

Ōkami

Top Dog (All Achievements)

Speedrun Route Notes

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1 Introduction

1.1 General

This document is intended to be a more extensive, long form description and route for Top Dog (all achievement) runs of Okami. While the instructions can be followed step by step a lot of the time, additional safety pick ups and actions were implemented to ensure that the necessary thresholds regarding money, praise and items will be met.

Some backup solutions are mentioned in case of shortage of any of the resources towards the end of the notes, before the point of no return. Not all the required actions throughout the run are noted, some obvious and self-explanatory or redundant steps are omitted to make the notes less cluttered and improve readability. For this reason, it is still very much advised to study videos of finished runs and ensure that the route is clear throughout the run.

A shorter, more concise version of this document is available on my GitHub (https://github.com/Cadarev/Notes/blob/main/Okami_Top_Dog_Condensed.pdf). Most descriptive, not-highlighted text is removed in said version, which saves space and thus reduces the amount of scrolling during the run. However, it assumes that the mere mention of certain items and keywords is enough for the reader to know where to go and what to do, so the use of this long form document is advised until one has become familiar enough with the route.

1.2 Further Resources

The following is a list of (strongly) recommended readings and videos that should be consulted, as they help with various areas of the run and game in general:

- https://www.speedrun.com/okami#Top_Dog - Leaderboards, rules, forum discussions, resources
- https://okami.speedruns.wiki/Main_Page - Information collection, including categories, tricks, glitches and skips
- <https://www.youtube.com/watch?v=QUmWvUQTsBQ> - Video by Auride explaining the central movement mechanics in Okami speedrunning

It is also recommended to join the Okami Speedrunning community in their Discord for further help and discussion: <https://discord.gg/AQNKmMu>

1.3 Terminology

While the majority of the notes can be read as is, some special terminology is used for brevity. This mainly pertains to specific tricks or glitches so they do not have to be explained in detail, as well as brush techniques when their official name can be shortened significantly. The following list covers all the terms that are not self-explanatory to a new runner. Where applicable, further readings or sources are provided that explain the respective topics in greater detail.

1.3.1 Glitches and Tricks

- **Auto Wall Jump:** Stacking an automatic jump and a wall jump to result in a higher jump than when both are executed consecutively. Used in Sunken Ship to get to the cannon when the water is lowered.

See https://okami.speedruns.wiki/Auto_Wall_Jump

- **Brush Adventure:** Breaking the otherwise restricted camera during brush mode with specific movements, allowing the usage of brush powers from unintended angles and locations. Used in Ryoshima Coast to bloom the Guardian Sapling, in Sunken Ship to raise the water level early, and in Oni Island to skip to the final Tobi race.

See https://okami.speedruns.wiki/Brush_Adventure

- **Early Thunderstorm:** Skipping the majority of the intended route for Oni Island by going out of bounds in the starting area and continuously hopping along the outside walls to rejuvenate the statue of Gekigami and being placed inbounds again.

See https://okami.speedruns.wiki/Early_Thunderstorm

- **Merry Christmas:** When prompted to spend money in Divine Springs teaching upgraded version of known techniques, the total money spent can be reduced by first donating the smallest possible amount and then three times the largest amount. The calculation of the money returned is incorrect and results in varying amounts of extra money depending on the cost of the technique.

See https://okami.speedruns.wiki/Merry_Christmas_Glitch

- **Nechku Skip:** Skipping a significant part of Wawku Shrine, including the Nechku fight, by skipping from the first outside area straight to the area with the five cannons.

See https://okami.speedruns.wiki/Nechku_Skip

- **Stair Clip:** Accessing the Ryoshima Coast Dojo early by clipping into the side of a staircase at Ankoku Temple and jumping out of bounds to drop back inbounds in the dojo.

See https://okami.speedruns.wiki/Stair_Clip

- **Yellow Imp Skip:** The first fight after blooming the Hana Valley Guardian Sapling can be skipped with a wall jump, squeezing past the fight rigger on the right side.

See https://okami.speedruns.wiki/Yellow_Imp_Skip

1.3.2 Brush Techniques

- **Fog:** Veil of Mist, drawn with two vertical lines. These can be drawn next to each other in one smooth motion.
- **Gale:** Galestorm, drawn by a swirly pattern to the left or right for sideways wind or a spiral pattern to make the wind blow in the direction the camera is facing.
- **Lily Pad:** Water Lily, drawn with a circular shape into the water.
- **Thunder:** Thunderstorm, drawn by connecting a source of electricity with a target.

1.4 Legend








The notes are annotated using color coding and symbols to draw attention to the most important parts and to improve readability. Checklists and maps are provided where a textual representation would be impractical. Since some checklists are affected by actions during different parts of the run, underlined hyperlinks are used for a quick access to the respective checklist.

1.4.1 Color coding

- **Pickups** - Whenever an item is acquired by means other than buying it from a merchant, the respective item name is highlighted in green text. Story related key items and similar objects are generally not mentioned as picking them up is mandatory and their acquisition tied to cutscenes or similar events in most cases.
- **Usage** - Whenever an item is used or consumed, the respective item name is highlighted in red text. In most cases, this is tied to choosing them from the Items menu.

- **Merchant** - Items bought from as well as the mentions of merchants are highlighted in blue text. This includes the Demon Fangs merchants.
- **Praise** - Actions that result in gaining praise, such as rejuvenating nature, are highlighted in yellow. Note that not all sources of praise will be mentioned as they are also tied to certain story or other events, the cutscenes for which are usually skipped. Some of these events are still mentioned specifically as it may be easy to not fully complete them and thus miss out on the praise gained. Praise gained from feeding animals is also not highlighted yellow as for these actions, the consumed food item is already highlighted in red.
- **Equipment** - Whenever either weapons or artifacts are equipped using the menu, their name is highlighted in violet text.
- **Bounty** - Enemies tied to the wanted list side quests are highlighted in brown text.
- **Brush Technique** - The acquisition of a new Brush Technique is highlighted in magenta color. This includes both main and secret techniques, though some may not be mentioned as they are tied to story events and acquired automatically.

1.4.2 Symbols

-  **SB #00(0)** - Every picked up stray bead is annotated with a stray bead symbol additionally to the green pick up text, as collecting all 99 stray beads in the game is one of the central achievements. The first number provided, following the hashtag symbol, corresponds to the associated number in the stray bead menu, allowing for finding specific stray beads in case some were missed. The second number provided, in parenthesis, is the accumulated number of stray beads collected up to that point.
-  ESS,  ESM,  ESL - Exorcism Slips and their different sizes are abbreviated to save space. To maintain readability at quick glance, the respective symbol is shown as well.
-  **Praise**  **Yen**  **Demon Fangs** - At the beginning of (sub)chapters, reference numbers for the number of Praise, Yen and Demon Fangs collected are stated. These resources are both necessary for progress during the game and to obtain the Barking Up The Cherry Tree achievement.

Praise is the scarcest of these currencies and should be monitored and followed the most closely. The provided notes and praise pickups will yield a surplus of **23 Praise**

after maxing out Ammy's stats towards the end of the run. Some sources of backup praise are listed in the [Backup Praise](#) chapter. Note that the provided number also includes Praise spent in the following locations:

- 1 Ink upgrade in Shinshu Field, after Hana Valley
 - 2 Ink upgrades in Tsuta Ruins
 - 1 Ink upgrade and 1 Wallet upgrade in Moon Cave
 - 2 Ink upgrades and 1 Wallet upgrade in Wawku Shrine
 - 1 Ink upgrade in Kamui Devil Gates trials
- The **Yen** numbers can be followed rather loosely. Starting with the first visit of Sei'an City, money is generally not an issue anymore to buy the things required to complete the route. The main bottlenecks are the purchase of the Double Jump and Digging Champ techniques in Ryoshima Dojo and amassing enough money to buy all remaining combat techniques in the Kamui dojo at the end of the run. Some sources for backup money to meet the final goal are listed in the [Backup Money](#) chapter.
- **Demon Fangs** are important early on in the run and become a lot less important the longer it goes on, as enemies start to drop them in higher quantities and ink is more readily available to be used on Floral Finishers. The bottlenecks for Demon Fangs are the purchase of the Peace Bell and Golden Lucky Cat after Tsuta Ruins, Fog Pot after defeating Blight, and Water Tablet during the final Sei'an City visit. To help with the first two bottlenecks, loading screen minigames should be enabled roughly until entering Moon Cave.

2 Prologue

- Enable loading screen minigames before starting (Original Settings → Mini-Games)

2.1 Celestial River

- Go right at junction after second bridge, learn **Rejuvenation**
- Use thick brush at river
- Open treasure chest for **Celestial Pouch**

2.2 Cave of Nagi

- Pick up 🍡 **SB #01**(1) on right side of first river crossing
- Learn **Power Slash**, go left of archs on way back to skip Imp fights

2.3 Kamiki Village

- Go left at junction, jump over fence, talk with boy and mother
- run up stairs, talk with Komuso, go up to wooden platform, learn **Sunrise**
- Open chest for **Seeds**, feed **Seeds** to birds behind pond
- Jump over fence, open treasure chest for 📖 **ESS**
- Radish digging minigame, dig up **Dragonfly Bead** in right corner of patch
- Go closer to and Rejuvenate watermill, get **Sake** in house
- Jump into river on left side, open treasure chests for **Rabbit Statue** and **Pearl**
- Go to boulder, tutorial fight, go to Susano's house
- Go to boulder, then back to Susano behind his house
- **Merchant**:
 - Sell treasures
 - **3 Seeds**
 - 📖 **ESS**




3 Early Shinshu

3.1 Shinshu Field

 62



- Proceed left to Hana Valley

3.2 Hana Valley

- Use  **ESS** on imps, Power Slash for Demon Fangs
- Go left at Sapling, return sphere to learn **Bloom**
 - Feed **Seeds** to boars if Yellow Imp Skip fails (15 + 9 extra praise)
- Bloom **Cursed Patch** for **Scroll**, run close to Cursed Tree on right side after bridge
- Dig up  **SB #11**(2) right of torches before imps, Bloom **Cursed Tree**
- Use  **ESS** on imps, Power Slash for Demon Fangs
- Feed **Seeds** to monkeys at campfire
- Jump to island, Bloom **Clover** and **Tree**
- Open treasure chests for **Scroll** and **Traveler Charm**

3.3 Shinshu Field

 126  25  5,750


- Bloom **Sapling**, open treasure chest for **Scroll**
- Follow path, speak to and give **Traveler Charm** to Ida
- Dig up  **SB #07**(3) between bushes above Devil Gate to the right
- Turn around and Bloom **Clover**, cross bridge
- Jump down at far side of slope, dig up  **SB #05**(4), Bloom **2 Trees**
- Go inside house, talk to priest for **Wanted List**, kill **1st Bounty**

3.4 Kamiki Village

- Swim across, dig up **Vase** between bushes, kill **2nd Bounty**
- Bloom **Tree** and open treasure chest next to house for **Scroll**
- Enter house, talk to Tama, learn **Cherry Bomb**
- Open treasure chest in tutorial cave for **Rat Statue**
- Bloom **Tree** before slope, go towards Kamiki Village
- Kill **3rd Bounty** at first junction
- Bloom **Cursed Patch**, feed **Seeds** to boars
- Bloom **6 Cherry Trees** in front of Kamiki Village

3.4 Kamiki Village

 **161**  **44**  **10,940**

- **Merchant:**
 - Sell treasures
 - **3 Seeds** (2 if Yellow Imp Skip was successful)
 - **5 Herbs**
 - **2 Meat**
 - **2 Steelfist Sake**
- Bloom **5 Cherry Trees**, feed **Meat** to dog
- Bloom **10 Cherry Trees** on way to platform, learn **Lily Pad**
- Go to far island, dig up  **SB #03(5)** between tree and bush, Bloom **Clover**

3.5 Shinshu Field


 **216**  **44**  **8,140**

- Go to Dojo, feed **Herbs** to horses
- Clear Devil Gate in front of Dojo
- Go to Agata Forest, feed **Seeds** to boars, open treasure chest for **Scroll**

4 Tsuta Ruins

4.1 Agata Forest

 254  53  8,140

- Drop down ahead, Bloom **Sapling**
- Backtrack, use **Steelfist Sake** and Cherry Bombs for Waka Fight
- Go to Fishing, Bloom second pod for **Lacquerware Set**
- Story Fishing (adjust [Table 1](#))
- Bloom **Cursed Patch**, Bloom pod next to it for  **ESS**
- Feed **2 Herbs** to deer next to Devil Gate and in front of Tsuta Ruins
- Open dungeon gate, open treasure chest for **Scroll**

4.2 Tsuta Ruins

 310  58  14,740

- Go right, open treasure chests for **Scroll** and **Vase**
- Jump to and stun cursed tree, dig up **Clover**, Bloom both
- Bloom pod at end of hallway for **Incense Burner**
- Bloom pod left of boulder for **Steelfist Sake**, Cherry Bomb switch
- Use **Steelfist Sake** on 2 Bud Ogres fight, Sunrise, go up
- Jump down left after crumbling bridges, beat Blockhead
- Turn around into main hall, Bloom pod on island to the left for  **ESS**
- Pick up key, Cherry Bomb third wall, Bloom pod for  **SB #18(6)**
- Bloom pod to right after unlocked door for  **ESS**
- Clear 3 Devil Gates, Sunrise, walljump air tackle on right sight of pool
- Brush to top left, line up top and left of canvas with waterfall, Power Slash pots

4.3 Agata Forest

- Cherry Bomb cave behind waterfall, Bloom pod for 🍄 **SB #19**(7)
- Bloom pod on right when exiting water for **Lacquerware Set**
- Go right when exiting, drop into main hall, Bloom **Clover**
- Enter tower, Bloom **3 Cursed Patches**, learn **Vine**
- Backtrack left in main hall until boulder, Vine up for 🍄 **SB #20**(8)
- Backtrack to main hall, Vine up in center, Vine top of tower
- Open left treasure chest before boss room for **Scroll**
- Use **3** 🗡️ **ESS** and Power Slashes on Spider Queen

4.3 Agata Forest


🍀 **103** 🦋 **70** 🐱 **31,670**

- Go to Fisherman's house, dig up 🍄 **SB #13**(9) behind it
- Feed **Seeds** to birds next to treasure chest
- Cross river, Bloom pod for **Inkfinity Stone**
- Vine up to treetops on the right for 🍄 **SB #15**(10) and **Bull Horns**
- Go up slope next to Merchant, discover warp pond
- Go to **Demon Fangs Merchant (70)**
 - **Peace Bell**
 - **Gold Cat**
- Open treasure chest next to Merchant for **Scroll**, go to river for log minigame
- Equip **Peace Bell** and **Gold Cat** and feed **Meat** to dog
- Open treasure chest after bridge for **Scroll**

5 Taka Region





5.1 Taka Pass


 126

- Open tunnel to Sapling, use **Steelfist Sake** on second Waka fight
- Open treasure chest in pond for  **SB #21**(11), go up staircase
- Bloom **3 Cherry Trees** along road, bloom **Sapling**
- Feed **Herbs** to deer on road, Walljump Airdash Vine up left rock for **Tiger Statue**
- Jump to and bloom **Clover** on platform
- Clear Devil Gate at warp pond, feed **Herbs** to deer
- Go up slope to Kusa Village, feed **Seeds** to monkeys

5.2 Kusa Village



 245 / 215  7  39,670

- **Merchant:**
 - Sell fish and treasures
 - **Pinwheel**
 - **2 Seeds**
 - **9 Meat**
 - **3**  **ESM**
 - **2**  **ESL**
 - **4 Steelfist Sake**
- Go to Princess Fuse, use  **ESM** in fight, talk to Princess Fuse
- Dig up  **SB #27**(12) to the left near bridge
- Jump down over fence, feed **Seeds** to chicken
- Jump down to the right of bridge, feed **Meat** to racoons

- Bomb cave, feed **Meat** to dog, bloom **Clover** outside
- Go down and into Mr. Bamboo's house, dig up  **SB #28**(13)
- Cut tree outside, feed **Meat** to dog
- Go up slope, Bloom **Clover** after Susano cutscene
- Bloom **Cursed Patch** next to Flower Girl, feed **Meat** to dog
- Vine up bridge, feed **Seeds** to chicken, go inside tunnel, feed **Meat** to dog
- Go to Princess Fuse, use **Steelfist Sake** on dog fight
- Feed **Meat** to dog after fight, go to village square
- Enter red house, go up, attack door at end of corridor, leave, re-enter
- Go up, go into right room, talk twice to Haruka for **Wanted List**, leave village



5.3 Taka Pass

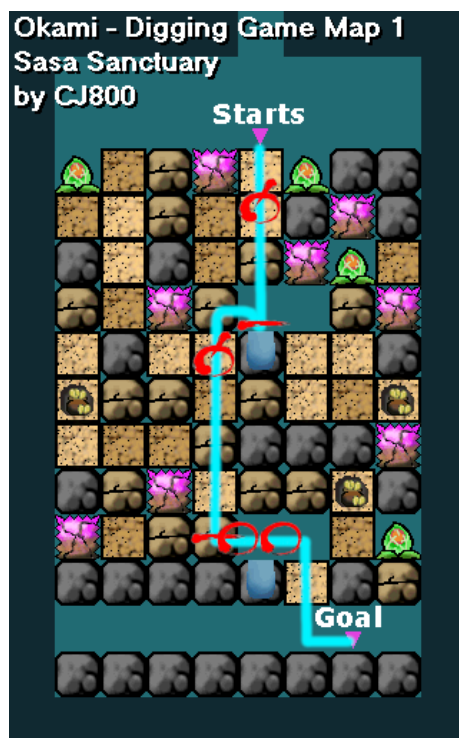
 **329 / 299**  **17**  **8,720**

- Go to Scissors House, dig up  **SB #22**(14) in far-left corner
- Go through opened roof, use  **ESM** in fight
- Fight **1st Bounty** on right side before bridge
- Bloom **3 Cherry Trees** to the right of Sasa Sanctuary

5.4 Sasa Sanctuary

 **332 / 302**

- Dig up  **SB #30**(15) to the left of gate
- Go into first room on upper left, draw in Daruma doll's eye for  **SB #31**(16)
- Ride up elevator, collect **treasures**
- Exit left when going down stairs, digging minigame
- Learn **Waterspout**, Bloom **Clover**, Waterspout fountain



- Dig up **Lacquerware Set** next to gate, dig up **Incense Burner** near Tai
- Talk with Tai, feed **Meat** to tigers after stairs
- Cut glowing tree, use **Steelfist Sake** on dog fight
- Feed **Meat** to dog, dig up 🍌 **SB #32**(17) in right corner
- Feed **Meat** to tigers behind dog, 🍌 warp to Agata Forest (2x up)

5.5 Agata Forest

🍌 367 / 337 🍌 29 🍌 14,160

- Waterspout Kushi's bucket three times
- Go to fishing, Bloom pod on island for **Steelfist Sake**
- Story fishing (adjust [Table 1](#)), learn **Crescent**
- Use **Steelfist Sake** on dog fight, go to merchant
- **Merchant:**

- Sell fish and treasures
- **2 Golddust**
- **3 Mermaid Coins**
- **4 Seeds**
- **2 Exorcism Slips M**
- Go up slope, exit through torch tunnel

5.6 Shinshu Field

- Jump down, go to Dojo, feed **Seeds** to pigs
- Dig up 🍄 **SB #06**(18) behind Dojo

5.7 Kamiki Village (to Kusa Village)

🍷 **376 / 346** 🏹 **34** 🍲 **5,560**

- Go to Komuso for time battle, talk with Komuso afterwards
- Walljump up scaffold for 🍄 **SB #02**(19)
- Go to and use **Steelfist Sake** on dog fight
- Vine up waterfall, open treasure chest for 🍄 **SB #04**(20)
- Exit Kamiki Village, go to Dojo
- 🍄 warp to Taka Pass (2x up), go to Kusa Village
- **Talk to Princess Fuse inside building (!)**
- Go to Gale Shrine







6 Gale Shrine and Beyond

6.1 Gale Shrine

🍷 **383 / 353**

- Open 2 left treasure chests in pond for **Bull Horn** and **Dragonfly Bead**

6.2 Kusa Village

- Go down right corridor, clear Devil Gate with Cherry Bombs
- Take key, go to main hall, open door, send elevator up, drop down
- Open upper and left treasure chests for  **SB #33**(21) and **Rabbit Statue**
- Bloom **2 Clovers** and feed **Seeds** to mice
- Ride elevator to 1st level, fight Demon Scroll, take key and drop down
- Ride elevator to 2nd level, go to top of windmill, learn **Galestorm**
 - Swirl left, vortex clockwise, swirl right
 - Swirl right
- Ride elevator to 1st level, open treasure chest on balcony for  **SB #34**(22)
- Go to main hall, Gale swirl left on platform, open treasure chest for **Scroll**
- Open treasure chest at end of corridor for **Pearl**, turn around
- Vine up, Gale banners to reach final platform, feed **Seeds** to mice
- Crimson Helm fight:
 -  **ESS**
 - Gale
 -  **ESL**
 -  **ESL**
 -  **ESM**
 - Power Slashes
- Note: Praise shown after skipping cutscene with Fuse at Gale Shrine entrance is not updated correctly, not immediately showing the 30 Praise earned in that cutscene. The correct value is shown in the fan menu or once exiting Gale Shrine.

6.2 Kusa Village

 **438 / 408**  **49**  **24,350**

- Feed **Seeds** to monkey to the left, bloom **Clover** further left

6.3 Taka Pass (to Kamiki Village)

- Dig up **Incense Burner** on left side before entering valley
- Drop down right of bridge, talk to Komuso for time battle
- Use **Golddust** on and sub-equip **Life Beads**, talk to Komuso
- Go to city square, Gale swirl left **Windmill**
- Vine up next to red house, Gale windsocks for 🍌 **SB #29**(23)

6.3 Taka Pass (to Kamiki Village)

🍌 482 / 452

- Go to warp pond, Gale for treasure chest with 🍌 **SB #24**(24)
- 🍌 warp to Shinshu Field (2x up), go to Kamiki Village

7 Orochi

7.1 Kamiki Village (to Calcified Cavern)





- Trigger cutscene, exit
- Pick up Kushi, go to Moon Cave and Calcified Cavern
- Disable loading screen minigames



7.2 Calcified Cavern

- Turn around, pick up **8-Purification Sake**
- Clear Devil Gate, Power Slash for Demon Fangs
- Get Paper, backtrack and enter Moon Cave

7.3 Moon Cave

- Go to empty patches, jump, Vine to top on the left, Power Slash vine to drop down
- Go down tunnel, Vine across Valley, Power Slash eye switch
- Clear Devil Gate, get **Ogre Liver**, backtrack


- Waterspout up twice, Vine to the top level, go to cannon
- Line up with right part of black curve texture, Walljump Airdash
- Cherry Bomb, Gale on switch, Power Slash bomb after cutscene
- Backup: Step through door, Cherry Bomb, extinguish with Waterspout
- Dash jump off top of sand pile, wall jump, clip out of bounds to the left
- Hug wall to avoid fight, Power Slash eye switches, use  **ESM** on Ice Wheel fight
- Examine statue, learn **Inferno**, ride up elevator (30s downtime)
- Clear Devil Gate using Inferno from torch, get **Lips of Ice**, Inferno to get to kitchen
- Vine pot lid, go to main hall, Vine across, Vine to top from jump airdash
- Light cannon when it faces left
- Gale burning boulder, Inferno ice, clear Devil Gate
- Get **Black Demon Horn**, backtrack, drop down on right side
- Clear Devil Gate with  **ESM**, Gale for Demon Fangs
- Get **Eyeball of Fire**, drop down on side of bridge
- Clear Devil Gate, Waterspout fountain, go through tunnel
- Waterspout up after fight, Bloom **Clover**, open treasure chest for **Kutani Pottery**
- Go to kitchen, go back to elevator, Power Slash bell 8 times (level up ink, wallet)
- **Merchant:**
 - Sell treasures
 - **3 Mermaid Coins**
 - **5 Herbs**
 - **1 Meat**
 - **2**  **ESM**
 - **3**  **ESL**
- Orochi fight:

-
- Power Slash Fire for cutscene
 - Stutter Step Fire attack for cutscene
 - Bait Earth, bait Fire, Power Slash Earth during Fire Attack
 - Double Waterspout
 - Bait Fire, Waterspout
 - Bait Earth, bait Poison, Power Slash Earth during Poison Attack
 - Double Waterspout
 - Bait Poison, Waterspout, use  **ESL**
 - Bait out Fire lunge attack, Waterspout, circle inner part, Waterspout
 - * Use **2**  **ESL** after 4 heads each

8 New Beginning

 **142 / 112**  **90**  **51,040**

8.1 Kamiki Village (to City Checkpoint)

- Leave 3 times, go to warp pond
- Use **Golddust** on and equip **Glaive**,  warp to Taka Pass (2x up)
- Go past pond to City Checkpoint, Bloom **2 Cherry Trees** on left

8.2 City Checkpoint



🍵 144 / 114

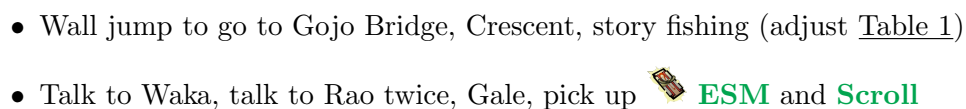
- Bloom **Cherry Tree** on left, Inferno arrow
- Bloom **2 Cursed Patches** on left side
 - Do **NOT (!)** skip the cutscene of Blooming the second patch
- Feed **Herbs** to horses, dig up 🍄 **SB #38**(25) when crossing to other side
- Bloom **2 Cursed Patches** on right side
 - Do **NOT (!)** skip the cutscene of Blooming the second patch
- Bloom **Clover** on way to Ryoshima Coast

8.3 Ryoshima Coast

🍵 283 / 253

- Go up hill through cursed zone, line up with leftmost thick line on opposite wall
- Close camera, brush: Down twice, angle camera up and go down, Waterspout to top
- Bloom **Sapling**, drop down and feed **Herbs** to cows on right
- Go left at junction, Bloom **Clover**, go back to bell, feed **Meat** to foxes
- Stair Clip: Align sand at left, walk straight towards dot on stairs
- Learn Double Jump and Digging Champ (1st & 2nd, 50k)
- Dig up 🍄 **SB #43**(26) in front of Dojo, Double Jump up for **Crystal**
- Get 🍷 **ESS** on lower slope, go to Sei'an City
- Dig up **Crystal** right of stone slope
- Jump down on other side after fight, Bloom **Clover**, Wall Jump Airdash back up
- Open treasure chest in front of gate for **Steelfist Sake**
- Bloom **Clover** on right side past gate
- Feed **Herbs** to cows behind Clover, dig up **Crystal** left of cows

- **Tool Dealer:** Sell treasures, buy **first 4 story items**
- Drop down left of bridge, pick up  **SB #46**(27), turn around
- Open 1st and 4th treasure chests for **Steelfist Sake** and  **ESS**
- Digging Minigame




8.5 Sei'an City (Aristocratic Quarter)

 429 / 399

- Dig up treasure chest next to building for **Pearl**
- Jump over wall to Palace, pick up Prayer Slips
- Walk across wall on left, return to Rao, talk to Rao, exit city


9 Cleansing the City


9.1 Ryoshima Coast

- Clear Devil Gate left of gate, feed **Herbs** to normal rabbits
- Grab black and white rabbit, bring it to Animal Lover at coast for  **SB #42**(28)
- Go to front of Sunken Ship, Lily Pad outside of corner, Gale into corner

9.2 Sunken Ship (to Palace)




 487 / 457  90  6,050

- Dispel ghosts with Rao's attack for Demon Fangs
- Line up perpendicularly to pillar left of save point, camera pointing down
- Brush adventure down twice, turn camera up, Sunrise in sky
- Open door, turn around, fight Ichiro
- Go back up stairs, bloom **Clover**, Crescent
- Go back down, fight Jiro and Saburo, continue back to main hall
- Open middle treasure chest for **Scroll**, auto wall jump to cannon
- Power Slash and Cherry Bomb cannon, pick up key
- Go down right corridor from cannon, dispel ghosts
- Jump to higher platform at corner to pick up  **SB #57**(29)

- Pick up **Crystal** on right platform before big hall
- Wait for big hand to pass, ride spike barrels over **Gooey Remains**
- Wall jump airdash into wall to get to upper platform, pick up **Monkey Statue**
- Go back to cannon room, open door
- Open dark chests for **Lucky Mallet**,  **SB #58(30)** and **Lacquerware Set**
- Lily Pad Double Jump to coast, go to Sei'an City and Palace

9.3 Royal Palace

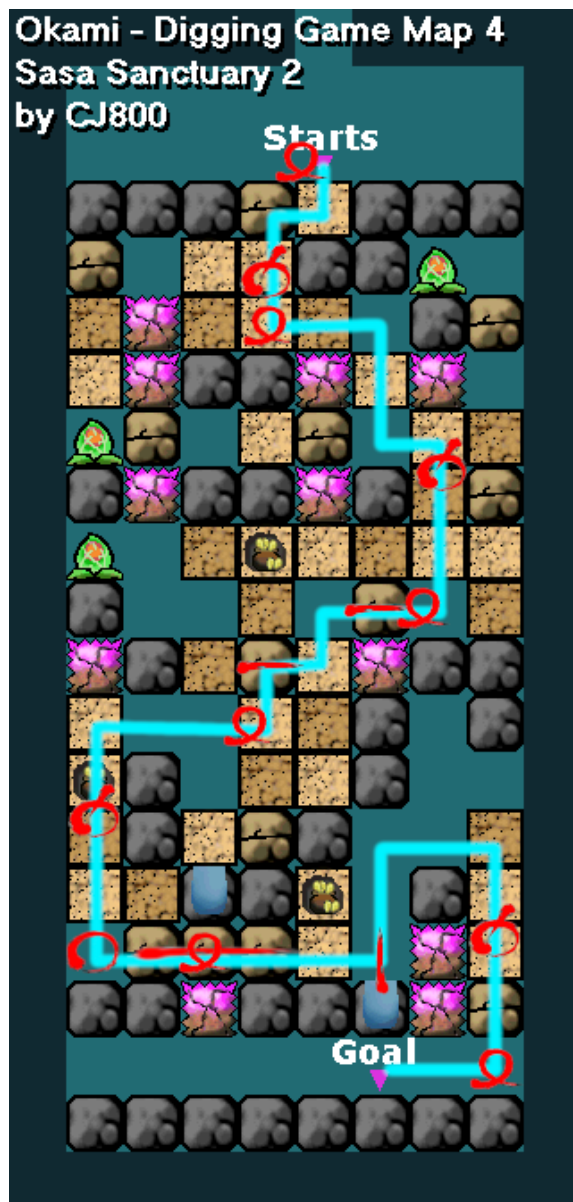
 **547 / 517**  **97**  **19,490**

- Gale and Glaive Thunder Mirror, Power Slash for Demon Fang
- Go through Golden Gate, use Issun to grab key from right wall
- Backtrack to start to unlock gate, Bomb cave entry
- Drop down, Bomb wall, Power Slash bottle, enter, Gale, learn **Fog**
- Fog and Glaive in Wind Mirror fight, Fog for Demon Fangs
- Climb up and follow mushrooms and Platform Spiders, Bloom **3 Clovers**
- Exit cave, go back to Broom, use Fog, continue to Emperor's Bedroom
- Fight Demon Scroll in the back, use  **ESM**
- Pick up **Inkfinity Stone**, use Platform Spiders to go up to rafters
- Blight fight: Fog when Blight charges, Glaive once rushed by, use **Steelfist Sake**
- Free Kaguya, buy **Fog Pot (80)** from **Emperor**
- Pick up **Scroll** and **Rooster Statue** from treasure chests
- Dig up  **SB #59(31)**, **Lacquerware Set**, **Bull Horn**, **Crystal** and **Pearl**
- Leave, talk to Kaguya, go right to warp pond, Bloom **2 Cherry Trees**
-  warp to Sasa Sanctuary (1x up)

9.4 Sasa Sanctuary

幸 609 / 579 26 63,600

- Go up to Kaguya, use **Inkfinity Stone** when on circle pattern
- Digging minigame, 🍄 warp to Sei'an City (1x down)























10 Sei'an Restored

10.1 Sei'an City (Aristocratic Quarter)

- Bloom **Clover** and **Tree** behind Mermaid Spring, Sei'an Fishing

Table 1: Sei'an Fishing

Killifish	Very Small	
River Crab	Very Small	
Smelt	Very Small	
Crawfish	Small	
Goby	Small	
Loach	Small	
Black Bass	Medium	
Freshwater Eel	Medium	
Sweetfish	Medium	
Trout	Medium	
Catfish	Medium Large	
Koi	Medium Large	
Robalo	Medium Large	
Salmon	Medium Large	
Giant Catfish	Large	
Huchen	Large	
Mountain Trout	Large	
Sturgeon	Large	

- Walk along right side, dig up  **SB #51**(32) between bushes
- Fog guards to access Palace, dig up **Sheep Statue** to the right, enter Palace
- Ride up elevator, pick up **Scroll**, equip **Fire Tablet**
- Talk to Queen Himiko, go back down, pick up  **SB #55**(33) behind elevator

10.2 Sei'an City (Commoner's Quarter)

- Drop down on right, pick up 🍄 **SB #54**(34), exit Palace area
- Jump in right side of channel, pick up 🌿 **ESL** from treasure chest
- Lily Pad out, talk to Komuso for time battle and 🍄 **SB #52**(35)
- Bloom **Clover** on platform across channel
- Open treasure chest on way back for **Inkfinity Stone**, go to Gojo Bridge
- Jump off bridge on the left, Lily Pad once, swim and pick up 🍄 **SB #53**(36)

10.2 Sei'an City (Commoner's Quarter)

🍀 650 / 620 🌊 26 🍄 67,600

- Sunrise, jump over to and Bloom **Mr. Flowers** (check!) and **4 Cherry Trees**
- Enter building, Bloom **Cherry Tree**, pick up 🍄 **SB #47**(37) in side room
- Bloom **Cherry Tree**, talk to Fashion Girl in front of bridge
- Bloom **9 Cherry Trees** in city square
- Go across bridge to the left, enter tailor's building straight ahead
- Dig up **Crystal**, talk to tailor in second room, draw star
- Bloom **Cherry Tree** on the left, talk to woman in front of building for **Praise**
- Exit, jump over left fence, go across to other channel, pick up 🌿 **ESL**
- Talk twice to Fashion Girl, go back to tailor, draw pattern, repeat until after Kanji
- Talk to Fashion Girl for 🍄 **SB #48**(38)
- Sell fishes and treasure at **Tool Dealer**, leave city

11 Northern Shore

11.1 Ryoshima Coast

🍀 805 / 775 🌊 26 🍄 252,000

- Go right, feed **Herbs** to horses on the right
- Clear Devil Gate with 🗡️ **ESM**





11.2 North Ryoshima Coast

幸 847 / 817 🏹 26 🍲 258,000

- Use 📜 **ESM** in Wind Nose fight, Fog for Demon Fangs
- Dig up **Crystal** from bushes on the right
- Go to save point, warp to North Ryoshima Coast (Rocky Area) (1x down)
- Pick up 🍎 **SB #64**(39), Bloom **2 Clovers**
- Jump down, Bloom **Clover** on rocky ground next to Merchant
- **Merchant**
 - **2 Seeds**
 - **3 Herbs**
 - **3 Meat**
 - **2 Fish**
 - **3** 📜 **ESM**
 - **2** 🍷 **ESL**
- Feed **Meat** to dog, go to shore, talk with kids
- Go up hill on right, Waterspout arrow
- Feed **Herbs** to cows, dig up 🍎 **SB #61**(40)
- Drop down, dig open Divine Spring
 - Bloom **Cherry Trees** and **Clovers**, feed **Herbs** to rabbits
 - Pick up **Boar Statue**, 🍎 **SB #63**(41) and **Golden Peach**
 - Consume **Golden Peach**
- Clear Devil Gate, go back to shore
- Feed **Seeds** to pigs, Sunrise for Orca
- Cut down **Sapling Fruit**, dismount behind Sapling, Bloom **Clover**
- Go to right of Catwalk Tower, dismount



11.3 Catcall Tower

 1,067 / 1,037  29  224,210

- Use  **ESM** on Fire Scythe, Gale for Demon Fangs
- Pick up **Scroll**, climb tower, cross red lines vertically (avoids platforms)
 - At junctions: R, L, R, S, R, R, R, L, R
- Pick up  **SB #68**(42) at top of staircase
- Feed **Fish** to cat, learn **Catwalk**, go back down both stairs
- Drop down to first golden cloud, pick up **Cat Statue**
- Jump left, opposite red marking, pick up  **SB #67**(43), jump to bottom
- Pick up  **SB #69**(44) from tower near exit, Bloom **3 Clovers**

11.4 North Ryoshima Coast

 1,099 / 1,069  34  229,210



- Orca to island with slope on left, pick up **Crystal** from treasure chest
- Bomb open Divine Spring (**Cherry Bomb 2**)
 - Bloom **Cherry Trees** and **Clovers**, Merry Christmas, pick up **Scroll**
- Orca to next island, Bloom **Clover**
- Power Slash right rock to open up Divine Spring (**Power Slash 2**)
 - Bloom **Cherry Trees** and **Clovers**, Merry Christmas, pick up **Scroll**
- Power Slash other rock, Bloom **Clover**
- Orca to island with sandy beach, story fishing (adjust [Table 3](#))
- Go up hill, dig up  **SB #62**(45) between bushes, Bloom **2 Clovers**
- Orca back to main land on right side, dig up  **SB #60**(46)
- Jump across water, Bloom **Clover**, Catwalk up

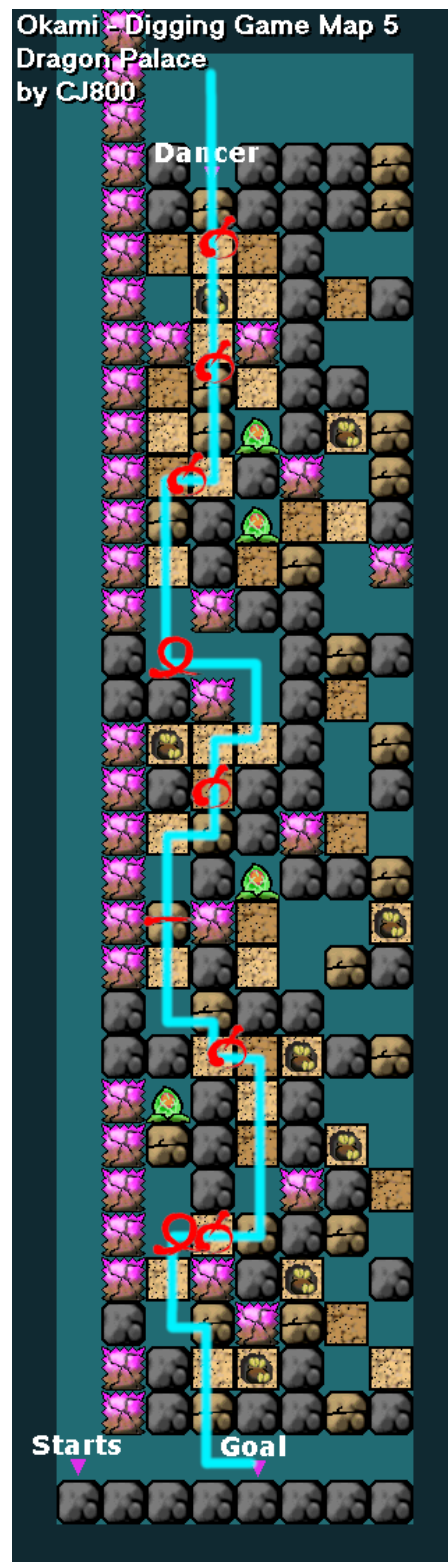
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- Dig up **Dog Statue** between bushes, feed **Meat** to tigers on right side
 - Paint star into sky after scripted fight, swirl left three times when under arch
 - Turn around, jump down on left side, dig up **Crystal**, feed **Meat** to foxes at wall
 - Power Slash rock on beach, Bloom **Clover**, go into building
 - Talk to chef, learn **Whirlwind** (20s downtime)
 - Collect Sashimi for money, pick up **Scroll**
 - Feed **Fish** to cats outside, jump across river
 - Go to pier, Orca to vortex to enter Dragon Palace

12 Underworld

12.1 Dragon Palace

 **1,392 / 1,362**  **34**  **152,430**

- Pick up **Pearl** from second clam on left
- Ride up elevator, talk with Queen Otohime
- Ride down, Bomb below stairs for Divine Spring
 - Bloom **Cherry Trees** and **Clovers**, feed **Seeds** to boars, pick up **Kutani Pottery**,  **SB #70**(47) and **Godly Charm**
- Go left to underwater spring, optional pickup **Bull Horns** from left clam
- Jump up left platform, Bloom **Clover**
- Rejuvenate pillar, jump up to pick up  **SB #71**(48)
- Dig open spring, start Digging minigame




12.2 Inside the Water Dragon

- Learn **Whirlpool**, pick up **Scroll**
- Go across main hall, enter Water Dragon


12.2 Inside the Water Dragon

 **1,511 / 1,481**  **34**  **153,590**

- Drop down at river in second hall to pick up key
- Waterspout up, go down hallway, continue to final room, open plug with Waterspout
- Go back to previous room, Waterspout to free Dragon Orb
- Fox Spirit fight: Use **3**  **ESL**, Power Slash for Demon Fangs

12.3 Dragon Palace

 **1,511 / 1,481**  **50**  **193,610**

- Bloom **Cursed Patch** in center of garden, pick up **Treasure Box** in back
- Jump up platform on the right to pick up  **SB #72**(49)
- Ride up elevator, talk to Queen Otohime, ride back down, leave

13 Against Ninetails

13.1 North Ryoshima Coast (to Sei'an City)

 1,531 / 1,501  50  193,610


- Orca to mainland on right side, go to Ryoshima Coast
- Go up to Temple, feed **Herbs** to rabbits in front of wall
- Jump over wall, go up slope, drop into hidden well








13.2 Sei'an City (Aristocratic Quarter) (to Oni Island)

- Open left treasure chests for **Scroll** and **Pearl**
- Go into Palace, ride up elevator, go into Queen's Room
- Evil Rao fight: Use **Steelfist Sake**, Fog and Cherry Bombs
- Go to Commoner's Quarter, Ryoshima Coast and North Ryoshima Coast
- Jump across water, Catwalk up, enter Oni Island

13.3 Oni Island


 1,539 / 1,509  50  233,610

- Early **Thunderstorm**, Bloom **Clover** at end of walkway
- Thunder treasure chest for  **ESL**
- Drop down on right side, pick up Thunder Key
- Vine up opposite hallway, Thunder rod to open door
- Hug left wall before maze to skip fight
- Door maze:
 - Middle, go around on left side
 - Go around right side
 - Right

- Use  **ESM** on scripted fight, Gale for Demon Fangs
- **Merchant**
 - Sell fishes and treasure
 - **8 Herbs**
 - **2 Meat**
 - **5 Fish**
 - **4**  **ESM**
 - **8**  **ESL**
 - **1 Steelfist Sake**
- Open Gate with Thunder Key, pick up **Inkfinity Stone** from right treasure chest
- Thunder statue, pick up **Crystal** on right side
- Power Slash platforms and cogs in 2D to pause if necessary
- Turn around left, pick up Thunder Key
- Go up stairs, dash jump double jump to next level and past spider
- Aim at black line on wall, dash jump double jump bonk, vine up
- Jump across, go into lower left corner, angle camera down and parallel to platform
- Brush adventure down, brush adventure left, then up, brush adventure left
- Bomb other side of wall, dotted line between legs, dash double jump air tackle across
- Step on switch, Vine across
- Ninetails fight:
 - Cherry Bomb, Thunder when very close and tails are up
 - Wait until landed and attackable, use  **ESL**, Power Slash
 - Cherry Bomb, Thunder when very close and tails are up
 - Wait until landed and attackable, use  **ESL**, Power Slash
 - Use **3**  **ESL**,  **ESS**

13.4 North Ryoshima Coast

 1,589 / 1,559  60  281,070

- Drop down on left side, cross over water, enter fisherman's hut
- Deliver **Treasure Box** to Urashima for  **SB #66**(50)
- Savepoint warp to Kamiki Village (3x down), leave to Shinshu Field

13.5 Shinshu Field


 1,609 / 1,579  60  281,070

- Bloom **Clover** at first junction
- Jump across, change time of day next to big bush at wall, Ida race
- Change time of day, Ida race (2x) to win for **Gimmick Gear**
- Catwalk to upper level, go left, equip new **Glaive**, clear Devil Gate
- Feed **Herbs** to rabbits, Bloom **Clover**
- Go in direction of observatory, dig up **White Porcelain Pot**
- Clear Devil Gate to the left, feed **Herbs** to rabbits
- Go past rabbits, Bloom **Clover**
- Dig up **Kutani Pottery** between bushes
- Thunder observatory on leftmost white patch to skip cutscene (15s downtime)
- Pick up **Crystal** from treasure chest (**Fish** in pot)

14 Snowy North I

14.1 Kamui

 1,857 / 1,827  71  289,590

- Use  **ESL** on scripted fight, Gale for Demon Fangs















- Enter hut, leave, use 4  **ESM**
- Continue to cursed zone, Thunder arrow, Bloom **Sapling**
- Feed **Herbs** to sheep, Inferno treasure chest for **Pearl**
- Go through valley, feed **Meat** to foxes
- Feed **Fish** to cranes on the left, dig up **Etched Glass**
- Kamui Fishing (adjust [Table 3](#))

Table 2: Kamui Fishing

Sea Horse	Very Small	
Flying Fish	Small	
Scallop	Small	
Octopus	Medium	
Squid	Medium	
Monkfish	Medium Large	
Yellowtail	Medium Large	
Oarfish	Large	
Supreme Tuna	Large	
Blowfish	Small	
Nautilus	Medium	

- Inferno treasure chest for **White Porcelain Pot**, dig up  **SB #74**(51)
- Dojo: 3 Glaive Combo, 4 Glaive Combo, Swords Dance (11, 12, 15, 150k)
- Go to frozen lake, dig open Divine Spring, Bloom **Cherry Trees** and **Clovers**, defeat Blockhead Grande, pick up **Golddust**,  **SB #78**(52), **Silver Pocket Watch**
- Use **Golddust** on Glaive
- Bloom **Clover** outside, feed **Fish** to bears
- Dig up **Amber Tassels** next to bears, clear Devil Gate

14.2 Kamiki Village

- Crescent, dig up 🍄 **SB #77**(53), enter hut for **Wanted List**
- Feed **Herbs** to sheep, fight **1st Bounty** next to them, go up slope to Wep'keer
- Warp to Kamiki Village (1x down)

14.2 Kamiki Village

🍄 2,199 / 2,169 🍄 80 🍄 209,300

- Sunrise, go to Sakuya's Tree, talk with Camille twice, tackle Camille for **Praise**
- Cut down left fruits for **Silver Pocket Watch**, **Kutani Pottery** and **Crystal**
- Go left at junction, jump down, warp to Wep'keer (1x up)




14.3 Wep'keer

🍄 2,209 / 2,179 🍄 80 🍄 209,300

- Bloom **Clover** in center, dig up **Jade Tassels** to the right
- Go up stairs next to waterfall, Bloom **Clover**
- Feed **Fish** to cranes, dig up 🍄 **SB #80**(54)
- Drop down, dig up **Etched Glass** on other side of waterfall
- Go up slope and down on right, hug right wall to pick up 🍄 **SB #81**(55)
- Bloom **Clover**, feed **Herbs** to sheep
- Go back up slope and jump straight over fence, dig up 🍄 **SB #82**(56)
- Feed **Herbs** to sheep, go past right side of house
- Feed **Herbs** to sheep, Bloom **Clover**
- Continue to go up, left at top, feed **Fish** to bears, dig up **Kutani Pottery**
- Talk to Samickle, go to exit, talk to Kai, go back to Samickle, Power Slash Kemu



14.4 Kamui (Ezofuji)

 2,388 / 2,358
  80
  209,530


- Pick up **Scroll**, go up slope to the left, feed **Meat** to racoons
- Enter house, talk to Tuskle thrice, Vine over to right of the house
- Bloom **2 Clovers**, dig up  **SB #86**(57)
- Vine up, go up slope, dig up  **SB #85**(58), Bloom **Clover**
- Drop down on left when going back, feed **Herbs** to sheep, Bloom **Clover**
- Go behind arc, Vine up, feed **Fish** to monkeys, Bloom **Clover**
- Vine across, pick up  **SB #84**(59), **Etched Glass**, exit

14.5 Wep'keer

 2,594 / 2,564
  80
  209,530

- **Merchant**
 - Sell fishes (keep Marlin to sell in Sei'an City) and treasure
 - **1 Golddust**
 - **5 Seeds**
 - **9 Herbs**
 - **4 Meat**
 - **4 Fish**
 - **2**  **ESS**
 - **5**  **ESL**
 - **25 Steelfist Sake**

14.6 Kamui



- Jump left, Bloom **Clover**, drop down, pick up  **SB #76**(60)
- Drop down on left, feed **Fish** to cranes, pick up **Amethyst Tassels**

-
- Crescent, drop down, fight **2nd Bounty**
 - Go to Forest, get behind Bull in scripted fight
 - Feed **Fish** to bears, fight **3rd Bounty**, enter Yoshpet


15 Back in Time

15.1 Yoshpet

 **2,653 / 2,623**  **80**  **353,260**

- Area 1:
 - Open first treasure chest for **Crystal**
 - Keep left and hug left wall past frozen lake
 - Go left at signpost, pick up **Cat's Eye Tassels**
- Area 2:
 - Pick up **White Porcelain Pot** on icy platform
 - Jump down right after icy platforms
 - Pick up  **SB #88**(61) at bottom
- Area 3:
 - Jump up left side after first valley with snow boulders
 - Pick up **Kutani Pottery** in center of frozen lake
 - Go right at signpost,  **SB #89**(62)

15.2 Ponc'Tan

- Vine up past savepoint, pick up  **SB #91**(63)
- Jump down, Vine across bridge, pick up **Agate Tassels**
- Vine across right side, pick up **Crystal**, follow bridges, Bloom **Clover**
- Go back, jump onto central mushroom, Bloom **Clover**
- Jump towards staircase, enter, talk, Vine at side, pick up **Etched Glass**

- Vine along outside wall to the left, pick up 🍌 **SB #92**(64)
- Vine to next platform, pick up **Kutani Pottery**
- Jump down, pick up **Pearl** from treasure chest
- Vine back to central part, pick up **Steelfist Sake**
- Go into building right of stairs, talk to Miya
- Go up stairs, talk to Ishaku, leave

15.3 Inner Yoshpet

🍌 2,713 / 2,683 🍌 80 🍌 353,260

- Feed **Herbs** to deer on left, Bloom **Cherry Trees**, feed **Seeds** to boars
- Area 1:
 - Pick up **Turquoise Tassels** from first chest
 - Hug left wall past snow boulders, follow path to pick up 🍌 **SB #94**(65)
- Area 2:
 - Pick up **White Porcelain Pot** while going left
 - Go left at signpost, pick up 🍌 **SB #95**(66)
- Area 3:
 - Jump right and Catwalk at open hole, pick up 🍌 **SB #96**(67)

15.4 Kamiki Village (Past)

🍌 2,736 / 2,706 🍌 80 🍌 353,260

- Go right at junction, jump across to island, Bloom **Clover**
- Dig up **Kutani Pottery** when going back
- Open right river treasure chests for **White Porcelain Pot** and **Etched Glass**
- Feed **Meat** to dog, jump up hill, Bloom **Clover**

- Jump over to Lily Pad tutorial island, Bloom **Clover**
- Talk to Nagi, use **Steelfist Sake** and Cherry Bombs
- Go back to rice fields, sneak to pick up Ceremonial Clothes, go to Nagi



15.5 Shinshu Field (Past)

 **2,836 / 2,806**  **80**  **413,340**

- Bloom **6 Cherry Trees** at entrance
 - Fog for Demon Fangs, except Power Slash for flying enemies
- Go left, fight Demon Scroll at end (6k), Bloom **Clover**
- Fight Demon Scroll on left side (18k) when going back
- Go through arch, pick up **Silver Pocket Watch**
- Fight Demon Scrolls straight ahead (22k) and left (16k)
- Power Slash rock, Bloom **Clover**
- Go to right, fight Demon Scroll (10k), dig up **Kutani Pottery**
- Go up hill, fight second Demon Scroll (20k), Power Slash rock, Bloom **Clover**
- Go towards Dojo, fight Demon Scroll (12k), pick up  **ESL**
- Proceed in direction of Dojo, fight Demon Scroll (12k), Bloom **Clover**
- Go back further up, fight Demon Scroll (18k), Bloom **Clover**
- Go to arch, fight Demon Scroll (18k), Power Slash rock, Bloom **Clover**
- Fight other Demon Scroll (28k), Bloom **Clover**
- Drop down right side of slope, pick up **Etched Glass**, Bloom **Cherry Trees**
- Go to other side of slope, Bloom **Clover**, go to Moon Cave

15.6 Moon Cave


 3,124 / 3,094  122  605,060

- Power Slash Dogu for Demon Fangs, pick up **Golden Peach** from battle
- Orochi Fight II:
 - Trigger Earth Head Smash, bait Poison and Light
 - After Light attack comes out, Power Slash Earth, Gale
 - Triple Waterspout, repeat, use  **ESL**
 - Bait out Fire lunge attack, Waterspout, circle inner part, Waterspout
 - * Use **2**  **ESL** after 4 heads each
- Crescent, Power Slashes, exit, leave Yoshpet

16 Snowy North II


16.1 Kamui (to Wawku Shrine)







 3,124 / 3,094  130  725,060

- Dig up treasure chest for **Crystal**, Power Slash iron rock, Bloom **Clover**
- Go to Wep'keer, enter Snowball Playground
- Pick up **Crystal** and **White Porcelain Pot** from left treasure chests
- Go to end of area, dig up  **SB #83**(68)
- Use **Golddust** on and equip **Thunder Edge**
- Go to Ezofuji and Wawku Shrine

16.2 Wawku Shrine

 3,164 / 3,134  130  725,060

- Fog and Power Slash cannons, dig up  **SB #97**(69) and **Ruby Tassels**
- Double jump at right side of door, Inferno ice behind with outer camera

- Waterspout up, dash jump around left corner, pick up **Etched Glass**, jump back
- Catwalk up, fog to go up central staircase and cross spinning wheel
- Jump around inner corner, then outer corner, pick up **White Porcelain Pot**
- Jump around corner, Inferno ice on far platform, double jump air tackle to Vine over
- Dash jump back to central platform, jump onto wall
- Power Slash treasure chest on top platform, wall jump up for  **SB #99**(70)
- Jump across gap and down onto walkway, go through left door
- Fog, double jump to upper platform, pick up **Kutani Pottery**
- Inferno treasure chest for **Sapphire Tassels**, Bloom **Clover**
- Use  **ESL** on fight, Inferno handle, Power Slash to line up eyes **Up, Right, Left**
- Learn **Blizzard**, Blizzard spiders on way back to get up to  **SB #98**(71)
- Nechku Skip, fire cannons (side ones when they face right)
- Blizzard to cross gap, Fog to Power Slash gold cannon projectiles
- Bloom **Clover**, use  **ESL** on scripted fight
- Get gold dash, jump to platform on left, pick up **Emerald Tassels**
- Icestorm and Blizzard wheels, bomb floor on far platform for key
- Pick up **Kutani Pottery** from treasure chest on far right before boss fight
- Lechku and Nechku fight: Use 4  **ESL** and 1  **ESS**

16.3 Kamui (Ezofuji)

 **2,324 / 2,294**  **130**  **917,650**

- Go back up slope, drop down at westernmost corner, feed **Seeds** to monkey
- Power Slash rock for Divine Spring (**Power Slash 3**):
 - Bloom **Cherry Trees** and **Clovers**, pay 3x120k, pick up **Scroll**
- Power Slash crystal rock outside, Bloom **Clover**

-
- Drop down, go to ice sheet on right, feed **Fish** to cranes
 - Go to Wep'keer and savepoint warp to northernmost Kamui (Ezofuji) (2x down)
 - Pick up **White Porcelain Pot**, 🍌 **SB #87**(72), **Silver Pocket Watch**
 - Savepoint warp to Wep'keer (2x up), equip **Thunder Edge**

17 Cleanup

17.1 Kamui and Yoshpet

🍌 2,499 / 2,469 🍌 130 🍌 557,780

- Drop down left, bomb wall, kill Spider Queen
- Re-enter, clear Devil Gates, use **Steelfist Sake** in every wave
- Pick up 🍌 **SB #79**(73), go to Yoshpet, Race with Kai for 🍌 **SB #90**(74)
- Go to Ponc'tan, talk to Ishaku for 🍌 **SB #93**(75), exit back to Kamui
- Crescent, go into cave left of Wep'keer slope, Bloom **Clover** on right
- Inferno treasure chest for 🍌 **SB #75**(76) in right cave
- Jump to central platform for **Scroll**, jump right
- Inferno treasure chest for 🍌 **ESL**, Power Slash rock and Bloom **Clover**
- Exit, clear Devil Gate for **Praise**, fight **4th Bounty** along way to the right
- Power Slash rock and Bloom **Clover**
- Vine up, bomb wall, bomb open Divine Spring (**Cherry Bomb 3**) with 2 bombs:
 - Bloom **Cherry Trees** and **Clovers**, pay 3x100k, pick up **Scroll**
- Bloom **Clover**, go down to Blockhead Grande Divine Spring and fight **5th Bounty**
- Feed **Fish** to bears left of Kamui entrance
- Savepoint warp to City Checkpoint (5x up), go to Taka Pass

17.2 Taka Pass

 2,513 / 2,483
  150
  1,408,600


- Crescent, fight **1st Bounty** on the left
- Bloom **Cherry Trees**, Galestorm, Bingo Digging Game (**Trophy**)



- Dig up  **SB #23**(77) past foxes, clear Devil Gate, feed **Herbs** to deer
- Dig open Divine Spring
 - Bloom **Clovers** and **Cherry Trees**, feed **Seeds** to monkeys, pick up  **SB #26**(78) and **Crystal**
- Feed **Herbs** to horses on left side of way, fight **2nd Bounty** past bridge
- Walljump Airdash Vine up at wall, Power Slash rock at tunnel exit and Bloom **Clover**
- Feed **Herbs** to horses, fight **3rd Bounty**
- Open closest treasure chest in tunnel for  **SB #25**(79)
 - Jump to or Catwalk up platform to the right if necessary to Bloom **Clover**
- Complete Moles minigame, pick up **Golden Cup**
- Fight **4th Bounty** near Sapling tunnel, clear Devil Gate near rock
- Feed **Meat** to tigers, fight **5th Bounty** next to tigers
- Go to Tea Shop, return **Golden Cup** and **Pinwheel** (right)
- Savepoint warp to Kusa Village (1x down)

17.3 Kusa Village

 2,735  150  1,424,300

- Enter Gale Shrine, go down right tunnel
- Talk to Princess Fuse, fight Dogs with with **Steelfist Sake** for  **SB #35**(80)
- Savepoint warp to Dragon Palace (6x down)

17.4 Dragon Palace and N. Ryoshima Coast

 2,783  150  1,464,300















- Take elevator, talk twice to Otohime for  **SB #73**(81), leave
- Orca to island right of fishing, clear Devil Gates for  **SB #65**(82)
- Orca to fishing, N. Ryoshima fishing (**Trophy**)



Table 3: N. Ryoshima Coast Fishing

Clownfish	Very Small	
Starfish	Very Small	
Striped Snapper	Small	
Lobster	Medium	
Red Snapper	Medium	
Bonito	Medium Large	
Loggerhead Turtle	Medium Large	
Moray	Medium Large	
Manta	Large	
Sunfish	Large	
Blowfish	Small	
Nautilus	Medium	

-  warp to Sei'an City (Aristocratic Quarter) (1x up)



17.5 Sei'an City (Aristocratic Quarter)

 2,783  150  1,782,300

- Go to Emperor, buy **Water Tablet (100)**
- Equip **Water Tablet** over Fire Tablet, equip **Solar Flare** as main weapon
- Go to pond behind Palace, Waterspout four rocks to learn **Deluge**, pick up **Scroll**
- Go right when exiting Palace, dig up  **ESL** behind tower, Catwalk up
- Learn **Thunderbolt**, pick up **Scroll** and  **SB #56**(83)




17.6 Sei'an City (Commoner's Quarter)

 2,833  50  1,782,300

- Crescent, light fire in central plaza and in far left corner
- Power Slash rock, Hayazo I, bring Glass Watch to Dandy in central plaza
- Power Slash far rock, Hayazo II, pick up Dumplings
- Sunrise, cross central plaza, summon Tree in front of Camille, then Tree and Rainfall
- Talk with Camellia for  **SB #50**(84), give Dumplings to Momotaro to their right
- Crescent, Power Slash rock, Hayazo III, bring Hairpin to man in Restaurant
- Talk to customer at far table for **Wanted List**
- Talk to chef, learn **Fireburst**, level up pouch and wallet, pick up **Scroll**
- Talk to man on bridge for **Praise**
- Power Slash far rock, Hayazo IV, pick up Mask
- Waterspout pond in far left corner, Waterspout up
- Go inside, deliver Mask, talk afterwards for  **SB #49**(85)
- Pick up **Horse Statue** from treasure chest behind building
- Jump down, sell fish at **Tool Dealer**



17.7 Ryoshima Coast

 **3,143**  **50**  **1,882,130**

- Crescent, go right, Power Slash rock and Bloom **Clover**
- Go to coast, equip **Thunder Edge**, fight second Demon Scroll for **1st Bounty**
- Bloom **3 Cursed Patches**, fight middle Demon Scroll for **2nd Bounty**
- 3 Hayate races for  **SB #45**(86) (**Trophy**)
- Go to Sunken Ship, get  **SB #41**(87) from left treasure chest on top deck
- Continue to off shore rock formation, pick up **Snake Statue** from clam on rock
- Go in direction of merchant, feed **Seeds** to monkey on shore
- Go right along shore, Power Slash rock and Bloom **Clover**
- Waterspout up, Crescent, Bloom **Clover**, feed **Meat** to foxes
- Go up staircase, fight **3rd Bounty** near bell
- Follow path, fight **4th Bounty** next to cows
- Dig open and clear Devil Gates for  **SB #44**(88) (**Trophy**)
 - Make sure to have at least 50 Demon Fangs for final results screen
- Go inside Sapling cave to 2nd level, Power Slash rock and Bloom **Clover**
- Go to save point, fight **5th Bounty** (**Trophy**), feed **Meat** to dogs

17.8 City Checkpoint

 **3,478**  **50**  **2,005,530**

- Jump down and go to island at left end of river
- Dig up  **SB #40**(89), Bloom **Clover** and **Cherry Tree**
- Cross under bridge, walljump tackle rock, Vine up for **Dragon Statue**
- Run downstream, double jump after boat, Vine up for  **SB #39**(90)

- Drop down to shore, Bloom **Clover**, dig up 🍄 **SB #36**(91) between bushes
- Pick up 🍄 **SB #37**(92) from burning chest, Crescent
- Pick up **Scroll** from treasure chest underneath bridge (**Trophy**)
- Savepoint warp to Agata Forest (4x up)




17.9 Agata Forest

🍀 3,499 🏹 50 🍄 2,005,530

- Pick up 🍄 **SB #17**(93) from middle treasure chest
- Enter house, pick up 🍄 **SB #12**(94)
- Power slash rock outside, Bloom **Clover**
- Go along right side of shore, clear Devil Gate, feed **Seeds** to monkeys
- Go down slope, feed **2 Herbs** to deers
- Dig up **Pig Statue** (**Trophy**) in front of Tsuta Ruins entry
- Wall jump to upper area left of Tsuta Ruins, dig up 🍄 **SB #14**(95)
- Bomb wall, Catwalk up, Bloom **Clover**
- Go to and past Demon Fang merchant, Power Slash rock, Bloom **Clover**
- Go to left end of river, Bloom **Clover**
- Go to Mermaid Spring, Vine up, pick up 🍄 **SB #16**(96)
- Drop down on left side, Bloom **Clover**, feed **Herbs** to deers on other side
- Leave to Shinshu Field through torch tunnel

17.10 Shinshu Field

 3,745  50  2,007,830

- Bloom **Clover**
- Clear Devil Gate next to Sapling, feed **Herbs** to rabbits
 - Skip this if Praise is on track
- Go to kiln, clear Devil Gate
- Dig up  **SB #08**(97) between bushes at hilltop
- Feed **Herbs** to rabbits between furnaces
- Nameless Man, Crescent, fight **4th bounty** after bridge
- Bring vase to statue, Sunrise
- Nameless Man, Crescent, fight **5th bounty** on way to Catwalk statue
- Bring vase to statue in cave next to Catwalk statue, Sunrise
- Nameless Man, Crescent, vase to statue near Dojo, Sunrise
- Nameless Man, Crescent, vase to left side of Moon Cave slope
- Go to Tama, draw two bombs, re-enter, draw three bombs for  **SB #09**(98)
- Sunrise, Nameless Man, vase to statue in Moon Cave, max all stats (**Trophy**)
- Talk to Nameless Man for  **SB #10**(99)
- Check Bestiary (1 full column on page 4) and Stray Beads (all)
- Go to **Merchant**, sell treasures
- Go to savepoint, warp to Kamui (5x up)

17.11 Kamui

- Go to Dojo, fight Demon Scroll in front of valley, check Bestiary (1 additional entry)
- Learn remaining techniques, requires **2,332,000 Yen**
- Equip **Thunder Edge**, go to Wep'keer and into Yamato

17.12 Backup Praise

- Rabbits near staircase to Tama in Shinshu Field: **6 Praise**
- Bear near Kamui merchant: **5 Praise**
- 2 Bears in Kamui cave: **2 x 5 Praise**
- Rabbits under Kamui bridge: **4 Praise**
- Bear in Wep'keer in hidden alcove: **5 Praise**
- Rabbits near Kamiki Village merchant: **6 Praise**
- Trees dotted throughout Sei'an City: **1 Praise** each
- Clover at the start of Hana Valley: **5 Praise**
- Monkeys in front of Ryoshima Dojo: **6 Praise**
- Pigs/boars from 3 cursed patches in Ryoshima Coast: **3 x 3 Praise**
- Cats at cat statue at start of N. Ryoshima Coast: **6 Praise**
- Rabbits at big tree in corner of N. Ryoshima Coast: **6 Praise**

17.13 Backup Money


All of these fights are in Kamui and can be done just before the point of no return or the final visit of the Kamui Dojo. To respawn the enemies, the entire area has to be reloaded. This does not happen when entering and exiting building in that area, as their interiors are on the same map. Instead, enter Yoshpet or Wep'keer and exit again.

- In front of Oki's hut: 20k
- First in main area of Kamui: 28k
- In front of valley towards fishing area: 11k
- Near Kamui fishing: 30k
- Next to Maiden Spring, on ice: 20k
- Bottom of Wep'keer slope, next to bridge on Yoshpet side: 20k

18 Point of no Return

18.1 Yamato

- **Merchant:**
 - All 🍷 ESL
 - Sell junk so 🍷 ESL is in first slot
 - Skip Orochi if less than 15 🍷 ESL, come back to buy more after Spider Queen
- Go to first bridge on the right, **Blight**
 - Fog when Blight charges, Glaive once Blight rushed by
 - Exit in center
- Next bridge on right, **True Orochi**
 - 📜 ESS + 🍷 ESL or 2 🍷 ESL in final phase
 - Exit at Wind head, right of last head
- Next bridge on right, **Spider Queen**
 - 2 🍷 ESL once bulb is opened
 - Exit between two closest waterfalls
- Next bridge on right, **Crimson Helm**
 - 🍷 ESL, Galestorm, Fog, Glaive
 - Exit in center
- Next bridge on right, **Ninetails**
 - 2 🍷 ESL in final phase
 - Exit in center
- Go to **Merchant:**
 - 1 Steelfist Sake
 - All 🍷 ESL

- Yami:
 - 3  **ESL**
 -  **ESL**
 - Power Slash,  **ESL**
 -  **ESL**, Power Slash
 - 6  **ESL**
 -  **ESL**, Power Slash
 - Waterspout,  **ESL**
 -  **ESL**
 - 5  **ESL**
 - 3x: Brush when one side slot extended, Power Slash, release when slots start
 -  **ESL**
 - 6  **ESL**
 -  **ESL**
 -  **ESL**
 -  **ESL**
 - Sunrise, **Steelfist Sake**, Fog, Glaive

A Appendix

A.1 Praise Costs per Level Up

The number in parenthesis is the accumulated Praise spent up for the specific stat.

Table 4: Praise Level Ups

Level	Solar Energy	Ink	Astral Pouch	Wallet
2			300 (300)	150 (150)
3			350 (650)	250 (400)
4	50 (50)	50 (50)	400 (1,050)	400 (800)
5	80 (130)	100 (150)		
6	110 (240)	200 (350)		
7	140 (380)	250 (600)		
8	170 (550)	300 (900)		
9	200 (750)	350 (1,250)		
10	230 (980)	400 (1,650)		
11	260 (1,240)			
12	290 (1,530)			
13	310 (1,840)			
14	330 (2,170)			
15	350 (2,520)			

A.2 Barking Up The Cherry Tree Requirements

All S ranks (pink trees) in the final results screen are required to obtain the achievement.

- Praise Earned is redundant, as 6,020 Praise is required to max out all stats.
- Enemies Defeated is safely met following the notes, with a bit of leeway (569 in total).
- Money Gained is surpassed by more than 2 million Yen by following the notes.

Table 5: Barking Up The Cherry Tree Requirements

Criterion	Requirement
Deaths	< 5
Enemies Defeated	≥ 550
Money Gained	≥ 4,000,000
Demon Fangs Found	≥ 300
Praise Earned	≥ 4,500

A.3 Treasures

Bold lines denote page breaks, C,R denotes the column and row on the respective page.

Table 6: Treasure Tome Entries

C,R	Name	Location
1,1	Glass Beads	
1,2	Dragonfly Bead	
1,3	Wooden Bear	
2,1	Coral Fragment	
2,2	Vase	
2,3	Incense Burner	
3,1	Lacquerware Set	
3,2	Bull Horns	
3,3	Rat Statue	Cherry Bomb cave in Shinshu Field
4,1	Bull State	In front of Tsuta Ruins
4,2	Tiger Statue	Top of rock in Taka Pass
4,3	Rabbit Statue	River in Kamiki Village; under elevator in G. Shrine
5,1	Dragon Statue	Top of rock in City Checkpoint
5,2	Snake Statue	Between rock formation off Ryoshima Coast
5,3	Horse Statue	Behind house in the sky in Sei'an City
1,1	Sheep Statue	Palace courtyard in Sei'an City
1,2	Monkey Statue	Upper platform in goo monster hall in Sunken Ship
1,3	Rooster Statue	Next to Emperor in Sei'an City
2,1	Dog Statue	Watcher's Cape in N. Ryoshima Coast
2,2	Boar Statue	Divine Spring on mainland N. Ryoshima coast
2,3	Cat Statue	Uppermost platform in Catcall Tower
3,1	Crystal	
3,2	Pearl	
3,3	Amethyst Tassels	Frozen waterfall in Kamui
4,1	Amber Tassels	Next to Mermaid Spring in Kamui
4,2	Jade Tassels	Right of entrance of Wep'keer
4,3	Cat Eye's Tassels	Opposite first signpost in Yoshpet
5,1	Agate Tassels	Platform to the right of entrance in Ponc'tan
5,2	Turquoise Tassels	Start of Inner Yoshpet
5,3	Ruby Tassels	First room of Wawku Shrine
1,1	Sapphire Tassels	Frozen Chest on way to Blizzard in Wawku Shrine
1,2	Emerald Tassels	Fiery Chest in fiery wheels room in Wawku Shrine
1,3	Kutani Pottery	
2,1	White Porcelain Pot	
2,2	Etched Glass	
2,3	Silver Pocket Watch	

A.4 Travel Guides

Table 7: Travel Guide Scrolls

Nr.	Name	Location
1	Travel Tips	
2	Greensprout Tips	Cursed zone in Hana Valley
3	Digging Tips	Island in Hana Valley
4	Fleeing Battle	Guardian Sapling in Shinshu Field
5	Feeding	Tunnel to Agata Forest in Shinshu Field
6	Legend of Orochi	Tama's house in Shinshu Field
7	Enhancing Weapons	In front of Tsuta Ruins
8	Battle Tips	Next to Demon Fang Merchant in Agata Forest
9	Enhancing Divinity	Start of Tsuta Ruins
10	Godhood Tips	Before Spider Queen in Tsuta Ruins
11	Ink Bullet Tips	Before entering Taka Pass through Agata Forest
12	Brush Tips	Room before Crimson Helm in Gale Shrine
13	Mother Tree	Under the staircase in City Checkpoint
14	Land of the Gods	Rao's room in Sei'an City
15	Celestial Envoy	Main hall in Sunken Ship
16	Veil of Mist Tech	Right of Emperor in Sei'an City
17	Holy Artifacts	Top floor of Himiko's Palace in Sei'an City
18	Northern Land	Room connected to secret passage in Sei'an City
19	Inferno Tech	Restaurant in Sei'an City
20	Mark of Kabegami	Base of Catcall Tower
21	Galestorm Tech	Restaurant in North Ryoshima Coast
22	Power Slash 2	Divine Spring in North Ryoshima Coast
23	Cherry Bomb 2	Divine Spring in North Ryoshima Coast
24	Waterspout Tech 1	Mermaid Spring in Dragon Palace
25	Waterspout Tech 2	Behind Himiko's Palace in Sei'an City
26	Thunderstorm Tech	Gen's Tower in Sei'an City
27	Another Civilization	Next to Origin Mirror in Ezofuji
28	Cherry Bomb 3	Divine Spring in Kamui
29	Tribe of the Moon	Bear Cave in Kamui
30	Power Slash 3	Divine Spring in Ezofuji

A.5 Fishing Tome

Bold lines denote page breaks.

See the fishing lists in the following appendix chapter for fish locations.

Table 8: Fishing Tome

















River Crab	Killifish	Sweetfish	Loach	Robalo
Crawfish	Smelt	Trout	Freshwater Eel	Koi
Black Bass	Goby	Catfish	Huchen	Salmon
Sturgeon	Cutlass Fish	Starfish	Sunfish	Scallop
Giant Catfish	Giant Salmon	Moray	Nautilus	Sea Horse
Mountain Trout	Whopper	Loggerhead Turtle	Clownfish	Blowfish
Monkfish	Flying Fish	Red Snapper	Supreme Tuna	Marlin
Octopus	Squid	Lobster	Manta	
Yellowtail	Bonito	Striped Snapper	Oarfish	

A.6 Fishing Lists

Yellow background denotes daytime only fish.

Blue background denotes nighttime only fish.

Table 9: Sei'an Fishing

Killifish	Very Small	
River Crab	Very Small	
Smelt	Very Small	
Crawfish	Small	
Goby	Small	
Loach	Small	
Black Bass	Medium	
Freshwater Eel	Medium	
Sweetfish	Medium	
Trout	Medium	
Catfish	Medium Large	
Koi	Medium Large	
Robalo	Medium Large	
Salmon	Medium Large	
Giant Catfish	Large	
Huchen	Large	
Mountain Trout	Large	
Sturgeon	Large	

Marlin (large, nighttime) appears in Kamui, but is also caught as part of story fishing.

Table 10: Kamui Fishing























Sea Horse	Very Small	
Flying Fish	Small	
Scallop	Small	
Octopus	Medium	
Squid	Medium	
Monkfish	Medium Large	
Yellowtail	Medium Large	
Oarfish	Large	
Supreme Tuna	Large	
Blowfish	Small	
Nautilus	Medium	

Table 11: N. Ryoshima Coast Fishing

Clownfish	Very Small	
Starfish	Very Small	
Striped Snapper	Small	
Lobster	Medium	
Red Snapper	Medium	
Bonito	Medium Large	
Loggerhead Turtle	Medium Large	
Moray	Medium Large	
Manta	Large	
Sunfish	Large	
Blowfish	Small	
Nautilus	Medium	