

XCDE: Future Connected

Casual Any% Notes

Info from the Xenoblade speedrunning community

Current route credit: Aeonfrodo and Sonicshadowsilver2

Compiled and Maintained by ClassicRagu

Objectives/tasks are color-coded based on their type:

- **RED: battles**
- **GREEN: menu or shop**
- **BLUE: item collection (collection points, treasure chests, shops)**
- **PURPLE: skip travel**
- **BLACK BOLD ITALICS: Ponspector/Quest**
- **Orange: Additional Notes**

Notes

- Make sure to change text speed to fast. This can be done before starting a run and only has to be done once.
- How to reset for most optimal time (~3-3.5 seconds of time save)
 - Start FC and load up a new game
 - Skip the first cutscene
 - Once loaded onto the ship, return to title screen
 - Then start your actual run.
 - Once the run is over, close the application if you want to run again, and repeat steps 1-4
- **Monado Damage Glitch**
 - If you use an art and open the monado art menu while using said art, there will be a 2 frame window in which you can use a normal art after the initial art has finished executing
 - If you hit that window, the damage from the monado art below said skill will be applied to the normal art sometimes
 - For this run, light heal is above the buster monado art so by switching it with slit edge, a damage dealing normal art, we can use this glitch
 - If this glitch works it takes the damage from the monado art and takes any additional effects from the normal art. So yes, backlash with this glitch can do double monado buster damage

Full Route

Menu: SWITCH TO CASUAL DIFFICULTY IN THE + MENU UNDER OPTIONS (You can press X to quickly leave the menu)

Fight the 3 Volf enemies: Do the following menu at the beginning of the fight

Menu:

- Shulk
 - Arts
 - Switch Light Heal and Slit Edge (for monado glitch)
- Melia
 - Arts
 - Replace Mind Blast with Burst End
 - Replace Hypnotise with Spear Break
 - Replace Healing Gift with Starlight Kick
 - Replace Summon Aqua with Summon Ice (you can keep aqua for safety)
- Switch Kino for Nene
- Switch Melia for Shulk

Get Companions Cape STL

ST to Companions Cape

progress story

ST to Junks (↓)

Walk to Cragmaw Caverns

Get your first Ponspector, Tentoo, for viewing a cutscene

Get Zephyr's Counsel STL

Get Xen's Thoroughfare STL (Walk north from Evelen until you see a giant stone gate)

Do Scapular Lance Skip: https://youtu.be/VTkyHt0sw_4

Get Quarry Colonnade STL

ST to Zephyr's Counsel (↑ ↑)

Get Barouh Plaza STL (Just walk east and you will reach it)

Get Pillar Knoll STL (Ignore Dekadeka and go up)

Get Soltnar Seal Island STL (Follow the bridges)

Take the transporter

ST to Main Entrance

Talk to Drydry

Gather the 5 feathers

- If you keep going to the left after talking to Drydry you will find them

ST to Main Entrance (↓)

Get your second Ponspector, Drydry

Kill the Fog Beast

- Don't Union Strike, it loses time in this fight.

ST to Xen's Thoroughfare (↓)

Get Skybridge STL (walk straight, you will find it)

ST to Skybridge (Optional, saves up to 0.3s on first frame)

Progress story

ST to Pillar Knoll (⇒⇒)

Get Thulles Way STL (Drop down and continue east)

Get Gran Dell Ramparts STL (Further east)

Progress Story

Follow the route in this video by Gren, it will require you to download it, sorry:

- https://cdn.discordapp.com/attachments/705789458997444678/731788828523626556/gran_dell_run.mp4

Get Gran Dell Approach STL

Shop:

- Snughug Blocker

Get Grand Arch STL

Get Prayer Rock STL (Island in the middle of the lake south of Gran Dell)

Gather Tutu's Mirror

- This is on the southeast corner of the island

ST to Prayer Rock

Talk to Tutu (is good choice), Tutu will be on the shore south of Prayer Rock

Get your final Ponspector, Tutu

ST to Grand Arch (↑ ↑ ↑ ↑ (4x up, could be faster manually(?)))

Progress Story

ST to Soltnar Seal Island (⇒⇒↓)

Menu:

- Shulk
 - Arts
 - Monado Armor: 6
 - Back Slash: 7
 - Slit Edge: 7
 - Light Heal: 6 (don't upgrade this if you didn't get eternity way)
 - Shadow Eye: 6
- Melia
 - Equip
 - World Ender
 - Topple Plus IV
 - Arts
 - Summon Bolt: 6
 - Summon Flare: 7
 - Starlight Kick: 7
- Nene
 - Equip
 - Snughug Blocker
 - Bind IV (Optional)
 - Arts
 - Hammer Beat: 7
 - Feather Swing: 6
 - Sword Drive: 5
 - Last Stand: 5 (REPLACE LARIAT)
 - Aura Toast: 6

Fight the ~~Krabble~~ Ponio

- Do not battle soul from this fight forward (you may regret if you do)
- Do not union strike.

ST to Grand Arch (⇒⇒↓)

Fight the Armu

- Do not union strike.

ST to Skybridge (⇒⇒⇒ (3x right))

Fight Gael'gar

- Union strike as soon as possible on Gael'gar
- Don't union strike more than once, it loses time

ST to Grand Dell Approach (This is faster)

Talk to Gran Dell Militia

ST to Gran Dell Ramparts (⇒⇒⇒↓ (3x right down))

Talk to Gran Dell Militia

ST to Prayer Rock (⇒↑)

Walk to Heroes Rest to the south and talk to Sarja

Ignore Radzam, the flag for getting the ether is set by Sarja

ST to Quarry Colonnade (↑↑)

Run through Quarry, avoiding enemies, and get Marga's Weeping STL at the back, die

- Fastest way to die: <https://clips.twitch.tv/ClearCovertDonkeyDancingBanana>

Collect High Ether

ST to Grand Arch (↑↑←↓ (up up left down))

Progress Story

ST to Gran Dell Ramparts (→→→↓ (3x right down))

Fight #1

- Fight this enemy with only arts and save your union strike for the next fight. Use Monado Cyclone for funny topple strats

ST to Companions Cape (←←)

Fight #2

- Union strike, get 2 perfects worth of gauge and fail any extra, this lets you build some gauge off the spider. If you are lucky you can build enough union strike gauge for the next fight.

ST to Gran Dell Ramparts (→→→↓ (3x right down))

Fight #3

- Focus the deinos till you get Union Strike. Union strike the deinos and use arts for the rest.

ST to Main Entrance (Alcamoth)

Walk to the final fight (save in front of teleporter if you want for safety, most don't do this anymore)

Additional Fog King Notes:

- Erasing Mist removes all your buffs (excluding Melia's elements), including Monado arts such as armor
- Mist Charge gives a 50% attack bonus to Fog King's next attack.
- Mist Press will topple any character hit by it for 17 seconds, make sure at least 1 person on your team doesn't get hit by this

Fog King PT1

- Only attack Fog King, union strike Fog King and arts the rest. Use monado armour as needed to reduce damage taken.

Fog King PT2

- Union strike as soon as possible. Use union strikes as you get them. If you don't have a full gauge at the beginning it's suggested to run in, use slit edge, shadow eye, then use monado armour. Avoid mist press. Once the knights die to the first union strike, the rest of the fight should be easy.

Changes

- 6/12/2020
 - Added more options in the final 4 fights
 - Added optional note on Monado Armour
 - Added Monado Speed to Mammut fight
 - Added sources
 - Removed optional early Ramparts
 - Replace Barouh Plaza -> Thulles Way with Pillar Knoll -> Thulles Way
- 6/15/2020
 - Added note for text speed
 - Added note to ignore Radzam during the ether quest
- 6/17/2020
 - Add X to setting difficulty to casual
- 6/25/2020
 - Added optimal weeping death
- 7/4/2020
 - Replaced ||Evelen|| with Tutu
 - Changed upgrades from before Mammut to before Armu
 - Removed some previously optional upgrades
 - ST to Prayer Rock for Sarja

- Removed fight options
 - Added credit for route info
- 9/3/2020
 - Added Monado Damage Glitch
 - Swap light heal and slit edge during volff fight
- 9/6/2020
 - Added optimal reset notes
- 8/6/2022
 - Approved changes from Riekelt to add d-pad inputs to warps