This document will record all the strats used in the NieR:Automata Ending [K] Blindfolded Speedrun. By Bubzia.

Abbreviations and terminology found in: <https://docs.google.com/document/d/19vmVgFMNtbAZIRPrsVuQ8W9IxH_OqY8QPXf5j6oVXlo/edit?usp=sharing>

Settings: easy no chips

Prologue as always till after crane skip

After 2RR DJ dash over crane pit:

4RR, DJ right neutral

MENU: weapons(3right),WS2(last),LA(x),All weapons(x),1down(VC),x(equip)

Down x mash for bare hands; close

Double lift bare fist, into left infinite slash (2slash), start with one up

21-22 times (if lucky and far down enough you get door sound for cue)

Then 4LR

MENU: weapons(3right),WS1(1down),LA(x),x(all weapons),2down(last; VT),x(equip)

Bridgeskip holding left

URs till door open (dont move stick)

DLR, 5LR,3ULR,3DR,LR,9UR,RR,DR,3URR,2x DJ DRR,DRR, 8UR,LR,2DR,3LR,3ULR(item), 2URR DJ plunge, URs until after first door/second door open; slowwalk till second door close

2LR, ULR, triple PJ UL, ULR,7UR, 4RR,4UR, 4LR, 7DRR into corner

9LR (with uptap at start),2DR, 7LR, 2DR, 2LR, 2DR DJ, 5DR/DRR, 43 LR, RR, 25 ULR into no music (near camp), 7UR, DJ up into 2UR,LR,DR,DLR, neutral DJ downtap, right mash into transporter

SAVE

QSLOAD

R3

KB UR,30 steps up

RR,DRR, KB DR buffer

Neutral HA LS, neutral RD

KB UL,U, short J into R tap at beat3.5 for OoBs, hold up till metal sound

Buffer UR, R3, UL a few steps (slow), straight UR 2steps, double PJ plunge (music change)

Buffer UR, R3, IMPORTANT: NEVER MOVE L STICK, because camera messes up

6UR into PJ flight for 5 seconds, PJ, dash plunge

(if you void out try again with UR, cam should be perfect)

Void out into 5RR, slowly walk right hold circle for fishing

Cam down a bit and fish (repeat this after every catch) //recatch after 30s

Bite detected with wierd splash: bream

Report fresh: blowfish 1splash, bream 1splash

Mechanical sounds: no

Big splash: shark

Pod with dialogue

Garbage: tire etc ; report purpose unknown

Catch : water flee,

Mackerel: Catch with 1 splash / report fresh

Menu: items(2r)-caught fish(last),use first one 2x into time on voidout (discard if fresh fish but no mackerel)