***IMPORTANT NOTE: though this is an individual map run, I have to have an item in my inventory from a previous level in Plague Village. It doesn't have any effect on the run or time, but should be noted.***

***Same thing with the cards in Mishima Labs. I do the run by collecting all the items that are absolutely neccesary. All the levels are still IM and will start with default health regardless of the items carried over. This is due to save states messing up items and such, running those often would be unreliable. Memory leaks and all.***

***Thanks to Shambler, Adam Kuczynski, Mara and Dekonega.***

***What kind of run is this?***

This is an individual map run with times for each map. Maps are omitted that can be skipped, such in e4. I start off with full health every level, and start off with the weapons that are available in the closest starting point map. I start from selecting the map from the menu or loading a map change save.  
  
***How come sometimes you go back and run a map again/with the same name?***

Sometimes I have to backtrack to do things with items, such as in Plague Village and Mishima Labs, but also sometimes a map will contain two parts, and you will play one part, and come back to do another in the same named map, despite it being a completely different part such as in Seal Training.

***How did you record this run?***

I mostly use Fraps. I started recording before starting each run and end usually after the next level loads. Sometimes the next level doesnt load and it crashes. For example, in e1m4b.

I got a new computer while making this run, and it had issues with Fraps and Daikatana, so I used Loilo Game Recorder instead.

***How do you time maps?***  
  
The maps are timed on the Daikatana timer. Some maps are messed up and use one timer, so the times are added for whatever reason. The time that I have written is the actual time it took me to complete the level.

***Why do you load maps differently?***

The way I played maps is by selecting the map name in patch 1.3. Sometimes I loaded the map directly, in which case I have 1 weapon. Sometimes I loaded a save right before a map, and then entered the map, because if you load a map by name, you will only spawn with 1 weapon. Whenever I enter a map, I make sure I have an appropriate amount of health and ammo, and I get no ammo aside from the base ammo you WOULD spawn with if I played the map normally. This is so I can actually perform the run - nowhere in the game you actually lose all your weapons. (aside the starting missions.) Other times I load a map change save. This all is usually because of various glitches and save corruptions. (saving while moving will mess up the game a lot.) and for my own convenience running the map over and over. This depends on the level.

***How come there are skips in the video and such?***

Daikatana will have framerate skips and lag if there are multiple enemies and particles and just a lot of stuff on screen. Its the way the engine is. This is evident in Vault 2, where I go into the bottleneck with the 3 Mishima guards and the Battleboar.

***Why are you using 1.3? Is it hacks?***

1.3 is a community made patch that improves a lot of problems with the game. There is no upside to it, aside from the game runs better in widescreen and looks better, and multiplayer works. The main reason I use it is to select maps easier, and 1.3 is much more stable and less glitchy. If I used 1.2, I would have to work with maps a lot more, and rely on saves to get to a certain map, or have too much health and ammo. There would also be a lot more crashing. 1.3 allows you to skip cutscenes, but those wouldn’t have been counted regardess, and COOP removes cutscenes anyway in 1.2 with the exception of the camera being panned quickly after pressing a button.

***What version of 1.3 are you using?***

I started running and getting seriously good times while using the February 21, 2015 patch, so for consistency I stuck with it for a while. However, some levels are made with the March 1st, 2015 build because my Feb 21st build wouldn’t load them, and some other versions. You can see the version when I load into a map. This has no signficant difference on the run aside from less crashes while running.

***Why use COOP?***

The sidekicks are horrible and die all the time and have awful pathing. You cannot leave a level until they slowly drag themselves to the other end of the map. This speedrun would be SO long and boring if I had sidekicks. COOP eliminates these problems and eliminates a lot of cutscenes. (COOP does the same thing in 1.2). It also removes the final fight with Mikiko. Why this is is unknown. Its also quick and easy to choose a specific map. It also lets me have my name in the run to prevent stealing.

***How does this improve on DKDQ/previous runs?***

The main challenge making this run was beating Shambler’s times for Daikatana Done Quick. I was only aware of DKDQ months after I started running Daikatana, so most of the shortcuts were known to me (aside from the incredible Solitary secret rocket launcher one, and the Alcatraz 1 skip.That was sick). All of the times that I could find and he recorded have been beaten. The runs are similar, but they are different. For example – my route in Mishima Labs is completely different, just for the sake of not copying Shambler. My routing is similar but usually contains riskier jumps and newer strategies, or just all around better maneuvering, and crouching. I couldn’t get some demos off his work for a while. I use 1.3 while Shambler probably used 1.2. This doesn’t mean I get some huge advantage, actually Shambler used multiple opportunities in 1.2 to stock himself up for a level because of lack of direct level select. DKDQ had never completed all the levels. I also beat meisters times.

***I realize for some maps it says you have your map time, and then a very short time for the other level/levels in the series. Why is this?***

Sometimes I noclip to the end of levels so I can run a certain level over and over from the map change save. If I noclip through the level, this means I can play fairly, with the intended health and ammo and armor, rather than picking up armor and health and starting off with that. Starting an individual map and not at a map selection will ALWAYS spawn me with default weapons and nothing else, even if its towards the end of an episode.

***Difficulty?***

Its all done on Easy, except for the maps that I load directly. These would be medium. I usually load these for an extra enemy to jump on top of, or to show off, or by accident. You can tell because I probably wont start with any weapons aside from the starting ones.

***Why do you sometimes start without a weapon and then switch to one?***

A common glitch of playing a map over again and dying in coop is you spawn with an invisible viewmodel. If you fire while with an invisible viewmodel it will crash the game, so I quickly switch to any weapon to prevent this.

***Sometimes you spawn facing a weird direction. (floor, behind me.)***

Glitch with restarting levels has you facing random directions on spawn. Its still in multiplayer.

***How come you don't die when you should at the end of levels?***

If you see the end level score then I can't take damage. A good example is Athens 2, where I charge up the hammer.

***What happened in E1M6B?***

Using the stairs to enter the bottom of the room is much faster than going through the main entrance due to the security denying you and the deathspheres attacking you. I then utilize a skip by jumping over the elevator part and grabbing the Goldensoul secret, allowing me to skip part of the level.

***How come you have your Ion gun in Marsh 2?***  
Youre supposed to have your Ion Gun from the start in the Marsh. The spawn location is slightly off.

***What happened in E3M4A?***

I use a LOT of skips in E3M4A. First of all, I Ballista jump past the whole stairs and then purifier shard that pushes the barrel down. This avoids the lengthy swim under the tower. I then Ballista jump on the bridge, rather than walking around up the other tower. This saves a lot of time. I then ballista jump into the castle and go straight to get the crypt key. Pressing the lightning button inside the tower actually isnt neccesary.

***What happened in E3M4B?***  
I use a skip to jump to Windrax's spellbook place to summon him, avoiding the key thing. I then fight him. Fighting him on the middle or beggining of staircase can glitch Wyndrax. Killing him at the end door is extremely easy, he wont fight back, and he can get stuck, as in my run. Wyndrax is very glitchy and unpredictable.

***What happened in E3M6A?***

I used a skip by jumping to the final level in the underground spire. Pulling the level multiple times would make it rise all the way up. I also used a ballista jump to skip straight to the Gharroth fight. I mess up on the jump there, but I had a very good fight with Gharroth so I kept it. I stunlocked him with Wisps.

***What happened in e4m5a?***

The ladders all have invisible walls, so I had to drop down all the ladders. I skip over the underwater part by ice jumping onto the wall and into the rock puzzle.

***What happened in e3m1c?***

There are teleporting zombies everywhere so I hit a couple of tombstones and walls. Its faster than killing them, and if they lie down they will rise up and teleport and bother me again anyway.

***What happened in E3M3C?***  
You can wedge yourself between the bars and escape onto the platform onto where Stavros spawns. However, he will only spawn this way once you reach the top platform. I also shoot a bunch of zombies and a dwarf because the zombies have a tendency to clump at exits and I would have died because I dont have a good weapon to take care of them, as I didnt grab the staff, and the dwarf has messed up my jumps a couple times making me fall to the bottom of the tower. I skip a tower level by ballista jumping using the attack power up

***What happened in E4M4B?***  
I avoid getting cards by ice jumping into a part of the level thats only supposed to be accesible from the top of the level, which would trigger the the floor breaking to lead to the final part of the level.

***What happened in E4M4C?***  
I use an Ice Jump to skip the whole tower thing.

***What happened in the Crypt of Nharre?***

I used wisps to stunlock Nharre. He didn't do any damage because even though his attack animations played, he didn't attack the entire battle because he was flinching from all the damage of the wisps surrounding him. He also wasn't teleporting because of the damage. As the wisps wore off though he teleported and spawned a zombie. I got lucky and he teleported right behind where he was, in front of me.

***What happened in Acropolis?***

I use the Trident to make a jump to the end gates, where you put all your Aegis pieces. However, I didn’t collect any pieces. Then I use the AEGIS skip. The interaction box of the large cog sticks out of the bars slightly, so theres a tiny angle in which you can activate the cog through the bar. This means you don’t have to get all the aegis pieces to open the bar over the cog, and you can just go through, without even getting any pieces.

***What happened in Alcatraz?***

I used a jump that takes me over the wall that you’re supposed to explode with the makeshift bomb. That’s why I didn’t pick up the empty bottle in my first Alcatraz, and by going straight to the exit I skip the whole indoor Alcatraz part.

***What happened in Below the Rock?***

By climbing up the cable car rope, you can activate the button inside the room outside of it. The button to summon the cable car is for whatever reason linked to the other switch inside the room that opens the door.

***Sometimes you shoot enemies once and they don’t shoot back. What?***

Shooting an enemy sometimes triggers a flinching animation in which the enemies don’t attack. Sometimes, attacking again will stop their animation, allowing the enemy to attack again. Every time you do damage it does a small check to do a flinching animation, so shooting once is more effective than many times. ( At least I think so) this is especially evident (and hilarious) in the first Vault map, where the sphere does this, but doesn’t have an animation for it, and then I get out of its range, so it looks like it ignores me entirely after I shoot it once. I also use this on Nharre.

***How do you jump so high with the Shotcycler?***

If you jump after the first 4 shots, you will be propelled much higher into the air than if you instantly jump and shoot.

Level Table:

1. Marsh 1 E1M1A - 12 seconds
2. Marsh 2 E1M1B - 51 seconds
3. Marsh 3 E1M1C - 48 seconds
4. Sewer System 1 E1M2A - 1 min 30 secs
5. Sewer System 2 E1M2B - 1 min 10 secs
6. Solitary 1 E1M3A - 1 min 1 sec
7. Solitary 2 E1M3B - 1 min 5 sec
8. Crematorium 1 E1M4A - 37 seconds
9. Crematorium 2 E1M4B - 2 mins
10. Crematorium 3 E1M4C - 47 seconds
11. Processing 1 E1M5A - 35 seconds
12. Processing 2 E1M5B - 50 seconds
13. Icelab 1 E1M6A -51 seconds
14. Icelab 2 E1M6B -37 seconds
15. Icelab 3 E1M6C - 30 seconds
16. Vault 1 E1M7A - 1 min
17. Vault 2 E1M7B - 2 min 19 seconds
18. Lemnos Isle 1 E2M1A - 48 seconds
19. Lemnos Isle 2 E2M1B - 26 seconds
20. Lemnos Isle 3 E2M1C - 1 min 17 seconds
21. Catacomb 1 E2M2A - 15 seconds
22. Catacomb 2 E2M2B - 44 seconds
23. Catacomb 3 E2M2C - 24 seconds
24. Athens 1 E2M3A - 28 seconds
25. Athens 2 E2M3B - 24 seconds
26. Athens 3 E2M3C - 1 min 5 seconds
27. Acropolis 1 E2M4A - 49 seconds
28. Acropolis 2 E2M4B - 55 seconds
29. Acropolis 3 E2M4C - skipped
30. Acropolis 4 E2M4D - skipped
31. Acropolis 5 E2M4E - 1 min 27 seconds
32. Lair of Medusa 1 E2M5A -31 seconds
33. Lair of Medusa 2 E2M5B - 38 seconds
34. Lair of Medusa 3 E2M5C - 53 seconds
35. Lair of Medusa 4 E2M5D - 22 seconds
36. Lair of Medusa 5 E2M5E - 10 seconds
37. Plague Village 1 E3M1A -14 seconds
38. Plague Village 2 E3M1B -13 seconds
39. Plague Village 3 E3M1C -1 min 42 seconds
40. Plague Village 2 E3M1B - 1 min 1 second
41. Plague Village 1 E3m1A - 1 min 28 seconds
42. Passage 1 E3M2A - 33 seconds
43. Dungeon 1 E3M3A - 16 seconds
44. Dungeon 2 E3M3B - 16 seconds
45. Dungeon 3 E3M3C - 1 min 13 seconds
46. Wyndrax Tower 1 E3M4A - 1 min 13 seconds
47. Wyndrax Tower 2 E3M4B - 1 min 19 seconds
48. Crypt of Nharre 1 E3M5A - 1 min 17 seconds
49. Gharroth's Throne 1 E3M6A - 2 min 5 seconds
50. Alcatraz 1 E4M1A - 21 seconds
51. Alcatraz 2 E4M1B - 24 seconds
52. Alcatraz 3 E4M1C - skipped
53. Beneath the Rock 1 E4M2A - 35 seconds
54. Beneath the Rock 2 E4M2B - skipped
55. Tower of Crime 1 E4M3A -9 seconds
56. Tower of Crime 2 E4M3B - 32 seconds
57. Tower of Crime 3 E4M3C - 35 seconds
58. Mishima Labs 1 E4M4A - 27 seconds
59. Mishima Labs 2 E4M4B - 2 min 4 secs
60. Mishima Labs 1 E4M4A - 8 seconds (Timer malfunction, starts at 32 seconds)
61. Mishima Labs 3 E4M4C - 3 mins 24 seconds
62. Mishima's Hideout 1 E4M5A - 1 min 44 seconds
63. S.E.A.L. Training Center 1 E4M6A - 23 seconds
64. S.E.A.L. Training Center 2 E4M6B - 1 min 22 seconds
65. S.E.A.L. Training Center 1 E4M6A - 1 min 22 seconds
66. S.E.A.L. Training Center 3 E4M6C -37 seconds

67. Credits Level - no timer

***If you have any questions, add me on Steam. My username is Cornish Gamer Hen.***