

Strategies

- [Any% Griggs Skip Route by Bubzia](#)

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Dark Souls 1 Remastered

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Livesplit Plugin Tested on Version 1.8.16

Menu: Music to 3, X rotation speed 0

1 Asylum

Umash A for key, UL for door, R3, 40U, UL tap, UR from water with R tap mash for 1 ladder, R3, buffer 2rUR, 1rUL, U URtap mash A for bonfire, 2R into U mash for door, equip darksign (equip, 4R,max D, A), R3, buffer 2rU, camera all the way up, R1 into mash 2 black firebombs, 4 backsteps into more 3 more bombs, backstep on death, wait for door into R3,

Instant: buffer 3rU, 2UL roll into 3rU ,1rL into hallway

From reset: 3rU, buffer 1rUL,2rU,stamina, 3rU(break), UL into U/UR tap U into water, 5UL into U corner, 1Ltap,UL U mash A for shield, sprint U A mash for sword, 1rUR,2rL, 12U URtap go through fog gate R3, 6UL,6UR,5U, R jump roll quitout break

Buffer rUR,rU into UR mash A for estus, darksign

R3, run U mash A for door, R3

Buffer 20U (on 21 shield drop), buffer 2rL1rUL, UL/U corner, buffer 1rR, R2, 2rL, A mash for soul

R3, buffer 1rL1rU, 10U into 4 snow sounds, 1-2 UL, full U into cutscene, if dead: just U till cutscene

2 Basin Bonfire

Firelink -> Darkwood Bonfire:

TODO test dupe soul 3D, rU, A for bonfire,

Lvl up: +1 att, +11 int

9U,12UL,wait for stamina, rU,rUL,rU,R2, fall, 1rDR, 35UR

noLever: 2bs, Utap till activate, U till end, buffer1rD1rDL,Ltap rL into ULsprint till corner

Lever: bs,DmashA for lever, R3,2bs, wait till stop, rU,rUR,rUL keep holding UL mash A till item into corner, 1brD,R3, 23U (new area sound + few),

First time only: buffer rUL,rUR,rUL, stamina, 2rL,rUL, dupe nameless soul (3D), A to talk, 4D buy, buy both spells, 1R, buy catalyst, darksign

rU, bonfire, Attune magic, HSA 1st, SA 2nd, equip staff over broken sword, broken sword on 2nd

OUTDATED: rD R3, buffer 2rU,1rR, stamina, buffer 1rD,1rUR,1rUL U run mash for door into neutral, R2 with broken sword into buffer 3rL, R3, continue with setup, R3, 6bs, Ltap 1rL, Ltap 2rUL,continue setup

1rUL, Rtap delayed roll mash into staircase, 15R into corner, (3rUL), (1rUL,1rU),(1rUL,2rU), R2 heavy broken sword, BS, R3, rR,R3,rU,R3,rUL,

11U,10UR,U onto bridge (prepare quitout for falldown), count 5 steps after bridge into 30UR,20U (fall) 5U 5UR into corner, parry stop,

Only first time: (get soul) on falldown: buffer 3rL, stamina, buffer 1rL1rUR, Dtaps A mash for soul, 4D hold into claw

Buffer rDL,rDR,rD,stamina, 1rD, quitout, 8U,8UR into corner continue

1bs, 15U, 20UR, parry stop, 3rU, 3rU, Utap, lockon, HSAx8, SAx1 (if dragon flies away, try backing up with Dtaps and lockon on approach)

Outdated: buffer 10U 10UR 6UL 3U w shield, UR no shield into corner second attack, stamina, U run,

20UR A mash for humanity, 2U into parry stop, 4BS, R3, rL,R3, 5U,10UR,8U,15UR, U for stamina

U jump into U hold with tiniest UL tap until in walls, full 2L into 2U (lever), buffer rDR,rR for elevator, R3, rD R3, 4UL (into A mash for confirm position), 10UR,10U,10UR, bs into bonfire

3 Parish / Level Up

Basin:

From darksign:

Shield: rDL R3, buffer 3rU, buffer 3rU, buffer 1rU, 2rUR into U hold mash A for shield, die or darksign (instant: 3rU,3rU, 1rU, (1rU,2rUR) U mash for shield

Bow: rDL R3, buffer 3rU, buffer 3rU, R1, buffer 1rUL, 2rR, MASH ROLLS: 5rU(if hit, 4 if no hit), 3rR, 3rU, quitout, 40UL shielddrop, R3, 1rL, R3, 15U, 33UR, fall, 5UL mash, rR A for bow+items, attempt WW

WW: go back to shield and do dark sign

After WW: buffer rD, wait, buffer rD, R1, stamina, r3, buffer rUR,rR into 30U(18URtap), 3UR, 20U into smith

Smith: dupe soul (3D), talk, 4D (buy), buy (24U) 25x titanite, 1R,3D, repair box

2R(arrows, max), 1D, buy 999, 1D, buy 999, B, B

(dupe both 3D souls here)

1D (upgrade weapon), bottom 2U longbow +5

2D (upgrade armor), 4 armors to +3

3BS, 6UR, 27UL into U corner, 3bs sit at bonfire, dupe souls and sit down again

999 dupe with 3D twice: A(items),5R(arrows),A,D(drop),A,D(max),B, L1 dupe

Sit down again: 1D(level up):

2D +27 (endurance) TODO check memoroll setup without armor and shield

TODO check gargoyle shield drop on boss

1D +1 (strength)

3D +27 (intelligence)

maxU maxR (51 total) (vit)

B,B for exit bonfire

Sword -> bottom2U staff

1R -> bottom3U A bow

1D1L shield -> bottom grass shield

2R arrow1 -> top1D for large arrow

4 Gargoyles

Parish -> Gargoyles:

From darksign: 5UR,45Rhold until stamina gone

3BS, 50U 1UR, 15U into quitout

1BS,rR,rULrU, Ltap, lockon x2 into SA kill, 8U/UR into corner, 10UL, buffer2rUR, Ltap into Utap
lockon HSA kill mage,

2rU, into 3brD,3brR, Dtap, release Lbowturn, kill 10x with lockon bow, renormalize with R/UR into
10UL, buffer rR, brL, 8brU, brR,2brU, 2brL, DL tap, brD,brL, brU, URtap, A for ladder, hold UL A
mash for second ladder

Buffer 15UL, 3U into A for foggate, 3U into HSA charge, U tap after 4 beats, cutscene into lockon
first hit

3 hits into wait for charge footsteps, 1 hit into SA 1hit

If perfect fight: 2brU,1brR1brU,1brR1brU,1brR2brU,1brR1brU, 1brR,2brU,1brR, 6brU corner, 2beatsHoldL, 3D, debow, DR A mash for ladder

If not perfect, use bow to locate wall , get back into building corner, ,BS, Rtap A mash for ladder,

If quitout: retry fight, dodge first attack L roll, then HSA TODO

backup route:

Buffer 1rL, R3, (1brR,1brU),10 steps UL, 12brU, 1brL, 3brU, 1brR2brD1brR, release Rtap mash A for ladder

SecondLadder: R3,buffer12UL, 1Utaps A mash till ladder, R3 into U A mash for bell 1, darksign

5 Quelaag

Parish -> Firelink:

same as corner quitout for gargoyles, rUL,rUR,U UR corner while riding,

15U,20UL, 2BS,15U,1ULtap, 25U,buffer 1rUR,R3, 3rU1rUR, UR taps A mash for bonfire, darksign

Lautrec: 9U12UL,buffer 2rU, max camU, 1BS, HSA into SA until dead, quitout, pickup items,equip ring, rUL if instant, rDR, R3, 35UR, same setup as new londo stair corner,

1rUL, delayed 2rR, 30R, buffer 4rUL, 1rU, stamina, 1rUL,2rU,3punches R2 staff, 2brR, buffer 1rDR,1rUR,R3

BlighttownEntrance:

40U, URtap, 5U corner, BS buffer rUR, R3x6(x2 enemy lockon),

TODO

3rU,1rUL,1rU,1rUR,1U(URtap),10U stamina, 4rU into walk U till area change, fast quitout

If hit: same setup, but heal one estus before drop

On comeback: buffer ULsprint till fall, go neutral, drink estus x3, buffer rR,stamina, 2brL, same timing 2L, 3brU, 1brL, 1D1L1U0.5R, A mash for ladder, B into quitout

Elevator:

Instant mash rR, into rU, heal x2 (TODO check how much health you usually lose until quelaag)

Fall down into buffer DL, sprint U into 10 poison sounds, 1UR tap, U till fixed land + 8U, buffer rUL R3, buffer 21U 20UR, 45U, BS, 99dupe 4D (1-2) dual humanity,

U into A mash for foggate, cutscene

QuelaagOld:

3rU, into HSA mash, end of cast lockon, fire x3 (hope for around 2 stunlocks, (TODO check manual headshot strats)

Dodge with 4-6 rL, then 2D into HSA continue based on feel of footsteps, try ending the fight on the rocky ground

Repositioning:

1rD, R3, check with bow + camera U tap for stair empty space, 25U into corner, 10UR,10U, buffer1rUL,1rUR,1rU,2rUL,Utap Amash for bell2, cutscene, darksign

QuelaagNew: mash 1rU,1rUL,20Usprint, 1UR, 20Usprint, shieldddrop, bait her a bit to get closer until attack,5rU get into corner wait for her to be close into Rtap R3 Rtao R3(lockon) HSA stunlock while holding down, 7 headshots should kill

As soon as lava attack quitout retry

Repositioning: (2brU,2brL,2brD),stamina,(1brR,4brD),stamina, (1brL,1brD,1brL,3brD),stamina, (1brD, 1brR), bRtap, (4brD, 1brL) ,bL tap, debow, Dtap, R3, A for lever, else search with more R / U taps

6 Sen's Fortress

Firelink -> Parish:

Buffer rR,rU,rUR, 10U, buffer rUR,rU,2rUL,rU,rUR,R3, 40U, buffer rR, rU, U hold into elevator, wait

Buffer 20U,URtap, 60U, 2BSrUL,6UL w/ Utap,,15L,20UL,2BS, A for bonfire, darksign

Logan:

BonfireToSoul:

(brR,brU,brR, 1brL), 1Ltap, sprint, shield after device, 3hits, 3rU,2rUR into A mash after break pot for soul, die or darksign

LvlUp1:

999 dupe picked up soul, 2D 1-2D, lvl up:

Vit +11 R

4D max Dex

BonfireToCorner:

(brR,brU,brR, 1brL), 1Ltap, sprint, shield after device, 3hits, 25U quitout, 2BS,(1brR,2brL,1brU),4.5(slider)Ltap, shoot arrow onto enemy hope he falls down by device,1-2sliderR,

On whoosh sound: 1braU, wait, 2braU, 4brU stamina, 3brU wait for shwoosh, 2brU

3brL,4brD till pot, DR corner, buffer rR, quitout

Corner: 6(slider)bL with arrow, kill enemy, back to corner, 4.5(slider)bL renormalize, BSx2 brU, 2brU on swoosh, 4brU,brR,brU,UL corner

ToLogan:1brR, 4brU, BS instant brR, arrow headshot into brR, UR into R hold, hold wall, after wall break 6brR, quitout, Dtap free and talk to Logan, R3, bow, 4brR 1-2bLtap, D tap mash for hero soul, darksign or brD die

ToFirelink:

same as corner quitout for gargoyles, rUL,rUR,U UR corner while riding,

15U,20UL, 2BS,15U,1ULtap, 20U, BS, buffer rUL into UL mash A for logan

Exit out, 999 clone 2D1-2D hero, Buy 2D, 3 spells

Homeward bone (items 3D use)

Level Up:

Max Vit -1L , 1D

12->16 Att (4R) , 2D

Str 10->12 (2R), 1D

Dex 15->45 (max)

Attune Magic (3D),

A slot 1: 4D homing

Slot 2: A,3D soul spear

Slot 3: A 2U GHSA

Slot 4: A 1U HSA / 2U GSA

Repeat Sen till end of corner

ToFoggate:1brR, 4brU, stamina, 2brU wait for stone, 1brU,7brL, 1brD, debow, Dtap A for foggate, R3 quitout,

No foggate: 7brL into DL tap into 2brD quitout, buffer against wall turnaround into corner strat (might need second quitout)

brU, U/UL corner, 1brR, Homing into G/HSA on shot to kill lizard

(2brU,2brL,1brU),bULcorner,1.5bURtap, wait for stone, (1brU,6brR),URhold get hit, buffer

(2brD,2brR), bLtap, bUtap,bURtap, 1brL, (6brU,1brL,1brD 1brL),bDRcorner, bRtap, 4staff R2, (2brL,1brD,1brL), bD/DLcorner, (1brU,1brL), b1Rtap, 2BS,1brU, wait for swoosh into 4brU, stamina, (1brL,1brU,3brL), instant quitout, (1brD,1brL,2brD) TODO, bRtap quitout, homing into bow prep, bDL corner, 1brU,1brR, buffer 1rR,R3,1brR, bDRcorner, 1bLtap, quitout into buffer 25U sprint 3brR, bDRcorner, debow, Rtap, A for foggate, R3 mash, 3brU,2brL, 4brD(mashed), 2brR(mashed), 2brD, stamina, 3brL Lhold fall, Rtap A for bonfire

Bonfire->IronGolem:

Level up with new soul 999x dupe

(3brU,1brL,1brD,1brU)fall, 5brL,2brD(mashed), 4brR(mashed),2brU(mashed), bU wall, 2brR(mashed), stamina, (1brD,bRtap,1brU),4brR(mashed),stamina, (3brL,1brU, 3brL(mashed)), bDLcorner, bRtap, 1brU,1brR,bDRcorner, bRtap, 4brL 5-6-7Umash 8brU(mashed) wall, bULcorner, bDtap, (4brR,2brU), bULcorner, bDtap, 5brR, 4brD, 1brL, homing, (4brD2brL) wait stamina, 1brL,2-3-4U mash 3rU, Uwall, 1brR, bU/URcorner, b2Rtap, (2brU,2brL), ULcorner, buffer 1rL R3, foggate

IronGolem:

Mash 5U, homing, 2.5 footsteps into soul spear, 3 lockon, mash 4soulspear, 3rD, homing, GSAX2 till dead, 15UL, BS, U mash into Anor Warp

anorwarp without foggate: /brL into L tap A

AnorLondo:

5Ucorner, 1rUR1rUL,,30U,URtap, 15U, 20UL,shieldbash stop, BS, buffer 3rUL, 15U, (2rR,3rUL), 15U 15UL, (1rUR,3rUL),Uhold mash A for bonfire, darksign

7 Anor Londo

Gargoyle1: 52Dhold till elevator (can sprint), pause 9 elevator beats parry into 2rD fall

R3, homing into U hold till gargoyle steps, lockon , soul spear till dead darksign

ToCeiling:

52Dhold till elevator (no sprint), pause 9 elevator beats parry into 2rD fall, R3, 4brU,2brL, 4brD,fall, 1brD,1brR corner, 1brU, 3xR2 staff, 11brL(mashed), 1Rtap, 1brU,1brL,1brD corner

3brU,1brD,wait, 2brL, buffer rL R3, homing, brL,1brD, kill or quitout , homing, 5brU into kill/quitout, 6brD wall, 1brU,1brR,1brL,1brU, A for ladder

R3 during ladder climb, on top, buffer 1rD R3 mash, 4bDR corner,

Rafters:

5 R2 staff, 3brU,1brL, 1Ltap, homing, 6R2 staff, 3braU,1braL, dodge enemy with braL,braR till no throwing knife, when he runs stop at braL, kill

2bLtap, try: 2braU (quitout if fall), 3braU, shoot, homing, 4R2 staff, 2braU,1braR, dodge enemy with braR,braL till no throwing knife, when he runs stop at braR, kill

1Rtap, 4braU (if fall quitout fast, 2braD, quitout, repeat from here with homing, 2braU,1braR alternates), 1braR, wait for attack, braL,braR till no throwing knife, when he runs stop at braR, kill, Rtap, 4brU, 2brR, bLtap, debow, Dtap, A for ladder, B to get down, R3, 1brD,1brR, Rtap, A for foggate

R3mash, sprint U (TODO how many), mash A for lever

Rtap, homing, R3, lockon, soul spear kill gargoyle, darksign

ToArchers:

52Dhold till elevator (no sprint), pause 9 elevator beats parry into 2rD fall, R3, buffer 50U parry cancel, 3brR, 8brU(mashed), 2brL, 1bRtap, 40Usprint,10Uwalk, 18Usprint, quitout

Instant 1brD,4brR,bUtap, 6brR(mashed), bDRcorner, 3xR2 staff, 1brL,4brD quitout

1brD,5brR quitout

Homing, 10brD(mashed), kill on way, quitout

bRwall, 2brL,10brU,Utap, (1brR,2brR, tinybUtap, 1brL, 7brU(mashed)) quitout

Instant rR mash, R3, shield + staff + ss, UL hold (in between arrows deshield for stamina), until melee attack into instant ss kill, hold UL till fall

rU into wall, buffer bUR,bL, A mash for fog (U/UL hold if not), R3

5rU,1rUL, L/UL tap mash A for door

Buffer rU,rL,rUL, U/UR tap mash A for bonfire TODO confirm

darksign

Havels:

brDR, R3, (brU,2brR,1brU,1brL,1brU), bDtap, bDLtap corner, stamina, brU, homing, camera R tap target on homing activation into 2ss kill

5U,1URtap, 10U corner, BSx2, rUL UL hold Amash into door (TODO without door)

R3, (1rU,4rUR,1rUL), fall stamina, buffer 1rD, R3, 15U, BS, 1rUL,5U, BS 1rUL, Rtap, A mash for 2 chests, U hold mash A for havels shield

Darksign

StairSkip:

brDR, R3, (brU,2brR,3brU) stamina, (2brU,1brR,1brD,1brL,1brU,3brR(mashed)) (listen if knight is coming, if yes quitout)

3xBS slow, buffer 3.5U jump into stair skip fall land, (darksign if failed)

R3, buffer 10U,10UL corner, bow aim, 6brU, 2brR, buffer rR R3, 1brL,4brD, bRtap wall

3brL (center), 9brU quitout

Renormalize center: 1bR+2Rtap

OS Prep:

TODO value / equip of humanity for phase two pop

Equip full havel + shield

TODO dual humanity slot, also at quelaag

OS:

Homing into instant lockon when attacked or homing goes off, GSHA 5-6 times until ornstein is dead

Phase 2: pop humanity, homing, echolocate into lockon on go off, U hold 4xss, then GSHA, then HSA, full hold up, after 2 heavy thunder attacks heal

OS Relocation:

Deequip havel + shield, equip bow

Dtap R3, echolocate right door(wood),wall(stone)transition, 3brU corner, echolocate straight line from pillar no sound, 1brU,1brL, 12brU,bULcorner, bDtap, brL onto elevator (confirm sound change)

OS Relocation from reentry: 8brU, 4brL, 3brU, 2brR(break), 1bLtap, brU bUL corner

8 Kiln

KillLady: 1brR,3brU,3brR, debow, U mash A for bonfire, U mash A for door R3, kill her with bow UR tap, U hold till cutscene, darksign

Warp (4d TODO), firelink

Firelink -> Kiln:

Buffer rR,rUR,rU,rUL U hold into cutscene

Kiln:

Buffer 1rUR, buffer 1rUR, BS, 6brL, sprint 60U till fall, 10U into bow aim 16brU+ until fall (after different sound) into quitout

2brR, buffer 2rUR1rU, Ltap bow, 1Rtap aim, aim R till end of pillar

6brU(footstep sand), 1brR1brU1brL9brU(mashed), quitout

Buffer rUR R3, sprint 15U 30UL enemy

If hit: quitout, 10U30UL corner, quitout

Nohit: 45UL (footstep change), corner quitout

Gwyn prep:

Drop 1x humanity, 999x dupe humanity (TODO value), pick up, equip humanity 2nd slot (TODO value)

Equip full havel + shield

Havel shield R2

Enter

Gwyn: homing, U hold shield until he jumps, lockon , mash 4 soul spears into his face after the hit
redo homing, get distance DR/D into homing -> GSHA combo until dead

Darksign

U mash A for bonfire

GG

TODO new griggs route / test melee route

Griggs with meme roll from firebomb undeads => btsr skip => WW to smith

(gets early bow, and 999, check level up route)

Need to test if archer skip is possible and consistent, else melee route and fix up archers camera angle