

<b>Any% vs No Major Glitches</b>									
The difference between Any% and No Major Glitches is the use of the menu glitches involving equipping an item you're not intended to on any slot									
Any other glitch known so far (as of 7/1/2020) is currently allowed in NMG									
The first hour more or less of Any% is in preparation for the big menu (about 30 minutes of menuing depending on your menuing speed)									
The big menu is done to glitch in a ton of items that will cut down on RNG and skip certain sequences in the game									
Things obtained through the glitch include									
999 copies of all gatekeys Ch. 2 onwards									
Early Buggy									
"Infinite" money									
"Infinite" Ridepod fuel									
"Infinite" Ridepod Exp									
Key items									
A powerful armband									
A powerful Barrel Cannon									
After the big menu, we collect the bare minimum number of geostones and finish the bare minimum georama in order to complete the chapters									
Also gate keys have all been obtained and will not disappear after a dungeon, so no more searching for gatekeepers									
In NMG, the run involves finding the gatekey and some number of geostones to complete the chapters and also get some other useful items along the way									
Slightly more georama is done either due to story progression reasons, or because completing georama gives useful weapons/items									
<b>Changelog</b>									
<i>Aug-2-2020</i> Added in picture of tree (whoops)									
<i>Jul-28-2020</i> Backup for forgetting to equip the Drill Wrench added									
<i>Jul-23-2020</i> Changed the Hunting Cap back to the Machine Gun Arm (apparently Hunting Cap crashes the game)									
<i>Jul-20-2020</i> Start of Chapter 2 changed, grab Erik first and then talk to Cedric									
Go to Milane's at the start of Chapter 2 after talking to Firbits									
No longer grind levels for Max's weapons									
Updated the Big Menu and added a Small Menu for the new setup									
Small Menu done with Max's glitch slot after recruiting Adel									
Big Menu now starts at the future Sindain Tailor Shop									
Only 2 Tsukikages are made regardless of Holy Crystal									
Holy Crystal backup is now faster and uses Max's glitch slot instead									
Glitched Classic Gun obtained instead of Twin Buster (can spend more money to make a different gun if you want)									
Type 3 Hunting Cap obtained instead of Type 3 Machine Gun Arm									
Buggy made using both Max and Monica's glitch slots now									
More Barrel Cannons bought for setups									
<i>Jul-14-2020</i> Added that you should equip a gun and sword on Max and Monica at the end of the big menu									
<i>Jul-13-2020</i> Changed the names when creating the overpowered weapons									
NNNNNNNNNAAAZZZZZZ (9N, 4A, 7Z) for armband									
NNNNNNNNNNNNZZZZZZ (13N, 7Z) for Barrel Cannon									



For every floor in the game, the gatekeeper is always a predetermined monster							
<b>Floor 1: To the Outside World</b>							
Sewer Rat x6				Just attack 3 times and cancel w/ L1			
<b>Floor 2: Battle with Rats</b>							
Sewer Rat x3							
<b>Floor 3: Ghost in the Channel</b>							
Baron Balloon x4				Shoot with gun			
<b>Linda 1</b>							
In order to progress, you must attack Linda once and wait X amount of time							
Just shoot Linda once and run around her							
<b>Cedric's</b>							
Equip the camera and then go outside							
Take the following pictures							
	Window			(Right across Cedric's)			
	Milk Can			(To the left of the window)			
	Pipe			(Above Cedric's shop)			
	Belt			(The officer's belt)			
	Wooden Box			(The corner in front of the officer)			
Invent the Energy Pack				(Note: Keep track of what positions the 3 pictures are so you can menu in the photos faster)			
	Milk Can						
	Pipe						
	Belt						
Delete the photo you're currently hovering over							
Talk to Cedric							
If done correctly, you should have skipped the entire sequence with Cedric and get a free Energy Pack							
<b>Linda</b>							
Just beat her up with the Ridepod and leave							
<b>Floor 5: Steve's Battle</b>							
Vanguard x4				Full combo w/ Ridepod, or else you need 4 hits if the last hit misses			
Starting now, collect exp on the Ridepod							
We need 400 exp by the end of the 2nd floor of the next chapter							
<b>Floor 6: Sweet, Scary Treasure Chest</b>							
Vanguard x4							
<b>Halloween</b>							
Inch forwards a bit and pick up the bomb							
Throw it back and immediately switch to the Ridepod							
Wait a bit and attack the boss for 2 full combos							

<b>P-3000</b>							
Pick up the bomb and toss at the boss							
Ideally you pick up the first and throw almost immediately to do it with Flotsam jumping once							







Move the Giant Meat as the first item							
Optionally move the Lafrescia Seed and the Sundrop as the next 2							
Use the Lafrescia Seed and the Sundrop in the pond							
<i>If you forgot to get a picture of the Himarra, you can take a picture of the Lafrescia flower for Claire</i>							
<b>Rainbow Butterfly</b>							
Go in and attack the stamens							
Run towards the Red Butterfly and switch over to the Ridepod							
Attack each butterfly in rainbow order 1-by-1							
Leave the dungeon							
Move -> Sindain							
Go to the future and continue the story							
<b>Balance Valley Station</b>							
Go to Lin's house							
Move -> Underground Water Channel (entrance)							
<b>Underground Water Channel</b>							
Recruit Bruno							
Recruit Dr. Dell							
If no Claire and it's not nighttime, recruit her outside Station							
Move -> Balance Valley							
Finish the chapter							



The big menu takes advantage of the "Equip Anything" glitch. To learn more about the glitch, watch [GlitchKing's](https://www.youtube.com/watch?v=5x4EM0Cu4gg) videos on it  
Anything As Equipment <https://www.youtube.com/watch?v=5x4EM0Cu4gg>  
Easier Setup <https://www.youtube.com/watch?v=HDCyQdlutcU>  
Big Menu Tutorial (slightly outdated) [https://youtu.be/0Wx\\_n6t0G5M](https://youtu.be/0Wx_n6t0G5M)

### Small Menu

(This is done before georama)

### Duplicate Fish

Put your remaining fish in the aquarium

Name your fish NNNNNNNNNNNN

Needs to be at least 12 letters long, so just spam it. Don't worry about going over

PriscleenNNNNN won't work and will just cause your Ridepod to break down automatically

Remove the fish from the tank

Move the fish to the first slot of the inventory

Pick the fish back up

Press Select until the Aquarium is the first item

Takes around 13+ times usually

Make sure not to overshoot

Press O -> Square about 5 times

(This duplicates your fish)

Put the fish you're holding in the tank

You can only have 6 fish in the tank, so you'll have to put it on another slot if it's full

### Glitched Classic Gun

Grab the Bell Trigger and put it on the 2nd slot of the 10th row

A page has 5 rows, so last row as soon as you go a full page down

Grab the item in the slot to the right and move it away (if you don't, it will get deleted in a bit)

Exit out and talk to Polly

Buy the maximum amount of bread

Grab a stack of 19 Bread and swap it with any item

Go to the far left of the inventory and press O while still holding Left

If done correctly, you should be in the buy screen while holding a bread

When you're in the buy screen, buy 1x Bread

Put the bread you're holding on any slot

Go into the Make Menu (do not go into the item menu on accident)

Take any stack and grab all but 1 of the item

Hover over your stack of 20 bread and press Square to swap

Press O to swap with the original position

Hover over the single bread and repeat

Go into the Item menu

Go to the Ridepod's screen

Grab the bread stack and hover over the Green Overalls

Press Square to swap them

Press O to cancel it (will seem like nothing happened)

Hover over the Ridepod and press X to swap again

Hover over the Cannonball Arms

Press Square to swap them

Press O to put it on Max's glitch slot

If done correctly, your Bell Trigger will now have a messed up name as well as 60 synth points

When putting a Ridepod weapon onto a Max/Monica weapon using this glitch slot (there's 2 known atm), then the atk stat of the Ridepod weapon becomes the synth points for the Max/Monica weapon

Spectrumize all 19 Rolling Logs and put them onto the Bell Trigger

Spectrumize the Bell Trigger (should create a synth sphere with 22 Smash)

It's fine if you overshoot, but 22 is the bare minimum, and 40 is the maximum)

Go to Polly's store and do the glitch with buying bread again

Setup the glitch

Go to Inventory and switch to the Ridepod

Grab the bread

Hover over the Green Overalls again

Swap them and then press O

Hover over the Ridepod and press X

Find any disposable item and swap them

Press O to swap it with the item on the glitch slot

You should now be holding a glitched Classic Gun (or a different gun if you went with a higher value)

The Smash Stat of a synth sphere (or any other type 2 item like crystals, gems, and coins) corresponds to the ID of the item being pulled out

This trick caused you to swap the item you were holding with the item that you glitched in by manipulating the numbers

The Small Menu is now over. Go back to the Chapter 2 tab

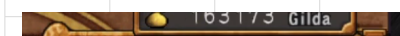
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### Big Menu

(This is done after buying the Pumpkin Shorts at the Tailor Shop)

### Pumpkin Shorts on Item Shortcut

I recommend you grab the Bread (or any stack of items), glitched gun, and the Energy Pack and put them in a column like this





The order doesn't matter, they'll get switched around constantly  
 Also preferably put the Green Overalls on the slot to the right of where the Energy Pack is in the screenshot  
 When you move the cursor from Max to the inventory, it will default to where the Energy Pack's location in the screenshot, so this makes menuing flow better

While on Max's screen, grab all but 1 Bread  
 Switch the bread with the gun and then press O twice  
 Your cursor will now have forgotten where the previous location was  
 Pressing O will now do nothing, this is intended  
 Hover over Max and press X to swap his normal gun with the glitched one  
 Hover over the bread and press Square to swap  
 Press R1 to go to Monica's screen  
 Hover over the Baselard and press Square to swap  
 Now press O  
 Hover over Monica and press X  
 With Monica's old sword, hover over the Weapon Repair Powder and press Square to swap  
 Press O and now you'll have the Weapon Repair Powder equipped on to Monica's sword slot  
 Move the Pumpkin Shorts to the first slot of the inventory  
 Go to the Repair Powder you equipped onto Monica and use it to equip the Pumpkin Shorts onto Monica's item shortcut  
 With this equipped, you can now have Monica equip any item placed on the first inventory slot as her outfit

**Dupe Hunter Crystals**

Put Hunter Crystals on the first slot and use the Pumpkin Shorts on her item shortcut to equip them on Monica  
 Now try to put the 3 items above back as in the screenshot (again, order doesn't matter, just do it in as few inputs as you can)  
 Grab all but 1 Bread and swap it with the Classic Gun  
 Press O twice to swap them twice and make the game forget the previous location  
 Hover over Max and press X to swap his gun  
 Hover over the Energy Pack and swap them  
 While holding the Energy Pack, go to the Ridepod screen with L1 and press O  
 Hover over the Ridepod and press X  
 Hover over one of the fish and swap them  
 Press O to equip the fish  
 You just put the fish onto Monica's glitch slot  
 The concept here is exactly the same as Max's glitch slot, but their properties are very different  
 Equip Monica's outfit slot with any disposable item (a random crystal that's not Holy or Beast works)  
 You should now have an obscene number of Hunter Crystals  
 Pick them up and put them down again to set it to 999 crystals

**Infinite Ridepod Exp**

Spectrumize any item that's at least 12 letters in length (Gun Repair Powder works)  
 Use the Classic Gun trick to glitch the spectrumized Gun Repair Powder on the Ridepod  
 Equip the Pumpkin Shorts normally  
 Glitch the item you just got and put it onto the Monica's glitch slot

Talk to the shopkeeper again  
 Sell 100 Beast Crystals  
 Buy  
 Dark Coin  
 Indestructible Coin  
 Golden Paint

Go back to the present  
 Move -> Sindain Station  
 Buy from Cedric  
 1x Core (If the fish you have is a Nonky, buy 2x Core instead)  
 4x Barrel Cannon

**Dupe Dark Coin**

Equip the Dark Coin on Monica  
 The Indestructible coin works too  
 Glitch a fish on the Ridepod  
 Equip Monica with Pumpkin Shorts  
 Grab the stack of Dark Coins and put them back down

**Georama**

Go back to the present  
 Move -> Sindain Station  
 Go to the back of the train and talk to Conda  
 Sell 200 Dark Coin

Buy	160 Rolling Logs	Don't waste time getting the exact amount, just hold the button and buy at least this much of each
	70 Sturdy Rocks	
	50 Rough Rocks	
	10 Bundles of Hay	
	700 Sturdy Cloth	
	30 Glass Material	
	90 Sticky Clay	
	10 Sugar Cane	
	20 Forest Dew	
	110 Scraps of Metal	
	1 Gold Bar	
	10 Hunks of Copper	
	10 Light Elements	
	20 Holy Elements	
	30 Earth Elements	
	40 Water Elements	
	10 Thunder Elements	
	10 Wind Elements	
	20 Fire Elements	
	10 Life Elements	
<b>Grade Zero</b>		<b>Drill Wrench Backup</b>
Equip the Battle Wrench		If you forgot to equip the Drill Wrench earlier, put the Drill Wrench on the 2nd slot of row 10
Spectrumize 5 Hunter Crystals and put them on the Drill Wrench		Use Max's glitch slot to put a new Barrel Cannon on the Drill Wrench
Equip the Drill Wrench on Monica		Spectrumize 6 Hunter crystals and 1 Sturdy Cloth
Use the Classic Gun to pull out another item with the Ridepod		Equip it onto Monica's outfit slot
Should end up with a Grade Zero		Pull out a Grade Zero with Monica's glitch slot
<b>Samurai Arm</b>		
Equip the Fishing Rod and a Mimi		
Switch over to Max		
Grab the bait off of the Fishing Rod and then hover over the Grade Zero		
Press Square to swap and O to put the Grade Zero on the Fishing Rod		
Re-equip the Battle Wrench		
Click Remove Bait on the Fishing Rod to reset the Grade Zero to its factory settings		
Spectrumize a Sturdy Cloth and put it on the fixed Grade Zero		
Equip the Grade Zero on Monica		
Pull out a Samurai Arm with the Ridepod		
<b>2 Glitched Tsukikages</b>		
Grab the Fishing Rod and fix the Samurai Arm		
Equip this on Monica		
Pull out the item with the Ridepod to get a glitched Tsukikage		
Repeat this block again for another		
<b>Holy Crystal Backup</b>		
If you don't have the Holy Crystal, start by putting any useless crystal on the 2nd slot of the 10th row		
If you don't have a crystal, grab one of the Dark/Indestructible coins you duped and put it there		
Make sure nothing important is on the slot after it! Remember, that item gets deleted!		
Use Max's glitch slot and put Monica's Baselard on it		
Spectrumize the coin for a synth sphere that has 3 holy and other irrelevant stats		
Move that aside, as we'll be needing this glitch slot again		
<b>Type 3 Machine Gun Arm</b>		
Use the Fishing Rod and fix the Grade Zero		
If you have the Holy Crystal, spectrumize 1 and put it on the Grade Zero		
If you did the backup, grab the synth sphere and put it on the Grade Zero		
Equip the Grade Zero onto Monica's outfit slot		
Use Monica's glitch slot to pull out the Type 3 Machine Gun Arm		
<b>Buggy</b>		
Equip Pumpkin Shorts normally to get back the Grade Zero		
Move the Grade Zero back onto the 2nd slot of the 10th row		
Put another Barrel Cannon onto it		
Spectrumize 53 Hunter Crystals and put it on the Grade Zero		
Equip the Grade Zero onto Monica's outfit		
Use any useless item to pull out the Buggy		
Use the Fishing Rod to fix the Buggy and equip it		
<b>Name Change Ticket x2</b>		
Equip the Machine Gun Arm onto Monica's outfit slot		
Glitch a Tsukikage onto the Machine Gun Arm with Monica's glitch slot		
Equip Pumpkin Shorts normally to get back the Machine Gun Arm		
Spectrumize 100 Hunter Crystals and 17 Sturdy Cloth onto the Machine Gun Arm		
Equip the Machine Gun Arm on Monica's outfit slot		
Use a Tsukikage to pull out a Name Change Ticket		
Repeat, but pull out with a useless item		
The tickets won't stack, this is intentional		
<b>Dupe Name Change Ticket</b>		
Use the Fishing Rod to fix one of the Name Change Tickets		





	Talk to Donny and recruit him							
	Move -> Palm Brinks							
	Go to Morton's and buy							
	20x Seal-Breaking Scroll							
	Recruit Pam							
	If you don't have Ferdinand, go and recruit him							
	If you don't have Claire and it's nighttime, recruit her at her house							
	Move -> Palm Brinks if you go to one of these places							
	Move -> Starlight Canyon							
	<b>Collect these geostones</b>				<b>Collect these geostones</b>			
	Floor 2: Fire and Ice Don't Mix				Floor 2: Fire and Ice Don't Mix			
	Floor 7: Smiling Fairy Village				Floor 7: Smiling Fairy Village			
	<b>Floor 5: Elephant Army in Valley [Red Seal]</b>							
	Use a Seal-Breaking Scroll to unlock the Ridepod							
	Take the Moon Path (will always be in the back, the map here is the same every time)							
	<b>Floor 7: Smiling Fairy Village</b>							
	After this floor, leave dungeon and do georama							
	(can do this at any time between now and Yorda's Valley)							
Make	Chinese Stand			Put 10 trees on the plateau furthest from the time gate				
	Church			Put Chinese Stand on plateau nearest time gate				
	20x Pots			Put down Church				
	15x Tree			Put down 5 pots in a stack near both the Church and Stand				
	1x Iron Chimney 1			Put Ferdinand at the Stand				
	4x Wooden Houses			Put Priest Bruno in the church				
	3x Wooden Stands			Put down 5 trees on this plateau				
	(Note, some of these are just made now just so we won't have to make them in Ch. 5)							
	Go to the future							
	<b>Starlight Temple</b>							
	Go inside Lao Chao's Bistro							
	Leave and return (cannot give the White Windflower immediately)							
	Give Lao Chao the White Windflower							
	Go back to the past							
	<b>Balance Valley</b>							
	Give Lin the Miracle Dumplings							
	Move -> Starlight Canyon							
	<b>Starlight Canyon</b>							
	Continue on with the dungeon, no more geostones so everything is very straightforward							
	<b>Yorda's Valley</b>							
	Switch to the Ridepod and shoot the boss							

<b>Starlight Canyon</b>							
For these last few floors, I recommend reaching the opposite valley ASAP							
(Personally, I've had less success trying to cut through on the right side than just sticking to the left side the entire time)							
<b>Lighthouse on the Cape</b>							
Move Lunastone to first slot							
Optionally move Starglass to 2nd, and Secret Dragon Remedy to 3rd							
Equip weak Barrel Cannon							
<b>Gaspard</b>							
Shoot him with magic							
Go to Starlight Temple and continue with story							
Head towards Veniccio							
Finish the chapter							

Go inside the cave and progress the story			
Move the Luna Stone to the first item in the inventory			
Equip the Ridepod with the weak Barrel Cannon			
Move -> Ocean's Roar Cave			
<b>Collect Geostones on the following floors before Shingala</b>			
Floor 1: Pirates!			
Floor 3: Tank and Boss [Blue Seal]			
<b>Shingala</b>			
(Do NOT kill Shingala, this is why we're equipped with the weak Barrel Cannon)			
<b>Pau's Cave</b>			
Give Shingala the Secret Dragon Remedy			
Move -> Veniccio Station			
Go to the back of the train and talk to Parn			
Buy	10x Red Paint		
	10x Blue Paint		
	10x Green Paint		
	10x Purple Paint		
Move -> Cave of Ancient Murals			
<b>Ocean's Roar Cave</b>			
Just continue on and collect the following geostones			
Floor 11: Improvements [Red Seal] (optional, this is the one with Luna Stone Light)			
Floor 14: Sea of Atrocity			
<b>Dr. Jamming</b>			
Be careful not to die here, the shigura hit for a lot			
<b>Veniccio</b>			
Make	8x Pier		
	6x Pot Torch/Luna Stone Light		
	4x Iron House		
	1x Shop Boat		
	Windmill		
Put down 5 piers in a straight line w/ 3 piers next to them			
Put down 4 Iron Houses in a semi-circle near the edge			
Put down all 6 pot torches in the center			



Put the Shop Boat to the left of the houses		
Paint the houses Red, Blue, Green, and Purple		
Put Donny in the Blue house and Claire in the Red house		
<b>Luna Lab</b>		
Go to the main building		
Finish the chapter		



			Put Borneo in one of the houses on the ground		
			Put Gerald in the house on the stands		
Go to the future					
<b>Gundorada Workshop</b>					
Go to the teleportation pad and go to Paznos Bridge					
Talk to the old guy and enjoy the cutscenes					
Move -> Veniccio					
<b>Veniccio</b>					
Go to the future and head towards the main lab					
Enjoy your last bathroom break of the run					

Head inside the castle					
<b>Sirus</b>					
Switch to Monica and shoot magic at him					
<b>Moon Flower Palace</b>					
Head down the stairs and continue with the story					
<b>Kazarov Stonehenge</b>					
Optionally set Earth, Wind, Water, and Fire Gems as the first items					
Set Queen's Watering Can and Moonclock Hand as the next items					
Put the gems in (will be the first items as above if you did the menu and go counter clockwise)					
Talk to Osmond (be careful not to overmash)					
Finish chapter					

Go inside the palace									
Move -> Moon Flower Palace (dungeon)									
<b>Collect the following geostones</b>									
	Floor 2: Card Warriors Gather								
	Floor 11: Missing Gem Dealer								
	Floor 12: Max's Longest Day [Blue Seal]								
	Floor 13: Hell's Corridor								
	Floor 14: Monica All Alone [Red Seal]								
	Floor 15: Raging Spirits								
	Floor 18: Palace Watchdog								
	Floor 20: Final Trump Card								
	Floor 5: Feeling Out of Place								
	Floor 8: Scary Women								
	Floor 10: Crush the Undead								
At floor 4, take the Moon path first									
When you reach the "final" floor (Crush the Undead on the Sun path side), grab the geostone and Move -> Exit dungeon									
Move -> Moon Flower Palace (georama)									
<b>Georama</b>									
Make	2x Petal Stream	Moon Flower Palace georama is hard to explain, so watch a vod							
	Fountain	<a href="https://www.twitch.tv/videos/474781684?t=04h52m32s">https://www.twitch.tv/videos/474781684?t=04h52m32s</a>							
	Hall of Sorrow								
	Stardust Pond	The georama is less precise than you'd expect, so don't feel like everything needs to be perfect							
	2x Starlight Stairs								
	2x Flower Beds								
	Palace Stairs								
	16x Moon Columns								
	1x Silver Bench								
	8x Roads to Golbad								
	6x Roads (faster menuing, only need 4)								
	2x Camellia Trees								
Once you've confirmed you've gotten 100% (will get Sunstone and Moonstone as prizes)									
Move -> Moon Flower Palace (dungeon)									
Go to the final floor on the left side									
<b>Sun Chamber</b>									
Run to the end and enter the password "Sirus"									
<b>Griffon</b>									
For each phase, just get on the Ridepod and start shooting									
<b>Boss Rush</b>									
Again, get on the Ridepod and just start shooting									
<b>Dark Element</b>									
Switch to Monica as soon as you enter									
Just shoot magic at Dark Element and you're done									
Congratulations! You beat Dark Cloud 2!									