

Overview

Push B To Jump is the 2020 April Fool's day flag that b0ardface introduced to Free Enterprise, and this may surprise you, but it allows you to push b to jump (outside of combat), and also allows you to push b to jump (in combat). This means that not only can everyone knock Val out of tornado form, you also might be able to just hop over her boss fight entirely.

Push B In Combat

Everyone can Jump.

This is pretty simple but can be surprisingly hard to remember and take advantage of. Early game, it means everyone can be in the back row and still do full damage, even if you haven't found a ranged weapon yet. Everyone can now do physical damage to Antlion without drawing a trigger, and D. Lunars without starting their virus script.

You can also do some less obvious things, like possibly clear more people from being targetable by the Shadow Dragon in the Golbez fight, get Evil Wall to get some punches in on itself, or take advantage of the 2x attack power to skip an Elements phase change, or kill an Egg without a transform if you're making breakfast without spending a coffin or an hourglass early.

Push B on the map

Jumping while walking around the map lets you hop over obstacles that are one square. This includes a rock, a small gap, and thin walls. The randomizer doesn't take any of this into account when placing Key Items, so you can use this to break the logic pretty severely.

There are some out of bounds jumps that will act like the warp spell. The most fun/effective ones for this are for leaving Lower Bab-il, the Tower of Zot (if you don't fit the Val spot), and Sealed Cave.

Be careful with out of bounds jumps, though, especially after killing the boss Lower Bab-il (the Lugae Spot) if you're coming straight from the hook route, since there are some OOB jumps that will put you in a screen you can't leave without resetting. Test your OOB jumps in practice seeds before trying them in a race setting.

Key Item Skips

Baron Key

You can hop right over the guards guarding the front door, or hop over to the right into the moat. Either way, the items from vanilla Kainazzo and Odin spots are wide open from the beginning of the game. You'll still need the Baron Key if you have the Unlock the Baron Sewers objective.

Earth Crystal

The Earth crystal is not required to either rescue the two characters in Zot, nor is it required to complete the Key Item check (and subsequent objective).

To rescue the characters, you can jump over the Magus Sisters spot, and over the blocking tile to talk to whoever is in the vanilla Kain spot. You'll then be walked through whatever boss is in the Golbez spot to complete the cutscene, and get both characters. Alternatively, you can just hop over the boss in the Golbez spot, and talk to the character who's blocking your way. Finishing this is the trigger for Rosa learning the Exit spell. You can hop over the fight trigger to escape the room without fighting the boss in the vanilla Valvalis position. After rescuing the characters, the game will position you exactly in front of the trigger, so all you have to do is press B once to clear that trigger safely.

You can fight the boss in the vanilla Valvalis spot without rescuing the characters, just hop over the boss in the Golbez position, then hop over the character blocking your path (If you talk to the character, you'll be forced to go through the recruitment cutscene). Then just walk up the stairs and trigger the fight. After completing the fight and exiting to Cecil's apartment in Baron, you'll gain the Key Item reward and satisfy the Complete the Tower of Zot objective.

You still need the Earth Crystal for opening the Troia Treasury.

Twin Harp

You can hop over the Dark Elf blocking your way to the KI in Cave Mages, so the Twin Harp is never necessary for this Key Item, and can complete the "Complete Cave Mages" objective without it. You can also save a second or so by hopping immediately right or down to avoid walking onto the trigger tile for the "this place is protected by a magnetic field" mini cutscene.

You do need the Twinharp for the Break the Dark Elf's Spell with the TwinHarp, but you can hop over the invisible block that prevents you from walking out normally. You'll be warped to Eddy's recovery room in Troia, and you can either cast Exit to exit Cave Mages, or walk out the door, which sends you back to the crystal room in Mages, and then hop over the block again, and you'll be back in the Cave itself.

Hook/Magma Key

Neither of these are required to get underground, since you can hop over to the entrance of Cave Eblan. That also means that Launch the Falcon requires no key items. Because of this,

some Push B To Jump flags sets turn on Kunsafe and/or Bunsafe so it's a little harder to track the logic of where underground access can be.

Dropping the Magma Key down the well and both tail turn in objectives do require their respective Key Items.

Luca Key

You do need the key to enter Sealed Cave, but you don't need to fight the boss that guards the Key Item. You can just hop right over the fight by hopping over the single rubble tile before the bridge. Fighting the boss is required for the Complete Sealed Cave objective.

Skippable Boss Fights

The following locations can be skipped in order to get Key Items/Characters/Loot. Bosses that must be killed for objective completion where it might not be obvious are noted.

- Baigan Spot (Baron Castle 1)
- Milon & Milon Z Spots (Mount Ordeals 1 & 2)
- Evil Wall Spot (Sealed Cave)
 - Required for Complete Sealed Cave
- Magus Sisters Spot (Zot 1)
- K/Q & Rubicant (Hook 1 & 2)
- Dark Elf (Cave Magnes)
- D Lunars Spot (Ribbon Room)
- D Mist spot (Mist cave)
- Octomamm Spot (Waterfall)
- Elements Spot (Giant of Babil 1)

Unconventional/Risky Routing

Lower Bab-il

You can hop over a wall section after falling down the pitfall that will allow you to fight the boss at the top of Lower Bab-il before you finish launching the Falcon. Because of how the map loads when coming from this direction, you can't make use of the save room near the top of the tower.

Also, there's the potential to softlock if you make enough out of bounds jumps (jumps outside the normal walkable map area), to where you'd be warping back up the pitfall. Be very careful here. Details in the Known Softlocks section below

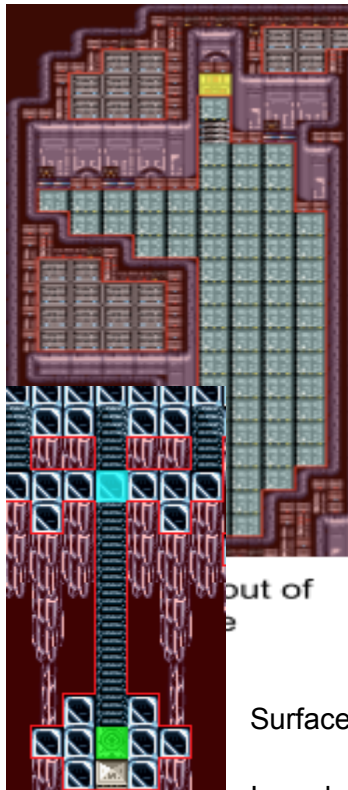
Lunar Subteranne

You can hop over to the Crystal Sword Altar (where Wyvern is in vanilla) on your way down, rather than having to walk across the hidden bridge. Going this path does not allow you to make use of the save point just outside of the Crystal Sword Altar.

Known Softlocks

Upper Babil to Lower Babil

After falling down the pitfall from Upper Babil to go towards where the Falcon cutscene is, if you jump out of bounds on the first floor post-pitfall, you'll be softlocked. The typical way of this happening is going to fight the boss in the vanilla Dr Lugae spot, and then out of bounds jumping once you've gotten back to the doorway that will lead you on the path to the Falcon, but even if you jump out of bounds to the left on your first trip through, you'll end up in a room you can't get out of.



Pass/Secret Room behind Zeromus

In Push B to Jump seeds, you can end up on the moon with no way back to the blue planet, by using the Pass. To this, once you've been transported to Zeromus' hideout, walk forward until you're on the last tile on the initial stairway tileset, hop the crystal flooring (the light blue square in the image to the left), then walk all the way (hopping Z, of course) into the far staircase, where you'll find a secret room. Then walk back to the teleporter tile, making sure to again hop the trigger tile for the Z fight, which is that first Crystal block we hopped earlier. Once you hit the teleporter tile, you'll be on the Lunar

Surface, somewhere.

In and of itself, this isn't entirely a softlock, since you're still free to move about the moon as you will, and can visit every moon location, but if the seed requires you to go back to earth, you're out of luck.

Event Trigger Invocation in Mist Village:

When Gdupe is turned on, you can use that to get a stack of items that lets you initiate events in the code by jumping out of bounds over the left entrance of Mist village. To do this, you need a stack of one of any item, a stack of 255 Cure staffs, and a stack of one of a specific item that has an item id corresponding to the event id that you want to initiate. These need to be arranged in that order, with the "any" item in the top left slot, the stack of 255 cure staffs in the top right inventory slot, and the specific item in the second row, left column. With that setup, walk into Mist village, and then jump over the tile you would normally walk on to exit the town to the left. That will now have the game initiate the event.

Typically, this is most effective to either invoke the Zeromus fight (where you instead fight an imp), or to go straight to the credits.

(Insert specific setup/details for these, possibly with pictures!)

An alternate version of this without GDupe on is viewable here:

https://www.youtube.com/watch?v=aCBMQ_f-B2E, and involves having the trash can in the top left spot, 26 cure staves in the top right inventory spot, and 6 poison claws immediately below the trash can. From here, fly to the left side of mist village, enter from there, take one step right and one step back left, then jump over the normal exit tile. You should end up inside the serpent road chamber, without needing the pass.

Video demonstrations:

Antidale's 25ish minute demo: <https://www.twitch.tv/videos/672286142>

Push B on GDQ's Random Number Generation: <https://youtu.be/OoatsifY4vQ?t=7136>

Aexoden demonstrating invoking the Zeromus fight:

 Final Fantasy IV: Free Enterprise "Push B to Jump" Inventory Warp Test

Future Document Updates

These are in no particular priority order

- Add images for some of the important skips
- Create videos and link them for skips in areas
- Write descriptions for these skips:
 - Exiting Sealed Cave Warps
 - Moon areas
 - Surface
 - LST/Core
 - Cave Value
 - A Faster Fabul
 - Sylph Cave
 - Lower Bab-il pathing
 - (other things I'm forgetting that people will remind me of)
- Add info about various warps to do with gdupe and mysidia oob jumps
 - eventId: <https://pastebin.com/XXdZptzh>
 - item Id: <https://pastebin.com/b8N2ausF>
 - <https://discord.com/channels/411615349579186178/411616251836628993/905172663411044352>