

# Rune Factory 2 Speedrun Notes

## Foreword:

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This is all the notes I came up with over a year ago when I originally went to route RF2. They're quite detailed, though not everything is solid.

This should provide plenty of information on how to quickly get through the 1st generation on any version of the game, as well as be fully prepared for the 2nd generation.

In my experience, Yue was the fastest for a lot of reasons (almost always available, loved gift accessible, etc.) so I'd suggest starting there.

If any of this information helps at all with your own routing, do tell- I'd like to know that all of this work that past me did was useful for someone.

## Words and Terminology Explanation

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**RF2:** The abbreviation of Rune Factory 2.

**RF1:** The abbreviation of Rune Factory (1). This just means the first game and isn't likely bound to come up very often.

**1<sup>st</sup> Gen and 2<sup>nd</sup> Gen:** These are the two phases of the game, the first being prior to the school construction when still controlling Kyle (the guy), and 2<sup>nd</sup> Gen when you are playing Aaron or Aria (the children). These are separated by the story event of getting married and building a school.

**FP and LP:** Stands for Friend Points and Love Points respectively. These are represented by the smiley faces and hearts on the relationship screen. LP is the only thing relevant to this run.

**Grifting:** This is the act of exploiting others for personal gain. In Rune Factory 2, this refers to the exploit of completing a quest with multiple rewards while having a full inventory, allowing you to dupe the rewards. It typically refers to Herman's rice quest. *In the routes listed below, this takes about 8 minutes worth of time.*

**Stealing:** In RF2, this is taking a delivery/retrieval type quest in order to exploit the item in question. It's more relevant to 2<sup>nd</sup> gen, but can be used in the 1<sup>st</sup> gen for some things.

**Quests/Requests:** These are the messages left on the message boards. Some of these have useful rewards, and completing a bachelorette's set of quests is necessary to marry them.

**Burned Time:** This is any time during menus, dialog, cutscenes, and to an extent, inside houses. It is moments when the in-game clock is not active and you are only doing one thing. Minimizing this is best, as it gets you out of 1<sup>st</sup> gen faster. A certain amount of it is unavoidable, but this is why being fast on menu use is so necessary to survival.

**Lost Time:** This is any time that is used to simply progress the in-game timer or is time used in mistakes and should be optimized out when possible. As with any speedrun, the point is to have the least amount of lost time, but always remember that it is also important to have fun as well.

**Work Time:** This is any time being used to actively progress in the game. As above, this should be maximized.

**100%:** A term used across many games to imply total completion of the game. This isn't a guide for that, since I'm not crazy.

# 1<sup>st</sup> Generation

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## Base Requirements:

- 10 LP with one Bachelorette (Julia, Cecilia, or Yue)
- 100,000G and 1000 wood for the School (10 Days extra requirement)
- 5000G and 50 wood for first Barn (Takes a day.)

Notes: The bachelorettes each give 100 wood as part of a quest, some early, some as late as their 3<sup>rd</sup> quest. (Douglas's, Gordon's, and Natalie's second do as well)

## Suggested Operations:

- There are 10 very early quests that reward a large chunk of wood. This speeds up the wood gathering a lot.
- **When it comes to logging, the fastest way to chop a stump is to charge to purple twice, then charge to blue once.**
- **Depending on how many branches you're cutting, it may be faster to simply pick them all up.**
- Avoid going to Blessia Island whenever possible. The cutscene eats up a large chunk of time. Go only once or twice if you can and make it a multi-purpose trip.
- Tame a wolf early on to ride if you want, I've not done testing whether the time spent entering the barn makes it equal in speed, but we'll be getting another one in second gen
- Exploiting Herman's love for rice seems to be the fastest way to make money.
- Go ahead and do Tanya's first quest in the first gen. It's slow, but it rewards the axe, which you'll need unless you like using battle axes (which can only chop branches)
- I would advise training to be good at each of the holidays (many are just button mashing), because we won't give many items to anyone else. Well, really, just the Eating Contest.
- Send the Pomme Pomme back to the forest after the contest is over if you'll be going for a wolf later. Buying twice the feed doesn't help any.

### *Getting to 9:00 AM*

- Taking every morning to handle chores necessary for quests seems to be a good choice.
- Work on collection quests in the mornings when possible? As in, start them the previous day.
- ~~- You can also pass out in your fields on purpose to skip time ahead- this will set the timer to 10:00AM the next day. -> It wouldn't be useful for an Alicia run, as she only gains LP on doing fortunes, which she only does outside. This only applies to RF1, in this game you'll be revived at 6:00.~~

### *Preparing for Second Generation*

We'll be wanting to do all the farming now, because we start with a can and hoe that can quickly care for crops.

- Grift for 160,000G, this will let you afford all required upgrades. (7 full stacks of rice) You'll need more for the purchases below.
- Collect an extra 350+ wood. No 2<sup>nd</sup> gen quest rewards it, and you have a chargeable axe in the 1<sup>st</sup> gen. If you don't collect another silver for your 2<sup>nd</sup> gen axe, then make it 550.
- Yue's 4<sup>th</sup> quest rewards the Hachimaki, which is a decent accessory.
- Collect 12 apples and store them in the fridge.
- Grow one crop of pink turnips, keeping 3 of them.
- Grow one crop of moondrop, keeping 6 of them.
- Grow one crop of pink cats if possible, keeping 5 of them.
- Grow one crop of pineapples, keeping 6 of them. (MUCH faster to do in first generation summer than not.)
- Collect 5 silver from Padova, keeping all of it. Consider getting at least 1 extra silver.
- Collect 16 scrap iron, keeping all of it. 1 is for Barrett, the rest for a statue.
- Collect 4 aquamarine and 3 diamonds, keeping those as well.
- Keep all the Iron and Bronze that you find (for upgrading tools later)
- Buy extra medicinal herbs, Neutralizers, and if really playing it safe Cabbage Cakes and Skipjack Sashimi
- Clean up the fields at Padova, (though the storms may wreck them, this can save on time for when it gets hard to do later.).
  - TURNIP and WHITE CABBAGE
  - - Gentle Spring: raise a TOYHERB and CABBAGE
  - - Refreshing Summer: raise a CUCUMBER and EGGPLANT.
  - - Sorrowful Autumn: raise a CARROT and YAM.
- Buy 4 Spinach seeds, and 1 each of Toyherb, Cabbage, Cucumber, Eggplant, Carrot, Yam, (White) Turnip, and White Cabbage. We'll have to grow all of these later.

#### *Night-time Quests:*

- To get wood from Dorothy and Yue, you'll need nighttime monster drops. Farm Woolies in Trieste and Panthers in Blessia for their items. The routes below path going to Blessia Island once, and would expect you to get them then,

#### **How to Grift:**

As noted above, grifting is an exploit present in the request system and most prominent with the character Herman De Sainte Coquille and his first request. The exploit only works on quests that reward two things, and preferably gold first and an item second. When you have a full inventory, the quest will reward you the gold and then try to give you the item but fail. You then have to give them the requested item again, but it will still repeat as long as you have a full inventory.

Herman's first quest, "A Quest for Breakfast!" rewards 3000 G and a Milker, which is a lot in the early game, and only asks for rice. To exploit his quest, accept the quest, talk to him and do this.

*Why is milk related things broken in two different Rune Factory games? >\_>*

- Make sure your inventory is full; pick up a bunch of stuff from your field if it's not. Remember that picking up an item and placing it where it just was will pop one item off the stack. Stuff your inventory in half the time this way.
- Go to the Pumpkin General Store and scroll up to open the Winter Special, (rice on first page).
- In your inventory, clear one spot by stacking an item on another or selling. Now buy as much as rice as you can.
- Go to Herman.
- Open inventory, move a non-rice item to your hands, and unstack the rice once. Swap the item with the single rice. Your inventory should be full, including your hands.
- Give him the rice, he should give you 3000G, but will tell you to come back once you have space for the milker. You've just earned 2730G.
- Repeat, making sure you have no empty space in your inventory. Receiving the milker will stop you from using this glitch again with the most lucrative quest. Continue to get bigger stacks of rice in order to minimize time running from the mansion and the store.
- You can stop when you're filthy rich.
- It costs 2430G for a full stack of rice. You'll make 24,570G per stack of 9, which lets you buy 10 more stacks. 8 is really all you'll need, but go for 9 if you want safety.

#### Friendship Points and Love Points Gain Notes:

- Talking to people seems to have **very little** effect on FP/LP gain in this game. So little in fact, that one gift seems to massively outweigh the benefits of talking, and one request massively outweighs that. In short, we really don't have to talk to anyone aside from initially getting their requests to show.
- Festivals and Requests provide the largest LP gain, aside from birthday presents.

#### Leveling and Experience Gain Notes:

- Leveling in this game is built against you. Fighting enemies of equivalent or higher levels always rewards the same small chunk of XP, but low level enemies reward basically nothing. For this reason, you want to farm upwards through the zones, but try to farm only easy and quickly respawning ones.
- It usually takes what feels like ten or so battles to level. Early game, this'll be slow, but we'll have a wolf to speed it up during the second gen.

#### RP Usage and Spells Notes:

- RP usage is tough in this game since spells are somewhat necessary for our survival and RP is capped at 100. RP is usually restored in negligible amounts from eating food, this being the game's subtle hint we should be relying on Runes for our restoration. Unfortunately, *we ain't got time for that*.
- Just like the last game, running low on RP makes you start consuming HP for actions and prevents you from using spells aside from Escape.

- Sashimi restores 10 RP, Cabbage Cakes restore 20 RP. Cabbage cakes are expensive, but you can grift extra money to get some as waiting for the kitchen can eat up time.
- The crystal flower runes give 12 RP when cut with a sickle or a sword. The crystal rocks are worth 24 RP.

Level 2 for the below spells also affect partner monster.

CURE: Level 1 – 7 RP for 80 HP, Level 2 – 8? RP for 150 HP, Level 3 – 8 RP

MEDICATION: Level 1 – 6 RP for 20 HP + PSN cure, Level 2 – 6 RP for 50HP + PSN

PRLZ cure

### Julia Path: The Reliable, but Scheduled Path

**Birthday:** Spring 16<sup>th</sup>, Seafood Pizza (About 3000 from Yue's)

Advantages: Gives wood in a later on quest, reliable items, quests give food for 2<sup>nd</sup> gen healing, quests do not require much, quick LP growth.

Cons: Have to pay for marriage item (10,000 G), date-based last quest (requires you to wait 2 days), have to wait for specific times to talk to her.

Route Notes:

- Julia is out earliest on Tues. and Thurs, but she's practically a no-show on Wednesday.
- Don't bother buying toyherbs to grow, just grow carrots. They're cheaper to grow, and you only have to grow one set in order to gift Julia every day. I'd suggest growing multiple, if you can, however. I believe growing 4 sets in the Messhina Valley is enough to work through her requests.
- **You can only start Julia's requests after meeting her in the bathhouse.**
- **The request, "Something I've Noticed" must be done at the bathhouse.** Bunch together all of her requests in one afternoon, a Holiday that you go to Blessia on.
- Julia can be met on the first day as she will meet Rosalind outside the bathhouse early in the morning, but the bathhouse is not open until the next day. Do the first quests as soon as possible, and go to sleep quickly.
- There is no reason to enter Egan's inn whatsoever on this route. Don't bother meeting Byron until you need to build the barn and school. Cecilia can be talked to inside the Manor, and Barrett can be found outside. Egan and Byron do not reward much of use for us.
- On the first day, buy 2-4 carrot seeds and plant them in Messhina, keep these watered as they are prime gifts for Julia.
- **New Route Plan:** Talk to Julia on the 1<sup>st</sup> day, do Max then get money from Herman. Buy 3 carrot seeds, 1 pink turnip, and 1 moondrop. Plant carrots in Messhina, plant others at farm. Accept Tanya's quest. Go grab apples from Trieste. Go to sleep. Wake up, water

plants, go back to bed. Do this until your crop of carrots is ready. Then progress as normal.

- This method makes better use of time since most days (all but Monday and Holiday) you'll have to wait until 3:00 to talk to Julia. Use that time to chop wood, mine, fight for level ups, and complete other quests.
- **\*\*\*Also, we can consider sleeping off the first day just to make it so we can see Julia's introduction early.**
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Quest Order:

*Day 1*

- Mana 1: Required to access other quests. *Make sure to talk to everyone inside.*
- From here, enter Tanya's Blacksmith and talk to her and Jake.
- Rosalind/Max 1: For starting money, do Max (*Max rewards more money and introduces us to Tanya, but we have to do Rosalind's at some point anyways. It cuts down on trips to buy rice, and can save some time.*)
- Exploit Herman's quest to get around 140,000 gold or more. This will take about 8-10 minutes at full optimization. **Do not finish the request! You may need more money later, and this will help!** *This covers the school and 2<sup>nd</sup> gen expenses.*
- Take Tanya's first quest, and then do it throughout the morning tomorrow.

*Day 2*

- *Alternate path plan: Do Rosalind + Max Day 1, do Dorothy in morning, end with Tanya today*
- Turn in Tanya's quest, get axe
- Julia 1: Get started ASAP. *Make sure you enter the bathhouse, otherwise this won't show.*
- Cecilia 1: This nets us our first bundle of wood.

*Day 3:*

- Dorothy 1:
- Max/Rosalind 1: Whichever you didn't finish before.
- Yue 1/ Rosalind 1/Douglas 1:

Plant Calculations:

During the run, a certain number of crops will need to be grown.

The base price is 9,450 Gold. This covers the costs of pink turnip, moondrop, pink cat, and pineapple respectively.

With the 4 sets of spinach to grow in Messhina (3,160g), it costs 12,610 gold.

## Cecilia Path ~ Random Number Girl:

**Birthday:** Summer 12, Aquamarine Brooch (Costs 4080 at Yue's.)

**Advantages:** Very quick and easy questlines, gives pet glove, easy gift gathering, Quick LP growth

**Disadvantages:** Rewards wood right off the start, relies upon getting gems for gifting

### Route Notes:

-1<sup>st</sup> Quest to take is Gordon's, so that you can get a hammer. Ceci likes all gems but Aquamarine (Brooch), (which is her birthday present, oddly). Save a few aquamarines for Yue, as we need to get to LP 3 with her for the 100 wood.

- On that note, we need 6 aquamarines and 4 diamonds for 2<sup>nd</sup> Gen- much easier to get them now, so prioritize keeping these when gifting to Cecilia.

- Her quests are all easy. For them you just need to talk to her, Jake, Egan, or grab an item.

- Buy the Indigo Grass from Natalie for 30g, saving you the awfully long trip to Blessia.

- Do not mine Blessia Island unless you really have to because it takes too long. Avoid Messhina as well, for it drops no gems in 1<sup>st</sup> generation. Always save one gem to give to her on the next day, in case you do not find a gem.

- Messhina is, however, the premiere place to find silver and crystals in 1<sup>st</sup> gen. Each sells for approximately 200, so it's not terrible. You can still make more money exploiting Herman's quest though. Get the silver for 2<sup>nd</sup> Gen.

- If needed, you can spam magic to lower your RP/HP bars and then swing a tool a few times to pass out. It shouldn't be necessary, but if you need to. Those extra hours in the morning are good times to mine Trieste and Padova.

- I did her quest on the first day, talked and gifted her the next 4 days and it got me the first LP.

### Quest Order:

*We go to Blessia only once or twice, if possible*

*\*\*We can do as many quests per day as we want, right? Just do everyone's quests of any value!*

### **Day 1:**

- Start Gordon 1 to get hammer, abandon afterwards.
- Do Max's quest for an small boost in gold
- Exploit Herman's quest for around 140,000 gold.
- Now, go take Cecilia's first quest and mine in Trieste and Padova. If you find a gem, give it to her after completing the quest. Save all gems you do find, as each one is extra padding against the mining RNG.
- End by accepting Tanya's quest.
- Go to Yue, buy a Skipjack Sashimi and give it to Douglas

- Buy a Pink Turnip seed and a Moondrop seed. Plant in farm and water.

### **Day 2:**

- Water crops, go mining in Trieste, hunt the Orcs, finish Tanya's quest.
- Complete Dorothy's quest
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### New Path:

#### **Day 1:**

- After free from the intro, start gathering sticks and medicinal herbs until 8:50. Try to open up, till, and water two 3x3 plots later today.
- Immediately head to Tanya's blacksmith shop. Watch cutscene, talk to Tanya, then leave. *Jake isn't here immediately...Do we need to wait until later in the day?*
- Now run all the way to the message board. Do Mana's quest and be sure to talk to everyone in the manor. (Talk to Yue along the way!)
- Do Max and Rosalind's quests. *This backtracking seems slow. Should we wait and do just one of these a day and skip mining Trieste otherwise?*
- Now go meet Gordon at the church, and do his quest up until the point we get the hammer. Abandon it and take Cecilia's quest.
- As you do her quest, go ahead and mine the four available rocks in Trieste. If you get an aquamarine, give it to Yue along the way, and if an emerald, to Cecilia after completing the quest. Buy a Skipjack Sashimi from Yue.
- Now, go to the Pumpkin General Store and pick up a Pink Turnip seed and a Moondrop seed. Give the Skipjack Sashimi to Douglas.
- Lastly, pick up Tanya's quest and a weapon of choice. Go fight the orcs and pick up the 4 apples from the tree in the northwest corner.
- Once you get the axe, plant the seeds on your farm and go to pick up Yue's quest.
- Go to sleep.

#### **Day 2:**

- Water crops if it isn't raining. Dump all collected sticks in the lumber shed.
- Talk to Yue at Messhina, then head to Trieste.
- Mine the rocks, collect sticks, and chop stumps at Trieste, Padova, then Messhina. Pick up the grapes if you need them for food. Save all silver and scrap iron.
- Pick up a white grass!
- Turn in Yue's quest.
- Give one found gem to Cecilia, preferably Sapphires or Emeralds. A diamond is fine, if you must, but just don't bother giving her an Amethyst.
- If you see Dorothy, Rosalind, or Julia along the way, talk to them.
- Chop remaining stumps and put up sticks until the Bathhouse opens. Take a bath for Julia LP and do her quest quickly. Drop by the Clinic during it and buy an Indigo Grass.

- Go to sleep

### **Day 3 and onwards – The Daily Routine:**

- Water crops if it isn't raining. Chop any lumber on the farm.
- Go mine and chop in Trieste, Padova, then Messhina. (You can stop mining in Messhina when you get 5 silver.)
- Clean up the Padova fields, but don't till them yet. They still produce wood.
- If it's still not 8:50-ish, hunt Pomme Pomes for apples.
- Give appropriate gems to Ceci, give aquamarines to Yue until LP 3
- Talk to Dorothy, Rosalind, Mana, and Julia if you see them. Their questlines aren't too far out of the way. Give Mana a Pink turnip if possible and she's not already at LP 1 (keep 3!) *Ignore Mana entirely? \*\**

### **Spring 9**

#### **Quests to Watch For:**

- Give Cecilia the purchased Indigo Grass for her 2<sup>nd</sup> quest.
- When Cecilia's third quest, "I Need Someone to Stay Over", is available, use it to sleep at Egan's inn for the night.
- Give Yue the white grass for her 2<sup>nd</sup> quest.
- Do Dorothy's second quest and give the Sweetie Potato to Rosalind on a festival day.
- When Yue 3, Dorothy 3, ~~Mana 2~~, and Cecilia 4 are all available on the board, get ready for the *Blessia Trip* (Covered below.)

#### **Flower Festival, Spring 14th:**

Do The Daily Routine, then gift a gem to Cecilia. Go watch the trees with her. Give Yue an aquamarine, take her to watch the tree. Talk to her and Cecilia on the way back. Take Dorothy to watch the trees and then go to sleep.

#### **Status quo until Eating Contest, Spring 25<sup>th</sup>:**

- Make sure you win this one. You'll need 35 hits to be considered the winner.
- Gift Cecilia and Yue (if not already at LP 3)

### **Rosalind Path – Just Takes Too Long (JP Only):**

*This would be notably slower, but possible due to exploiting Mana's second quest. She rewards a bunch of money, but you'll also be needing friendship with Herman to enter the house before hours.*

## Dorothy Path – The Exploit User (JP Only):

*This can be done simply by exploiting Mana's first quest a whole bunch. Takes a while, but if you don't mind, it's doable.*

## Yue Path (Fastest) – Like Cecilia, but Aquamarine

### Notes:

- You'll see three festivals, at least at a point when it matters: Flower Festival, Eating Contest, Monster Taming Contest. Flower Festival is just strategic choice, Eating is just mashing the A button very fast, Monster Taming is almost impossible to lose if you know what you're doing.

### Old Route:

- Talk to Rosalind
- *If it's before 9:00, rush to the inn to talk to Cecilia before she enters the Manor.*
- Pick up and do Mana's first quest.
- Talk to Barrett, if he's there.
- Do Yue's first quest, pick up the grapes in Messhina along the way for money
- Do Rosalind's first quest for money
- Sell grapes at Tanya's, buy Battle Hammer.
- Do Tanya's quest, mining the rocks for aquamarine.
- Give one to Yue. Buy a skipjack sashimi.
- Turn in Tanya's quest for axe
- Buy a Pink Turnip seed and a Moondrop seed.
- Plant them, water them
- Go to Sleep
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### *From there onwards:*

- Water plants until done with those.
- Mine in Padova, clean fields there until you've gotten 5 silver.
- Use holidays to talk to Julia, Dorothy, and Mana
- Do Cecilia's first quest for wood. Go ahead and talk to Herman and Max
- Make a Barn
- Mine rocks for aquamarine, chop wood.
- Optionally skip Tuesdays, unless they're raining or you're going to Blessia anyways.
- Stop doing her quests when you get to the Panther Claw one.
- Talk to Mana and Dorothy each day you see them as well, do Dorothy's first quest up until the one where she wants you to get wool.

### *Blessia/Nighttime Visit:*

- When you've got Mana 2 Dorothy 3 and Yue 3 available, take Mana's quest, then spend the whole day leveling on monsters and stuff. Minimize screen changes to burn this time

as fast as possible. When it hits 6:00, go to Trieste's entrance and fight the Woolies there until you get the furball. Then go all the way to Blessia Island and hunt Panthers for their claw. Grab clover, go home, sleep, and finish all three quests for 300 bonus wood.

- At some point, pick up Barrett's first quest. He gives you the fishing pole, which you'll need to get a Char for Yue. The book is at the church.
- Keep doing this routine until you hit max rep with Yue. Get lots of money by exploiting Herman (160,000, at least, I'd suggest trading in about 7 + a some more stacks of rice (12,150 – 14,000 gold's worth on return visit)). This covers costs for the school and all barn upgrades in the next generation. I'd suggest a little more as well to cover the expenses for buying gear.
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- *I hit around 7-8 LP after the eating contest, giving a aquamarine each day but the first day she's on Blessia. Afterwards, I started doing all her quests then, and maxed out early. Do her Blessia island quests on Tuesdays, so that she'll already be there.*
- *I also got wood from Gordon, Douglas, Dorothy, Mana, and Cecilia.*
- *Build the barn on summer 8<sup>th</sup>? (Day before monster taming contest)*
- *Use Mana's third quest to get an aquamarine to give to Yue if you're out.*
- *I gave no gifts to anyone aside from Yue and was married by Summer 10<sup>th</sup>. By this time I had 1200 wood, all the items needed for 2<sup>nd</sup> gen except the currently growing Pineapple, and is on track to succeed very well.*
- *It takes 25 days to have a child and wait for the school to be built. After your wife starts to say that the baby is coming soon, walk outside and walk back inside.*
- *After marriage, spend the next days cleaning up Padova fields, chopping the last of the wood, doing any quests with useful items, and gathering more aquamarines (need six). You no longer need to gift Yue anything (sorry, we have to be mean for this run.)*
- *Make sure to do Natalie and Byron's first quests for medicine bottles. You'll definitely be wanting them.*
- *Don't worry about getting any tools aside from the axe and the fishing rod. You'll get them all later at the start of second gen.*

New Route:

### Day 1:

- Pick up a Red Grass and a Yellow Grass
- Go south, talk to Rosalind.
- Pick up and do Mana's first quest. Talk to **Julia**. Run back to the board.
- Talk to Barrett along the way.
- Do Yue's first quest, pick up the grapes in Messhina along the way for money as well as the apples.
- Do Rosalind's first quest for money, **visit her at the manor** on the return trip. Talk to Herman and Cecilia.

- Pick up Herman's quest at the board. Go to the Clinic and sell your Grapes. Buy 2 stacks of medicinal herbs, 1 blue grass, 1 white grass. Leave.
- Go to the General Store, buy a whole stack of Rice. *\*Winter Special!\**
- Go to your field and pick up 21 items, clearing out two 9x9 areas as you do so. (*Branches are good/ one or two items won't unstack all the way.*)
- Run to the Manor, unstack everything but the rice and move that to the front. Leave the first spot open, unstack rice into the first spot. Place that into your hands and unstack it again.
- **Grift** Herman with all the Rice you currently have. (*Unstack the last two pieces*)
- Return to the General Store, restack one set of Med Herbs and buy 8 (9 for safety) more stacks of rice. Grift through all of that. You're done for good on that regard, but don't actually complete it.
- Go to the square, drop his quest (*faster than the dialogue*), pick up Cecilia's quest.
- Talk to her, run all the way up there, get the ruby from map 2.
- Turn it in, get the wood and pet glove.
- Run to Tanya's Smithy. Go in, talk and buy a Battle Hammer and Leather Boots.
- Go do Tanya's quest, mining rocks along the way for aquamarine. Grab the Apples.
- Give one to Yue. Buy a Fried Rice and some Cabbage cakes.
- Use your pet glove to tame a Silver Wolf in Padova.
- Drop by the General Store, give the Fried Rice to Douglas, buy these seeds: Pink Turnip, Moondrop, Toyherb, Cabbage, Pink Cat, Pineapple, Cucumber, Eggplant, 4 Spinach, Carrot, Yam, White Turnip White Cabbage. 2 stacks of fodder.
- Turn in Tanya's quest for axe
- Plant the Turnip and Moondrop seeds, water them
- Go to fridge, put up all seeds but pineapple and pink cat.
- Go to Sleep

*Note: Don't use the fodder. No, unfortunately we're not feeding this wolf.*

#### **Usual Routine, No Festival:**

- Wake up, water crops if needed. Chop wood in field if needed.
- Get wolf, ride to Trieste. Mine rocks. Get apples every 4 days until you have 13.
- *If not Tuesday:* Give aquamarine to Yue.
- Ride to Padova and mine there if insufficient Silver and other metals.
- Go to sleep.

#### **Spring 9<sup>th</sup>, Yue's Birthday:**

- Same as usual, but today give Yue the Cabbage Cakes we bought.

#### **Spring 13<sup>th</sup>, Flower Festival:**

- Repeat daily routine, then take Yue to see the flowers. Then gift Mana a turnip, then take Dorothy to see the flowers. Then take Julia. (This is a setup for later.)

**Blessia Day, if Tuesday (Slower, unless Yue is at 6/7LP already):**

**Blessia Day, if Holiday, Not Raining, and Yue at 5LP:**

- Only start when you have Mana 2 available, and preferably Yue 2 and Dorothy 3.
- Start the day as usual but mine for gems and cut wood until 8:10.
- Ride to the square, pick up Barrett's quest. Ride to Byron's house and talk to Barrett as exits the house.
- Ride to the church, send your wolf back, and go inside. Grab the book off the floor.
- Run back to Barrett and give the book to him to get the Pole.
- Go back to the square and do Byron 1, Natalie 1&2, any Douglas quests but 'I Challenge You', and any Rosalind quests until after she rewards wood ('Please Deliver...').
- Level off monsters/Chop Wood until 3:00. Go to the Bathhouse. If Julia's LP is at 1/2, then do hers at 3:00. (Gordon- Chapel, Tanya - Outside)
- When you're done or it's time, go get Mana's second quest and meet her at the Bathhouse.
- Get your wolf and go to Trieste. Farm Woolies for a Furball in the first map.
- Once you've got that, ride to Blessia – Center, fight the panthers there for a claw, then fish in the center pond for a Char. Grab the 4-Leaf Clover from the upper right.
- Give an aquamarine to Yue, leave and go give the clover to Mana back at the Bathhouse.
- Hit the bed.

**Summer Start:**

- Plant both the Pink Cats and the Pineapples. These will need to be cared for and harvested quickly as hurricanes can ruin the crops.
- Start saving each day or every other day, unless you really want to risk getting rocked by the Hurricane.

**Post-Blessia Visit:**

- Water crops, get on wolf, get aquamarine if needed.
- Take this day to start completing as many as Yue's requests as possible. You should have everything to do them with, so you'll blast through them in no time and her LP will rise very fast. I estimate starting this at LP 6 or LP7 will max you out on that day alone.
- If you max her LP out, save at the nearby savepoint and propose with the Swap Ticket. (This is just in case the typhoon comes through and destroys too many of your crops.)
- If not, maintain the routine until you do.

**Post-Marriage Day:**

- The hardest part has been done. Now we need to babysit our pineapples for 10 days. Go out logging every 2 days or so. Make sure you've gotten all the items you need for 2<sup>nd</sup> gen

### **Child Day:**

- Chop wood until 9:00, do chores.
- Visit Byron and pay for the School.
- If you have not finished Rosalind and Julia's quests up to wood reward, and Douglas 3 for the third bottle, **do them today**
- Drop by the Clinic, fill up all of your bottles, buy a stack of Neutralizer, and another stack of Med Herbs if you need them.
- Chop wood every other morning until the school is done, if you need.

### Schedule:

Normal Days-

Monday: Trieste

Tuesday: Blessia

Wednesday: Messhina

Thursday: Padova

Friday: Trieste

Holiday: Coquille Park

### Rainy Days-

You'll find her at Trieste Forest Entrance. She'll start moving onto walking to the Sainte-Coquille Dining Hall around 8:30.

### **Alicia Path – Like Cecilia, but Reliable and Slower:**

*Alicia only gains LP by doing readings each day. The only way to do this sensibly is to do the Cecilia strategy, but instead just sleep and ignore rainy days. You can hit "B" to escape her magic dialogue.*

### **Mana Path – Like Julia, but More Turnips**

*Never bothered routing this, but she can't be that slow.*

## Wood Collection:

All these villagers reward 100 wood at quest number (x).

They also reward all these items, in order, up to that point: (Items in bold are very important)

Alicia (4) - 550 Gold (If anyone on this list is worth skipping, it is likely her. Her LP growth is the slowest in the game, and four quests in is more than enough time to chop 100 wood on your own.)

Dorothy (3) – 100 Gold, Sweetie Potato (Give to Rosalind on festival day), and Greenifier

Ceci (1) – **Pet Glove**

Julia (3) – Vegetable Juice, Toyherb Seed, Fruit Sandwich

Mana (2) – 300 Gold

Rosalind (3) - 12000 Gold, Harvest Basket

Natalie (2) - 300 Gold, **Empty Bottle**

Yue (4) – Daikon Seeds, Fry Rice Ball, Fried Eggs, **Hachimaki**

Douglas (2) – 100G (Third quest gets you another empty bottle.)

Gordon (2) – 1000G, **Hammer** (*Battle Hammer can be substituted.*)

*This amounts to 1100 wood, if all is collected, making enough to get the school but not the barn.*

*The gold totals at 14,250G, almost all of which comes from Rosalind.*

## 2nd Generation

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### Base Requirements:

- 35,000 and 350 Wood for all barn upgrades. (6 Waiting days, last has no time delay)
- You also must have the school's workshop (10,000G and 100 Wood) and the forge to upgrade the hammer and the axe once each. (3 Bronze, 3 Iron,)
- You also need the library. (Another 10,000G and 100 Wood)
- Complete all tablet quests...
  - o Greens:
    - Green Tablet 1/5 - Give 3 PINK TURNIPS.
    - Green Tablet 2/5 - Give 12 APPLES. (Total find in one day)
    - Green Tablet 3/5 - Defeat 4 TRICKY MUSHROOM (MUSH.FOREST, NIGHT)
    - Green Tablet 4/5 - Defeat the DEADWOOD
    - Green Tablet 5/5 - After defeat DEADWOOD
  - o Blues:

- Blue Tablet 1/7 - Give 6 PINAPPLES at NIGHT.
- Blue Tablet 2/7 - Answer 4 questions correctly. (A,C,C,A)  
Dance Festival, Onion, 10 PM, Goblin Don
- Blue Tablet 3/7 - Defeat 3 DEATH STALKER (NORTH BEACH, NIGHT)
- Blue Tablet 4/7 - Till all fields at SOUTHEAST BEACH
- Blue Tablet 5/7 - Give 6 MOONDROPS then 5 PINK CATS.
- Blue Tablet 6/7 - Defeat the OCTOPIRATE.
- Blue Tablet 7/7 - After defeat OCTOPIRATE

o Reds:

- Red Tablet 1/5 - Defeat 3 Buffalo (DAY, BOULDER), defeat 4 Queen Bee (NIGHT, STATUE), and defeat 5 Hobgoblin (DAY, ROAD)
- Red Tablet 2/5 - Fully grow all field tiles at STATUE. (SPINACH grows fastest.)
- Red Tablet 3/5 - Give 5 SILVER and 15 SCRAP IRON.
- Red Tablet 4/5 - Defeat the WOOPA DRAGON.
- Red Tablet 5/5 - After defeat Boss: WOOPA DRAGON.

o Ices:

- o - Ice Tablet 1/5 - Give four Aquamarines and three Diamonds.
- o - Ice Tablet 2/5 - Defeat 4 TUNDRAS at SHRINE, defeat 5 High Ogre Vikings (ICY PATH, NIGHT), and defeat 6 Dark Slimes BLOCK CAVE
- o - Ice Tablet 3/5 - Till all fields at FLOWING RIVER, FREEZING CAVE and TOMB.
- o - Ice Tablet 4/5 - defeat CRYSTAL MAMMOTH.
- o - Ice Tablet 5/5 - CRYSTAL MAMMOTH drop.

o Palermo Orbs:

- o - Frigid Winter: raise a TURNIP and WHITE CABBAGE
- o - Gentle Spring: raise a TOYHERB and CABBAGE
- o - Refreshing Summer: raise a CUCUMBER and EGGPLANT.
- o - Sorrowful Autumn: raise a CARROT and YAM.

## Suggested Operations:

- Upgrade your main weapon with the forge! The game is just mean for not telling you this, but you can just slap any of the tier 1 weapons in the forge, hit OK and it will up their level by 1! For the battle hammer, this can get you **57** attack with a tier 1 weapon and will pretty much keep you set for a time!
- I'd also suggest improving your hoe (1 iron 2 bronze) and waterpot (3 bronze) if you can. It will marginally speed up the brief farming segments later. In fact, take an extra 2x iron, 1x bronze, 1x silver and make it a Lion water pot which really will save time.
- Get the pharmacy while you're getting the forge. The healing potions aren't too hard to make. (Green grass + medicinal herb)

- Get a wolf! I haven't tested if their first gen stats match the second gen ones, but they're totally worth it for the speed and the high damage they deal. Help stunlock enemies while they fight to make sure they land all their attacks. Consider getting a High Orc as well for Fiersome. Make sure to pet them each day considering that improves their stats.
- Get Medication and Cure: talk to Sera and Serena on the first day, then get the book from the shelf downstairs. Do Barrett 1 for Cure page 1. This is really the only magic we're using. Medication would be considerable but Douglas rep is hard to get and, well, we don't have the time.
- Try and complete all night-time tablets in one day to save time. To ready for this, start the first Messhina quest by defeating 3 Buffalo. Go to your fridge and pick up your pineapples, refresh yourself at the bathhouse, and start that night by going to Trieste to fight Tricky Shrooms, Messhina to fight Queen Hornets, Padova to fight Ogre Vikings, then Blessia for the last two (pineapples and Night Stalkers).
- To spend time, I'd suggest either using one of the brushes on the air (gains communication skill slowly) or going to fight things for levels. In my route I list out what to do to make time move.

### Useful Pharmacy Recipes:

**Recovery Potion:** Medicinal Herb, Green Grass, Empty Bottle – Skill 6

**Sweet Powder (Skilling up quickly):** 2x Apple – Skill 10

**Healing Potion (Restores 300HP):** Medicinal Herb, Green Grass, Blue Grass, Empty Bottle – Skill 16

### Route Notes:

This section of the route is much more high-stakes combat, just like the RF1 run, but has some planning required to make it through.

### Useful Quests and things to Grab:

#### *Recommended:*

- Both of Egan's requests require basically no friendship with him. He gives you popcorn and the 1<sup>st</sup> page of Earth Spike (good for the Woopa Dragon).

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#### *Considerable:*

- Jake's first quest only takes 1 iron and rewards a Windsword (cheaper than buying it). It takes some friendship, so we might not have time to grab it.
- Max's first quest requires absolutely no effort and rewards 15,000 G. That's enough to buy some decent gear. It takes a bit of friendship as well, though.

## Day by Day Guide:

### Tuesday, 3<sup>rd</sup> of Spring: (Preparation.)

- Go downstairs, get the tools from the chest (also nets you a medicine bottle)
- Tools taken should be: axe, hammer, battle hammer, hoe, watering can, pet glove, brush
- Go to the kitchen table and get the Escape book.
- Grab your Pink Turnips, Apples, (Trieste), 1 Scrap Iron (for Barrett), Aquamarines, and Diamonds (Padova)
- Save downstairs if you want safety against mistakes
- Go to the town square to pick up Yue 1, then warp back home and do it.
- Now run to Trieste, turn in foods and talk to the Tricky Mushroom statue to start its quest.
- Now run to Padova, turn in gems warp to start and **SAVE!**
- Tame a Silver Wolf: bait its leap attack, quickly run to its side and brush it as it jumps away. (Hunter Wolves, the gold ones, have equal stats and prefer lunges instead of the bite combo.) *Do this first? The wolf is incredibly fast and allows me to do all of the above in like, 1 in-game minute.*
- Warp back and go to the Town Square. Pick up Barrett 1 and be sure turn it at the school before 12:00.
- **Also Before 12:00** - Go inside the school and deal with the cutscene, go to Mana, and fix your two books up. Talk to Orland.
- Drop by the clinic, go upstairs, talk to Sera and Serena, go downstairs and get the books from the bookshelf. Talk to Ray and buy a bunch of Medicinal herbs and Neutralizers if you don't already have them. Get your potions filled. **If buying the pharmacy, stock up on green grass here as well.**
- Now go to the Inn, pick up Striking March. (It improves your pet's speed and damage by a bit, making it more likely to do the multi-bite.)
- Lastly, head to Byron's and ask for the workshop to be built.
- Warp back home, walk into barn. Release the Pomme and the old Wolf. Put in feed, brush the wolf. Ride wolf. *(Yes, we're very mean in this run.)*
- Go to sleep.

### 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> of Spring: (Brushing.)

- Wake up, go to barn, brush wolf.
- Go to sleep. (Yeah, that's all. There's nothing worth doing now until we get the forge.)

### Monday, 8<sup>th</sup> of Spring: (Crafting stuff.)

- Because we married Yue, we'll have to wait until 9:00 today to get the forge. If it's raining, then she'll be at Trieste, otherwise she'll be at North Square. Make sure you have the hoe, the waterpot, the hammer, the axe, and the 4 Spinach Seeds.

- To spend time, go get some levels built up at Messhina alongside your wolf. (**Remember to keep brushing it every morning!**) Go to Ruins (first north) and take the quest from the statue there. Go beat the 3 Buffalo at Giant Boulder and come back.
- When it hits 9:00, buy the forge, and the pharmacy if you want it. (Kitchen is also possible if you really need sashimi.)
- Immediately head to the school, to the workshop, and get to working. **Keep a watch on your HP!**
- First, max out your Battle Hammer by just sticking it in the forge by itself and hitting OK. It may take some time, but it has the lowest chance of failure right now.
- Then upgrade in this order (failure won't remove ingredients):
  - Chopping Axe: Old axe + 2 Iron + Bronze*
  - Iron Hammer: Old hammer + 1 Iron + 2 Bronze*
  - Tin Waterpot: Old waterpot + 3 Bronze*
  - Sturdy Hoe: Old hoe + 2 Iron + 1 Bronze*

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**Optional Upgrades:** *All need the previous item + 2 Iron + 1 Bronze + Silver*

*Lion Waterpot: Saves the most time*

*Chopping Axe: Good if you didn't get all the wood you'd need in 1<sup>st</sup> gen*

*For the Pharmacy, check the recipes in the introduction.*

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- Got all of it made? Your health and RP will probably be pretty drained after all that, but we're not sleeping just yet. Get on your silver wolf and head to Messhina – Holy Altar. Ride to the field and help your wolf kill the bird. (It will hurt badly if it hits you.)
  - Now clear out the field using your new tools and medicinal herbs to keep your health up. Till the entire thing. Water the entire thing. Plant spinach in every square.
  - Warp twice to go home. Get more medicinal herbs if you need them, fill up your potions if they aren't, otherwise just drop by Byron's to request the construction of the library.
  - Go talk to Alicia at the docks and ask her to make it rain tomorrow \*\*May be better to wait a day to time it with the Woopa Dragon run
  - Warp again and go to sleep.

Tuesday, 9<sup>th</sup> of Spring: (Deadwood)

- Wake up and grab your Pineapples, Moondrops, Pink Cats from the fridge. Grab the 5 silver and 15 scrap metal as well.
- Go brush your wolf, take it outside. Get on and ride like the wind to Trieste, all the way to Deadwood. (Use the **Boss Tips** section of the guide to help.)
- With Deadwood easily dispatched, we're not slowing down much. Collect the remaining Crystal Flower drops in the forest if you need them and then move on to Padova.
- *Save here for safety.*
- Clean and till all the fields in Padova, having your wolf help you fight. If it falls at anytime, just warp back and retrieve it from the barn. Turn in the request at the statue. Go

talk to the statue wanting you to defeat Tundras. Then go do exactly that at Shrine (Support your wolf with stunlocks and Cure). Talk to it again to pick up the next part of its quest.

- After that, gather up more RP from crystal flowers and maintain your health as you farm some levels until 3:00.
- Go talk to Byron first, asking for the next barn upgrade.
- Go to the bathhouse, take a bath for a full-restore. Stock up on any medicine needed (make sure to save that last 30,000 G for barn upgrades).
- As time ticks down, go to Blessia Island, answer A, C, C, A to the statue and clean the necessary field there.
- When it hits 6:00 go hunt down the 3 Death Stalkers at North Beach. Turn in the pineapple quest.
- Collect the last of the crystal flowers here if needed, then warp back to your house.
- Ride to Trieste. Go defeat the Tricky Mushrooms and turn their Statue quest in. Collect the last one from going to the cave and talking to that one.
- Still not done! Now we're going to Padova, Icy Path. Defeat 3 High Ogre Vikings there, and make sure you have the quest.
- Still not done! Ride to Messhina – Statue and beat 4 bees. Talk to the statue at Ruins again, and warp home to go to sleep.

Wednesday, 10<sup>th</sup> of Spring: (Octopirate)

- Wake up, brush Wolf, and take it outside.
- Ride to go defeat Octopirate. (See **Boss Tips**.)
- Turn in the last of your Blessia quests here. (Does the summoned pet return after a boss fight?)
- Now ride to Messhina and defeat the 5 Sword Hobgoblins at the road.
- *If not near 8:50*  
Go turn in the quest at the Statue. Water the fields here again. Go in the cave and turn in those 15 Scrap Irons and the 5 silvers.
- At 8:50, warp back. Have Alicia make it rain again if she's present. Ride to Byron's house and request another barn upgrade. If you need to restock on medicine, do it now. If you wanted the **Silver Bracelet** then go and get that now.

Thursday, 11<sup>th</sup> of Spring: (Woopa Dragon)

- Wake up, brush Wolf, and take it outside.
- Ride to Messhina and challenge the Woopa Dragon (see **Boss Tips**)
- If it's not raining, then don't bother going to Holy Statue unless you didn't do it yesterday.

Boss Tips:

Deadwood:

Deadwood is going to be probably the easiest boss you'll fight in the 2<sup>nd</sup> gen, and if you're following this guide to the word, you'll be around level 4 -5 and have an extremely overpowered pet and Battle Hammer. You'll want to immediately run to his right or his left, and wedge yourself in as far as you can behind him.

In his first phase, he has only a few attacks and stays stationary:

**Root Spike:** The ground will crack a bit and a root will stab out of the ground. It stuns, but its hard to get hit by. Always targeted at the location you were when attack started, it can be dodged just by moving a bit. If you're right next to him, just change sides.

**Claw Attack:** He claws in front of him twice. If you're standing wedged behind him, it will only hit during a few frames in a Hammer/Axe charge attack.

**Apple Wave:** He generates a line of spaced out apples that do low damage. May hit you away from his back.

**Apple Ring:** The only attack you need to really worry about. He'll spawn a full circle of spinning apples around him, and he'll throw them out at random in your direction. Try to run out of the circle as soon as you see it appear, and it'll only hit you once as you leave. It's possible to get combed by this move and perish with no ability to escape it. On the best luck, he'll never use it, or only use it once.

In his second phase, he uproots and becomes mobile. He will then start charging in a straight line at your last position. He'll run out of speed quickly and he'll rest a few seconds and go to doing it again. Only takes about 4 hits to kill him in this stage, but he can do some serious damage now.

## Potential Exploits:

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- Abuse the full inventory quest exploit to gain lots of wood from villagers? *Sadly, they often reward the wood last, not first.*
- Underflow crafting?
- Mana's first quest requires you to deliver an emery flower. It sells for 15400 gold, but is that worth losing out ALL the quests? Her second quest lets you farm 2400 gold clovers, albeit very, very slowly. *Cancel this, you can't sell it from what I know.*
- In the same vein, Rosalind's first quest has you find a Lamp Grass, worth 8700 gold. *This may be shippable, I do not know, but it is not sellable.*
- Starting with Jake's second quest, he has you go find a bronze bracelet. We can steal it instead. *By steal, I mean never finishing. I wonder if changing generations does anything to the current quest.*

- Not an exploit, but in the case you made the workshop, doing Barrett's 2<sup>nd</sup> gen quest for the Smash Blade may be useful.
  - o Connection: Leonel's first quest has you deliver Giant's Gloves. Steal those for this quest. Reward for quest is only Toyherb seeds.
  - o In this case, grab two claws and a Quality Cloth when hunting for Yue,
- Second Generation is full of things to steal:
  - o Gordon 1: Courage Badge *Simply take the quest and wear the badge the whole time.*
  - o Leonel 1: Giant's Gloves (mentioned above)
  - ~~o Douglas: Emery Flower (Requires 2 friendship level.)~~ Until I figure out how to be able to sell these, I'm not sure what to do.

## Old Stuff:

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