

## Guide by Jhonz0r(WIP)

Notable contributions: Pekopon (pioneer), MUGG, DarkslayerTV, Jhonz0r

### Introduction

This spreadsheet has been introduced in order to fully collect and aggregate all knowledge for the GBA game, Lady Sia. You will find the relevant categories which will have individual links to in game tricks, and the current any% route.

The information has been gathered from previous TASers of the game as well as in game testing/messing around by both myself (Jhonz0r) and DarkslayerTV.

### Useful Resources

[TAS Resource Link](#) <-- Not up to date  
[DarkslayerTV guide](#)

### World records:

### [Leaderboard](#)

any% (with tutorial)	<a href="#">DarkslayerTV</a>	39:39:00
any% (w/o tutorial)	N/A (no runs yet)	N/A
TAS any%	<a href="#">Pekopon (Not submitted)</a>	-29:00 <-- Not accurate, needs precise timing
100%	N/A (no runs yet)	N/A

### To Do

- Finish tricks section + Videos
- Document all mechanics in game
- Document the potential categories and rules
- Full Route (consult with DS)
- Individual Level breakdown (including full level screenshot stitch)

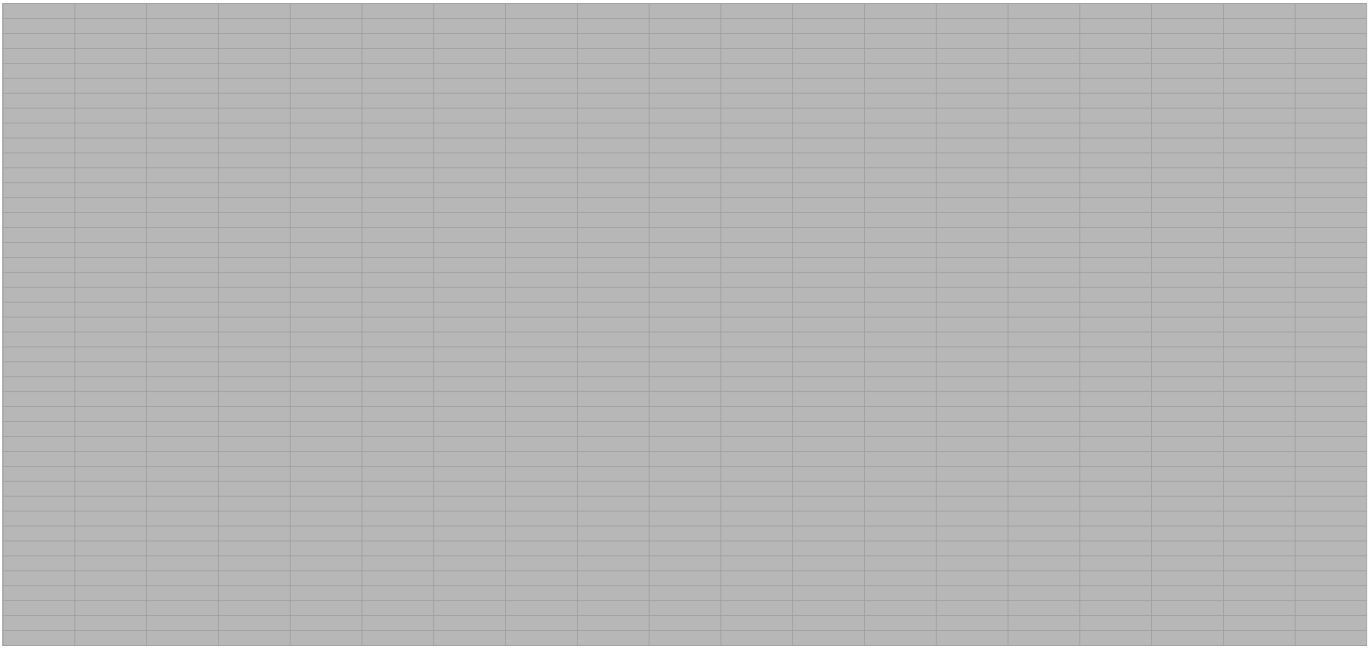
## General Glitches (Specific use in level sheets)

Fully Documented (we think)

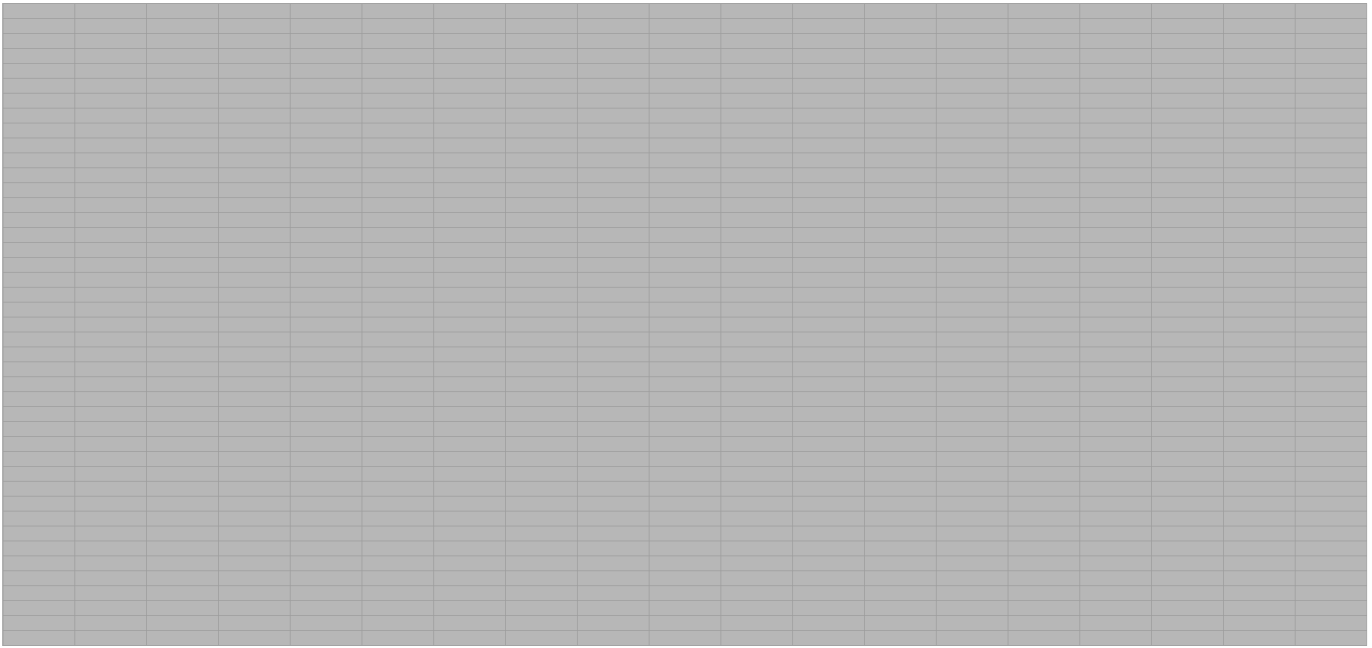
Works. Requires more research

Not working, but has potential

Trick	Video	Guide	Difficulty
Sword Climb (Coined by Pekopon)	<a href="#">link</a>	<p>Whenever Lady Sia begins to climb a ledge, sword slash 2-3 frames before the climb animation. This will move Lady Sia upwards, skipping the very long climbing animation.</p> <p><b>Effects:</b></p> <ul style="list-style-type: none"> <li>• Upon being damaged, Lady Sia will fall through the world</li> <li>• Movable objects pass through Lady Sia. You are unable to jump onto or grab them</li> <li>• Fixed flying Camera when advancing into a flying section with the glitch activated</li> </ul> <p><b>Removing the glitched state:</b></p> <ul style="list-style-type: none"> <li>• Taking Damage</li> <li>• Climbing on another platform</li> <li>• Losing health</li> <li>• Moving to a new area</li> <li>• Finishing a level</li> </ul> <p><i>Can be disabled with death lever, seems to serve no purpose however?</i></p>	Hard
Death Lever	<a href="#">link</a>	<p>Upon death, if a lever is activated within a 15 frame window (during death animation) then Lady Sia will enter a purgatory state.</p> <p><b>Effects:</b></p> <ul style="list-style-type: none"> <li>• Music stops, SFX still work</li> <li>• Cannot be killed (again)</li> <li>• Move through non shielded enemies without taking damage</li> <li>• Ability to walk across water (caveats associated with this)</li> <li>• Pseudo "invincible" if leaving an area without gaining life</li> </ul>	Easy
Sword Jump	<a href="#">link</a>	<p>Sword jumping allows Lady Sia to make certain precise jumps that would otherwise be impossible to make. By sword slashing at the very end of the jump Lady Sia will (barely) be able to make the platform.</p>	Medium
"Jail skip" or Intro Skip	<a href="#">link</a>	<p>At the beginning of a new game, if the start button has been pressed (and held) 1-2 frames when the screen turns black, a corrupted version of the start menu appears. After a few moments, the "Please wait" menu will appear and Lady Sia will now have skipped the introduction section of the game.</p>	Easy
Quick Climb / Ledge jump	<a href="#">link</a>	<p>The quick climb, similar to the sword climb, allows Lady Sia to completely skip the long climb animation. The difference between them is that the Quick Climb does not put Lady Sia in a glitched state. This is a much more forgiving technique to the sword climb and is easily practiced in comparison to the frame (or almost frame) perfect Sword Climb.</p> <p>To do this, allow Lady Sia to grab onto a ledge. Quickly let go of the platform by pressing down and then immediately jump after. This will essentially allow a jump in mid-air in order to skip the animation entirely.</p>	Easy (with practice)
Long Jump		<p>What else would a long jump do? This glitch will allow Lady Sia to jump (slightly) further than the game usually intends you to. Pekopon has documented two ways for which to do this in the TAS resource section, however, currently only one of them would be suitable for RTA runs. Both will be listed for completeness sake.</p>	
Fast Carting	<a href="#">link</a>	<p>Screw the rules! Just jump onto the track and mash jump for the uphill sections. Very easy to do, no practise required. Will save a few seconds due to the carts slow sections.</p>	Easy (no practice)







## Level 1- "The Castle"

### Overview

This level, is incredibly straight forward, and while surprising it isn't the easiest level, it is still significantly easier than later levels.  
The beginning of this level starts within the "Jail" section. For this speedrun however, the jail area is completely skipped due to the "Jail Skip" bug as documented in the Tricks section. Therefore, there is little point in discussing the jail area.

## Level 2 - "The Village: Algambiade"

[Boat One Cycle](#) <-- -12 second save O\_O

## Level 2 - "The City: Merrion"

### Overview

The easiest level in the game.



**Level 4 - "The T'soa Airport"**

[Puzzle Skip](#)

