

# Queen Fight Guide Document

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## Basics

The queen fights on this doc aim to only activate one of the Queen's shields, the second shield. The way we do this is activating her 2nd shield (Will be called "Shield 2") before she gets the chance to activate her 1st shield (Will be called "Shield 1"). Shield 1 activates whenever Queen is below 75% (1,133) HP, and Shield 2 activates when she is below 50% (755) HP. So the goal is to get her to below 755 HP from above 1133 HP. This means the first 1 or 2 turns are spent getting her to around 76% HP, and the following turn is used to get her below 50% HP all at once.

### Free Red Buster Glitch

There is a glitch you can do to cast Red Buster for free on the turn the shield is activated. This means you can cast it even if you don't have enough TP, or cast it without spending any of the TP you have. To cast Red Buster for free, you need to menu to where the Red Buster action is within 8 frames of getting the battle menu back after the shield is activated.

### Red Buster/Defend

Being able to cast Red Buster at the end of the fight without the ralsei solo can save up to 3 seconds. To know if you can Red/Defend, be aware of how much damage you are doing with red buster. Each queen % is equal to 15.1 health, and is **always rounded up to the next percentage**. For example, if Queen is at 438 health, her percentage will show as 30%, even though it would be more accurate to say 29.006%. Knowing this, you can look at Queen's percent health on the last turn and calculate whether or not you can red/defend.

Format

**"Category"**

***Subcategory*** (*Kris equipment, Susie equipment, Ralsei equipment*)

Turn Order

Kris Action/Susie Action/Ralsei Action

Kris + Susie Action/Ralsei Action (For Red Buster)

# Chapter 2

## Main Route/All Recruits

### **Main Route, Glitched** (WoodBlade, ManeAxe, RedScarf)

In this queen fight, the action you do on the 2nd turn depends on how many crits you miss turn 1. The turn 2 action will be one of the following:

- **Crit All:** Fight/Defend/Fight (Mash All)
- **Miss Kris or Ralsei:** Defend/Fight/Fight (Mash All)
- **Miss Susie:** Fight/Fight/Defend (Mash All)
- **Miss 2:** Fight with the two characters you missed crits with, hit around the upper middle.
- **Miss All:** Fight All (Mash All)

### Turn Order

Turn 1: Fight All

Turn 2: *See Above*

Turn 3: Red Buster/Fight

Turn 4: [Shield Activated] Red Buster/Defend

Turn 5: [Shield] GroupToast (Right Kris Act Option)\*

Turn 6: Red Buster/Defend (Red Buster/Fight (mash) if miss crit turn 3)

Turn 7: Red Buster/Fight

*\*If you would like to keep TP, do two Fight All's in a row once the shield appears instead of Red/Defend and GroupToast. This makes grazing in the last 2 turns much more lenient.*

**Example Fight:** <https://youtu.be/gQuRBsNCekE>

## All Recruits, Glitched (MechaSaber, AutoAxe, RedScarf)

Similar to the above queen fight, the turn 2 action will depend on how many crits are hit turn 1.

This queen is slower than just opting out of weapons and doing Main Route, Glitched Queen, but this is a bit easier and only loses about 5 seconds.

### Turn 2 Action:

- **Crit All:** Defend All, Turn 3 Mash
- **Miss 1:** Defend All (misscrit on turn 3), Turn 3 MUST 1f off crit (can crit if susie is what is missed t1)
- **Miss 2:** Defend/Defend/Fight (Mash), Turn 3 Left-Middle
- **Miss All:** Fight/Defend/Defend (Mash), Turn 3 Mash

### Turn Order

Turn 1: Fight All

Turn 2: *See Above*

Turn 3: Red Buster/Fight (Mash for Crit All / Miss All, Hit Left-Middle for Miss 2, near crit for Miss 1)

Turn 4: [Shield Activated] GroupToast

Turn 5: [Shield] Red Buster/Defend

Turn 6: Fight All **OR** RedBuster/Defend (DO NOT MASH BUSTER)\*

Turn 7: RedBuster/Fight (Mash Fight) **OR** Red Buster/Defend (Only doable if fight is same as example video)

**Example Fight:** <https://youtu.be/kKhIBBO6ZxM>

## NMG/Glitchless (MechaSaber, AutoAxe, Ragger2)

Crits T1-2: 4  
Shield TP: 60  
Shield Crit: Yes

### Turn Order

Turn 1: Fight/Fight/Defend  
Turn 2: Fight/Rude Buster/Fight  
Turn 3: [Shield Activated] RedBuster/Fight  
Turn 4: Fight All (Miss at least 1 crit) **OR** Red Buster/Defend (DO NOT MASH)\*  
Turn 5: RedBuster/Fight (If you miss 1 or 2 turn 4, you can mash the hit)

*\*It is only recommended to do a Red Buster if you have a lot of TP. In many cases it will be impossible to graze enough to end the fight on the next turn. Usually, this action will only be applicable if you miss the shield crit, or do the free red buster glitch.*

**Example Fight:** <https://youtu.be/9Xz1BczZRxo>

### Safer Alternative (6 turn 1 shield: "Safe 6-1") **Recommended for beginners**

Turn 1: Fight All (Miss 1 crit or more)  
Turn 2: Defend All  
Turn 3: RedBuster/Fight  
Turn 4: [Shield Activated] RedBuster/Fight (Crit Required)  
Turn 5: Fight/Fight/Defend (If no crits t1-3, fight all and miss all or 2 crits. Don't worry about only being off by a frame, as long as you hit them high enough but just don't crit more than 1 you should be fine)  
Turn 6: RedBuster/Fight

If you are doing fight/fight/defend turn 5, 2 crits total are needed (not including the shield crit)

Doing Fight/Fight/Fight turn 5, only the shield crit is needed

**Example Video:** <https://youtu.be/QCAXKR1v6Ro>

## All Bosses

**Glitched** (MechaSaber [FrayedBowtie x2], AutoAxe [Dealmaker], RedScarf [FrayedBowtie x2])

Crits T1-2: 3

Shield TP: 50 - 60

Shield Crits: Always required

### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 4: Fight All (Miss Multiple)

Turn 5: RedBuster/Fight

**Example Fight:** <https://youtu.be/dVhxFQWZmal>

### Safer Alternative (Safe 6-1)

Same equipment

Crits required: 0

Shield TP: 50 - 60

Shield Crits: Always required

Turn 1: Fight All (You can crit all)

Turn 2: Defend All

Turn 3: Red Buster/Fight (RedBuster/Defend if miss 0 or 1 crit)

Turn 4: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 5: Fight/Fight/Defend (Fight All if RedBuster/Defend turn 3)

~Make sure by turn 6 you have already missed 2 or more crits~

Turn 6: RedBuster/Fight (RedBuster/Defend if 27%)

**Example Fight:** <https://youtu.be/S10TkIPa2Bw>

**NMG/Glitchless** (MechaSaber [FrayedBowtie x2], AutoAxe [Dealmaker], Ragger2 [FrayedBowtie x2])

Note for this queen fight: The fastest strat is actually to not buy bowties. The fight is mostly the same, but you can only miss 1 crit if susie isn't the missed one and turn 4 is Fight x3 instead of Fight/Fight/Defend (Red/D requirements depending on crits before: [no crits missed, miss 2. 1 crit missed, miss 1]). **It is not recommended you go for this strat until the minor timesave is worth it or you are very comfortable with 5 turn.**

Crits T1-2: 2

Shield TP: 50 - 60

Shield Crits: Red Buster = 0, Rude Buster = 1

#### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 4: Fight/Fight/Defend

Turn 5: RedBuster/Fight (RedBuster/Defend if crit all)

**Example Fight:** <https://youtu.be/TwrsFJVcXeQ>

# All Chapters

## Main Route/All Recruits

**Main Route, Glitched** (WoodBlade, BraveAx [IronShackle], RedScarf)

### Turn Order

Turn 1: Defend/Fight/Defend

Turn 2: Defend/Rude Buster/Defend (If crit turn 1, DO NOT MASH)

Turn 3: RedBuster/Fight

Turn 4: [Shield Activated] RedBuster/Defend

Turn 5: [Shield] GroupToast

Turn 6: Fight All

Turn 7: RedBuster/Fight

**Example Video:** <https://youtu.be/4PC9hO0OmV4>

**All Recruits, Glitched** (MechaSaber, AutoAxe [IronShackle, B.Shot Bowtie], Normal-Ass Ragger (Top Left of Forest Clip Room in Ch1))

(This is very risky, if you would like to play it safe, just do the normal ACMR Queen, you will only lose roughly 2s)

Crits T1-2: 4

Shield TP: 60

Shield Crit: Yes

### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight (Crit required)

Turn 4: Fight All

Turn 5: RedBuster/Fight (If crit all turn 4, RedBuster/Defend)

**Example Video:** <https://youtu.be/uLN6IkKJpEk>

**No Major Glitches/Glitchless** (MechaSaber, AutoAxe [IronShackle, RoyalPin], Ragger2)

Crits T1-2: 3 (Cannot miss Susie)

Shield TP: 50 - 60

Shield Crits: Red Buster = 0, Rude Buster = 2

#### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 4: Fight All (Miss at least 2)

Turn 5: RedBuster/Fight

**Example Video:** <https://youtu.be/Mx5rkfKnH80>

Safer Alternative (Safe 6-1) Recommended for beginners (MechaSaber, AutoAxe [IronShackle], Ragger2)

Total Crits: 0

Shield TP: 50 - 60

Shield Crits: Always required

#### Turn Order

Turn 1: Fight All (Miss at least 1)

Turn 2: Defend All

Turn 3: RedBuster/Fight (RedBuster/Defend if hit 2 crits turn 1 and the miscrit was 1f off)

Turn 4: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 5: Fight/Fight/Defend [If you've crit twice already, miss at least 1] (FightAll if RedBuster/Defend turn 3 [If you've crit twice already, miss at least 1])

Turn 6: RedBuster/Fight (At 26% Red Buster/Defend will always kill)

It's worth noting for turn 5, if you've crit twice but have missed even a single crit beforehand by more than 1f, then you can still crit both.

**Example Video:** <https://youtu.be/UNOK1oUaSMU>



## All Bosses

**Glitched, Dealmaker + Spookysword Route** (Spookysword [FrayedBowtie x2], BraveAx (Dealmaker, Jevilstail], RedScard [IronShackle, FrayedBowtie]

Crits T1-2: 4

Shield TP: 50 - 60

Shield Crits: Red Buster = 0 (can only miss by 1f), Rude Buster = 2

### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 4: Fight All

Turn 5: RedBuster/Fight (Can Red/Defend unless you missed Kris+Susie T4)

**Glitched, Dealmaker + CH2 Weapons Route** (MechaSaber [IronShackle], AutoAxe [Dealmaker, Jevilstail], RedScarf)

Crits T1-2: 2

Shield TP: 50 - 60

Shield Crits: Red Buster = 0, Rude Buster = 1 (only kris)

### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] Fight/Rude Buster/Fight (don't mash the raisei attack doing red buster)

Turn 4: Fight/Fight/Defend

Turn 5: RedBuster/Fight (RedBuster/Defend if HP is 29% or with 2 Kris crits and 1 Susie crit)

**Example Video:** <https://youtu.be/diLqWeQEk5Q>

Safer Alternative that if you are used to the ACMR variation is pretty easy  
Same equipment

Crits required: 0

#### Turn Order

Turn 1: Fight/Defend/Defend (mash)

Turn 2: Defend/Rude Buster/Defend

Turn 3: RedBuster/Defend

Turn 4: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 5: Fight/Fight/Fight (miss all by 1-2 frames)

Turn 6: RedBuster/Defend

**No Major Glitches/Glitchless** (MechaSaber [IronShackle], BraveAx [Dealmaker, Jevilstail], Ragger2]

Crits T1-2: 2 (cannot miss both Susie and Kris)

Shield TP: 50 - 60

Shield Crits: Red Buster = 0, Rude Buster = 1

#### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 4: Fight/Fight/Defend

Turn 5: RedBuster/Fight (Red/Defend with all previous crits)

**Example Video:** <https://youtu.be/ANybktQ4dsM>

**No Major Glitches/Glitchless - PuppetScarf Variation** (MechaSaber [FrayedBowtie x2], AutoAxe [IronShackle, Jevilstail], PuppetScarf [FrayedBowtie x2])

(A more challenging strat to perform due to grazing + 6 mandatory crits and having to do a completely different Spamton Neo fight, only recommended for top runners)

Crits T1-2: 4

Shield TP: 50

Shield Crits: None (its way harder to get enough TP on turn 4 to cast Rude Buster without these crits)

#### Turn Order

Turn 1: Defend/Fight/Fight

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] Fight/Rude Buster/Fight

Turn 4: Fight/Rude Buster/Fight

**Example Video:** [https://youtu.be/vOFO4WH\\_yKc](https://youtu.be/vOFO4WH_yKc)

# Category Extensions

## **All Recruits Extended** (MechaSaber, AutoAxe, Ragger2)

Throwqueen does not utilize crits on T1-T2

Shield TP: 60

Shield Crit: Yes

### Turn Order

Turn 1: GroupLoosen

Turn 2: Throw/Loosen

Turn 3: [1st Shield] RedBuster/Fight (mash)

Turn 4: Throw/Loosen (3 wires)

Turn 5: [2nd Shield] Red/F (crit needed)

Turn 6: Throw/Loosen (5 wires) (if all wires have been cut on Turn 4 you can miss one)

The fastest strat is to Throw/Defend on turn 4 so ultimate attack is skipped but doing this makes it so on Turn 6 all (four) wires have to be cut

**Example Video:** <https://youtu.be/hBLrnuWLJtk>

Safer alternative that loses a turn but saves a shield animation and its overall easier:

Turn 1: GroupLoosen

Turn 2: Loosen/Defend/Defend

Turn 3: Throw/Loosen

Turn 4: [2nd Shield] Red Buster/Fight

Turn 5: GroupLoosen

Turn 6: Loosen/Defend/Defend

Turn 7: Throw/Loosen (4 wires, all required)

**Example Video:** <https://youtu.be/TJURA-PnP9M>

## Aborted Snowgrave Glitched (WoodBlade, ManeAxe, RedScarf)

### Turn 2 Action:

- **Crit all or miss one:** Defend/Fight/Defend (mash)
- **Miss Kris and Ralsei:** Fight/Defend/Fight (mash both)
- **Miss Susie and at least one other:** Defend/Fight/Fight (mash both)

### Turn Order

Turn 1: Fight All

Turn 2: See Above

Turn 3: Red Buster/Fight

Turn 4: [Shield Activated] Red Buster/Defend

Turn 5: [Shield] GroupToast (can Defend/Fight/Fight if you're not confident in getting enough TP for both last-phase Red Busters)

Turn 6: Red Buster/Defend (don't boost buster)

Turn 7: Red Buster/Fight

*\*If you don't have 60% TP on Turn 4, or just don't want to worry about TP at all, you can instead break the shield with two FightAlls*

## **Aborted Snowgrave NMG/Glitchless (MechaSaber, AutoAxe, Ragger2)**

Crits T1-T2: 1

Shield TP: 50 - 60

Shield Crits: None

### Turn Order

Turn 1: Fight/Fight/Defend

Turn 2: Fight/Rude Buster/Fight

Turn 3: [Shield Activated] RedBuster/Fight **OR** Fight/Rude Buster/Fight

Turn 4: Fight/Fight/Defend (Don't crit both if all T1 and T2 crits have been acquired)

Turn 5: RedBuster/Fight (Red/Defend if HP is 27%)

If you get only 1 crit on turns 1 and 2, do Fight X3 on turn 4 and miss all by 1 frame or 2. Red/Defend turn 5 to end the fight

**Example Video:** [https://youtu.be/1MX9\\_MN9GdE](https://youtu.be/1MX9_MN9GdE)

**All of these CEs have the same variation as a main board category:**

Aborted Snowgrave Glitched -> Main Route Glitched


True Reset -> All Chapters Main Route

TRACABARTPEEG -> All Chapters All Bosses Glitchless

Ch2 All Bosses All Recruits -> The same as normal All Bosses

OST% -> All Chapters Main Route / All Recruits Glitched

All Chapters All Recruits True Pacifist -> All Chapters Main Route / All Recruits Glitched

All items ->  All Items Glitchless Route (1-4)

# Backups - Turn 1 miscrits

## Main Route - Glitchless

Kris miss: Defend/Fight/Fight mash, Red/Defend

Susie miss: Fight/Fight/Defend mash, Red/Defend

Both miss: Fight/Fight/Defend middle hits, Red/Defend

## All Bosses - Glitchless **(4 Frayed Bowties, both crits missed)**

Turn 2: Defend/Fight/Fight mash

Turn 3: Red/Defend

Turn 4: [Shield]

Turn 5: Fight x3 (miss all crits by 1 frame)

Turn 6: Red/Defend

## All Bosses - Glitchless **(NO Frayed Bowties)**

Susie miss: Defend/Fight/Fight mash, Red/Defend, miss 2 crits turn 5, Red/Defend

Both miss: Fight/Fight/Defend mash, Red/Defend, miss 1 crit turn 5, Red/Defend

## All Bosses - Glitched **(both crits missed)**

Turn 2: Defend/Fight/Fight mash

Turn 3: Red/Defend

Turn 4: [Shield]

Turn 5: Fight/Fight/Fight (do not crit all)

Turn 6: Red/F (Red/Defend with susie or 2 crits on turn 5)

## All Chapters - Main Route Glitchless

Kris miss: Fight/Defend/Fight mash, Red/Defend

Susie miss: Fight/Defend/Fight mash, Red/Defend

Both miss: Defend/Fight/Fight mash, Red/Defend

## All Chapters - All Bosses Glitched (**both crits missed**)

Turn 2: Defend/Fight/Fight mash

Turn 3: Red/Defend

Turn 4: [Shield]

Turn 5: Defend/Rude/Defend

Turn 6: Red/Defend

## Normal Throwqueen (missing T4 wires)

### 2 out of 3

Turn 6: Loosen/Defend/Defend

Turn 7: Throw/Loosen (all required)

### 1 out of 3

Turn 6: GroupLoosen

Turn 7: Throw/Loosen (all required)

## General Shield TP/Missed Crit

If you do not graze enough on the shield, you can group toast on the first shield turn, and then red/defend on the next. If you are concerned about TP, you can do 2 fight all turns.

## General 1st shield backup

1st Shield turn: Red/F (can Fight/Rude/Fight with MRG equipment or better)

F/F/F next turn

Red/F after the 2nd shield