

WOFF - Any%

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Acknowledgements

KawaiNL, Cereth, ChrisTenarium, MrTyton

1. **Skip Cutscene** x2
2. Walk straight ahead to Cafe
3. **Skip Cutscene** x3
4. Auto-battle
5. **Skip Cutscene** x2 then

Chapter 1: Land of the Lilikin

1. **Skip Cutscene**
2. Make Lann/Reynn large (L1 + Square / L1 + Circle)
3. Walk straight ahead
4. **Skip Cutscene**

CHOCOCHICK

- Auto-battle first 2 turns (Lann Libra + Reynn Attack)
- Disable auto-battle after Reynn Attacks
- Imprism

5. **Skip Cutscene**
6. Open and close menu 4 times to skip dialogue immediately after cutscene skip
7. Walk straight ahead to Gimme Golem
8. **Skip Cutscene** after Tama stops talking
9. interact with Gimme Golem and **Skip Cutscene** after

MENU

Mirage Board:

- Tama: → x2 + ↑ Strength+
- Chocochick: → Stroll, ↑ Ram

Stack Setup:

- (2) Remove Tama
- (3) Add Chocochick (Small)

10. Run left to bush, get lusterleaf, **Skip Cutscene** then give lusterleaf to Gimme Golem
11. Run right, open and close menu 4x when Reynn starts speaking
12. Walk to Murkrift and **Skip Cutscene** x2 after Reynn stops speaking

BEHEMOTH

- Auto-battle (Forced Death)

13. **Skip Cutscene** after camera zooms in on Enna Kros
14. Walk to North Promenade
15. Approach Chocolate
16. **Skip Cutscene** after Reynn stops speaking
17. Walk back out of North Promenade

18. **Skip Cutscene** then hold right and Mash Circle
19. Get Slyph
20. Walk left to Sylver Park
21. **Skip Cutscene** then hold right and mash Circle
22. Walk to gate, Mash X to travel to Wellspring Woods

ENCOUNTERS

First Encounter has 2 tutorials (Hold right and Mash Circle)

- Auto-attack all encounters

23. Run to end of the woods, **Skip Cutscene** after approaching Murkrift, **Unskippable CS** at end of woods.

Chapter 2: Foretold by Prophecy

1. Walk to train
2. **Skip Cutscene**
3. Talk to Cactuar Conductor and board train
4. **Skip Cutscene** x2

GOBLINS

- Auto-battle

5. **Skip Cutscene**
6. Open and close menu 3 times to skip dialogue on stairs
7. Walk up to castle entrance, **Skip Cutscene** don't save
8. Walk down stairs and go right down the ramp. **Skip Cutscene** at the gate.
9. Leave town

Chapter 3: Old Acquaintances

1. Circle to close tutorial
2. Walk to north east, open the chest for the **Potion x3**, enter Nether Nebula
3. **Skip Cutscene** x2

ENCOUNTERS

Before the 3rd Screen need to imprism a Copper Golem and before 4th Screen need to imprism a Floating Eye. Flee all encounters unless imprisming.

- **Mandragora:** Foxfire
- **Mini Golem:** Foxfire
- **Copper Gnome:** Attack + Imprism
- **Floating Eye:** Imprism when only mirage left

4. Walk through first screen
5. On second screen open the chest for the **sleekstone** then give to Gimme Golem
6. Walk right and before jumping down open the chest for the **Potion x3**
7. Walk to next screen

8. **Skip Cutscene** before puzzle

PUZZLE

- **Medium:** Copper Gnome

9. Fast Forward until bridge has risen then **Skip Cutscene**

10. Walk forward to next puzzle

PUZZLE

- **Small:** Chocochick
- **Medium:** Copper Gnome

11. Walk across bridge and open both chests

12. Walk back and up stairs. Open menu twice on stairs to skip text.

13. Force encounters if needed to get a Floating Eye

14. Go to next area

15. Walk up stairs and **Skip Cutscene**

16. **Touch the Save Point**

17. Walk into threshold

RAMUH - 2,562 HP

- Channel Element: Earth x6 (3 times each)
- Defend with both until Judgment Bolt
- Channel Element: Earth for rest of battle
- Heal anyone under 183 HP

18. Fast Forward through **Unskippable CS**

19. Get Zapt

20. Hold right + mash circle to skip 2 tutorials

21. **Skip Cutscene**

22. Do not save

23. Go into gate, use gate in nine wood hills to travel to Cornelia

Chapter 4: A Legendary Warrior

1. **Skip Cutscene**

2. Walk down stairs, **Skip Cutscene** at the gate then exit town

3. Walk north-west to goblin encampment

4. **Skip Cutscene**

MENU

Mirage Board:

- Copper Gnome: → Throw Stone, → Double Smash

ENCOUNTERS

Need to capture a Black Nakk before Big Goblin fight

Black Nakk Encounter:

- Unstack
- Attack x2 with unstacked units
- If more than 2 Black Nakks can use double smash and if one is hit once you can imprism.
- Imprism

All other encounters:

- Flee

5. Open the chest for the **Ether x2** hidden behind large rock

6. **Skip Cutscene** before goblin army fight

GOBLIN ARMY

- **Reynn**: Attack
- **Lann**: Double Smash
- Auto-battle until finished

7. **Skip Cutscene** after goblin army fight

8. Force encounters for Black Nakk if needed

9. **Touch the Save Point**

10. If needed open the chest for the **Potion x3** on the bottom behind the gap in the wall.

11. Walk up and **Skip Cutscene**

BIG GOBLIN

- **Lann**: Defend until Super Gobsmacker
- **Reynn**: Defend until Super Gobsmacker
- **Lann**: Double Smash
- **Reynn**: Attack Bahamutian Commander
- Potion **Reynn**: if needed
- When Big Goblin is below half HP, suicide **Lann**:
- **Reynn**: Earth Hammer

12. **Skip Cutscene** x2

13. Hold right + mash circle to skip tutorial, don't save

14. Walk left through gap in wall and down stairs

15. Walk left to black chocochick

BLACK CHOCOCHICK

- Potion x3 on Black Chocochick
- Imprism

16. Open the chest for the **Ether x10**

17. Walk back to gate and travel to Nine Wood Hills

18. Go to gate and open prism case

Stack Setup:

- (4) **Black Nakk**, Copper Gnome, Lann

Transfig:

- Chocochick → Black Chocochick

Mirage Board:

- Black Chocochick: →, ↑, →, ↑ Activate nodes to Flee
- Black Nakk: →, ↑, → Activate all nodes along path

Prism Case:

- Remove Tama / Black Chocochick (Lvl 1) / Sylph

19. Use gate to travel to Cornelia

Chapter 5: The Champion Who Saved Grymoire

1. **Skip Cutscene**

2. Walk right and talk to Cactuar Conductor. Board train to Cornelia (First option, 1x down input)

3. **Skip Cutscene** x2

4. Walk through forest capturing a Cockatrice before exiting to Yuna (Exit just after save point)

ENCOUNTERS

Cockatrice Encounter:

- Unstack
- Attack x2 with unstacked units
- Imprism

All other encounters:

- Flee

5. Make Lann and Reynn small before Yuna Fight

6. **Skip Cutscene**

YUNA

- Auto-attack (intentional suicide)

7. **Skip Cutscene**

8. Make Lann and Reynn Big

9. Exit lake area to the left

10. **Skip Cutscene** then hold right + mash circle to skip tutorial and save dialogue

11. Walk left, open the chest for the **teleport stone** and skip tutorial by pressing circle

12. Continue walking left and exit forest

Chapter 6: Solace from the Ice

From this point in the run onwards flee from all random encounters

1. Walk to and enter the Inn

2. **Skip Cutscene** then interact with the shelf (Small glint)

3. **Skip Cutscene** after the cutscene is no longer black

4. Walk outside and then forward into the Ice Region and enter Icicle Ridge

5. Fast Forward until gaining control
6. Walk to gate and travel to Nne Wood Hills
7. **Skip Cutscene**
8. Walk out of Girl's Tearoom, **Skip Cutscene**
9. Walk to North Promenade, **Skip Cutscene**
10. Hold right + mash circle to skip tutorial
11. Walk towards screen and left and use gate to travel to Nine Wood Hills
12. Go to North Promenade and talk to Chocolate

SHOP

Sell:

- Everything

Buy:

- 15x Electro Marble (L1 / RB increases in increments of 10)
- Confirm purchase
- 5x Bomb Fragment

13. Exit shop and travel to Sylver Park then use gate to return to Icicle Ridge
14. Walk right and trigger sizzle dialogue (Unskippable and unable to fast forward)
15. After sizzle is used, walk forward, down ramp and then do Puzzle.

PUZZLE

- Down, Left
- Up, Right
- Sizzle (Skip Chest)
- Down, Right

16. After Puzzle walk to next screen
17. **Skip Cutscene**

WHITE NAKK X2

- Auto-attack

MENU

Stack Setup

- (2) **Black Nakk**, Lann, *Empty*
- (3) Black Chocochick, **Cockatrice**, Reynn

Mirage Board

- **Cockatrice**: → Sizzle, → Fire

18. Continue walking along path until reaching Puzzle 2

PUZZLE

- Up, Right
- Up, Right
- Down

19. Walk right along path and open the chest for the **squishsparkly**
20. Walk down and trigger battle

WHITE NAKK X3

- **Reynn:** Fire
- **Lann:** Red Fang

21. Walk down and complete Gimme Golem

22. Do puzzle 3

PUZZLE

- Down, Left
- Down, Right
- Down

23. Walk to next screen

24. **Skip Cutscene** when image appears

25. Continue walking along path and do puzzle 4

PUZZLE

- Up, Left
- Up, Right
- Down, Right, Up
- Sizzle and open the chest for the **Elixir**
- Left, Down
- Left, Up
- Right, Up
- Right, Up

26. Walk to next screen

27. **Touch the Save Point**

28. Walk to Boss and **Skip Cutscene**

GRANDFENRIR

- **Reynn:** Fire White Nakk
- **Lann:** Red Fang White Nakk
- After 3 White Nakks are dead, both throw bomb fragments at Grandfenrir until dead (5 Total)
- Suicide Reyinn
- Red Fang last White Nakk

29. Make Lann small and run forward and along path to exit Icicle Ridge

30. Run through Ice Region to Saronia

Chapter 7: The Thane and the Knave

1. **Skip Cutscene**
2. Make **Lann:** small if you didn't already
3. Talk to 2 characters with "!" above their heads
4. Walk down to Shanty Town and talk to character with "!" above their head
5. **Skip Cutscene**
6. Walk up to castle

7. **Skip Cutscene** x2

BAHAMUTIAN GUARD

- Unstack all
- Use 8 Electro Marbles
- Make sure Black Nakk survives the fight

8. **Skip Cutscene** x2, don't save

Chapter 8: Buccaneer Blues

1. **Skip Cutscene**

2. Talk to 3 characters with "!" above their heads

3. **Skip Cutscene**

4. Go to Saronia Docks

5. **Skip Cutscene**

6. Walk back to gate and ope the prism case

MENU

Mirage Board:

• **Black Nakk** → **White Nakk** → **Fenrir:**

- Black Nakk: Activate all nodes along path to White Nakk mirage board (Top Right)
- Transfig Black Nakk into White Nakk
- White Nakk: Activate nodes on upper ring towards Fenrir
- Fenrir: Activate 2 nodes to the right (First Strike → Joyride)

• **Floating Eye:**

- → Hypnosis, ↑ Flutter, ↓ x2 Magic+

• **Zapt:**

- → Thunder, → Agility+, ↓ Enhanced Thunder

Stack Setup:

- (2) **Black Chocochick**, Lann, **Fenrir**
- (3) **Zapt**, **Floating Eye**, Reynn

7. Walk right to cannon and wait for unskippable cutscene to finish

8. Mount Fenrir (↑) and run to the right and use cannon

9. Solve Puzzle

PUZZLE

- **Small:** Zapt
- **Medium:** Floating Eye

10. Use cannon to go back left

11. Run to the next map

12. Go past the first ship and then at the fork go down stairs and open the chest for the **Swirlshell**

13. Run back up stairs and onto boat on the right. Use cannon.

14. Run right and complete Gimme Golem.

15. On ship above open the chest for the **5x Fish Scale**

16. Run to next zone

17. Run right and **Skip Cutscene**

18. Use cannon on right

19. Complete puzzle

PUZZLE

- **Small:** Zapt
- **Medium:** Floating Eye

20. Use 2 cannons to go left twice

21. Run left and open the chest for the **Swirlshell**

22. Take 2 cannons back to Puzzle

23. Complete Puzzle same as before

24. Take cannon left

25. Run back and down central path towards Pirate Ship

26. **Skip Cutscene** just before Gimme Golem then complete Golem

27. Ignore save point, enter ship and go left to the wheel

28. **Skip Cutscene**

KUPIRATES

- **Reynn:** Thunder
- **Lann:** Electro Marble
- Auto-battle

29. **Skip Cutscene**

30. Faris fight: Escape with both then auto-battle (Forced Death)

31. **Skip Cutscene**

32. Bahamutian Guard fight: Escape with both then auto-battle (Forced fight end)

33. **Skip Cutscene**

34. Do not save

Chapter 9: The Low Seas

1. **Skip Cutscene** Talk to quistis, mash X, **Skip Cutscene**
2. Open and close the menu 21 times to skip dialogue
3. **Skip Cutscene** after 2 seconds, **Skip Cutscene** again, don't save
4. Walk left to trigger dialogue. As soon as dialogue starts open menu.

MENU

Stack Setup:

- (3) Zapt, **Cockatrice**, Reynn

SEA SNAKE X2

- 4x Electro Marbles (Auto-battle after first 2)

5. **Skip Cutscene** x2

6. Talk to Adamantoise and get on board
7. Mash circle to skip tutorial
8. Swim forward avoiding Sharks. Open and close menu twice to skip dialogue
9. **Skip Cutscene**
10. Continue swimming to the end of the area

Chapter 10: Too Warm a Welcome

1. **Skip Cutscene** Walk right and open the chest for the **Elixir** from on top the rock (Need to be big)
2. Run forward to next area
3. **Skip Cutscene** then run to gate and travel to Nine Wood Hills
4. Go to North Promenade and shop with Chocolate

SHOP

Sell:

- Everything except Fish Scales

Buy:

- 14x Lightning Marble
- 20x Dragon Scale
- Confirm Purchase
- 6x Fish Scales
- 3x Solid Frigicite
- 4x Frigicite

5. Go to Sylver Park and use the gate to travel to Dragon Scars.
6. Walk up, right at the fork, down the cliff and down to the next area.
7. Go right and follow the path round.
8. Jump down the first cliff. Open the chest for the **3x Ether** after jumping down to the next level. Keep jumping down to the bottom then run right to the next area.
9. Run right at Gimme Golem then follow the path to the end and fight the Red Dragons

RED DRAGON X3

- 3x Dragon Scale (Auto-battle after first 2)

10. Run forward. Skip tutorial on entering next area.
11. Engage Cerberus and immediately escape.
12. Run through Cerberus and open the chest for the **Fluffiflower** behind it.
13. Escape from Cerberus again.
14. Run back and complete Gimme Golem.
15. Run up and jump down the left most cliffs, then run down to next area.
16. Run straight ahead up to the Boss.

MAMA DRAGON

- Use Frigicite
- Use Solid Frigicite x3 (Very important to use 1x Frigicite first to avoid Flare Star attack)