

Prey the stars any% notes

This will teach anyone how the route will look like in an any% run

Things to note about the run

Runs of this game are super RNG packed, if heavy RNG is not your thing then I recommend you don't do this run. If you love this game like I do and are up for the challenge then prepare for RNG hell.

The best monsters to play through this game are Gabu and Barry, the other monsters are not worth picking up since you unlock them way too late and lose big skin stats switching to them.

The most important stats in the game are bite and lick as they allow you to chow down all the items in the game faster. Suck is just a time waster, it may give more points but it's way slower to gain points that way (at least I think so).

When choosing skins once you unlock them, prioritise skins that give you more bite and lick.

There are 11 stages you need to get through that have point requirements and missions that you need to complete to proceed

General mechanics

Stats:

All of the four monsters have different stats: Bite, lick and suck. Only 2 of them are useful (Bite and lick) as one is just a time waster as stated before. The monster stats can be enhanced with skins, so skins are not just for aesthetic. Any skin that enhances bite and lick is good to pick. Stats of skins can be increased by eating the same items 3 times, it only applies to certain ones unless the buff says all but its good to know. If the stat has + next to it when it displays next to the item then it will permanently enhance the stat and if an arrow shows next to an item then it will temporarily enhance the stat.

General mechanics 2

Eat timing:

When eating items there are a red and green meters to the left and right of your monster. You have to press to bite or lick when the green part of the meter lights up. When you do this you will get a perfect, when you get enough perfects (varies between monsters) gabu gabu time will activate. For gabu you get a boost to your bite and lick temporarily and for barry he gets the ability to eat any item in 1 bite except fire items when still hot or water items. Always prioritise getting perfects to maximise the amount of times you can get gabu gabu time in a match

General mechanics 3

Power items and stomach gauge:

Power items are a special type of item that upon eating increases your stomach gauge. Eating enough of these can increase your monsters size (varies for each monster). At level 1 you can only eat level 1 items, at level 2 you can eat level 2 and 1 items and at level 3 you can eat level 3,2 and 1 items. Once you grow at higher levels its best that you go for higher level items unless there are 3 level 1 or 2 items of the same element. Some power ups can host free transformations (more info about transformations on slide 7)

General mechanics 4

Abilities:

You get abilities when you eat 3 items of the same element. The best abilities to get would be shock, absorb and wave if you are gonna lose a game because another monster is gonna get more points than you after eating an item, using any of those 3 abilities would be effective at helping you stay in the lead at all times. There is a powerful ability called slash which takes long to wind up, I wouldn't recommend using it unless the 1st place monster has such a big lead on you since it halves the monster's points. If one is coming your way, hold the L button to block it or avoid it.

General mechanics 5

Transformations and elements:

When getting an ability there is a chance that you can get a transformation. There is a transformation for every element except normal. All transformations do the same thing, eat everything in your path flawlessly. You want to get transformations as many times as you possibly can in a match. Transformations are what a runner of this game strives for. Different element items have to be eaten differently, none of them require you to use suck, suck is completely optional. To effectively eat normal, metal and wind items you just bite with timing, when eating fire items you need to lick off all the fire then bite, when eating water items just lick and when eating an electric item start by biting then licking when you see it spark (repeat until done)

Stage 1

Monsters in stage:



Stage 1 is a pretty simple stage so there is no stage gimmick. Since the eat timing mechanic, lick, suck and have not been introduced yet you can go ham just biting fast during the stage. It only takes 4 rounds to beat stage since it's takes 2 rounds of tutorial matches to get to a real match with enough points available to fill the rest of the meter and you must beat the spirits mission to restore it. On the second, third and fourth rounds abilities are available meaning that you can try your luck with juice that you have available, I wish you had a second chance but it's worth giving a shot since getting the water transformation can save you quite a bit of time

Stage 2

Monsters in stage:



A very quick stage you can beat in two matches. One for an instant meter fill thanks to the introduction of eat timing, gabu gabu time, challenges and bary due to OP gabu gabu time ability crush and the other for the spirits easy mission. The gimmick of this stage is the lights will go out and a ghost will appear in a random location and chase anyone without the flashlight. If the flashlight is closest to you then grab it so you can eat in peace. Just focus on eating the radios at first while your level 1. When you reach level 2 you can focus on eating the fans, if there are no more eat the teddy bears and sofas. At level 3 make sure to eat all the available globes as they can enhance bite and so that if you get shrunk by being hit you won't have to climb to level 3 again until another drops in.

Stage 3

Monsters in stage
(If Gabu):



Monsters in stage
(If Bari):



Shopping time! Just like stage 2 this is a very quick stage you can beat in two matches for the same reasons as stage 2. One for an instant meter fill thanks to and the other for the spirits mission. The gimmick of this stage is that sprinklers can appear to make the ground slippery and security lasers can block you from accessing items you may need to eat. If you can just slip by diagonally then go ahead you may risk losing 5 points for touching the laser but you can move on unharmed if you pass through at the right angle. Look out for the shopping trolleys as eating 3 of them can give you super speed allowing you to travel faster. At level 1 eat the stoves too. At level 2 eat the elevators, drum kits and soda machines. At level 3 make sure to get rid of the fountains as they buff lick and for the same reason as stage 2

Stage 4

Monsters in stage:



To the mines! Just like stage 2 and 3 this is a very quick stage you can beat in two matches. The gimmick of this area is that an eruption occurs causing lava to spew out of random corners and for the inner parts of grind to fill with lava, when this happens stay on the sides to avoid losing points. At first the elemental items are only for level 2 and 3 which can be quite inconvenient but once you get the missions underground lakes start appearing for you to consume while being level 1 along with power ups. Its water form mayhem in this stage!

Stage 5

Monsters in stage:



Just like stage 2,3 and 4 this is a very quick stage you can beat in two matches. This is the the stage where the CPU's (gabru and pero) start to get smart so be careful. The gimmicks of this stage is that after some time the vehicles will go faster and be worth 6 points if eaten. Try to eat 3 of the same vehicles for speed buffs if you can. 2 of the vehicles have elements but mainly aim for a firetruck with the hi score along with some ponds or parks. Just like stage 4 water form is common to get here. At level 2 the power plants can be of use and at level 3 the radio towers can add to that.

Stage 6

Monsters in stage:



This is the stage where a 3rd opponent will be introduced and there are 2 missions to do now so there are 3 rounds minimum. Things get pretty tough here but you can pull through. The gimmick in this stage is that blue panels appear and stepping on them can either give gabu gabu time or they attempt to shock you with homing thunder. I recommend you try your luck as you could get gabu gabu time easily allowing you to rack up points pretty quick, especially when using bari's crush ability. You know the drill by now, if there are 3 of the same vehicle then gobble them for speed buffs and look out for the water and wind items the stage has.

Stage 7

Monsters in stage:



We can breath underwater?! The gimmick here is that after some time passes the water will produce a strong current that could push you off the stage, you are given a signal before hand luckily. Quickly grab an item and hold on to it so you don't get affected. Just like stage 4 and 5 its very likely that you will get a water transformation eventually. Hunt for those water, electric and metal items whenever you can. There are vehicles here but you usually won't find 3 of the same one so only eat them for electric transformations

Stage 8

Monsters in stage:



Up in the sky! The gimmick of this stage is that is certain squares of the grid will host more spirits for you to suck up, this is the one stage that sucking can actually benefit you so ignore the tip about not sucking I mentioned earlier. Go for the planes or north winds to get speed buffs then go gamble for a water transformation by eating the sky gardens and rain clouds. The thunder clouds and tornado's and can found in trios so look out for them

Stage 9

Monsters in stage:



Oh boi its hot! The gimmick of this stage is that sand tornado's spawn after some time and move around the edges of the grids, getting hit will cause the bottom screen to be blinded meaning that you won't be able to tell where desired items are on the map. Avoid them at all costs and search for transformation chances whenever you can. Fire transformations are rare so this stage may end up being pretty long if your luck isn't the greatest.

Stage 10

Monsters in stage:



In this stage and stage 11 there are now 3 missions to do, increasing the minimum number of matches to 4. The gimmick here is that a reticule will randomly target a monster and a meteor will land on the targeted position. Just like a stage 2 ghost if you can finish eating an item and escape before impact then do so quickly. When matches start there will always be 3 waves that can give you speed buffs and you have a chance for a transformation. Speed + Transformation = MADNESS. Its too much power to have so early on so it is well worth a shot. Aim for the elemental items as usual.

Stage 11

Monsters in stage:



The final stage! The gimmick of this stage is that the white holes decrease the number of same element items required for transformations and abilities to 2. This makes getting transformations pretty much guaranteed to get every time you play the stage causing rounds to go quicker than you would expect and for massive point gains. Once the black holes start showing up things get crazy once you are level 2 since you can combo white holes and black holes together for speed or wind forms to tear the competition with. Get them elements... yada yada.

Congrats!!!

You beat prey the stars! Depending on how good your RNG was with transformations and if you beat the game in the minimum amount of matches will determine your finishing time which should be around 3 hours.