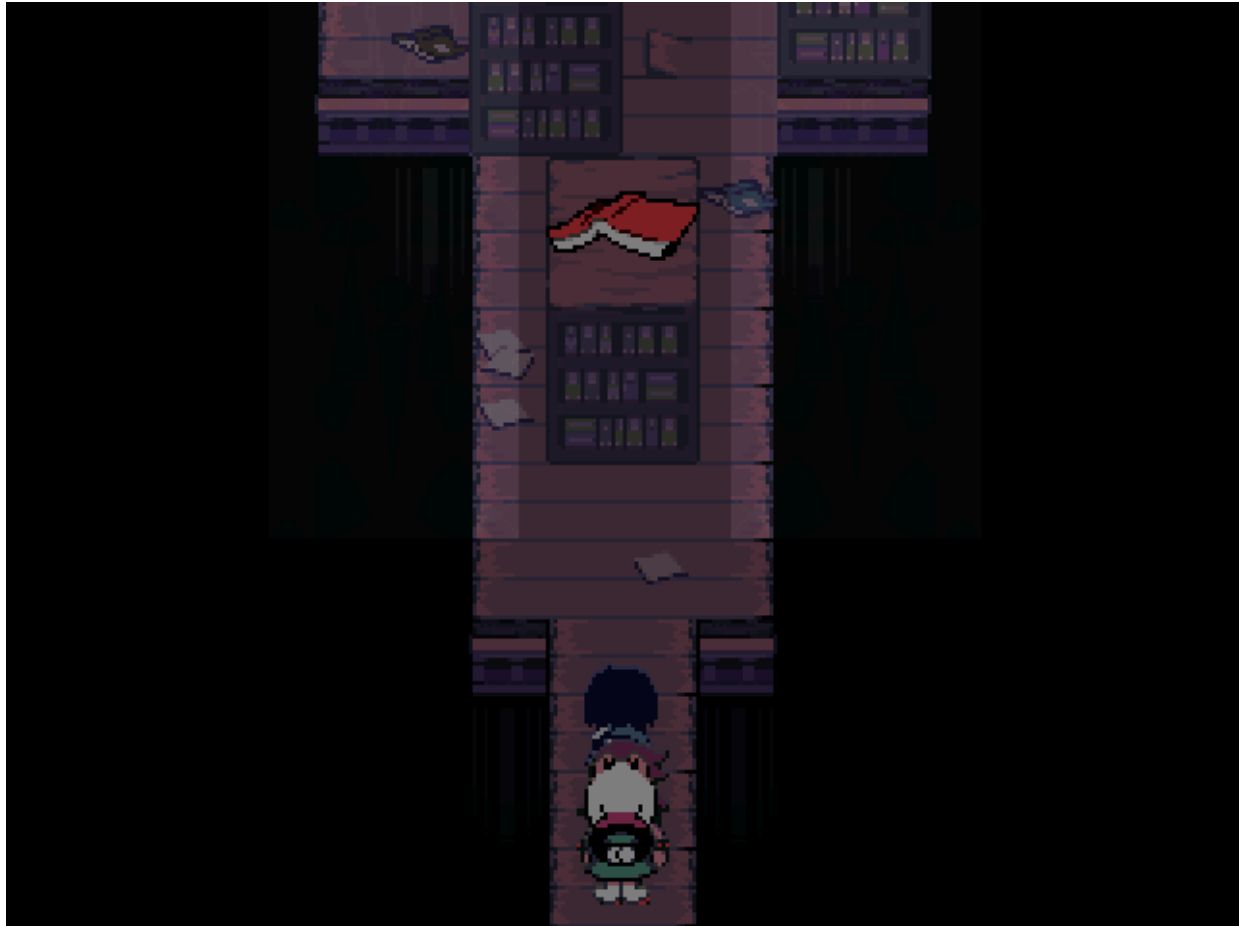
The piano solution to the study is UDDLLRU.

## Study Enter -> Jackenstein

Immediately go through the up-left door in the study and continue. The book encounter skip is shown:



There is a much riskier version of this skip which saves 2s shown:



If you miss the encounter, do Proofread(right act)/Spare/Def x2.

The block puzzle solution is shown: (DLURURU)



The piano solution in the room above is LDLRDDRR.

A Jackenstein example fight is shown. It's important that you practice this fight a lot, as you take a lot of damage and the cycles can be difficult to work around. With a few exceptions the patterns every turn are the same so once you learn the movement you can always do the same movement every fight.

It's important to note that to have access to the ScaredyCat Act you need to have fought against Jackenstein at least once in any of your 3 savefiles. If you haven't, you won't get access to the Act and the fight will take considerably longer.

Here is a doc by nullscythe which documents many Jackenstein maze strats:

[Jackenstein Strats Documentation](#)

Example fight (safer): <https://youtu.be/jk59BT0o59M>

A more advanced example fight (credit to taliasr):

<https://www.youtube.com/watch?v=SDxAhaeCKi0>

# Jackenstein -> Seal Fountain 1

Example video of this entire sequence: <https://www.youtube.com/watch?v=9HycaUHOOfSk>

Continue back to the room just above the study. Go up the climbing wall, transition, and instantly come back down to get wrong warp state (you can also just save and reload, they are about equal). Keep this wrong warp chain going as you continue to the right of the study and climb up towards the big piano.

Here is a video tutorial for the water cooler encounter skips (credit to YZA):

<https://www.youtube.com/watch?v=eegmbwugdKc>

Alternatively, you can just spawn each water cooler enemy and wait for it to move out of the way.

The choicers to skip the cutscene where Susie gets the sheet music are Right - Right - Left (1:30).

Wrong warp back twice to get to the piano room, walk toward the piano to get the sheet music and play the piano for the cutscene, then turn back around and wrong warp back to the study (or you can just take the cups down normally, losing ~5s).

Continue through the top study door. You can keep wrong warp state through this room and save a couple seconds in the room with the big stairs. Stop chaining after this room. Climb up to continue.

# Seal Fountain 1 -> Seal Fountain 2

Once you gain control of Kris again, walk into the right door of the church. After the cutscene, buffer a wrong warp out by holding UP after entering the transition. Interact with the door and select the left choicer.

Once in the dark world, buffer another wrong warp out of the fountain and then wrong warp to the left. (If you miss the light world wrong warps or this one, just save and reload for wrong warp state).

Walk left to watch the cutscene, and then go to seal the fountain. Keeping the wrong warp chain on the way back skips a 2s cutscene.

Example Video: <https://youtu.be/6wBMLQw7aOE>

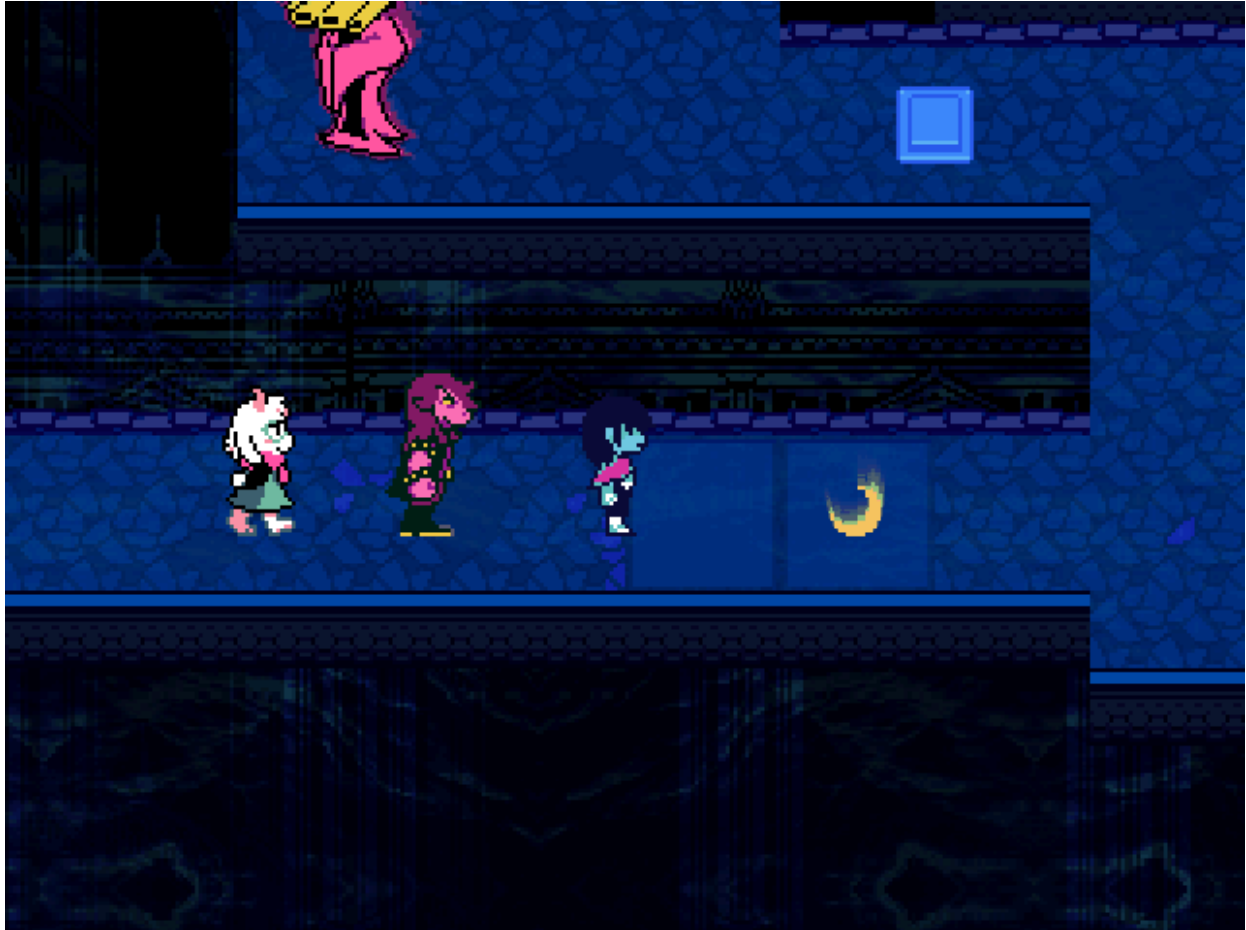
# Seal Fountain 2 -> Start Titan

Wrong warp into the first up transition. The movement in the books room is shown:



If you get encountered by the book/winglade, do  
SpinS(On bottom enemy, down act)/R-Action (bottom) -> Spare/Spare/R-Action (top)

To skip this encounter, just bump on the top wall and hold right:



If you miss this encounter, do

Tuningx2(bottom enemy, down act)/R-Action (top) -> Perform(middle enemy, right action)/S-Action(top)/Spare -> Spare/Spare/Def

Continue with the block puzzles until you get to the Jackenstein climbing section. This section goes faster if you time your up presses rather than holding them.

In the section where the party walks together in the dark, don't get hit by any of the Knight's swords until they become unavoidable.

After this section, you do NOT need to heal as you get autohealed for the climb.

For the "Spawn" encounter, just defend/defend/defend and get as much TP during the enemy phase as possible until you have enough to Banish. You automatically get healed afterwards.

## Titan Fight

The Titan fight can be divided into Cycles. There are 2 parts to a cycle. Until you use the Unleash ACT, the Titan's defense is up and you can't do much damage. After you use Unleash, its defence will drop for 2 turns, giving you the chance to do some actually significant damage.



During this fight, TP gain is restricted, and to use Unleash, you need to build up 80% TP. The main way to build up TP is to gather “treasure” by purifying the Titan’s attacks.

There are 4 kinds of Titan attacks: Swarms, Worms, Hands and Unleash Attacks. During most attacks your goal is to gather as much TP as possible. However, Worm attacks end as soon as you kill all worms so you should focus on that during those attacks. Worms die as soon as the head is gone. It seems like if you kill multiple worms at the same time the turn doesn’t end immediately, so be careful about that.

Here is a document by devek1 outlining the strategy for the Titan fight: [Titan Fight Guide](#)

### **End**

After Susie bleeds, skip talking to Ralsei and go straight to the fountain, then walk straight home.