This document will record all the strats used in the Lost in Blue - Ending Speedrun. By Bubzia.

# Route

# Splits

## Day 1

1x twig, 5x nut, cave cutscene, UR twigs x2, UL cave twigx1 1xlog //twigx4

//dont go near water for cutscene skips

Go into cave: cutscene, Make fire (twig x3), sleep

## Day 2

Make fire (twig x2),

Eat nut x4

go out to girl,

cutscenes

Talk to her, dialogue fastest is 3rd,3rd,2nd

## Day 3

85/0/0 ; 79/0/0

Take girl

Water girl

Go to stone

Get one more nut

Cutscene

Dupe nut into girl x12 12/20 !!!!!

Make fire

Eat x2 8/20 awabi

sleep

## Day 4

//Eat x1 0/20 31% food

Get nutx1 , maki x2

80% eat 2 fruit into rest

Cave-**drink**-jungle

Jungle: 3 logs, 8 vines, 5 fruit, 2maki

//raft needs 12 logs, 10 ropes

Raft discovery, grab all makis on the way

Back to cave - activate cave cave shortcut

Make ropes 5m, get 1m

Tanomu ropes 0:30pm

fire

Eat 1 nut

sleep

## Day 5

Get 5-6 maki till 9am

Eat 3 fruit

Rest x1

Make fire again when go out //after woman checks

Get ropes

Sleep

## Day 6

3.dupe 20 nuts into girl (namazu or awabi)

4.rest x2 for speed

5.sleep

## Day 7

Take girl to water, back home

1.jungle time

Logs x3, fruit x2, rope x2

//girl snacks one fish 11/20

Back to cave

Fire

Ropes basket

Make girl do 2m ropes

Sleep //should be able to sleep with 1-2% left else eat fruit 11:20

## Day 8

* Fire (maki skip)
* 3fruits east
* South beach log x2
* 2 fruit south
* East beach log x1
* Back to cave
* Eat fruit x3
* Rest x1
* Sleep

## Day 9

* **Food before she sits down (dupe more into girl)**
* Fire (maki skip)
* Rest x3 and wait till ropes
* Girl finishes ropes
* GET ROPE
* Sleep

## Day 10

100/20/25

* GET ROPE
* Drink with girl
* Take girl to jungle
* **get ruins cutscene**
* Drink in cave
* Jungle girl route with logx3
* Raft discovery
* Build raft x6
* Ride back and forth, get girl ride again
* Rest when exhausted
* Step on switch
* Warp back home
* Make fire (maki skip)
* Eat 0/20
* Sleep

## Day 11/12 //TODO big timing test for day 11 ending with girl into ruins

* drink with girl //need at least 8 fruits
* Back home
* Dupe **20 food** into girl and eat
* **Tell her not to worry, till after night**
* Jungle-pick up fruits-4 at least-raft //todo maybe pick longer route to pick up more food in order to one cycle the rest of the game
* Raft //pick up 2 makis here if you dont have enough for next days
* Onsen //99/98/83/88 / 98/90/86/90
* Cross pits , down then UR ish into goal
* Ruins cutscenes
* **Rest into DRINK into puzzle 1**
* Puzzle 2
* Puzzle 3 //wood 1up
* Puzzle 4 // r d l l u r
* Puzzle 5
* Puzzle 6
* Puzzle 7
* Puzzle 8
* Puzzle 9 su, wu2, wlu, // rest x2 at 0%, eat all fruits etc //96,65,51,
* Puzzle 10 //62 energy needed for p10
* su,slsu,SsINSTANTsteig,Lw2d,Lwsteig,Lwr,Lwsteig,Dwl,Lwsteig,su,Lwr,Dwsteig,Dwdwl,s2r,sr(upper),ssteig,s2d,Lwu,sr,Lwu,s4d,,wsteig,URwl,URwu,LwR
* Rest x3 on 0energy //3rest for return to cave strats
* Open shortcut, right way to bandit

FROM HERE ROUTES ARE DIFFERENT:  
  
FLARE GUN ROUTE:

* Grassland shortcut
* Right beach shortcut
* Talk to boat, select NO!!! //else **bad ending 1** route
* Report woman
* Water girl
* Eat 8/20->4/20
* fire
* Sleep

## Day 13 (flare gun route)

* Run for flare gun with ruins shortcut
* Up at pits into UR ish
* Cutscene into bandit hideout //need 7am for daytime
* UL into cutscene2
* Get flare gun
* Back to cave
* Eat 4/20- 0/20
* fire
* Sleep

## Day 14 (flare gun route)

* Take girl go out rescue
* Drink
* Lifeboat
* TIME

## Bad Ending 1

After bandit1 cutscene, instantly go grassland shortcut, and talk to boat, time on cutscene start

## Day 12 (if needed without day12 skip)

# Dupes Experiments

Shelf:

Firelighter:

- 1 dupe: arrow B x5

- 2 dupe: shelf

Dupe arrow from shelf -> 1 dupe arrow

2 dupe arrow + shelfs

Shelf dupe into arrow

Day 5 story trigger cooking dupe : fish : TODO maybe day 5 changes shelf as well

Excel Duping Sheet:

<https://docs.google.com/spreadsheets/d/1cf-IvIuhu7Lgyd76bvNbLQA7JwUEG6l91HRiQuk92bU/edit?usp=sharing>

# Notes

* Started 24092019
* Never save
* 20% exhaustion equals 2h wait time with menu rest
* 11am sleeping