Ib - Promise of Reunion Blindfolded Speedrun Strats by Bubzia

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# Before the Run

* Keyboard Layout to EN

# Splits

## Gallery

Mash text till after 2nd footstep with x till menu

1D,7R, 4.5BU loadbuffer,

3U, 5R,8BD,7BRloading loadbuffer

8R,U Y mash text till music end, Xout

D,13BL, 8BU,3BL,2BD,2R,3BD loadbuffer light sounds

Uloading, 3U,5R,8BD,7BR loadbuffer,

6R,U mash into sounds, talk again

D,13BL,8BU ,3BL, 2BD,2R,3BD loadbuffer,

4D,8BR,U,4R,D till water

3D, RmashY till rose R sound, U into door,

2Umash for key, back down out of door

1D,Rmash for rosewater, 1U, LmashSAVE

## AntPicture

2R,U into door, mash for key

BU till 4th hand,D,4R,U mash for picture

2D,5L, 5BD, 1R,3D, 16BR,1L,U, Rmash for painting floor, 2BR

1L,1Dloading,1D, 5BR,2L mash for key,

Enemy sound, 4BL, 1R, 2Udoor,L till break sound, 2BL,1R,1Ddoor

18BL,3U,1R,12U,5BR,Usave

## FishPuzzle

2L,3Udoormash, 1U, BL into door

**Hide&Seek**:

3L,1R,1U mash sound, 2R,3BD,2L,Umash till sound, 1R,1U mash into RNG

If: scream into dmg; 8BL, 6U,2R,U mash into sound, R,U,mash for sound, R, 4BU,5R,U mash for sound

If: dmg slice without scream, 10L,UmashX sound, R,Umash sound,R,Umash till sound

If: correct (sound instant),R,Umash for sound,1R,6BU, 10L,Umash till sound

Exit: 4BR, 8D,Rdoor

18BR,1L mash till fishtail double sound key,1U,2BL,1U,1Rmash for HP, 1U,3BL,1D,1L,2D,

4L,Umash for fish, 12BU(1BU after hand),11BR,4L,U,Y,

U,R,4D,R,4D,Y //PW: 166

Umash for apple

Ddoor, 1D, 5BL,1D,11L,5.5BD //2nd hand sound, else dmg or search for it

10BR,4L,2U mash, 1UB, 1D,12BR, !12D or dead

7BD(after sound switch),9BR,8BU,Lmash SAVE

## RedLady1

1R,Udoor, 9BR,1L,7BU mash,R,2D,U,mash till key //1dmg

7BD,7L,8U,5L,2U mash door, U into locked door, neutral Y, 1D,3L,U, 2Y,D,mash X till door //TODO sound

3R,2Udoor,3BU,Lmash into HP,

Rmash SAVE

## BlueLady1

2D,Rmash till key, BLtill door, 13L,U mash door,

1U,4.5BLhit,U mash for blueRose hit, //ENEMY RNG, this doesnt work as intended

D,R(quick),1BR,D,Ralternaters into exit, 2D,R till door

10R,Utext, U Y mash till heal, mash again for heal,

R,U,Rmash for SAVE

## Garry

2D,Rmash for Garry //mash till music gone

D,4BR,U,2Rloading,R,U,Rmash till cutscene, R,U till door,

5BUloadbuffer, 12U,6R,2Udoor

2L,Upush,U,L,U,Rpush,R,2Upush,Upush,Rpush, R,U,R mash for eyedrop

D,L,3BD,2R,Ddoor,

4L,4BU,6.5BL, R, 4BD,L,2D Y D Ymash for eye

2U,R,4U,Rhold mash till item

10BL,2U,6BR,2L, U mash till drop,

L,9BD, U, Rmash till SAVE //!!!absolutely save here, maze is brutaly

## Maze

6BL, U search for door //backup left side: 7R , U

**Maze**: // No bond poster here, repeat with resets until you get it

buffered3BR,7BU,7BD,7BL,3U,3R,3U,2L,U,L,2BU,2R,D,2R,D mash for switch,

2U,2BR,2BD,L,3BD,2R,D into exit

D,Rmash for SAVE

## Bouquet

4L, U into door, 8BR,2U,2L,D,mash for ring

2L,2D, 6BL, D search for door // left wall backup: 5R,D

6L,8BD // backup, just more for exit reenter

1U, L 3Y(sound),2D,Y for ring quest

U,2L mash for bouquet

4R,4BUloadbuffer,12U, 5BR, 5BU, mid (1BR, L), U

3Y,U,Y mash U till door

5BR,1L,U into door

U mash into SAVE

## PicEnemies PW2

17BR door, 5BU,5BR,6D,3R,U into password

4D,R,2U,R,D,R,5U,Y,Y, U into door //6295

1.5BR, 3U,L Ypush till click sound,Y

L,1.5BD,R,D into door

D, 4BR,3BU,6BR, quick: 7D,4R,U into door

U mash for mirror, D mash for mannequin, U mash for mirror again, mash X for response

D,Y, continue mashing till end //important for ending !

4BD,2R,D into door

EnemyRNG: 2R,8D wait for hit

Quick: 12L,6D, 8R, Y mash for key,4R,6U, 9BL, 4D, Lmash for SAVE // save slot 2 for softlock possibility

## EnemyEscape

D,3L,Umash into door

2BU,2R,U mash, D, 4L, U,2Y,D,Y outX,2R D mash for door // escape start

Hold R, L,UB,L, UB into exit after second wall break // instant

U,3BL (might get hit), 2.5BD, 1.5BL, 3BD, 3L, U till music stop,

Mash through cutscene

Dialogue just mash

Mash y for pick up jacket

U R mash for SAVE

## Maze2

2BD,3L,U mash for HP, R mash for talk, 24seconds //talk 8 times!!! For bond point

D,BR,BUmash for SAVE again

BD,4L,D door, D Ymash for exit

R,9BD, 14BRloading, 1BU, 5R, 2U,L into **maze2 mash music change**

**//RNG**

**Maze2:** L,2U,6R,2U,2R,2Umash till sound,

1BD, R,D,2R,2D,2R,U mash X,

R,2D into exit

4.5BR,7.5BU,7L, U mash for milk pic

7L, U mash for SAVE

## CircleWalk

18BL,8R,D till door, mash dialogue,

2BR,Umash for line,D,2BL,D into door

5D,5R,U mash X till 1D choice

5L,U till second door + 1BU, 5L,

U mash till music change, then D mash till door

22BR, 7D,R into MarryDialogue mash till choice/music back to normal

Rmash till rose, mash dialogue, 10BU,6BR,Umash till SAVE

## Seperation

3D,6BL,2R,U into door, Umash till dialogue choice, then X

D,4L,UmashX, 4BR,BD till glass fall //instantly, needs to be fast

Umash till violet key

5L,7BD, Rmash till seperation

3BR,Umash till SAVE

## MaryIb

2L,Umash into door,2U,2R,U,Rmash till choice,then X

L,3D,Lmash till X

R,3U,2.5BL, Dmash till X, D, LmashX, Umash into door

4BU,3BR,4BD,2BR,6BU, 6BL, 2R, U into door

2U, L mash for SAVE

## GarryAloneBeginning

D,3R, mash for Garry X

(5L/3BL,2R), U into door,

5U,4R,Umash for sound into 2Y or X,

2U into music, 2U,Lmash for SAVE

## String+GasIb

7BR,2L,Umash for string cutscene X

2R,3BD Y for Ib

L mash for choice //door walk

D after door sound, 1BL,1BU,1BL,1BD,R 5mash for object,

3BL,U,11BL,U mash 3dialogue, 4BU,18BL,4R,D into door

3BD,U,4BR,D, Y for forest key

4BL,R,D,YYDYDY mash for mannequin head

2BU,R,U into door

2U,Rmash for SAVE

## LeftRoom+GarryPuzzle

3U,11BL,5BD,3R,U into door, Y,Y,U,Y,Y unlocked U into door

3.5BR,2BU, ,Y,Y,D,Y, X mash till menu,

2BD,3BL,R,D into door

3BR,L,5BU,5R,D,Y for Garry

5U,3BL,DY x3,L,D,RY x3 into sound

U,Lmash for SAVE

## GarryBall1+2+Umbrella

3R,9BU,19BL,R,5BU,19BR,L,5BU,19BL,R,Umash till sound

R,U sound,L,U,mash till sound

R,U into door

7BU,3R,4BU through door

L,3U,R,2U,YintoXmash for ballspawn

2D,L,2D,R,2D into door

2L,Dmash till ball1

7.5BR, 4U,3R,D into door

X mash for dialogue

3R,Ymash for umbrella

3L,U into door

3R,U,Y,Y,Y,4D,R,2U,R,2U,R,3U,Y,Y into sound //6223

R mash into ball2

3(B)R,4BU,2L,U,3Y,U,Y,Y for sound into Xmash till menu

4.5BL,2.5BU,R mash into SAVE

## Library1+IbUmbrella

3L,U into door

2L,Umash into sound,

Lmash for ball3

4BD,2R,D into door

D,3BR,Umash for health

8BD, Y for Ib

6BR,2L,Umash till sound

Rmash for umbrella sound

4BD, 2L, D into door

4R,U mash until rain, xmash for menu

4L,U into door

2U,Rmash into SAVE

## GaryGas

4U,12L,Y for Garry

6U,3R,D into door

R,Dtill no dmg, Lmash for HP

Rtill no dmg, UmashX for gas disabled

3.5BL, 3U, Lmash till ball4

R,3U into door

3BL,R Umash for SAVE

## Library2

L till sound, mash, 2U into door

2R,3BU,R,Dmash for ball5,

2R,U, 3Y,U,Ymash till no music into Xmash

R,4BD,6L,Dinto door

Rmash for SAVE

## DollRNG+PaintRoom

9BD, 2U, 2BL,UmashX, L, 3Y,D,Ymash for sound into Dmash for ball6

Short Cutscene

4L,U,U,Y into RNGroom

Umash into ball7

D into door sound

//<https://imgur.com/a/xndvJ> for possible keys

mash till scary bell starts with music

//after initial Y, mash with X for a while since there is no sound of getting the key or menu to no loop infinitely

//have to try to get out of the door after every doll since no sound, door makes sound

Try: R mash into key get, L, D into door exit

If not: 2U,2L,U mash into key get, 2R,Dhold into door exit

If not: 5U,L,mash into key get, Dhold into door exit

If reset: Wait till dead and Ib gameplay, shift into D,Y,D,YY for continue; try again

Success: mash until music starts playing again

6L,Umash till door sound,

5R,UxmashX till down option, Y, X mash till menu Ib

L,R,Y,D,YmashX till menu

6L,2U into door,

2L,Umash till key sound

3BD,2R,D into door

9BR,Dmash into SAVE

## Reunion

6L,Umash into door

R into music into mash till garry theme over into normal theme

U,7L(BL2R),2D,4BD(6BD total),L,2.5BD,Lmash into statue sound mashX

27BD(music change), L till music change

mashX, 10BL(transition),10L,Umash till locked sound

R,U,YmashX

2R,Umash for SAVE

## Bucket

3.5BD, 3.5BL,4U, 5BL(transition),5L,D into door

3BD,3BL,Umash into bucket

2BD,R into mash (X or music start)

3D,4R,U into door

11BR, 3BU,R mash for SAVE

## ColoredCity

4D,13BR,U mash into sound

Y,U,YY into water bucket

23.5BD,4L,U,Ymash into sound key get sound

13BL,U,L checks until door

2U,Lmash till mirror get x mash out,

D,8.5BL,3R,D into exit

4BL,R,23BU,2D, mash Y for 6 times talk to garry sound

Y,U,Y for mirror on ground, mashX out

2U,2R,U into puzzle

//press sounds after 2Y here

7U,2Y,3D,3L,2Y,3U,6R,2Y,6L,2Y,6R,6D,2Y,3L,2Y,3U,3R,2Y,6L,3D,2Y,3R,3U,Ymash into key

//U,L,UR,UL,DR,D,R,DL,mid

D into exit

11BR, U,R checks for door, Y enter

Rmash for SAVE

## ToyBox

3L,Umash for ToyBox

Mash allX till menu (music change early)

//toybox beats

L,9BU,R,D,YmashXout,

2D,9BR,D,R,Dmash till Garry sound, Xout

2U,Lmash for SAVE

## Death

11D,9L,Ymash for Key

Mash till second breakdown sound, start with Y

6BU,1BR,BU into exit //RNG pray to everything

//gameover try again

After music change: 6beats U

13BL,14mashedBU,4.5BR,Dmash for SAVE

## Flames

4L,3BU, 3Y,D,Y(Xstop into D),mash till burn Xout

Umash all the way until rage, U till step sound into Y,U,Y

!Important!: Ymash till Garrys Theme, then Xmash buffer into 1D,Y

R,25BD,Rmash into SAVE

## Finale

4BD,2L,Umash into door

2R,3BU,2L, 23mashedBD

5BR, Ymash transition buffer

14R,5BU transition buffer,

3U,5R,8BD,7BR transition buffer

8R,Umash into music,mash till pull you over sound,

!!!!! IMPORTANT!!!!! Buffer the choice with X into D,Y

Wait a bit and mash 2TBs,

4BL transition buffer into music

7BL,10BU,2BL,2BD,2R,11BD, 7BR,2BD,2R, 10BD,L,Umash into Garry

Mash all the way till garrys theme fadeout after

Time on garrys theme fadeout

GGWP

# Notes

* B before direction: 175bpm beat count
* Toybox 143bpmish
* Gameover: Y(title music),D(continue),2Y
* Started 09052019