

WOFF - Any%

CrimsonInferno9

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Acknowledgements

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1. **Skip Cutscene** x2
2. Walk straight ahead through the **North Promenade** to the **Cafe**
3. **Skip Cutscene** x3
4. Auto-battle
5. Click down **R3** in order to turn on fast battle.
6. **Skip Cutscene** x2 then

Chapter 1: Land of the Lilikin

1. **Skip Cutscene**
2. Make **Lann** and **Reynn Big**(L1 + □ / L1 + ○)
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:
- Chocochick: → Stroll, ↑ Ram
 - Tama: →↑→ Strength+
- Stack Setup:
- (2) Remove Tama
 - (3) Add Chocochick (Small)

10. Run left to bush, get lusterleaf, **Skip Cutscene**, give lusterleaf to Gimme Golem, then **Skip Cutscene**
11. Run right, then Open and Close the menu 3 times to skip dialogue when **Reynn** starts speaking
12. Walk to Murkraft 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 Chocolatte
16. **Skip Cutscene** after **Reynn** stops speaking

17. Walk back out of **North Promenade**

18. **Skip Cutscene** then hold → and mash ○

19. Get Sliph

20. Walk left to **Sylver Park**

21. **Skip Cutscene** then hold → and mash ○

22. Walk to the **Gate** and travel to **Wellspring Woods** (Mash ×)

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 Murkift, **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 the menu 3 times to skip dialogue when on the 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. ○ to close tutorial

2. Walk to north east, open the chest for the **Potion x3**



3. Enter **Nether Nebula**

4. **Skip Cutscene** x2

ENCOUNTERS

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

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

5. Walk through first screen

6. On second screen open the chest for the **sleekstone** then give to Gimme Golem



7. Walk right and before jumping down open the chest for the **Potion x3**



8. Walk to next screen

9. **Skip Cutscene** before puzzle

PUZZLE

- **Medium:** Copper Gnome

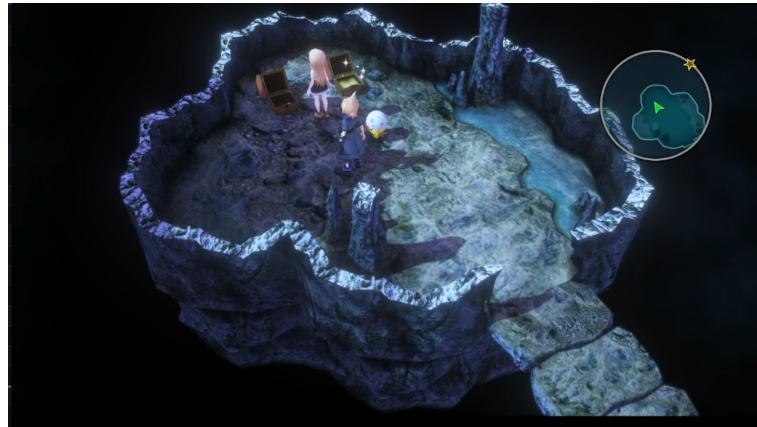
10. Fast Forward until bridge has risen then **Skip Cutscene**

11. Walk forward to next puzzle

PUZZLE

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

12. Walk across bridge and open both chests



13. Walk back and up stairs. Open and Close the menu 2 times to skip dialogue when on the stairs
14. Force encounters if needed to get a **Floating Eye**
15. Go to next area
16. Walk up stairs and Open and Close the menu 3 times to skip dialogue when the dialogue starts and **Skip Cutscene**

MENU

Stack setup:

- (4): Tama / Copper Gnome / L Lann
- (3): Chocochick / Floating Eye / L Reynn

17. **Touch the Save Point**

18. Walk into threshold and **Skip Cutscene**

19. Select **Ramuh** as the fight.

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

20. Fast Forward through **Unskippable CS**

21. Get Zapt

22. Hold right + mash circle to skip 2 tutorials

23. **Skip Cutscene**

24. Do not save

25. Walk to the **Gate** and travel to **Nine Woods Hiil**, Walk to the **Gate** and 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**

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. Walk up the stairs to the right to continue through the camp.

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

GOBLIN ARMY

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

8. **Skip Cutscene** after Goblin Army fight, then continue up the stairs to the right.

9. Force encounters for Black Nakk if needed.

10. **Touch the Save Point**

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



12. 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, make sure that **Reynn** is above 300 HP.
- When **Big Goblin** is below half HP, suicide **Lann**
- **Reynn:** Earth Hammer

13. **Skip Cutscene** x2

14. Hold → and mash ○ to skip tutorial, don't save

15. Walk left through gap in wall and down stairs

16. Walk left to Black Chocochick

BLACK CHOCOCHICK

- Potion x3 on **Black Chocochick**
- **Imprism**

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



18. Walk to the **Gate** and travel to **Nine Wood Hills**

19. Go to **Gate** and open prism case

MENU

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

20. Walk to the **Gate** and travel to **Cornelia**

Chapter 5: The Champion Who Saved Grymoire

1. **Skip Cutscene**

2. Walk right and talk to Cactuar Conductor. Board train to **Saronia** (First option, ↓)

3. **Skip Cutscene** x2

4. Walk through forest, making sure to capture a Cockatrice before exiting to Yuna (the Exit is just after the save point)

ENCOUNTERS

Cockatrice Encounter:

- Unstack
- Attack x2 with unstacked units
- **Imprism**

All other encounters:

- Flee

5. Make **Lann** and **Reynn Small** before the Yuna Fight, in the **Forest Lake**

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 → + mash ○ to skip tutorial and save dialogue

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



12. Continue walking left and exit the 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 the **Gate** and travel to **Nine Wood Hills**

7. **Skip Cutscene**

8. Walk out of **Girl's Tearoom**, **Skip Cutscene**

9. Walk to **North Promenade**, **Skip Cutscene**

10. Hold → and mash ○ to skip tutorial

11. Walk towards screen and left, Walk to the **Gate** and travel to **Nine Wood Hills**

12. Go to **North Promenade** and talk to Chocolina

SHOP

Sell:

- Everything

Buy:

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

13. Exit the shop and walk to **Sylver Park**, Walk to the **Gate** and travel to **Icicle Ridge**

14. Walk right and trigger sizzle dialogue. This dialogue is unskippable and unable to be fast-forwarded through.

15. After sizzle is used, walk forward, down ramp and then do Puzzle.

PUZZLE

- Down, Left
- Up, Right
- Sizzle (Skip Chest)
- Down, Right
- Up, 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-left and trigger battle, **Skip Cutscene**

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 **Reynn**
- Red Fang last **White Nakk**

29. Make **Lann Small** and run forward and along path to exit to **Ice Region**

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 the **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 open the prism case

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**

FARIS

- Escape with both
- Auto Battle (Forced Death)

30. **Skip Cutscene**

BAHAMUTIAN GUARD

- Escape with both
- Auto Battle (Forced Fight End)

31. **Skip Cutscene**

32. Do not save

Chapter 9: The Low Seas

1. **Skip Cutscene** Talk to Quistis, mash ×, **Skip Cutscene**

2. Open and Close the menu 21 times to skip dialogue when dialogue happens

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.

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 ○ to skip tutorial
8. Swim forward avoiding Sharks. Open and Close the menu 2 times to skip dialogue when the dialogue starts
- 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 Walk to the **Gate** and travel to **Nine Wood Hills**
4. Go to **North Promenade** and shop with Chocolatte

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**, Walk to the **Gate** and 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.



9. Keep jumping down to the bottom then run right to the next area.
10. 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)

11. Run forward. Skip tutorial on entering next area.
12. Engage **Cerberus** and immediately escape.
13. Run through **Cerberus** and open the chest for the **Fluffiflower** behind it.



14. Escape from **Cerberus** again.
15. Run back and complete Gimme Golem.
16. Run up and jump down the left most cliffs, then run down to next area.
17. Run straight ahead up to the Boss.

MAMA DRAGON

- Use Frigicite
- Use Solid Frigicite x3
- It's very important to use 1x Frigicite first to avoid Flare Star attack

Chapter 11: Crimson and Azure

1. **Skip Cutscene**
2. Walk forward, **Skip Cutscene**
3. Walk to the top and open the chest for the **Earth Hammer x3**
4. Walk to **Valley Seven**
5. **Skip Cutscene**

6. Walk to the chest and open the chest for the **Agi+ Seed**

7. Complete the first puzzle

PUZZLE

- **Zapt**
- **Cockatrice**

8. Complete the second puzzle

PUZZLE

- **Zapt**
- **Cockatrice**

9. open the chest for the **Teleport Stone** from the chest and use it to return to the start

10. Walk to the smash popup

11. Trigger the battle

BOMB X6

- **Reynn:** Fish Scale
- **Lann:** Fish Scale
- Auto-attack

12. Trigger the King Bomb battle

KING BOMB

- Use 3x Dragon Scale
- Defend with full HP party member
- Use 4th Dragon Scale

13. **Skip Cutscene**

14. Delayed **Skip Cutscene**

15. Do not save

Chapter 12: Crimson and Azure

1. Skip scene

2. Open and Close the menu 2 times to skip dialogue when walking one step

3. Open and Close the menu 1 times to skip dialogue when walking one step

LUCKY TOAD

- Earth hammer (should be at bottom?? beware of extra drops)
- **Imprism**

4. Hug right wall, then left wall

5. **Touch the Save Point**

GOLD FLAN

- Lightning Marbles x5

6. Skip scene, do not save

1. Skip Cutscene

2. Enter the Caravan, **Skip Cutscene** then exit immediately
3. Walk to **Phantom Sands**, **Skip Cutscene**
4. Follow the path: Left, Left, Right, Left
5. **Skip Cutscene**

SAND WORM X3

- Use 6x Dragon Scale

6. Walk down and **Skip Cutscene** x3, do not save

Chapter 14: Lost Powers

1. Skip Cutscene

2. Make **Lann** and **Reynn Big** and walk forward
3. Interact with the character marked with (!), **Skip Cutscene**
4. Continue walking forward, **Skip Cutscene**
5. Continue walking forward, **Skip Cutscene**
6. Make **Lann** and **Reynn Small** for the upcoming fight
7. Lose the battle, **Skip Cutscene**
8. Tutorial sequence

SEARCHER

- Auto-attack x2
- **Imprism**

9. Walk downstairs x2
10. Use **Zap** and wait for searcher, then proceed downstairs
11. Use **Zap** again, open the chest for the **chest**, backtrack, then Hide
12. Walk downstairs x2
13. Go right, use **Zap** open the chest for the **chest**, walk downstairs (watch out for searcher!), then Hide
14. Walk downstairs, **Touch the Save Point**
15. For the Dialogue Sequence:
 - Dialogue sequence: (4) Use the Eldboxes. And we'll just have to hope for the best
 - Dialogue sequence: (3) Hm? You know... The League of S has an agent on-site
 - Dialogue sequence: (2) I think she can remove the suppressors
 - Dialogue sequence: (1) Yeah? It's possible...

DEATH MACHINE

- Lightning Marbles x2

16. **Skip Cutscene** and choose not to save

1. Skip Cutscene
2. Engage in battle, lose intentionally, **Skip Cutscene**
3. Delayed **Skip Cutscene**
4. Walk behind the reactor, open the chest for the **Chest**
5. Enter the reactor, **Skip Cutscene**

MENU

Withdraw:

- Black Chocochick
- Cockatrice (down x2)

Mirage Board:

- Valefor (middle route)

Withdraw:

- Copper gnome (down)

Mirage Board:

- Mythril Giant (Smash only – First node)

Withdraw:

- Floating Eye

Transfig:

- Copper Gnome -> Mythril Giant

Withdraw:

- Fenrir

Transfig:

- Cockatrice -> Valefor

Mirage Board:

- Lucky Frog (Mirajewel at the top)

Stack Setup:

- (1) Chocochick, Valefor
- (2) Searcher, Fenrir

Mirage Board:

- Black Chocochick (Blank space Agi+ - mid node and work to bottom)
- Searcher (Faith, Rightdown node)

6. Make both **Lann** and **Reynn Small**

7. Open menu once to skip text

8. Go to left area with Flutter

9. open the chest for the **2 Lightning Spellstones**

10. open the chest for the **2 Shell Stones**

VIVI, BLACK MAGE X5

- Use 2 Spellstones (Refunded)
- **Imprism**

11. **Skip Cutscene** x3

12. Do not **Touch the Save Point**

13. Walk down

14. Go to the left side first, then right side

1. **Skip Cutscene**
2. Walk to platform, **Skip Cutscene** x2
3. After reaching the top of the second section, walk down the left side
4. open the chest for the **Elixir** (Half way down)
5. open the chest for the **Stealth Mirajewel** (At the bottom)

MENU

Mirajewels

- **Reynn** – Stealth
- **Lann** – Other 2

6. On the first screen of Mythril Giants, jump twice as soon as possible, then approach the enemy

MYTHRIL GIANTS X3

- Use Lightning Spellstone

7. open the chest for the **X-potion**
8. On the second screen of Mythril Giants, jump on the 2nd pad as soon as possible
9. Grab the chest to the right in the break section for earth spellstones (Avoid the launch pad)

MYTHRIL GIANTS X3

- Use Lightning Spellstone

10. open the chest for the **2 remedies+**

MYTHRIL GIANTS X3

- Use Lightning Spellstone

MENU

Mirage Boards

- **Fenrir:** 2 down for agility+
- **White Nakk:** Agility+ node

GILGAMESH

- Use Lightning Marble
- Use Earth Hammer
- Unstack after his turn
- Use 7 Marbles in one turn

11. **Skip Cutscene** do not save, **Skip Cutscene**

Chapter 17: Naught but Nightmares

1. Open menu 5x to skip text
2. **Skip Cutscene**
3. Board train (up 1x)
4. **Skip Cutscene**

5. **Skip Cutscene** x2

6. Walk forward

7. **Skip Cutscene**

VAMPIRES

- Use Earth spellstone

8. **Skip Cutscene** x2

9. Unskippable cutscene at Cloud

10. open the chest for the **Wearwheel**

11. open the chest for the **Megalixir** in the back

12. open the chest for the **Wearwheel 2** in the bottom

13. **Skip Cutscene**

VAMPIRE PRIME

- Defend x2
- Unstack
- Use Dragon Scales

14. **Skip Cutscene** x2

15. Press ○

16. **Skip Cutscene**

17. Choose not to save

18. Use teleport stone, go down to **Tometown**

19. Take right path

20. Talk to robot, unskippable cutscene

21. Use teleport stone, exit **Tometown**

Chapter 18: The Fell Spell and the Quacho Queen

1. Make **Lann** and **Reynn Big**

2. **Skip Cutscene**

3. open the chest for the **Turbo Ether** x2

4. **Skip Cutscene** x2

Besaid Station

5. Walk down, open the chest for the **5 Star Curtain**

6. **Skip Cutscene** talk to quest giver for

7. dispel, interact with (!), **Skip Cutscene**

8. Enter house, **Skip Cutscene**

9. Escape, **Skip Cutscene** x2

10. open the chest for the **1 Ether**

11. open the chest for the **2 Water spellstones**

12. open the chest for the **3 Ethers**

13. open the chest for the **4 Hi-Potions**

14. open the chest for the **5 Shell stones**

15. **Skip Cutscene**

16. Make **Lann** and **Reynn Small**

17. **Skip Cutscene** (1 voice line)

MENU

Valefor:

- Right
- Up
- Right

18. Use the Charm Chime (left), climb right side, open the chest for the **Lightning marble** on top of roof

19. Use the Charm Chime (2 Right side 2nd wall)

20. Enter palace, **Skip Cutscene**

QUACHO QUEEN

- **Reynn:** Defend
- **Reynn:** Faith
- Use Earth Spellstone

21. **Skip Cutscene**

22. Exit palace, **Skip Cutscene** (!)

23. open the chest for the **Elixir**

TONBERRY KING + TONBERRIES X4

- Use Lightning Spellstone
- **Reynn:** Faith
- Use Lightning Marbles x4

24. open the chest for the **Holy Torch** on the left

25. Walk to the **Gate** and travel to **Nine Wood Hills**, **Skip Cutscene** x2, mash **Skip Cutscene** do not **Touch the Save Point**

Chapter 19: The Other Nine Wood Hills

1. **Skip Cutscene**

2. Make **Lann** and **Reynn Big**

3. Walk to the **Gate** and travel to **North Promenade**

Sell:

- 7x Mega Phoenix
- 2x Elixir
- 1x Megalixir

Buy:

- 20x Phoenix Down
- 3x Bomb Fragment
- 40x Lightning Marble
- 21x Dragon Scale
- 4x Dragon Wing
- 1x Protect Stone
- Max Silk Spider

4. Sort items: Marbles / Phoenix Down, Scales / Star Curtain, Dragon Wings / Spider Silk, Spellstones at bottom, Shell Stones and Protect Stones below Spellstones
5. Make **Lann** and **Reynn Small**
6. Walk to the **Gate** and travel to **Northern Region**, **Skip Cutscene**

MADUIN

- Unstack
- Use 9 Dragon Scales on Maduin, with Phoenix Downs
- Use 7 Dragon Scales on Terra
- Ensure Searcher survives

7. **Skip Cutscene** x2

8. Enter **Crystal Tower**

9. Interact with Green crystal, keep climbing, interact with Green crystal

PUZZLE

- Chocochick
- Floating Eye
- Valefor

10. Interact with Green crystal, climb, flutter over, climb

11. Interact with Blue Crystal, Red Crystal, SMASH (Elixir), go left, flutter down, open chest x2

12. Pickup 1 Lightning+Ice Spellstone

PUZZLE

- Chocochick
- Floating Eye
- Mythril Giant

13. Flee the mandatory battle

14. **Skip Cutscene** walk, **Skip Cutscene**

TIAMAT/ASTERIUS

- Use Dragon Scale
- Use Faith on Reynn
- Use Water Spellstone, Dragon Scale
- Repeat (Water Spellstone, Dragon Scale)
- Use 4 Dragon Wings on Asterius

15. Unskippable scene

16. Touch the Save Point

KRAKEN/BUER

- Reynn: Use Shell Stone on self
- Lann: Use Faith on Reynn
- Reynn: Use Earth Spellstone
- Lann: Use Lightning Marble on Kraken
- Reynn: Use Earth Spellstone
- Lann: Use Dragon Scale on Buer
- Reynn: Use Earth Spellstone
- Lann: Use Lightning Spellstone

17. Touch the Save Point

18. **Skip Cutscene** do not save

Chapter 20: The Final Showdown

1. Skip Cutscene

2. Open menu 4 times

3. Walk forward

4. Skip Cutscene x3

BRANDY 1

- Haste **Reynn**
- Star Curtain **Reynn**
- Unstack Both (Unless Dispelga)
- Star Curtain to keep Chocochick alive, keep him at 100% HP all the time.
- Use Spider silks to keep slow (don't use more than 8)
- Use 24 marbles if >2-3 reflects?!?!
- Use many revives

5. Skip Cutscene x9

6. Move forward

7. Skip Cutscene

8. Complete quest on left side

9. Talk to Quistis

10. Skip Cutscene

11. Walk to the **Gate** and travel to **Nine Wood Hills**

12. Go to **Plaza 99**

13. Skip Cutscene

14. Return to **Balamb Garden deck**

15. Skip Cutscene

16. Do not save

17. Skip Cutscene