

TheAngryPanda's Expert Guide for Secret of Evermore

Any% Definition:

Start timer when gaining control of the boy
 Beat game as fast as possible
 Stop timer when final hit is death to Carltron

Note: This guide assumes you know what you're doing by now
 Optimal completion time range is 1:19:40 - 1:22:10

General Route:

	Money Count	Clay Count	Crystal Count	Ash Count	Wax Count	Limestone Count
Southern Forest						
Only take 4 hits to get to <11 hp, dodge count should be less than 2						
Raptor Skip						
Village						
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				
Leash the dog past the guard						
grab 1 clay at exit		1				
Quicksand Area						
Jacuar Ring cave						
buy 1 petal	10	20				
sell 1 petals, 1 nectar	120	110				
grab 1 clay from rightmost container			4			
grab 4 crystal container						
Bugmuck						
grab 1 clay near the cave		1				
Hardball Cave						
[equip Hardball]						
buy 10 crystal (@40/75)	0	120	10			
grab 1 clay from bottom container						
Big Bug 1						
grab 4 clay throughout the maze		4				
Big Bug 2 (lowest)						
grab 1 clay		1				
Big Bug 2 (west cliffs)						
(nothing)						
Big Bug 2 (middle)						
grab 1 clay		1				
Big Bug 2 (east cliffs)						
(nothing)						
Big Bug 2 (upper)						
grab 1 clay during maggot despawn		1				
Throne						
6x Hard Ball heart			-6	-6		
8x Hard Ball heart			-8	-8		
Thraxx dead	766	766			10	
reward (10 wax + 10 oil)						
Bugmuck Cliffs						
(nothing)						
Quicksand Cliffs						
Acid Rain Guy Area						
buy 35 clay (@30/75)	556	210	35			
buy 40 crystals (@40/75)	76	480	40			
grab 2 clay from one of the containers			2			
Eastern Forest #2						
(nothing)						
Village #2						
fire eyes (6 call beads)						
Western Village Area						
grab 1 call bead						
grab 4 clay from container		4				
grab 5 ash				5		
get Defend						
[equip Defend]						
Northern Forest						
[notes]						
Camera Clipping - Camera Clipping was discovered by Panda and essentially allows you to walk through any sprite that can be despawned. This includes enemies, the volcano rocks, and a few triggers. It's done by forcing the dog to sniff somewhere on a map and moving the boy towards the sprite you'd like to skip. Press select to switch control to the dog, let the camera scroll for a specific amount of time, then switching back to the boy and simply holding the direction you want to go with sprint or just walking (depends on the area). The amount of time the camera has to scroll will vary depending on multiple factors: distance from dog to boy, vertical/horizontal/diagonal movement of the camera, what you're trying to skip, and the amount of sprites on the screen. This is a complex trick and because of this, the 2nd rock in the volcano is a great test of a person's reaction time and patience during the learning process. Camera Clip through the rock blocking the volcano entrance						
Volcano Entrance						
grab 1 call bead						
Volcano Main Room						
Leash Clip through 1st rock						
make the dog sniff near the 1st rock						
Camera Clip through 2nd rock						
Camera Clip through 3rd rock						
Volcano Sewers						
(nothing)						
Magma						
8x Hard Ball			-8	-8		
8x Hard Ball			-8	-8		
8x Hard Ball			-8	-8		
8x Hard Ball			-8	-8		
8x Hard Ball, 7x Thunder Storm			-8	-8		
Magma Dead	976	200				
Act 1 End Totals	976	1	0	5	10	0

Crustacia	(nothing)								
Eastern Beach	Blimp's Cave								
	(dog scene)								
	[equip Crush]								
Desert of Doom	Desert Skip								
Nobilia	exchange Talons for Jewels	488	488						
Town Square	Item Shop								
	[equip Atlas]								
	buy 1 Atlas Medallion	388	-100						
	buy 1 Pixie Dust	263	-125						
	buy 2 wings	163	-100						
Nobilia #2	Buy 30 Rice (3 jewels each)	73	-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)								
	Invincibility Glitch - This glitch essentially removes the capability of you being damaged for the rest of the run. It's performed by getting poisoned then getting healed at the oasis, running to the Eastern Beach area and getting hit by the Mad Monk hoping you get plagued or confounded, then you cast Pixie Dust, Atlas, Defend, then die to a Rogue in the area. If you don't get plagued/confounded, go get re-poisoned after it wears off. This glitch is inclusive of the Atlas/Defend Underflow Glitch. DO NOT USE SPEED WITH IT.								
	get poisoned by spider near the oasis								
Eastern Beach #2	get plagued or confounded								
	use Pixie Dust								
	cast Atlas								
	cast Defend								
	die to the Rogues in the area to trigger Invincibility Glitch								
Desert of Doom #3	(nothing)								
Nobilia #3	wait until the market goes silent								
Town Square #2	(story time)								
Colosium	grab 2 call beads containers in hidden room								
	kill Vigor	1071	1000						
Nobilia #4	(nothing)								
Desert of Doom #4	Reverse Desert Skip								
Eastern Beach #4	(nothing)								
Crustacia #2	(nothing)								
River	(nothing)								
Western Beach	grab 1 root from the grass near you								
	grab 2 wax from the small gap in grass a bit further west								
Bains	hit trigger for door 1								
	hit trigger for door 4								
	kill Mini-taur								
	hit trigger for door 2								
	Leash dog over the gate trigger								
	Leash dog over the gate trigger past the bridge								
	hit trigger for door 3								
	wings to entrance								
	hit trigger for gate 1								
	kill Mad Monk (miniboss)	1158	75						
	wings to entrance								
	kill Megataur	4158	3000						
Western Beach #2	(nothing)								
Pyramids Upper Map	Pyramids Lower Map								
	get boy to 1st gate								
	move dog onto the top-left switch								
	grab 1 call bead from container								
	get boy to 2nd gate								
	move dog to bottom-left switch								
	kill Sons of Anhur (2)	4658	500						
	move dog to door below bottom-right switch								
	free dog from center of pyramid								
	[equip Spear]								
	kill Eye of Rimsala	5658	1000						
Western Beach #3	Diamond Eyes Skip								
	Diamond Eyes Skip is essentially just a glorified sequence breaking dog Leash								
River #1	(nothing)								
Crustacia #1	(nothing)								
Eastern Beach #5	(nothing)								
Desert of Doom #5	Desert Skip								
Nobilia #5	(nothing)								
Town Square #3	kill Aegis	6858	1200						
	Horace gives you 2 call beads								
Nobilia #6	(nothing)								
Desert of Doom #6	Reverse Desert Skip								
Eastern Beach #6	Blimp's Cave								
	buy 60 wax (@60/5)	6138	-720						
	buy 70 limestone (@120/5)	4458	-1680						
	8x cast Mad Monk before leaving area	4533	75						
Crustacia #4	(nothing)								
River #3	8x cast Rogue (ideally) before entering the gondola	4543	10						
	8x cast Spider before leaving area	4561	18						
Western Beach #6	8x cast Spider before falling into pit	4579	18						
Horace's Camp	8x cast Mad Monk before dropping into Oplin Tunnels	4654	75						
Oplin Tunnels	8x cast Oplin before exiting an area	4754	100						
	8x cast Oplin before exiting an area	4854	100						
	grab 3 call beads from container								
	7x Crush, 4x Flare								
	Aquafoth dead	9854	5000						
Act 2 End Totals		9854	0	0	3	9	7		

Ivor Tower South	(nothing)						
Ivor Tower	(pig race)						
Ivor Tower Interior	Barquet Skip						
Garden Maze	kill Footknigh	200	200				
Dark Forest	(follow the Reference map)						
	kill Bad Boys (3)	1199	999				
	(follow the Reference map)						
	kill Timberdrake	1199	2000				
Ebon Keep Sewers	(nothing)						
Ebon Keep Dungeon	(nothing)						
Ebon Keep	7x Crush, 4x Flare Verminator dead	1000 from Verm. + 5000 from hidden stash you "find" =	9199	6000		-7	-7
Ebon Keep Interior	(story time)						
	Queen gives you 6 call beads						
	kill stained glass enemies	9469	270				
Ebon Keep Sewers #2	(nothing)						
Gems Tower	use Hypnotize (Queen's call bead spell) on Sterling as soon as you see him "kill" Sterling	11469	2000				
Ivor Tower Sewers	(nothing)						
Ivor Tower Interior #2	kill Mungola	puppets give 250 (?) + King's reward=	22469	11000			
Garden Maze #2	(nothing)						
Ebon Keep Interior #2	(to flying machine)						
Western Swamp	(nothing)						
Volcano Path	get Gauge #1						
Western Swamp #2	(to flying machine)						
Ebon Keep Interior #3	give Tinker Gauge #1 and Diamond Eyes						
Western Swamp #3	(nothing)						
Volcano Path #2	get Gauge #2						
Western Swamp #4	(to flying machine)						
	Landing Skip						
Ebon Keep Interior #4	give Tinker Gauge #2						
Act 3 End Totals	Money is in Talons*	0	0	0	3	2	0
Bankard	(nothing)						
Boiler Room	(nothing)						
Main District	Saturn Skip to Carlfon						
Carlfon Fight	wh?						