TheAngryPanda's Beginner's Guide for Secret of Evermore

	Money Count	Clay Count	Crystal Count	Ash Count	Wax Count	Limestone Count

Any% Definition:
Start timer when gaining control of the boy
Beat game as fast as possible
Stop timer when final hit is dealth to Carltron

the number after an area = the time(s) you've visited it
eastern forest #1 = 1st visit
eastern forest #2 = 2nd visit

General Route:

Southern Forest

Get your hp to at least 11 before trying the raptor skip
Raptor Skip
 [notes]
 Raptor Skip - This trick is essentially dieing and entering the Raptor Attack map within a certain timeframe of each other. It allows us to save quite a bit of time since the raptors tend to be very touch and go with their attack patterns and consistency of spawning in the proper bushes. The easiest way to perform Raptor Skip is by letting the flowers kill you while the dog waits at the exit. GreenAmbler found this trick and it's more difficult form, the inn skip, which isn't viable in real-time play due to how the boy acts up to the first boss.

Village

Route	Money	Clay	Crystal	Ash	Wax	Limestone
hut H (inn)						
grab 1 nectar						
hut G (west of inn)						
grab 30 talons	30	30				
hut D (south of inn)						
grab 3 clay		3				

 [notes]
 Leashing - To perform a leash with the dog, you take control of the dog and then walk in any direction then immediately press select to switch to the other character. This gives us the capability to send the dog walking off in any direction and being counted as a non-player controlled character. This means that the dog can bypass triggers for text, switches on the ground, and other things that are less useful to a speed run. The boy can also be leashed but it is much more difficult.
 Leash the dog past the guard

Eastern Forest

 [notes]
 Despawn Mechanics - By moving slightly below the flower without scrolling the screen to far to the right we despawn the flower protecting the clay near the end of the area. This works because there are now 4 plants loaded and 2 default skelesnails, when we approach the clay we pick up here, the northern skelesnail will spawn instead of the flowers due to the priority they have on this map. Had we not moved south of the initial flower or scrolled the screen too far to the right, we'd spawn the flower instead.

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 1 clay at exit		1				

Quicksand Area

Route	Money	Clay	Crystal	Ash	Wax	Limestone
Jaguar Ring cave						
buy 1 petal	10 / -20					
sell 1 petals, 1 nectar	120 / 110					
grab 1 clay from rightmost container		1				

 [notes]
 Sprinting Mechanics - There are 3 methods of Sprinting. The fastest is likely TAS only and uses a repeated pattern that allows maximum sprite animation uptime, which affects camera scroll speed, which in turn affects how rapidly we can traverse the area. The most commonly used is just mashing the sprint button as fast as possible, which is slower than the TAS method because you end up with more "walking" frames than "running" frames. The other method, which is just slightly quicker or the same depending on camera movement possibilities is diagonal sprinting, which is exactly what it sounds like, alternating left and right rapidly as you sprint a given direction.

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 4 crystal container			4			

Bugmuck

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 1 crystal down the dead end path			1			
grab 3 clay near the cave		3				
Hardball Cave						
[equip Hardball]						
buy 10 crystal (@60T/5)	0 / -120		10			
grab 1 clay from bottom container		1				

Big Bug 1

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 4 clay throughout the maze		4				

Big Bug 2 (lower)

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 1 clay near entrance		1				

Big Bug 2 (west cliffs)
(nothing)

Big Bug 2 (middle)
(nothing)

Big Bug 2 (east cliffs)
(nothing)

Big Bug 2 (upper)

run the dog up the right path a little bit until you see the maggot
switch to the boy

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 1 clay when despawning the maggot		1				

switch back to the dog

Thraxx

 [notes]
 Multi-Casting - Multi-Casting is the main source of damage in this game to enemies up to Act 2 and that we cannot hit physically. It's done by having control of the dog and bringing up the boy's menu then casting a spell and immediately bringing the menu back up again on the boy. This can be stacked up to 8 times on most things, occasionally you have to alter the amount due to certain bosses casting a spell which would put it over the limit (8) and thus freeze the game. Aquagoth is the best example of this situation.

Route	Money	Clay	Crystal	Ash	Wax	Limestone
6x Hard Ball heart		-6	-6			
8x Hard Ball heart		-8	-8			
Thraxx dead	766 / 766					
reward (10 wax + 10 oil)					10	

Bugmuck Cliffs
(nothing)

Quicksand Cliffs

Route	Money	Clay	Crystal	Ash	Wax	Limestone
Acid Rain Guy Area						
buy 35 clay (@30T/5)	556 / -210	35				
buy 40 crystals (@60T/5)	76 / -480		40			

Eastern Forest #2
(nothing)

Village #2
fire eyes (6 call beads)

Western Village Area

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 1 call bead						
grab 4 clay from container		4				
grab 5 ash				5		
get Defend						
[equip Defend]						

Northern Forest

 [notes]
 Leash Clipping - Leash Clipping is when we pull the other character with the one we're controlling through a sprite, trigger, or enemy. The first time we see this is one of the methods of getting into the Volcano area early and later we'll see it used to bypass triggers for gates. It's done by simply leaving one character near some object that can be passed through and then moving the character you're controlling far enough away that the one by the object passes right through it, simply press select and then walk right through the object.

Route	Money	Clay	Crystal	Ash	Wax	Limestone
grab 1 clay from grass near volcano entrance		1				

Leash Clip through the rock blocking the volcano entrance

Volcano Entrance
grab 1 call bead

Volcano Main Room

Route	Money	Clay	Crystal	Ash	Wax	Limestone
skip 1st rock						
grab 1 clay to the right of the 2nd rock		1				
skip 2nd rock						
grab 1 clay to the top-left of 3rd rock		1				
skip 3rd rock						

Volcano Sewers
(nothing)

Magmar

 [notes]
 Menu Canceling - Menu Canceling is a simple trick found by Lemonsx that cancels the animations of certain spells after they hit their target by simply opening the dog's stats menu. Doing this immediately causes damage and removes sprites from the screen. You should use this trick on anything you have to 8x cast a traveling spell against, such as Hardball or Flare.

Route	Money	Clay	Crystal	Ash	Wax	Limestone
8x Hard Ball		-8	-8			
Menu Cancel after the Hardballs all make contact with Magmar						
8x Hard Ball		-8	-8			
Menu Cancel after the Hardballs all make contact with Magmar						
8x Hard Ball		-8	-8			
Menu Cancel after the Hardballs all make contact with Magmar						
8x Hard Ball		-8	-8			
Menu Cancel after the Hardballs all make contact with Magmar						
8x Hard Ball, 7x Thunder Storm		-8	-8			
Menu Cancel after the Hardballs all make contact with Magmar						
Magmar Dead	976 / 900					

Act 1 End Totals	976	3	1	5	10	0

Crustacia
- (nothing)

Eastern Beach
- 1x Hard Ball Mad Monk (melee him if it doesn't kill him) — 75 | 75 | -1 | | -1
- Blimp's Cave
  - (dog scene)
  - [equip Crush]

Desert of Doom
- [notes]   [reference]
  - *Desert Skip - Desert Skip is more or less riding a screen loop the desert has all the way to the top by stepping into it's "deadzone." This is done by using a visual reference and simply sprinting into the trigger area before the camera is scrolled too far up. See "Reference" above for pathing.*
- Desert Skip

Nobilia
- exchange Talons for Jewels — 563 | 488

Town Square
- Item Shop
  - walk behind crates above you as you enter
  - [equip Atlas]
  - buy 1 Atlas Medallion — 463 | -100
  - buy 1 Pixie Dust — 338 | -125
  - buy 4 wings — 138 | -200

Nobilia #2
- Buy 30 Rice (3 jewels each) — 48 | -90
- go to the Annihilation Amulet vendor and say "no" to all the options until he offers "3 for 1 rice." Say yes.

Desert of Doom #2
- Talk to the ferryman (skeleton in the boat) and ride back across the desert (-1 Annihilation Amulet)
  - [notes]
    - *Underflow Glitch - We're actually not sure EXACTLY what causes this, but we have a method of getting it consistently. You need to be poisoned by something, use Pixie Dust, then cast either Atlas, Defend, or both, and finally you need to die a little bit after poison damages you. This will push the attack/defense stat under 0, which makes it reach levels you cannot reach normally such as 35215. Leveling up too much can revert the effects of this glitch and is why we don't just kill everything.*
  - get poisoned by dragging a spider near the oasis so you can keep trying to get poisoned
  - use Pixie Dust
  - cast Atlas — | -1 | | -1
  - cast Defend — -1 | | | -1

Eastern Beach #2
- die to the Rogues (tough looking guys) and get Atlas + Defend Underflow Glitch

Desert of Doom #3
- grind enemies until you've got 100+ HP

Nobilia #3
- wait near the town square exit until the market music goes silent

Town Square #2
- (story time)

Colosseum
- grab 2 call beads from middle containers in hidden room
- kill Vigor — 1048 | 1000

Nobilia #4
- (nothing)

Desert of Doom #4
- [notes]
  - *Reverse Desert Skip - So far the only 100% consistent method for this found is Lemon's character switching variant, which is very quick and easy. You start out by leaving the dog near Nobilia sniffing, then head south as the boy to the rock we use as a reference, which is marked in the "Reference" link. Once you get there, walk a bit past it then switch to the dog, if done right the camera will scroll down instead of up and then you just press select to switch to the dog again and run down. This saves so much time that it should be one of the first things you learn.*
- Reverse Desert Skip

Eastern Beach #4
- (nothing)

Crustacia #2
- (nothing)

River
- jump the dog over the broken bridge

Western Beach
- grab 1 root from the grass near you
- grab 2 wax from the small gap in grass a bit further west
- head across the invisible bridge to Ruins
  - [Reference for Invisible Bridge]

Ruins
[^click this for route]
- hit trigger for door 1
  - [Reference for Invisible Bridge]
- when entering door 1, leave the dog sniffing at the entrance
- run the boy up to where you activate the bridge
- run up high enough to where you can run on the ledge but not the actual path
- continue to the floor switch and after pressing it, switch back to the dog
- hit trigger for door 4
- kill Mini-taur — 1058 | 10
- hit trigger for door 2
  - [notes]
    - *Leashing - To perform a leash with the dog, you take control of the dog and then walk in any direction then immediately press select to switch to the other character. This gives us the capability to send the dog walking off in any direction and being counted as a non-player controlled character. This means that the dog can bypass triggers for text, switches on the ground, and other things that are less useful to a speed run. The boy can also be leashed but it is much more difficult.*
- leash dog over the gate trigger
- hit trigger for door 3
- wings to entrance (3 wings left)
- hit trigger for gate 1
- kill Mad Monk (miniboss) — 1133 | 75
- wings to entrance (2 wings left)
- kill Megataur — 4133 | 3000

Western Beach #2
- cross bridge and head to pyramids

Pyramids Upper Map — Pyramids Lower Map
- cross the invisible bridge at the entrance
  - [Reference for Invisible Bridge]
- put dog by the top-left button
- get boy to 1st gate
- move dog onto the top-left switch
- grab 1 wings from container (3 wings now)
- grab 1 call bead from container
- get boy to 2nd gate
- move dog to bottom-left switch
- kill Sons of Anhur (2) — 4633 | 500
- move dog to door below bottom-right switch
- free dog from center of pyramid
- re-equip the spear
- kill Eye of Rimsala — 5633 | 1000

Western Beach #3
- do Diamond Eyes Skip
  - Diamond Eyes Skip is essentially just a glorified sequence breaking dog Leash

River #2
- jump the dog over the broken bridge

Crustacia #3
- (nothing)

Eastern Beach #5
- (nothing)

Desert of Doom #5
- Desert Skip

Nobilia #5
- (nothing)

Town Square #3
- kill Aegis — 6833 | 1200
- Horace gives you 2 call beads

Nobilia #6
- (nothing)

Desert of Doom #6
- Reverse Desert Skip

Eastern Beach #6
- Blimp's Cave
  - buy 70 wax (@60//5) — 5993 | -840 | | | | 70
  - buy 80 limestone (@120/5) — 4073 | -1920 | | | | | 80
  - 8x cast Mad Monk before leaving area — 4148 | 75 | | | | -8 | -8

Crustacia #4
- (nothing)

River #3
- 8x cast Rogue (ideally) before entering the gondola — 4158 | 10 | | | | -8 | -8
- 8x cast Spider before leaving area — 4176 | 18 | | | | -8 | -8

Western Beach #6
- 8x cast Spider before falling into pit — 4194 | 18 | | | | -8 | -8

Horace's Camp
- 8x cast Mad Monk before dropping into Oglin Tunnels — 4269 | 75 | | | | -8 | -8

Oglin Tunnels
- 8x cast Oglin before exiting an area — 4369 | 100 | | | | -8 | -8
- 8x cast Oglin before exiting an area — 4469 | 100 | | | | -8 | -8
- grab 3 call beads from container
- 7x Crush, 4x Flare — | | | | | -7 | -7
- Aquagoth dead — 9469 | 5000

Act 2 End Totals		9469	1	0	3	17	17

Ivor Tower South
Pick up Aura from the chest at the end of the hidden path

Ivor Tower
trade 1 Annihilation Amulet for an Exhibition Ticket

Ivor Tower Interior

[notes]
Banquet Skip - To do the Banquet Skip, hold down and right while spamming the sprint button. Your character will dash to the exit and leave the area. Walk back in and suddenly everyone has disappeared.
Banquet Skip

Garden Maze
use Aura as soon as a Bone Buzzard is about to hit you (maximizes uptime vs Footknight)
kill Footknight — 200 | 200

Dark Forest
(follow the Reference map)
kill Bad Boys (3) — 1199 | 999
(follow the Reference map)
kill Timberdrake — 3199 | 2000

Ebon Keep Sewers
(nothing)

Ebon Keep Dungeon
kill everything here

Ebon Keep
8x Crush, 4x Flare
Verminator dead — 1000 from Verm. + 5000 from hidden stash you "find" = — 9199 | 6000 | | | | -8 | -8

Ebon Keep Interior
(story time)
Queen gives you 6 call beads
kill stained glass enemies — 9469 | 270

Ebon Keep Sewers #2
(nothing)

Gomi Tower
use Hypnotize (Queen's call bead spell) on Sterling as soon as you see him
Sterling will grab you if you stand within a certain range of his hitbox, make sure you don't get too close when hitting him
"kill" Sterling — 11469 | 2000

Ivor Tower Sewers
(nothing)

Ivor Tower Interior #2
use Aura when you can
killing the initial 4 puppets spawns mungola
kill Mungola — puppets give 250 (?) + King's reward= — 22469 | 11000

Garden Maze #2
use Aura to get through the area

Ebon Keep Interior #2
(to flying machine)

Western Swamp
kill the flowers so they don't grab you

Volcano Path
[notes]
Wings Invincibility - This refers to the oversight the programmers made that allows the "Wings" item to give you invincibility in maps that you get the message "it didn't work..." on. Using this during the Carltron fight essentially removes any and all chances of you dieing/losing. This works against most, if not all, bosses. It does NOT work in PAL versions.
use Wings here (1 Wings left)
get Gauge #1
use Aura once you're off the mountain

Western Swamp #2
kill the flowers so they don't grab you
(to flying machine)

Ebon Keep Interior #3
give Tinker Gauge #1 and Diamond Eyes

Western Swamp #3
kill the flowers so they don't grab you

Volcano Path #2
use Aura when you enter the area
get Gauge #2
use Aura once you're off the mountain

Western Swamp #4
kill the flowers so they don't grab you
(to flying machine)
[notes]
Landing Skip - Landing Skip refers to when we ditch the flying machine into the ocean and magically spawn in Tinker's workshop. You do this by pressing start once you take off from western swamp to bring up the world map and then turn towards the upper-right corner of the map while trying to land in the ocean. You'll know you've done it when the screen fades black.
Landing Skip

Ebon Keep Interior #4
give Tinker Gauge #2

Act 3 End Totals	Money is in Talons*	0	1	0	3	9	9

Junkyard
(nothing)

Boiler Room
(nothing)

Main District
[notes]

Saturn Skip - Saturn Skip is arguably one of the hardest tricks to perform quickly in the game. It's an advanced Camera Clip which is a trick we haven't encountered in this run yet. It's the only difficult trick I am forced to include in this beginner's run, which should explain just how important it actually is to learn and use. Basically you want to position the dog over Carltron's entrance such that the dog cannot shoot anymore from it's turret. When you do this, hold select to constantly switch between characters and spam B hoping you get the frame range that allows the dog to enter the room. This could take less than a second or more than 10 minutes depending on how quick/lucky you are. Currently there's not a 100% method, but I'm looking for one.
Saturn Skip to Carltron

Carltron Fight
use Wings as soon as you can open the menu
you want to kill things to the right or left of the center of the map, as that's the least amount of distance the robots will have to cover to clean it up
kill the 3rd set of raptors at the bottom of the map, kill the robot as soon as possible
rimsalas are annoying because they can vary in movement patterns greatly, just kill them asap
  let the robot reach the center of the room, kill it, let the spider reach the center of the room, kill it
doppleboy and doppledog aren't as bad as people think, you just have to get them positioned correctly
  let the robot reach the center of the room, kill it, let the spider reach the center of the room, kill it
metal magmar is a push over
  let the robot reach the center of the room, kill it, let the spider reach the center of the room, kill it
carltron is just a melee spam fest, all there is to it
  win?