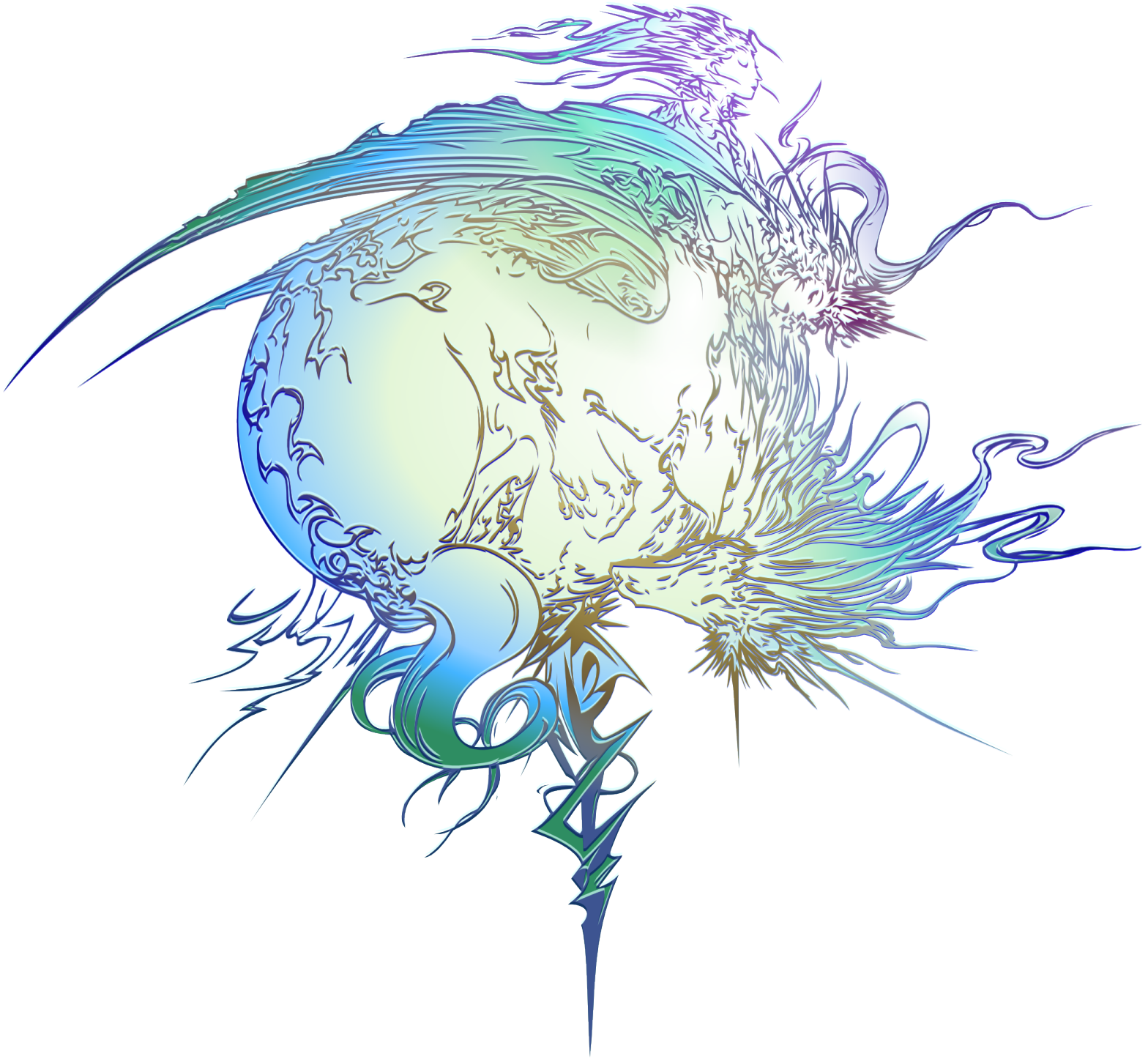


FFXIII All Missions

Community™

November 22, 2020



Contents

- 1 Chapter 1
- 2 Chapter 2
- 3 Chapter 3
- 4 Chapter 4
- 5 Chapter 5
- 6 Chapter 6
- 7 Chapter 7
- 8 Chapter 8
- 9 Chapter 9
- 10 Chapter 10
- 11 Archylte Steppe, pt. I
- 12 Vallis Media & Yaschas Massif
- 13 Archylte Steppe, pt. II
- 14 Mah’habara Subterra & Sulyya Springs
- 15 Taejin’s Tower
- 16 Oerba
- 17 Chapter 12
- 18 Orphan’s Cradle
- 19 Return to Gran Pulse
- 20 Faultwarrens
- 21 Gran Pulse Cleanup
- 22 The Finale

Acknowledgements

MrTyton for allowing me to use his \LaTeX script. Based on notes by Raijincloud and guide by TheScruffington (edited by Daspharaoh and Raijincloud). Everything based on original notes and routing by Mrzwanzig and MLSTRM. Love to everyone in the FFXIII Series Discord not mentioned here.

Chapter 1

Manasvin Warmech (1) - 1:06

Camera Trick for the first dodge, stick by the right for the second.

Pantheron & PSICOM Warden - 0:16

Camera Trick on the ramp and hope Sazh is nice.

PSICOM Marauder & PSICOM Enforcer x2 - 0:39

19% chance of a **Phoenix Down**

Legendary Dodge - Camera trick immediately. Hopefully the dogs hold short and you can run to the right around them.

Legendary Dodge - Pantheron x2 & PSICOM Warden x2 - 0:18

- Hand Grenade PSICOM Warden A
- Repeat PSICOM Warden B
- Repeat Pantheron A
- Hand Grenade + Auto Battle if anyone is left alive

19% chance of a **Phoenix Down**

Camera trick after the first dodge in the Beta Behemoth hallway.

Beta Behemoth - 0:51

- Throw a potion to prevent Snow's interruption by the swipe.
- Auto-Battle twice
- Auto-Battle and execute at 1.5 ATB, should dodge swipe
- Auto-Battle twice
- Auto-Battle, execute at 1.9 ATB, should dodge swipe
- Auto-Battle until victory

Save prompt after cut-scene #1

Myrmidon - 0:45

- Auto battle and execute at 1.5 ATB
 - Auto-Battle
 - Auto-Battle 1 Attack
 - Auto-Battle and execute at 1.5 ATB
 - Auto-Battle
 - Throw a potion at any point if anyone goes to less than 60hp
 - Auto-Battle once staggered, try to interrupt.
- 25% chance of a **Polymer Emulsion**

Pick up the **Power Circle** located in front.

MENU

- **Equipment**
 - Snow
 - * Optimize: Offensive (Power Circle)

Run through and fight if you fail it.

Pantheron x2 & PSICOM Aerial Recon x3 - 0:30

- Hand Grenade whatever PSICOM Aerial Recon will hit the most things. Swap targets after every one to change Gadot's damage.
- Hand Grenades until the last thing left is not at full hp.

27.1% chance of a **Phoenix Down**

PSICOM Warden & PSICOM Enforcer x2 - 0:15

27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #1

Chapter 2

Pantheron - 0:10

- Attack x2
- Repeat

MENU

- **Settings**
 - Battle Speed: Slow

Farm both 100% Deceptisols by waiting 23 seconds.

Zwerg Scandroid x3 (1) - 0:23

100% chance of a **Deceptisol**

Zwerg Scandroid x3 (2) - 0:23

100% chance of a **Deceptisol**

MENU

- **Settings**
 - Battle Speed: Normal

Pantheron x2 - 0:16

- Hand Grenade x3, Attack x2 if not dead
 - Each time, Target Pantheron A while ATB is charging, then switch to Pantheron B for Grenade
- 12% chance of a **Fortisol**

Camera trick the dogs after prompt.

Zwerg Scandroid x4 (Lightning Lead) - 0:32

- Attack after 32 seconds have passed. Should be when Sazh attacks the last one remaining, also go by audio cue.

96% chance of a **Deceptisol** if got the 0 stars

Pick up the **Phoenix Down** located after the scandroids.

Pantheron & Zwerg Scandroid x2 (Lighting Lead) - 0:14

12% chance of a **Fortisol**

Pick up the **Gladius** located after the Pantheron.

Pantheron & Zwerg Scandroid x2 (Snow Lead) - 0:14

12% chance of a **Deceptisol**

Access the menu in mid-air.

MENU

- **Settings**
 - Battle Speed: Slow

Zwerg Scandroid x3 (3) - 0:23

100% chance of a **Deceptisol**

Zwerg Scandroid x4 (Vanille Lead) **Don't Pre-Empt** - 0:32

- Auto-Battle 1 Attack
 - Wait 32 seconds to end or let Hope end the fight.
- 96% chance of a **Fortisol**

Pick up the **Fortisol** located behind the Scandroids.

MENU

- **Settings**
 - Battle Speed: Normal

Ghoul x3 - 0:12

12% chance of a **Fortisol**

Ghoul x2 **Pre-Empt**

- Blitz if both are close, Attack x2 otherwise
- If Attack x2, change targets after Sazh hits one of them to stagger both.

Pick up the **Power Wristband** located behind the Ghouls..

MENU

- **Equipment**
 - Lightning
 - * Optimize: Offensive (Gladius & Power Wristband)

Check shrouds. Minimum required 8 Deceptisols/2 Fortisols. Can fight the ghoul blocking the pathway to the rest of the area for a Deceptisol.

Ghoul hallway is as follows: **Fortisol, Deceptisol, Deceptisol, Fortisol, Deceptisol**

Ghoul - 0:41

- Wait 41 seconds before attacking or let Sazh finish the battle.

Fortisol on the elevator.

Anima - 0:54

- Blitz target the Right Manipulator. Execute on Anima after Snow + Sazh attack it
- Blitz Anima again after swipe
- When the Left Manipulator is dead, hover over the Right Manipulator again, execute on Anima
- Auto-battle until the end of the fight.
- Potion if anyone is red, especially after the arms respawn.

Save prompt after cut-scene #2

Save prompt after cut-scene #3

Chapter 3

Ghast x3 - 0:11

- [1] - Relentless Assault (**COM/RAV/RAV**)
 - Skip Tutorial, Auto-Battle a Ghast that isn't the default
 - Select Attack x3, change target and execute when Snow starts to attack
 - Repeat 1 Attack on the surviving Ghast
- 8% chance of a **Deceptisol**

MENU

- **Equipment**
 - Snow
 - * Equip: Wild Bear

SHOP 3000 GIL

- B&W Outfitters
 - Sell
 - * Items
 - Phoenix Down x2
 - * Weapons
 - Power Circle
 - * *If still not enough Gil:*
 - * Components
 - Credit Chip
 - Buy
 - * Power Wristband
 - * Magician's Mark x2

MENU

• Paradigms

Lightning	Snow	Vanille	
(RAV)	RAV	RAV	
– COM	SEN	MED	
[COM]	COM	RAV	← Default
[COM]	COM	RAV	

• Crystarium

- Lightning
 - * **COM**
 - 1 node, Strength +4
- Snow
 - * **COM**
 - Both side nodes, Strength +18, HP +70

• Equipment

- Snow
 - * Optimize: Offensive (Power Wristband)
- Vanille (→)
 - * Optimize: Offensive (Magician's Mark)
- Sazh (→)
 - * Optimize: Offensive (Magician's Mark)

PSICOM Warden x7 - 0:01

8% chance of a **Fortisol** 52.2% chance of a **Phoenix Down**

Start walking backwards once you cross the line in the center of the bridge, Snow will start talking and it makes the cut-scene happen faster.

Manasvin Warmech (2) - 0:50

- [3] Aggression (**COM/COM/RAV**)
 - Libra
 - Auto-Battle, shift when Lightning executes the third attack or gets hit
 - [4] Aggression (**COM/COM/RAV**)
 - Auto-Battle
 - Shift after Vanille's third aero
 - [1] Tri-Disaster (**RAV/RAV/RAV**)
 - Potion if Lightning has less than 120 hp
 - Auto-Chain, execute when Crystal Rain text appears on screen.
 - **STAGGER**
 - Shift after Vanille's third aero
 - [3] Aggression (**COM/COM/RAV**)
 - Auto-Battle
 - Shift after Vanille's third aero
 - [2] Solidarity (**COM/SEN/MED**)
 - Shift after Provoke
 - [3] Aggression (**COM/COM/RAV**)
 - Auto-Battle
 - Shift after Snow's or Lightning's third attack, whichever happens last
 - [4] Aggression (**COM/COM/RAV**)
 - Auto-Battle 2 Attacks
 - Auto-Battle twice
 - [3] Aggression (**COM/COM/RAV**)
 - Auto-Battle
 - Auto-Battle 1 Attack if survived
- 8% chance of a **Deceptisol**

MENU

• Paradigms

- Generate Offensive, [2], [3], [4]

• Crystarium

- Vanille
 - * **RAV**
 - 2 nodes, Water

Deceptisol on the brog fridge, cancel on the brogs.

Alpha Behemoth - 0:40

- [1] Relentless Assault (**COM/RAV/RAV**)
 - Auto-Battle
 - Shift after swipe connects
- [2] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain
 - Libra
 - Auto-Chain 2 Thunders, refresh Sazh
- [4] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain
 - Shift after Vanille's third Water
- [1] Relentless Assault (**COM/RAV/RAV**)
 - Auto-Battle
 - **STAGGER**. Try to time shift so that it happens during this animation.
- [3] Relentless Assault (**COM/RAV/RAV**)
 - Repeat until victory.

8% chance of a **Deceptisol**

Deceptisol on the final jump, cancel on the 3 sentries after the cut-scene.

Pick up the **Phoenix Down** located right of the stairs if you have none or for money safety. Pick up the **2 Librascopes** located left of the stairs.

- [1] Relentless Assault (**COM**/RAV/RAV)
 - Attack x3
 - Shift mid-air
 - [3] Relentless Assault (**COM**/RAV/RAV)
 - Libra
 - **STAGGER**
 - Repeat
 - Attack x2
 - [1] Relentless Assault (**COM**/RAV/RAV)
 - Repeat
 - Skip 2 cutscenes
 - Auto-Battle
 - Shift mid-air
 - [2] Tri-Disaster (RAV/RAV/RAV)
 - Auto-Chain
 - [4] Tri-Disaster (RAV/RAV/RAV)
 - Auto-Chain
 - Shift after either Vanille's third Aero or after Sazh's third Fire, whichever is first
 - [2] Tri-Disaster (RAV/RAV/RAV)
 - Auto-Chain twice
 - [1] Relentless Assault (**COM**/RAV/RAV)
 - **STAGGER**
 - Auto-Battle until victory, ATB refresh with [3]
- 8% chance of a **Fortisol**

Save prompt after cut-scene #1

PSICOM Ranger x3 Stiria & Nix - 0:55

- [1] **COM**(**COM**)
 - Attack x3 PSICOM Ranger C
 - Repeat on whichever Ranger is at full hp (can refresh between [2] and [1] for tiny save)
 - Skip cutscene
 - [1] **COM**(**COM**)
 - Attack-Ruin-Attack
 - [3] RAV(RAV)
 - Froststrike x3
 - Repeat 2 Froststrikes
 - [2] **SEN**(**SEN**)
 - Shift after ATB Charge attacks end
 - [1] **COM**(**COM**)
 - Repeat. If interrupted, cancel and repeat again.
 - [3] RAV(RAV)
 - Repeat
 - Repeat one Froststrike
 - Repeat between [1] and [3] until ATB Charge attacks, then switch to [2]
 - X when Gestalt fills, Select skips animation
- 8% chance of a **Fortisol** 27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #5

Pantheron x4 - 0:09

- [1] Relentless Assault (**COM**/RAV/RAV)
 - Blitz Pantheron C (←)
 - Auto-Battle Pantheron A
- 6% chance of a **Fortisol**

Deceptisol on the last jump, cancel on the Pulsework Soldier.

MENU

• Paradigms

	Sazh	Vanille	
	RAV	RAV	
–	SYN	SAB	
	RAV	MED	
	RAV	[SAB]	← Default
	[RAV]	RAV	

Pulsework Solider & Watchdrone x3 - 0:40

- [4] Undermine (RAV/SAB)
 - Select Libra, hover over Pulsework Soldier (↓); Libra on Watchdrone C after Vanille starts casting
 - Auto-Chain and shift after Sazh's third fire
 - [2] Tide Turner (**SYN**/SAB)
 - Auto-support twice (Vanille then Sazh)
 - Shift after Vanille's string
 - *If Pulsework Soldier staggered with Vanille's first cast*
 - [1] Dualcasting (RAV/RAV)
 - * Auto-Chain 2 fires
 - * Shift after Vanille finishes
 - [5] Dualcasting (RAV/RAV)
 - * Auto-Chain
 - * When the second Watchdrone will die to Vanille, let her start the chain and then Auto-Chain the Soldier
 - * ATB refresh with [1]
 - *Else if it staggered with the second cast*
 - [1] Dualcasting (RAV/RAV)
 - * After Vanille starts casting, Auto-Chain the Pulsework Soldier
 - * ATB refresh with [5]
- 6% chance of a **Aegisol**

Pulsework Soldier Pre-Empt - 0:20

- [1] Tri-disaster (RAV/RAV/RAV)
 - Auto-Chain
 - **STAGGER**, shift after Vanille's string
 - [4] Variety (RAV/SAB/MED)
 - Shift immediately. Vanille should be casting Deshell
 - [1] Tri-disaster (RAV/RAV/RAV)
 - Auto-Chain
 - Auto-Chain 2 Fires
- 6% chance of a **Aegisol**

Pick up the **Ninurta** located behind the Pulsework Soldier.

MENU

• Paradigm

	Sazh	Lightning	Vanille
	RAV	COM	RAV
	SYN	COM	SAB
–	RAV	COM	(RAV)
	RAV	RAV	SAB ← <i>Default</i>
	RAV	[RAV]	RAV
	[SYN]	(RAV)	RAV

• Crystarium

- Sazh
 - * **SYN**
 - 6 Nodes, All of them
- Lightning
 - * **COM**
 - 2 nodes, Powerchain
 - * **RAV**
 - 3 nodes, 1 Up, Strength +10
 - 2 nodes, HP +15 after Water
- Vanille
 - * **SAB**
 - 5 nodes, Magic +4
- Hope
 - * **RAV**
 - 2 nodes, HP +20

• Equipment

- Hope
 - * Optimize: Balanced (Ninurta, Silver Bangle)

Dreadnought - 2:16

- [4] Smart Bomb (**RAV/RAV/SAB**)
 - Auto-Chain, execute two Fires early. Shift when Dreadnought hits you
- [5] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain 2 Fires.
- [6] Malevolence (**SYN/RAV/RAV**)
 - Auto-support (Bravery on Lightning). Shift after Lightning's third spell
- [4] Smart Bomb (**RAV/RAV/SAB**)
 - Auto-Chain until Deprotect and Deshell land. Shift after Lightning's third spell
- [5] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain
 - Libra
 - Potion
 - Potion again if Sazh or Lightning is below 250HP
 - **STAGGER**
 - Auto-Chain. Shift after Lightning's third spell post-stagger.
- [1] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain
 - ATB refresh after Lightning's third string
- Skip cutscene

-
- Auto-Chain. Shift after Lightning's third Attack
 - [6] Malevolence (**SYN/RAV/RAV**)
 - Auto-support (Bravery Lightning)
 - Auto-support Vanille (↑) (Faith)
 - Faith Sazh. Shift after Vanille's string
 - [5] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain twice. If Chain is above 164.5% after the first string, only do two Fires in the second string. Shift after Vanille's string
 - [4] Smart Bomb (**RAV/RAV/SAB**)
 - Potion
 - Auto-Chain when Dreadnought turns or uses Wrecking Ball
 - **STAGGER**
 - Shift after Lightning's third spell
 - [1] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain twice
 - Shift after Lightning's third attack in her second string
 - [2] Bully (**SYN/COM/SAB**)
 - Shift after Lightnings third attack (Vanille should Deshell).
 - [1] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain twice
 - Shift after Lightning's third attack in her second string
 - [3] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain

Incubus x2 & Succubus - 0:28

- [4] Smart Bomb (**RAV/RAV/SAB**)
 - Shift immediately
- [2] Bully (**SYN/COM/SAB**)
 - Auto-support, (Bravery on Lightning)
 - Libra the Incubus
 - Faith Vanille
 - Shift after Lightning's third attack
- [1] Relentless Assault (**RAV/COM/RAV**)
 - Potion if needed
 - Auto-Chain with ATB refresh to [3] until victory.

6% chance of a **Aegisol** 57.8% chance of a **Sturdy Bone**

Corps Gunner x4 & PSICOM Tracker - 0:30

- [1] Slash and Burn (**COM/RAV**)
 - Shift Immediately
 - [2] Supersoldier (**COM/SYN**)
 - Blitz PSICOM Tracker (↓↓)
 - Potion as needed
 - Repeat on good targets until Hope has Protect
 - [1] Slash and Burn (**COM/RAV**)
 - Repeat on good targets until victory
- 6% chance of a **Aegisol** 61.5% chance of a **Phoenix Down**

Pick up the **Librascope** located side pathway at the flying robot dodge.

PSICOM Tracker x2 - 0:13

6% chance of a **Aegisol** 19% chance of a **Phoenix Down**

Try to hit 25 Pulsework Soldiers in the minigame. Pattern: 4-all-4-all. Pick up the **20 Thickened Hides** located in the left chest after the minigame. Pick up the **Phoenix Down** located just up from the soldiers in the third dodge for money safety.

MENU

• Paradigm

Lightning	Hope	
COM	RAV	
COM	SYN	← <i>Default</i>
MED	MED	
RAV	RAV	
[RAV]	RAV	

• Equipment

- Lightning
 - * Power Wristband Lv. 1 → Doctor's Code

If you have at least 1 Aegisol, you can use it on Odin, however a better timesave is on Cid.

Odin - 0:52

- [2] Supersoldier (**COM/SYN**)
 - Attack x2
- [1] Slash & Burn (**COM/RAV**)
 - Repeat
- [4] Dualcasting (**RAV/RAV**)
 - Potion
 - Auto-Chain
 - Potion
 - Auto-Chain 2 spells
- [1] Slash & Burn (**COM/RAV**) (*Optional*)
 - Ruin x3
- [5] Dualcasting (**RAV/RAV**)
 - *If Odin is targeting Lightning*
 - * Potion when he uses Seismic Strike or Skyward Swing
 - * Repeat in Ullr's Shield only
 - *Else if targeting Hope*
 - * Auto-Chain
 - * Potion
 - * Auto-Chain
 - * Refresh with [4]/[5]
- X when gestalt is filled, Select to skip animation

Run backwards to trigger cut-scene

PSICOM Ranger x3 & Uhlan x2 - 0:35

- [2] Supersoldier (**COM/SYN**)
 - Auto-Battle
 - Ruin
- [4] Dualcasting (**RAV/RAV**)
 - Auto-Chain
 - Summon
 - Auto-Chain, Shift after slight delay
- [5] Dualcasting (**RAV/RAV**)
 - Auto-Chain the other Uhlan twice
- [4] Dualcasting (**RAV/RAV**)
 - Auto-Chain.
 - X - Gestalt when bar is full
 - B - Thunderfall (Skip if both are above 285%)
 - Y - Zantetsuken

6% chance of a **Deceptisol** 27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #1

Pick up the **Auric Amulet** located side pathway.

MENU

• Paradigm

- Set [2] to Default
- Generate Offensive [3]

• Equipment

- Sazh
 - * Optimize: Balanced (Vega 42s & PW)

SHOP 8350 GIL

- Unicorn Mart
 - Sell
 - * Weapons
 - Airwing
 - * Accessories
 - Magician's Mark
 - Auric Amulet
 - Buy
 - * Potion x31
- Lenora's Garage
 - Polymer Emulsion Max (x34)

UPGRADE

- Upgrade
 - Accessories
 - * Power Wristband
 - Cie'th Tear/Tear of Frustration x3
 - Thickened Hide - All (Level 2, 1.75/2x EXP)
 - *If it's not at 2x EXP, keep using organics*
 - Polymer Emulsion - x27 (*)
 - * Magician's Mark
 - Polymer Emulsion - x7 (Level 2)

Pick up the **Phoenix Down** located side rock hallway to the right before the platforms.

Bomb & Pulsework Soldier (1) Pre-Empt - 0:19

- [2] Tide Turner (**SYN**/SAB)
 - Bravery Sazh, Immediately shift
- [3] Divide & Conquer (**COM**/SAB)
 - Attack x3 Bomb, if not dead, kill it first
 - Repeat 2 Attacks
- [1] Slash & Burn (**COM**/RAV)
 - Auto-Battle

6% chance of a **Deceptisol**

Pulsework Soldier x2 Pre-Empt - 0:24

- [2] Tide Turner (**SYN**/SAB)
 - Bravery Sazh, Immediately shift
- [3] Divide & Conquer (**COM**/SAB)
 - Auto-Battle Pulsework Soldier B
 - * If Vanille staggered with the first cast, cancel after the second Attack
 - Auto-Battle and switch to Pulsework Soldier A after Vanille starts casting
 - Auto-Battle a Deprotected Pulsework Soldier until both are Deprotected
- [1] Slash & Burn (**COM**/RAV)
 - Auto-Battle, refresh with [3] until victory.

6% chance of a **Aegisol**

Bomb & Pulsework Soldier (2) Pre-Empt - 0:21

- [2] Tide Turner (**SYN**/SAB)
 - Bravery Sazh, Immediately shift
- [1] Slash & Burn (**COM**/RAV)
 - Auto-Battle Pulsework Soldier, Bomb should die by Vanille.
 - If the Bomb isn't dead, kill it first
- [3] Divide & Conquer (**COM**/SAB)
 - Auto-Battle, execute when Deprotect lands
- [1] Slash & Burn (**COM**/RAV)
 - Auto-Battle, refresh with [3] until victory

6% chance of a **Aegisol**

Bomb x2 - 0:11

- *If Pre-Empt*
 - [2] Tide Turner (**SYN**/SAB)
 - * Auto-support
 - [1] Slash & Burn (**COM**/RAV)
 - * Auto-Battle Bomb B
- *Else*
 - [2] Tide Turner (**SYN**/SAB)
 - * Bravery Sazh, Immediately Shift
 - [1] Slash & Burn (**COM**/RAV)
 - * If neither Bomb is self-destructing, Auto-Battle
 - * If one is self-destructing, Auto-Battle it
 - * If both are self-destruction, Auto-Battle closest, if they're both close split and pray.

6% chance of a **Aegisol**

MENU

- **Equipment**
 - Sazh
 - * Remove
 - Power Wristband
 - Vanille
 - * Remove
 - Magician's Mark

Pick up the **Fortisol** located right side of the pathway. **Deceptisol** on the cave entrance, cancel on the back of the bombs.
Save prompt after cut-scene #1.
Save prompt after cut-scene #2.

Chapter 5

MENU

- **Paradigm**
 - Generate Balanced [2]
 - Generate Offensive [6], [5]
- **Crystarium**
 - Hope
 - * **RAV**
 - 10 Nodes, Water
 - Lightning
 - * **COM**
 - Back 2 Up 2, Lifesiphon
 - * **RAV**
 - 6 nodes, Aquastrike
- **Equipment**
 - Lightning
 - * Optimize: Offensive (Power Wristband)
 - Hope
 - * Optimize: Offensive (Magician's Mark)

Camera Trick after the fourth dodge after the second elevator.

Silver Lobo x2 - 0:34

- [1] Slash & Burn (**RAV**/COM)
 - Libra
 - Auto-Chain two Fires
 - Shift after Lightning's second attack
- [4] Dualcasting (**RAV**/RAV)
 - Auto-Chain
- [6] Slash & Burn (**RAV**/COM)
 - Auto-Chain, shift when Lightning starts her fourth attack
- [1] Slash & Burn (**RAV**/COM)
 - Auto-Chain
- [4] Dualcasting (**RAV**/RAV)
 - Auto-Chain, shift after Lightning's fourth strike
- [6] Slash & Burn (**RAV**/COM)
 - Auto-Chain

1% chance of a **Fortisol**

Crawler x4 Pre-Empt - 0:05

- [1] Slash & Burn (**RAV/COM**)
 - Ready Fira, execute when Lightning starts attacking
- 1% chance of a **Aegisol**

If you didn't get Hope's Water, get it now.

Feral Behemoth (Hope Lead) - 0:39

- [1] Slash & Burn (**RAV/COM**)
 - Libra
 - Auto-Chain two Waters
 - [4] Dualcasting (**RAV/RAV**)
 - Auto-Chain twice
 - Potion if Hope is below 159 HP
 - Shift after Lightning's fourth attack, Water
 - [5] Dualcasting (**RAV/RAV**)
 - Auto-Chain twice, execute early if need to interrupt
 - Shift after Lightning's fourth attack, Water, try to COM-buffer into
 - [6] Slash & Burn (**RAV/COM**)
 - Auto-Chain until victory, execute early if need to interrupt
- 1% chance of a **Fortisol**

Crawler x10 No Pre-Empt - 0:17

- [1] Slash & Burn (**RAV/COM**)
 - Fire-Fira Crawler E (↓↓↓↓)
 - Shift after Lightning's second Blitz, try to cancel ready animation
 - [6] Slash & Burn (**RAV/COM**)
 - Potion
 - Repeat
 - Repeat/Potion as needed
 - Shift after Lightning's final attack in the third string
 - [1] Slash & Burn (**RAV/COM**)
 - Continue the pattern until victory
- 1% chance of a **Fortisol**

Feral Behemoth (Lightning Lead) - 0:33

- [1] Slash & Burn (**COM/RAV**)
 - Auto-Battle 1 Attack
- [4] Dualcasting (**RAV/RAV**)
 - Auto-Chain
 - Aquastrike x4
 - If interrupted before, repeat 1-2 Aquastrikes
- [5] Dualcasting (**RAV/RAV**)
 - Repeat 8 total Aquastrikes, executing early to interrupt
 - COM-buffer last strike into
- [6] Slash & Burn (**COM/RAV**)
 - Auto-Battle

Corps Marksman x2 & Milvus Velocycle - 0:33

- [1] Slash & Burn (**COM/RAV**)
 - Attack x3
 - [5] Dualcasting (**RAV/RAV**)
 - Auto-Chain
 - Summon
 - Auto-Chain, refreshing with [4], until Milvus Velocycle's chain is 426%
 - X - Gestalt
 - Y - Zantetsuken
- 1% chance of a **Aegisol**

Corps Marksman x2 & Milvus Velocycle DECEPTISOL - 0:18

- [1] Slash & Burn (**COM/RAV**)
 - Hover over Milvus Velocycle (↑), Shift
- [5] Dualcasting (**RAV/RAV**)
 - Auto-Chain
 - Summon
 - Auto-Chain
- [4] Dualcasting (**RAV/RAV**)
 - Auto-Chain until Velocycle's chain is 476%
 - X - Gestalt
 - Y - Zantetsuken

MENU

- **Crystarium**
 - Lightning
 - * **COM**
 - 1 node 1 up, Magic +6
 - * **RAV**
 - 3 nodes, Fire
 - Hope
 - * **RAV**
 - 1 node up 1, Fearsiphon
 - 1 node, Strength +3

Activate **Fortisol**, **Ethersol**.

Deceptisol on the cutscene, cancel on the bike. Pick up the **Ethersol** located treasure chest before bike. Can use a bonus **Deceptisol** here.

- [1] Slash & Burn (**COM**/**RAV**)
 - Ruin x4
- [3] Supersoldier (**COM**/**SYN**)
 - Libra
 - Repeat, shift after 3 Ruins
- [4] Dualcasting (**RAV**/**RAV**)
 - Potion during **Efflorescence**
 - Fire-Thunder-Fire-Thunder
- [5] Dualcasting (**RAV**/**RAV**)
 - Repeat while potioneing as needed. Physicals min is 170 dmg, seed burst is 260 dmg
 - Refresh with [4] when needed
- Until chain is 180% (for **Fire** 190%):
 - **Exo Fire** : Water-Thunder-Water-Thunder, then chill in [2] until changes Exo, potion as needed.
 - **Exo Ice** : Auto-Chain
 - **Exo Lightning** : Water x4
 - **Exo Water** : Thunder x4

If fight isn't going well:

- [1] Slash & Burn (**COM**/**RAV**)
 - Repeat 3-8 Ruins.
- [4] Dualcasting (**RAV**/**RAV**)
 - Repeat
 - **STAGGER**
- **Exo Lightning** or **Exo Water**:
 - Aquastrike x4 if *Exo Lightning* else Sparkstrike x4
 - Repeat in pattern of 4-4-1 or 4-3-2, Refresh with [5]
 - Continue until Victory, COM-Buffer if needed on last Strike to kill.
 - Can Summon and Instant-Zantetsuken if worried that you won't kill.
- **Exo Ice**:
 - Refresh with [5] until 500% chain
 - [6] Slash & Burn (**COM**/**RAV**)
 - * Auto-Battle, cancel after 3 Attacks, time to maintain interruption
 - * Refresh with [1] after 9 attacks
 - * Repeat until stagger about to end, or chain is about 800% and Proto's HP is to the left of E in TARGET
 - * Summon
 - * X - Gesetalt
 - * Y - Zantetsuken
- If failed to kill, retry

MENU

- **Equipment**
 - Lightning
 - * Optimize: Balanced (Blazefire Saber & Tungsten Bangle)

Save prompt after cut-scene #1
Save prompt after cut-scene #3

Pick up the **Belladonna Wand** located on the ledge before the save point.

SHOP 15 880 GIL

- Lenora's Garage
 - Sell
 - * Weapons
 - Belladonna Wand
 - Gladius
 - Buy
 - * Polymer Emulsion x63
- Creature Comforts
 - Buy
 - * Sturdy Bone x41

UPGRADE

- Upgrade
 - Weapons
 - * Vega 42s
 - Sturdy Bone x36 (Level 3, 3x EXP)
 - Polymer Emulsion all (Level 19)

MENU

- **Paradigm**
 - If you're using a **Fortisol** on Enki and Enlil, don't change the second paradigm and instead make [3] default.

Vanille	Sazh	
RAV	COM	← Default
(SAB)	(SYN)	
– SAB	SYN	
RAV	RAV	
[SAB]	(RAV)	
[SAB]	COM	
- **Crystarium**
 - Vanille
 - * **RAV**
 - 6 nodes up 1, Fire on the side
 - 1 node, HP +10
 - * **SAB**
 - 7 nodes, Poison
 - Sazh
 - * **SYN**
 - 7 nodes, Enwater
 - * **RAV**
 - 1 node, HP +30
- **Equipment**
 - Vanille
 - * Doctor's Code
 - Sazh
 - * Power Wristband

Pick up the **Doctor's Code** located on the side path past the circle of birds.

If you have at least 2 **Fortisols**, can use it on this fight.

Enki & Enlil - 1:41

- If both Enki and Enlil target the same character, Retry
 - *If Deprotect*: Poison-Deshell-Poison
 - *If Poison*: Deshell-Deprotect-Deshell
 - *If All*: Deprotect-Deshell-Deprotect
- [2] Tide Turner (**SAB**/**SYN**)
 - Librascope
 - Deprotect-Poison-Deprotect
 - Shift after Sazh's second spell (second Enthunder)
- [3] Tide Turner (**SAB**/**SYN**)
 - Debuff as above
 - Debuff as above
 - Potion when both are red. Shift after Sazh casts Vigilance on himself.
- [2] Tide Turner (**SAB**/**SYN**)
 - Debuff as above
 - Potion. Shift after Sazh has Bravery
- [4] Dualcasting (**RAV**/**RAV**)
 - Auto-Chain or Fire-Aero-Fire until **STAGGER**
- [6] Divide & Conquer (**SAB**/**COM**)
 - Ready Poison x3 and execute after Sazh's third attack if he started attacking immediately, else don't
 - Potion if needed
 - ATB refresh after Sazh's third Attack in his Second string
- [1] Slash & Burn (**RAV**/**COM**)
 - Sazh should kill, Auto-Chain if doesn't.
- Throw potions as needed, Enlil starts attacking more frequently. Be liberal.
- [3] Tide Turner (**SAB**/**SYN**)
 - Deprotect-Poison-Deprotect
 - Shift after Sazh has Enwater
- [5] Undermine (**SAB**/**RAV**)
 - Repeat until two debuffs as above
- [4] Dualcasting (**RAV**/**RAV**)
 - Auto-Chain until **STAGGER**
- [6] Divide & Conquer (**SAB**/**COM**)
 - Poison x3 after Sazh's third Attack
 - Shift after Sazh's third Attack in his second string.
- [1] Slash & Burn (**RAV**/**COM**)
 - Sazh should kill, Auto-Chain if doesn't.

3% chance of a **Aegisol**

Enki & Enlil - FORTISOL - 1:30

- If both Enki and Enlil target the same character, Retry
 - *If Deprotect*: Poison-Deshell-Poison
 - *If Poison*: Deshell-Deprotect-Deshell
 - *If All*: Deprotect-Deshell-Deprotect
- [3] Tide Turner (**SAB**/**SYN**)
 - Librascope
 - Deprotect-Poison-Deprotect
 - Repeat Deprotect-Poison
 - Potion
 - Shift after Sazh casts Vigilance on Vanille
- *If Enki has two debuffs and enough chain duration*
 - [4] Dualcasting (**RAV**/**RAV**)
 - * Auto-Chain or Fire-Aero-Fire until **STAGGER**
 - * Shift after Sazh's third spell
- *Else*
 - [5] Undermine (**SAB**/**RAV**)
 - * Repeat as necessary
- [6] Divide & Conquer (**SAB**/**COM**)
 - Ready Poison x3 and execute after Sazh's third attack
 - Potion
 - Repeat after Sazh's third Attack
 - If Enki Bellows, do Poison-Deprotect-Poison until Deprotect hits.
- Throw potions as needed, Enlil starts attacking more frequently. Be liberal.
- [3] Tide Turner (**SAB**/**SYN**)
 - Deprotect-Poison-Poison
 - Shift after Sazh has Enwater
- [5] Undermine (**SAB**/**RAV**)
 - Repeat until two debuffs
- [4] Dualcasting (**RAV**/**RAV**)
 - Auto-Chain until **STAGGER**
- [6] Divide & Conquer (**SAB**/**COM**)
 - Poison x3 after Sazh's third attack
 - Repeat after Sazh's third attack until victory

MENU

- **Equipment**
 - Sazh
 - * Remove
 - Power Wristband

Chapter 7

Pick up the **Warding Talisman** located after the 3 Flans.

Corps Pacifex x2 & Corps Tranquifex x2 & Orion & PSICOM Predator x2 - 0:17

- Right + A
- Loop the following until 174.9% chain:
 - Up + A
 - Down + A
 - B
- Y

34.4% chance of a **Credit Chip** 25% chance of a **Superconductor** 19% chance of a **Incentive Chip**

Pick up the **2 Incentive Chips** located up the ledge.
Pick up the **Guardian Amulet** located in the corner.
Pick up the **3 Thrust Bearings** located in the hidden alcove.
Pick up the **Vidofnir** located on the right after the hidden alcove.
Deceptisol on the first battle zone, cancel on the Bike after the ladder.
Deceptisol on the corner, cancel on the Bike after reaching save point zone.

SHOP 29 080 GIL

- Lenora’s Garage
 - Sell
 - * Weapons
 - Vidofnir
 - * Accessories
 - Riptide Ring
 - Fulmen Ring
 - Warding Talisman
 - Guardian Amulet
 - * Components
 - Everything except Sturdy Bones, Turbo Jets, Thrust Bearings
 - Buy
 - * Turbojet up to 27
- Creature Comforts
 - Sturdy Bone x80, up to 85

UPGRADE

- Upgrade
 - Weapons
 - * Blazefire Saber
 - Sturdy Bone x15
 - Sturdy Bone x34 (Level 3, 3x EXP)
 - Thrust Bearing x3 (Level 9)
 - Turbojet x11 (Level 20)
 - * Wild Bear
 - Sturdy Bone x36 (Level 3, 3x EXP)
 - Turbojet x16 (Level 21)

MENU

- **Paradigm**
 - Generate Offensive [6], [5]
- **Crystarium**
 - Snow
 - * **COM**
 - 5 nodes up 1, Adrenaline
 - 4 nodes, Strength +10

Ushumgal Subjugator 1 (Snow Lead) - 1:23

- [1] Slash & Burn (**COM**/**RAV**)
 - Attack x4, shift mid-air
- [2] War & Peace (**COM**/**MED**)
 - Attack x4, shift mid-air
- [1] Slash & Burn (**COM**/**RAV**)
 - Attack x4, shift mid-air
- [2] War & Peace (**COM**/**MED**)
 - Attack x4, shift mid-air
- [1] Slash & Burn (**COM**/**RAV**)
 - Summon, execute when Ushumgal Subjugator uses Tail Hammer
 - Repeat
- [5] Dualcasting (**RAV**/**RAV**)
 - Blizzard x4, execute when Ushumgal Subjugator has used Overdrive
 - Potion, use when Ushumgal Subjugator uses Tail Hammer
 - Repeat
 - **STAGGER**
- [6] Dualcasting (**RAV**/**RAV**)
 - Repeat
- [1] Slash & Burn (**COM**/**RAV**)
 - Repeat with ATB refresh with [2] until victory.

Save prompt after cut-scene #2 **Deceptisol** on the large area if camera-trick doesn’t work and you can’t run past them.

Ushumgal Subjugator 2-1 (Hope Lead)

- [1] **RAV**(**RAV**)
 - Shift Immediately
- [2] **MED**(**MED**)
 - Libra
- [3] **SYN**(**SYN**)
 - Die

Retry the fight.

MENU

• Paradigm

- Move the first paradigm to the last slot

Fang	Lightning	Hope
[COM]	COM	RAV
COM	RAV	(RAV)
– (SAB)	(RAV)	RAV ← Default
SEN	(RAV)	(RAV)
SAB	(RAV)	SYN
COM	RAV	RAV

• Crystarium

- Fang
 - * COM
 - 3 nodes, Adrenaline
 - * SAB
 - 5 nodes, HP +20
- Lightning
 - * RAV
 - 1 node up 1, Magic +10
 - 10 nodes, Thundara
- Hope
 - * RAV
 - 6 nodes, Thundara

• Equipment

- Fang
 - * Optimize: Offensive (Power Wristband *)
- Hope (←)
 - * Optimize: Defensive (Silver Bangle)
- Lightning (←)
 - * Optimize: Offensive (Magician's Mark Lv2)

Ushungal Subjugator 2-2 (Fang Lead) - 2:21

- [3] Smart Bomb (SAB/RAV/RAV)
 - Slow x3
 - Shift after Light's fourth move.
- [5] Guerilla (SAB/RAV/SYN)
 - Potion
 - Repeat
 - Potion
 - Repeat 1 spell, shift after Light's fourth move
- [3] Smart Bomb (SAB/RAV/RAV)
 - Repeat
 - Potion
 - Repeat 2 spells, shift after Light's fourth move
- [2] Relentless Assault (COM/RAV/RAV)
 - Auto-Battle twice
 - Auto-Battle 1 Attack if time, animation cancel Lightning's second Thundara of third string (6th Thundara)
- [6] Relentless Assault (COM/RAV/RAV)
 - Auto-Battle twice
 - COM-buffer Lightning's second Thundara of third string (6th Thundara)
- [1] Aggression (COM/COM/RAV)
 - Auto-Battle after Hope and Lightning finish their strings to launch/keep him launched
 - Repeat and try to land Smite
- [3] Smart Bomb (SAB/RAV/RAV)
 - Repeat twice, shift after Light's fourth move
- [4] Mystic Tower (SEN/RAV/RAV)
 - Auto-defend
 - Spam Potions to stay in Adrenaline
 - Shift after Light's fourth move in her second string
- [2] Relentless Assault (COM/RAV/RAV)
 - Repeat the sequence again, [2]→[6]→[1]

Pick up the **Phoenix Down** located near the entrance to Hope's house for money safety.

PSICOM Aerial Sniper x2 & PSICOM Scavenger x2 - 0:20

- [1] Aggression (COM/COM/RAV)
 - Summon
 - Blitz x2 PSICOM Aerial Sniper B (←)
- [2] Relentless Assault (RAV/COM/RAV)
 - Thundara x2
 - If everything has duration, immediately Gestalt
- [1] Aggression (COM/COM/RAV)
 - Repeat on different targets until everything has duration
 - X - Gestalt
 - B - Thunderfall on the PSICOM Scavengers until everything is staggered
 - Y - Zantetsuken
 - Cleanup with Blitzes or Ruins

34.4% chance of a **Incentive Chip** 2.5% chance of a **Deceptisol**

PSICOM Bombardier & PSICOM Predator x2 - 0:26

- [1] Aggression (**COM/COM/RAV**)
 - Hover over the Bombardier (↓) then shift
 - [2] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain
 - [1] Aggression (**COM/COM/RAV**)
 - **STAGGER**
 - Blitz x2
 - Repeat until Bombardier is dead
 - [2] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain with COM-buffer to win if needed
- 27.1% chance of a **Incentive Chip** 2.5% chance of a **Fortisol**

Pick up the **Brawler's Wristband** located at the end of the hallway.

MENU

- **Paradigm**

	Lightning	Fang	Hope	
	COM	COM	RAV	← <i>Default</i>
	RAV	COM	RAV	
–	RAV	SAB	RAV	
	RAV	SEN	RAV	
	(COM)	(COM)	SYN	
	(COM)	COM	(MED)	
- **Crystarium**
 - Lightning
 - * **COM**
 - 3 nodes, HP +25
 - * **MED**
 - 4 nodes down 1, Accessory
- **Equipment**
 - Lightning
 - * Optimize Balanced
 - Fang
 - * Power Wristband * → Magician's Mark Lv2
 - Lightning
 - * Tungsten Bangle → Power Wristband *

Activate a **Fortisol**.

Havoc Skytank - 1:43

- [1] Aggression (**COM/COM/RAV**)
 - Attack x4 Starboard Hull (↑)
- [5] Strike Team (**COM/COM/SYN**)
 - Repeat
 - Summon
 - Repeat, refresh with any **COM** Paradigm until all are dead, targeting the Hulls first (↓).
- Until the second Main Cannon, after Odin Leaves:
 - Repeat in [6] if anyone is not green HP
 - Repeat in [1] otherwise
- When Main Cannon starts:
 - [2] Relentless Assault (**RAV/COM/RAV**)
 - * Auto-Chain
 - [1] Aggression (**COM/COM/RAV**)
 - * **STAGGER**
 - * Repeat twice
 - * ATB refreshes with [6] until victory.

Save prompt after cut-scene #1

Chocobos are located in: Middle of the sheep, gift wagon, left side of the structure, middle of the other group of chocobos on the right.

MENU

- Skip the Paradigm Menu if you used a **Fortisol** on Enki and Enlil
- **Paradigm**
 - Generate Balanced [2]
- **Crystarium**
 - Sazh
 - * **COM**
 - 3 nodes, Blitz
 - * **SYN**
 - 4 nodes 1 side, Accessory
 - 8 nodes, Enfrost
 - * **RAV**
 - 2 nodes, Strength +7
 - Vanille
 - * **RAV**
 - 10 nodes up 1, Overwhelm
 - 2 nodes down 1, Fira
 - * **SAB**
 - 2 nodes up 1, Quake
 - 4 nodes, Role Level 2
 - * **MED**
 - 11 nodes, Str +3
- **Equipment**
 - Vanille
 - * Optimize: Balanced (Tungsten Bangle)
 - Sazh
 - * Optimized: Balanced (Shield Talisman, Doctor's Code)

Pick up the **Star Pendant** located right in front of you.

Zwerg Metroid - 0:05

- [1] Slash & Burn (**COM/RAV**)
 - Attack
 - Blitz
- 1.25% chance of a **Aegisol**

Pick up the **Spica Defenders** located behind the Zwerg.

Midlight Reaper - 1:10

- [1] Slash & Burn (**COM**/**RAV**)
 - Attack-Blitz, buffer Blitz
- [5] Undermine (**RAV**/**SAB**)
 - Auto-Chain
 - Shift after Vanille's third spell
- [3] Tide Turner (**SYN**/**SAB**)
 - Bravery
 - Enfrost
- *While Deprotect is not inflicted:*
 - [6] Divide & Conquer (**COM**/**SAB**)
 - * Blitz
 - * Shift after Vanille's third spell
 - [5] Undermine (**RAV**/**SAB**)
 - * Potion
 - * Auto-Chain
 - * Shift after Vanille's third spell
- *While Poison is not inflicted (optional):*
 - [1] Slash & Burn (**COM**/**RAV**)
 - * Repeat
 - * Shift after Vanille finishes
 - [6] Divide & Conquer (**COM**/**SAB**)
 - * Potion
 - * Shift after Vanille's third spell
- [1] Slash & Burn (**COM**/**RAV**)
 - Repeat
 - Shift after Vanille finishes
- [2] War & Peace (**COM**/**MED**)
 - Repeat twice
- Continue repeating between [1] and [2] until victory

Brynhildr - 0:52

- [1] Slash & Burn (**COM**/**RAV**)
 - Immediately shift
- [3] Tide Turner (**SYN**/**SAB**)
 - Enfrost
- [1] Slash & Burn (**COM**/**RAV**)
 - Attack-Blitz
- [2] War & Peace (**COM**/**MED**)
 - Repeat
 - ATB refresh with [2] until victory

Save prompt after cut-scene #2

Chapter 9

PSICOM Infiltrator & PSICOM Raider x2 - 0:18

- [1] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Summon
 - Thundara x2 PSICOM Infiltrator (↑)
- [2] Delta Attack (**COM**/**RAV**/**SEN**)
 - Blitz x2 whatever Raider will hit the most things
 - X - Gestalt
 - Thunderfalls until both Raiders are staggered
 - Y - Zantetsuken
- [1] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Use four -strikes on any survivors

57.8% chance of a **Incentive Chip** 46.4% chance of a **Credit Chip** 1.25% chance of a **Aegisol**

MENU

• Paradigm

- Move the first paradigm to the fourth slot

Lightning	Hope	Fang
(RAV)	SYN	SAB
(RAV)	RAV	(SAB)
– [RAV]	(RAV)	(COM)
RAV	RAV	COM ← <i>Default</i>
[COM]	RAV	COM
[COM]	RAV	COM

• Crystarium

- Lightning
 - * **COM**
 - 1 node up 1, 7 nodes side 1, 9 nodes, Smite
- Fang
 - * **SAB**
 - 1 side, Accessory
 - 4 nodes, Curse

• Equipment

- Lightning
 - * Remove
 - All Accessories
- Fang (→→)
 - * Power Wristband *
 - * Brawler's Wristband
- Lightning (←←)
 - * Magician's Mark
 - * Doctor's Code

PSICOM Infiltrator x2 & PSICOM Raider - 0:42

- [4] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Fire-Thunder-Fire-Thunder PSICOM Infiltrator A (↓)
 - Potion
 - Repeat PSICOM Infiltrator B
 - Repeat until **STAGGER**
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Ruin x4
 - Repeat until both Infiltrators are dead
- [4] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Repeat
 - Thunder-Thundara **STAGGER**
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Repeat until victory

27.1% chance of a **Incentive Chip** 1.25% chance of a **Deceptisol**

Camera trick the first dodge outside. Pick up the **Lifesaber** located inside the ship. Pick up the **Ember Ring** located after the Myrmidion for money safety. Pick up the **Pandoran Spear** located at the end of the hallway before trigger line.

MENU

• Paradigm

- Swap the first and third paradigms

Sazh	Vanille	
SYN	SAB	← <i>Default</i>
COM	MED	
– COM	RAV	
RAV	RAV	
[RAV]	SAB	
[COM]	SAB	

• Crystarium

- Sazh
 - * **SYN**
 - 1 node, Haste
 - * **RAV**
 - 2 nodes right 2, Aero
 - 7 nodes left 1, Overwhelm
 - 3 nodes, Strength: +4

• Equipment

- Sazh
 - * Remove Doctor's Code if no Fortisol and Aegisol

Thermadon & Vespider Soldier - 1:05

- [1] Tide Turner (**SYN**/**SAB**)
 - Bravery-Enthunder Sazh
- [6] Divide & Conquer (**COM**/**SAB**)
 - Blitz-Blitz Vespider Soldier, repeat if not dead
 - Potion if Aeroga goes off
- [1] Tide Turner (**SYN**/**SAB**)
 - Potion if Sazh is targeted by Photon Burst
 - Haste-Enwater Sazh
 - Auto-support Vanille (Haste)
- [5] Undermine (**RAV**/**SAB**)
 - Fire-Aero-Fire-Aero
 - Potion in [2] if Photon Burst will kill
 - Repeat until Deprotect, ATB refresh with [4] if needed
- [4] Dualcasting (**RAV**/**RAV**)
 - Repeat until **STAGGER**
- [2] War and Peace (**COM**/**MED**)
 - Wait for Thermadon to come close then Repeat
- [3] Slash & Burn (**COM**/**RAV**)
 - Repeat until victory

1.25% chance of a **Aegisol**

Camera trick for this entire section.

Flanborg & Flanitor - 0:14 | 0:32

- [1] Tide Turner (**SYN**/**SAB**)
 - *If Pre-empt:*
 - * Bravery-Enwater Sazh
 - * Shift when Vanille starts swinging her arm
 - *Else:*
 - * Vigilance-Haste Sazh
 - * Bravery-Enwater Sazh
- [6] Divide & Conquer (**COM**/**SAB**)
 - Blitz-Blitz
 - Repeat until win, refresh to [3] if needed.

43.75% chance of a **Vibrant Ooze** 1.25% chance of a **Deceptisol**

SHOP 34390 GIL

- Lenora's Garage
 - Sell
 - * Weapons
 - Spica Defenders
 - Lifesaber
 - Pandoran Spear
 - * Accessories
 - Star Pendant
 - Ember Ring
 - * Components
 - Everything except for:
 - Abominable Wing x6
 - Superconductors
 - Uraninte
 - Buy
 - * Crankshaft x32
- Creature Comforts
 - Buy
 - * Sturdy Bone x37
- *If short on Gil, stop here*
- B&W Outfitters
 - Buy
 - * Shaman's Mark
- Unicorn Mart
 - Buy
 - * Potion x31

Pick up the **Phoenix Down** located on the left.

UPGRADE

- Upgrade
 - Accessories
 - * Brawler's Wristband
 - Sturdy Bone x37 (3x EXP)
 - Crankshaft x32 (*)
 - Uraninite (Warrior's Wristband Lv 8)
 - * *If you don't have a Fortisol*
 - * Doctor's Code (Unequipped)
 - Abominable Wing x6 (*)
- *If you don't have a Fortisol and Bonus Aegisol:*
 - Dismantle
 - * Accessories
 - Doctor's Code * (Fortisol, Aegisol, Ethersol, Elixir)

Kalavinka Striker 1 - 0:52

- [1] Guerilla (**RAV**/**SYN**/**SAB**)
 - Libra
 - Auto-Chain
 - Shift after Hope casts his second Protect
- [2] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Auto-Chain until Slow
- [4] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Auto-Chain until **STAGGER**
 - Auto-Chain once more, try to COM-buffer into:
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Auto-Battle with refreshes with [6] until victory

Kalavinka Striker 2 - 1:28

- [1] Guerilla (**RAV**/**SYN**/**SAB**)
 - Potion
 - *Lightning targeted:*
 - * Auto-Chain two spells
 - * Potion
 - * Auto-Chain two spells
 - * Potion
 - *Hope targeted:*
 - * Auto-Chain
 - * Potion
 - * Auto-Chain
 - *Fang targeted:*
 - * Auto-Chain twice
 - * Potion
 - [2] Smart Bomb (**RAV**/**RAV**/**SAB**) *if not Slow and Curse else* [4] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Auto-Chain twice, Potion if needed. Make sure that Hope has less HP than Lightning.
 - [3] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Auto-Chain until Hellstorm Bolt starts
 - Pheonix Down Hope
 - [2] Smart Bomb (**RAV**/**RAV**/**SAB**) *if not Slow and Curse else* [4] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Auto-Chain until **STAGGER**
 - Auto-Chain, try to COM-buffer into:
 - [5] Aggression (**COM**/**RAV**/**COM**)
 - Auto-Battle with refreshes with [6] until victory
- 1.25% chance of a **Aegisol**

If you could not finish the previous shop, sell the Blessed Talisman and finish it now.

MENU

• Paradigm

– Battle Team

- * Swap Hope with Sazh (2 ↔ 5)
- * Swap Fang with Snow (3 ↔ 4)

Lightning	Sazh	Snow	
COM	SYN	(COM)	← Default
(RAV)	RAV	RAV	
[RAV]	(RAV)	(RAV)	
COM	[COM]	COM	
COM	[COM]	COM	

• Crystarium

– Lightning

- * **COM**
 - 3 nodes left 2, Quake

– Snow

- * **COM**
 - 1 node, Role level 2
- * **RAV**
 - 4 nodes left 1, Water
 - 1 node up 1, Aquastrike
 - 8 nodes, Strength +3

• Equipment

– Fang

- * Remove
 - All accessories

– Snow (←)

- * Optimize: Defensive (Soulfont)

– Lightning (←←)

- * Optimize: Defensive (DC, WW8)

– Snow (→→)

- * Optimize: Offensive (PW*)

– Sazh (←)

- * Optimize: Offensive (BT/ST, SM)
- * BT/ST → Magician's Mark

Activate the bridge in front.

Bridge 1 - PSICOM Destroyer & PSICOM Infiltrator x3 - 0:28

- [1] Strike Team (**COM/SYN/COM**)
 - Potion
 - Blitz-Blitz PSICOM Destroyer (↑)
 - Potion if needed
- [2] Tri-Disaster (**RAV/RAV/RAV**)
 - Potion
 - Thundara-Thundara PSICOM Destroyer
- [1] Strike Team (**COM/SYN/COM**)
 - Repeat PSICOM Destroyer
- [5] Cerberus (**COM/COM/COM**)
 - Repeat until victory

68.4% chance of a **Incentive Chip** 56.4% chance of a **Credit Chip** 1.25% chance of a **Aegisol**

Activate the bridge ahead.

Bridge 2 - PSICOM Reaver PSICOM Huntress x2 & PSICOM Destroyer - 0:43

- [1] Strike Team (**COM/SYN/COM**)
 - Target PSICOM Reaver (↓↓ / ↑↑)
 - Shift immediately
- [2] Tri-Disaster (**RAV/RAV/RAV**)
 - Quake
 - Thundara x2 unless Lightning is targeted by the Reaver, in which case Summon
 - Summon
 - Repeat
- [3] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat until above 200.4% Chain on the Reaver and full Gestalt
 - X - Gestalt
 - B - Thunderfalls until the Reaver is above 506% Chain
 - Y - Zantetsuken

68.4% chance of a **Incentive Chip** 56.4% chance of a **Credit Chip** 5.0% chance of a **Cobaltite** 1.25% chance of a **Aegisol**

Activate the bridge ahead. While the bridge is extending, activate a Deceptisol. Run down the ramp about two steps past the first orange triangles on the sides. Return to the Bridge 1 enemies and cancel the Deceptisol at least a quarter of the way across the platform to despawn Bridge 3. Do this again to despawn Bridge 4, cancelling on Bridge 2. Menu after activating the final bridge.

MENU

• Crystarium

– Sazh

- * **SYN**
 - 5 nodes, Enfire

– Snow

- * **RAV**
 - 1 nodes up 1, Overwhelm

– Fang

- * **SAB**
 - 1 back left 1, HP +30
 - 1 node, HP +40
- * **SEN**
 - 3 node, HP +40

– Vanille

- * **SAB**
 - 5 nodes down 1, Accessory
- * **MED**
 - 16 nodes, HP+10

Pick up the **Ethersol** located before Barthandelus 1 fight. Activate **Fortisol**.

- Potion in this fight when needed
- [1] Strike Team (**COM**/**SYN**/**COM**)
 - Hover over Right Pauldron (↓)
 - Librascope
 - Auto-Battle Right Pauldron, cancel after 3 Attacks
 - Attack x4, shift mid-air after Lightning and Snow finished their strings
- [5] Cerberus (**COM**/**COM**/**COM**)
 - Repeat 3 Attacks
 - Potion
 - Repeat 3 Attacks
 - Potion
 - Repeat 4 Attacks
- [4] Cerberus (**COM**/**COM**/**COM**)
 - Repeat 3 attacks after the heads come down again, 4 when head is protected, shift after killing
- [1] Strike Team (**COM**/**SYN**/**COM**)
 - Potion
 - When Lightning has Enwater, Repeat 3 attacks on Right Ailette
 - Repeat 3 Attacks until the Ailette is dead, time to kill it when Snow is in an attack string
 - Hover over Barthandelus until Snow starts attacking Left Pauldron, then swap and attack it
 - Kill the Left Pauldron if it survives
 - Potion while Barthandelus's head is up in the air
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Fire-Thunder-Fire-Thunder, after the head-raising animation
 - Quake
 - Potion when anyone is below 300 HP
 - Repeat, refresh for Snow when he wasn't launched by smile, else finish the string and shift
- [3] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat
 - Potion
 - **STAGGER**
 - Thundara x2
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat twice
 - Potion if needed
- [4] Cerberus (**COM**/**COM**/**COM**)
 - Ready Repeat, execute so that there's no gap between Snow's or Sazh's fourth Attack and Lightning's Attack
 - Continue this stunlock until Barthandelus is dead. Can refresh to [6]
- *If stunlock fails and Destrudo*
 - If HP is low enough, Repeat
 - Else re-stagger in [2] and [4], Potioning if HP is not maxed, then [5] Repeats to kill

1.25% chance of a **Aegisol**

Save prompt after cut-scene #2

MENU

• **Paradigm**

– Battle Team

* Swap Vanille with Sazh (3 ↔ 5)

	Lightning	Snow	Sazh	
	(RAV)	SEN	SYN	← Default
	(RAV)	RAV	RAV	
*	(RAV)	SEN	(RAV)	
	(RAV)	(SEN)	(RAV)	
	(RAV)	(RAV)	SYN	
	COM	COM	[RAV]	

Pulsework Knight x2 - 0:36

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
 - Quake
 - Thundara x2
 - Potion
 - Repeat one, shift after Snow has Haste
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Potion if anyone is below 287 HP at any point
 - Repeat
 - Repeat on other one until one is staggered and the other is near stagger.
- [6] Aggression (**COM**/**COM**/**RAV**)
 - Blitz-Blitz until dead

1% chance of a **Aegisol**

Clockwise around the first room, path on the walls. Pick up the **Alicanto** located after the elevator when the room opens up. Pick up the **Ethersol** located before Cid. If you have 1 (2 if you dismantled Doctor's Code) **Aegisols**, can use it here.

Cid Raines - 1:40

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
 - Quake
 - Fire-Water-Fire-Water
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat
 - Potion
 - Repeat, shift when Cid finishes his string.
- [5] Malevolence (**RAV**/**RAV**/**SYN**)
 - Repeat
 - Potion
 - Repeat
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat three times, Potion as needed
 - Shift when Cid goes to Offensive Shift
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat, Potion when needed, refresh to [4], until **STAGGER**
- If Cid is in Defensive Shift:
 - [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - * Thundara-Thundara
- [6] Aggression (**COM**/**COM**/**RAV**)
 - Auto-Battle after Snow's fourth attack, keep him in the air until victory

Cid Raines - AEGISOL - 1:20

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
 - Quake
 - Sparkstrike-Aquastrike-Sparkstrike-Aquastrike
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat
 - Repeat, shift when Cid finishes his string.
- [5] Malevolence (**RAV**/**RAV**/**SYN**)
 - Repeat
 - Potion
 - Repeat
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat three times
 - Potion in between if needed
 - Shift when Cid goes to Offensive Shift
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat twice, Potion when needed
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat until **STAGGER**, make sure you get the refresh into
- [6] Aggression (**COM**/**COM**/**RAV**)
 - Auto-Battle after Snow's fourth attack, keep him in the air until victory

Bahamut - 0:42

- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Shift immediately
- [5] Ruthless (**SAB**/**COM**/**RAV**)
 - Auto-hinder
- [4] Combat Clinic (**SEN**/**MED**/**MED**)
 - Potion if lead with 2 Physicals to prevent launch, Auto-cover
 - Otherwise try to Potion to prevent launch
- Repeat [4] and [5] until Slow is inflicted, tanking in [4]
- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Attack-Ruin-Attack
 - Potion as needed, Repeat until Gestalt, tank in [4]

Save prompt after cut-scene #3

MENU

- **Equipment**
 - Lightning
 - * Remove
 - All Accessories
 - Snow (→)
 - * Remove
 - All Accessories
 - Sazh (→)
 - * Power Wristband *
 - * Warrior's Wristband Lv. 8
 - Vanille (→→)
 - * Shield Talisman
 - * Soulfont Talisman
 - Hope (←)
 - * Silver Bangle → Tungsten Bangle
 - Fang (→→)
 - * Doctor's Code
 - * Silver Bangle
 - Lightning (→)
 - * Optimize: Offensive
 - * (if no Blessed Talisman) Entite Ring → Magician's Mark

If caught by the bomb elevator, Summon and Gestalt + Zantetsuken. Pick up the **Feymark** located before the bird elevator. **Deceptisol** on the Bird dots, cancel on the birds. **Deceptisol** on the bird bridge, cancel on the the last bird.

Archylte Steppe, pt. I

Alexander - 1:29

- [1] Entourage (**RAV**/**MED**/**SEN**)
 - Shift immediately
- [6] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Shift when Fang has run foward enough, before she jumps
- [2] Protection (**SYN**/**MED**/**SEN**)
 - Shift after Fang Provokes
- [1] Entourage (**RAV**/**MED**/**SEN**)
 - Auto-Chain
- [6] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Thunder-Water-Thunder
- [2] Protection (**SYN**/**MED**/**SEN**)
 - Auto-support Fang
 - Auto-support Hope (↓)
- *Until Gestalt:*
 - [6] Relentless Assault (**RAV**/**RAV**/**COM**)
 - * Repeat, Shift when Fang gets close
 - * If Lofty Challenge, shift in and out of [5] to refresh ATB
 - * Repeat twice, Shift when Fang gets close
 - [1] Entourage (**RAV**/**MED**/**SEN**)
 - * Repeat
 - * If Fang is too close to Hope, throw Potion
 - * Shift when Fang will survive Alex's second attack

MENU

• Paradigm

– Battle Team

- * Swap Hope with Sazh (1 ↔ 4)
- * Swap Fang with Snow (3 ↔ 5)
- * Swap Lightning with Vanille (2 ↔ 6)

Sazh	Vanille	Snow
COM	MED	SEN
COM	RAV	(SEN)
– SYN	(RAV)	SEN ← Default
[SYN]	SAB	COM
[COM]	SAB	COM
[COM]	SAB	(SEN)

• Crystarium

– Sazh

- * COM
 - 4 nodes, up 1 (Quake)
 - 15 nodes, up & right 1 (Jeopardize)

– Snow

- * SEN
 - backtrack 2, left 1 (Fringeward)
 - 9 nodes, right 1 (Accessory)
 - 5 nodes, right 2 (Deathward)
 - 1 node, right 1 (Challenge)

• Equipment

– Lightning

- * Unequip everything

– Fang (←)

- * Unequip everything

– Hope (←)

- * Unequip everything

– Vanille (←←)

- * Blessed Talisman Lv.1
- * Tungsten Bangle Lv.1

– Snow (→)

- * Silver Bangle Lv.1
- * Shield Talisman Lv.1

Activate Mission 1 and pre-empt Ectopudding.

Mission 1: Ectopudding – Pre-Empt

- [3] Riot Shield (SYN/RAV/SEN)
 - Faith-Enthunder Snow (↓)
- [4] Bully (SYN/SAB/COM)
 - Repeat Sazh
- [5] Devastation (COM/SAB/COM)
 - Ruin x4
 - Repeat until victory

Activate Mission 2. Head NW and use a **Deceptisol** to pre-empt the fight.

Mission 2: Uridimmu & Gorgonopsid x4 – Pre-Empt

- [3] Riot Shield (SYN/RAV/SEN)
 - Quake
 - Bravery-Haste Sazh
- [2] Delta Attack (COM/RAV/SEN)
 - Blitz-Blitz, hit as many as possible
 - Repeat
- [1] Solidarity (COM/MED/SEN)
 - Repeat
 - Repeat, ATB refresh with [2] until Gorgonopsids die

If Uridimmu has significant HP left:
- [3] Riot Shield (SYN/RAV/SEN)
 - Enthunder Sazh
- [6] Dirty Fighting (COM/SAB/SEN)
 - Blitz-Blitz if in range, else Attack x4
 - Repeat until victory

Activate Mission 3 (visible on the minimap) and go to the Vallis Media (stick to the right wall).

Vallis Media & Yaschas Massif

MENU

• Paradigm

Sazh	Vanille	Snow
COM	MED	SEN
COM	RAV	SEN
– SYN	(SAB)	(COM) ← Default
SYN	SAB	COM
COM	SAB	COM
COM	SAB	SEN

• Equipment

- Sazh
 - * Power Wristband* → Doctor's Code Lv.1
- Snow (→→)
 - * Shield Talisman Lv.1 → Power Wristband*
- Vanille (←)
 - * Blessed Talisman Lv.1 → Shield Talisman Lv.1

Hug the left wall as you're approaching to pre-empt Ugallu.

Mission 3: Ugallu – Pre-Empt

- [3] Bully (SYN/SAB/COM)
 - Potion
 - Bravery-Enfrost Snow (↓)
 - * Shift after Snow launches
- [4] Bully (SYN/SAB/COM)
 - Auto-Support
 - Repeat Sazh
- [5] Devastation (COM/SAB/COM)
 - Blitz-Blitz or Attack x4
 - Repeat until victory

Activate Mission 4 and use a **Deceptisol** to pre-empt it.

Mission 4: Adroa x4 & Verdelet x2 – Pre-Empt

- [3] Bully (**SYN**/**SAB**/**COM**)
 - Quake
 - Summon
- [5] Devastation (**COM**/**SAB**/**COM**)
 - Blitz-Blitz Verdelet A (→) until **STAGGER**
 - X – Gestalt
 - * Side+A x6
 - * Y – Finisher

Head towards the Paddraean Archaeopolis (jump up on the right).

MENU

- **Paradigm**
 - Swap [1] and [3]

Sazh	Vanille	Snow
SYN	(MED)	COM
(RAV)	RAV	(RAV)
– (RAV)	MED	(RAV)
(RAV)	SAB	(RAV)
COM	(RAV)	COM
(RAV)	(RAV)	SEN

 ← Default
- **Crystarium**
 - Sazh
 - * **COM**
 - left 1 (Scourge)
 - 5 nodes (Role Level 3)
 - * **RAV**
 - 13 nodes (Role Level 2)
 - Vanille
 - * **MED**
 - 19 nodes (ATB Segment)
 - Snow
 - * **SEN**
 - 2 nodes, up 1 (Mediguard)
 - 6 nodes (HP+80)
- **Equipment**
 - Sazh
 - * Warrior's Wristband Lv.8 → Tetradic Crown Lv.1
 - Vanille (→)
 - * Shield Talisman Lv.1 → Platinum Bangle Lv.1
 - Snow (→)
 - * Shaman's Mark Lv.1
 - * Magician's Mark Lv.2

Activate Mission 7 (between the columns) and use an **Aegisol** for it.

Mission 7: Bituitus

Count his attacks after Miasma, after 5th shift to [6], be liberal with Potions

- [1] Hero's Charge (**SYN**/**MED**/**COM**)
 - Haste-Faith Sazh
 - Repeat Vanille (↑)
 - Repeat Snow (↓)
- [4] Smart Bomb (**RAV**/**SAB**/**RAV**)
 - Fire-Thunder-Fire-Thunder
 - Repeat
- [6] Mystic Tower (**RAV**/**RAV**/**SEN**)
 - Potion, if enough HP Repeat
 - Shift after Levinbolt
- [3] Thaumaturgy (**RAV**/**MED**/**RAV**)
 - Repeat, shift when healthy
- [4] Smart Bomb (**RAV**/**SAB**/**RAV**)
 - Repeat until Deshell/Imperil are inflicted
 - *Be aware of Levinbolt and shift to [6] if needed*
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat, refresh with [3] until **STAGGER**
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Ruin x4
 - Repeat until victory

MENU

- **Paradigm**

Sazh	Vanille	Snow
SYN	MED	COM
RAV	(SAB)	RAV
– (SYN)	MED	(SEN)
(SYN)	SAB	RAV
COM	(SAB)	COM
(COM)	(SAB)	SEN

 ← Default
- **Equipment**
 - Sazh
 - * Warrior's Wristband Lv.8
 - * Power Wristband*

Activate Mission 6 and try to pre-empt it. If it takes too long, just fight.

Mission 6: Munchkin Maestro & Munchkin x4 – Pre-Empt

- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Quake
- [3] Protection (**SYN**/**MED**/**SEN**)
 - Auto-Support
 - Bravery-Enfrost Sazh
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Blitz-Blitz, hit as many as possible
 - Repeat, refresh with [5] until victory

Pick up the **Mythril Bangle**. Activate Mission 5.

Make your way towards the mission and use a **Deceptisol** for the dodges and a pre-empt.

Mission 5: Edimmu – Pre-Empt

- [6] Dirty Fighting (**COM**/SAB/**SEN**)
 - Blitz, **RAV**-buffer into [2] (↓↓)
- [2] Smart Bomb (**RAV**/SAB/**RAV**)
 - Immediately shift
- [4] Guerilla (**SYN**/SAB/**RAV**)
 - Haste-Faith Snow (↓)
- [5] Devastation (**COM**/SAB/**COM**)
 - Ruin x4
 - * If late debuffs, refresh Snow into [1]

Make your way back to the Archylte Steppe.

Archylte Steppe, pt. II

Activate Mission 9 to the left. Use a **Deceptisol** to pre-empt the mission.

Mission 9: Kaiser Behemoth – Pre-Empt

- [6] Dirty Fighting (**COM**/SAB/**SEN**)
 - Immediately shift
- [4] Guerilla (**SYN**/SAB/**RAV**)
 - Potion
 - Auto-Support
 - Faith-Haste Snow (↓), refresh Snow into [1]
 - * If Sazh was interrupted, buff after the shift
- [1] Hero's Charge (**SYN**/**MED**/**COM**)
 - Enfire Snow (↓)
 - Enfire-Bravery Sazh
- [5] Devastation (**COM**/SAB/**COM**)
 - Attack x4
 - Repeat until victory

Go to the nearby save point.

SHOP 88 220 GIL

- R&D Depot
 - Sell
 - * Weapons
 - Alicanto
 - Feymark
 - * Accesories
 - Soulfont Talisman
 - Silver Bangle
 - Entite Ring
 - Pearl Necklace
 - Fulmen Ring
 - * Components
 - Incentive Chips
 - Credit Chips
 - Buy
 - * Particle Accelerator x6
- Lenora's Garage
 - Buy
 - * Crankshaft x4
- Creature Comforts
 - Buy
 - * Sturdy Bone x88
 - * Barbed Tail x89
- B&W Outfitters
 - Buy
 - * Black Belt
- Up in Arms
 - Buy
 - * Deneb Duellers
 - * Pearlwing Staff

UPGRADE

- Upgrade
 - Weapons
 - * Deneb Duellers
 - Sturdy Bone x36
 - Particle Accelerator x2
 - * Pearlwing Staff
 - Barbed Tail x36
 - Barbed Tail x7
 - Particle Accelerator x1
 - Accesories
 - * Sorcerer's Mark
 - Sturdy Bone x18
 - Sturdy Bone x34
 - Particle Accelerator x3
 - * Black Belt
 - Barbed Tail x36
 - Crankshaft x4
 - * Doctor's Code
 - Barbed Tail x10
- Dismantle
 - Accesories
 - * Doctor's Code

MENU

• Paradigm

	Sazh	Vanille	Snow	
	SYN	MED	COM	← <i>Default</i>
	RAV	(RAV)	RAV	
–	SYN	MED	(COM)	
	SYN	SAB	RAV	
	COM	(RAV)	COM	
	(RAV)	(RAV)	(COM)	

• Crystarium

- Sazh
 - * **RAV**
 - 10 nodes, up 1 (Fira)
 - 1 node (HP+40)
- Vanille
 - * **MED**
 - 2 nodes (Magic+18)
 - * **RAV**
 - 5 nodes (HP+10)
- Snow
 - * **RAV**
 - 5 nodes (Role Level 3)
 - * **SEN**
 - 3 nodes (HP+80)

• Equipment

- Snow
 - * Magician's Mark Lv.2 → Sorcerer's Mark*
- Vanille (←)
 - * Pearlwing Staff Lv.21
 - * Tungsten Bangle Lv.1 → Mythril Bangle Lv.1
- Sazh (←)
 - * Deneb Duellers*
 - * Tungsten Bangle Lv.1
 - * Black Belt*

Activate Mission 12 (NW, blocking entrance to the Font of Namva). Pick up the **Librascope x5** chest (hug left).

Use an **Aegisol** for the mission.

Mission 12: Geiseric

- [1] Hero's Charge (**SYN**/**MED**/**COM**)

– Auto-Support twice

If Geiseric does not target Snow:

– Potion

Else:

– Shift immediately

- [3] Hero's Charge (**SYN**/**MED**/**COM**)

– Auto-Support

– Faith-Enwater Snow (↓)

- [4] Guerilla (**SYN**/**SAB**/**RAV**)

– Repeat Sazh

– Repeat Vanille (↑)

– Potion if necessary

- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)

– Thunder-Fire-Fire-Aero

* Shift as soon as *Aero* appears

- [6] Relentless Assault (**RAV**/**RAV**/**COM**)

– Repeat

If Geiseric gets an attack off:

– Repeat a few spells while waiting for Snow to do his string

– Shift after Snow casts third Ruin to refresh into [5]

Else:

– Shift as soon as *Aero* appears

- [5] Aggression (**COM**/**RAV**/**COM**)

– Ruin x4

– Repeat until victory while keeping him in the air

Head east and activate Mission 13.

MENU

• Paradigm

	Sazh	Vanille	Snow	
	SYN	(SAB)	COM	
	RAV	(SAB)	(SEN)	
–	SYN	MED	(SEN)	← <i>Default</i>
	(COM)	(MED)	(SEN)	
	COM	RAV	COM	
	(COM)	(SAB)	(SEN)	

• Equipment

- Sazh
 - * Remove Black Belt*
- Snow (→→)
 - * Black Belt*
 - * Shield Talisman Lv.1
- Sazh (←←)
 - * Shaman's Mark Lv.1
 - * Sorcerer's Mark*

Pre-empt the mission.

Mission 13: Goblin Chieftain & Goblin x3 – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support twice
 - Libra Goblin
 - Faith-Enfire Sazh
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Quake
 - Fira-Fira, hit as many Goblins as possible
 - * **COM**-buffer into [6]
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Shift immediately
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Repeat, continue buffering into [6] until victory

MENU

- **Paradigm**
 - Default [6]
- **Equipment**
 - Snow
 - * Warrior's Wristband Lv.8
 - * Power Wristband*

Activate Mission 17 (near BK+M) and pre-empt the mission.

Mission 17: Pulsework Champion – Pre-Empty

- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Blitz, **RAV**-buffer into [2] (↓↓)
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Shift immediately
- [1] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Haste Snow (↓)
 - Haste-Faith Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Ruin x4
 - Repeat until victory

Activate Mission 14 by the nearby lake.

MENU

- **Paradigm**
 - Default [3]
- **Equipment**
 - Snow
 - * Black Belt*
 - * Shield Talisman Lv.1
 - Sazh (←←)
 - * Power Wristband*
 - * Warrior's Wristband Lv.8

Head to the Font of Namva (area past M12 stone) and engage Mission 14.

Mission 14: Sahagin x2 & Ceratosaur x2

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Auto-Support twice
 - Bravery-Enfire Sazh
- [4] Solidarity (**COM**/**MED**/**SEN**)
 - Blitz-Blitz, hit as many as possible
 - Repeat
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Repeat, refresh with [4] until victory

Get on the chocobo. Try to dig a **Gold Nugget**. Grab **Mnar Stone x2** from the chest on the lake, then activate Mission 15 on the nearby plateau and grab the **Scarletite** chest next to it. On the way to the mission area, pick up the **Gold Nugget** behind the Adamanchelid.

MENU

- **Equipment**
 - Sazh
 - * Shaman's Mark Lv.1
 - * Sorcerer's Mark*

Use a **Deceptisol** on Mission 15.

Mission 15: Goblin Chieftain & Goblin x6 – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support twice
 - Faith-Enfire Sazh
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Quake
 - Fira-Fira, hit as many Goblins as possible
 - * **COM**-buffer into [6]
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Shift immediately
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Repeat, continue buffering into [6] until victory
 - Buffer into [4] if healing is needed*

Activate Mission 11 and mount the chocobo near the lake (turn around from the stone and continue straight). Run to the mission area.

MENU

- **Paradigm**

	Sazh	Vanille	Snow	
	SYN	SAB	COM	
	RAV	SAB	SEN	
–	SYN	MED	(COM)	
	COM	MED	(COM)	← Default
	COM	RAV	COM	
	COM	SAB	SEN	
- **Equipment**
 - Sazh
 - * Power Wristband*
 - * Warrior's Wristband Lv.8

Pre-empt the fight.

Mission 11: Adroa x6 – Pre-Empt

- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Quake
- [1] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Haste Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Blitz-Blitz
 - Repeat, refresh with [4] until victory

Activate Mission 10 (on the plateau after the platform with dogs and the chest). Warp to the Northern Highplains (↑↑). Pre-empt the mission (wait for Ambling Bellows to turn around).

Mission 10: Ambling Bellows – Pre-Empt

- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Attack-Blitz, **RAV**-buffer into [2]
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Shift immediately
- [1] Bully (**SYN**/**SAB**/**COM**)
 - Faith-Enwater Snow (↓)
 - Auto-Support
 - Repeat Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Ruin x4
 - Repeat until victory

Head into the Mah'habara Subterra.

Mah'habara Subterra & Sulyya Springs

Pick up the **Hauteclaire**. Access the next save point.

SHOP 93 080 GIL

- B&W Outfitters
 - Sell
 - * Weapons
 - Vega 42s
 - Binding Rod
 - Hauteclaire
 - * Accesories
 - Frost Ring x2
 - Royal Armlet
 - * Components
 - Gold Nugget(s)
 - Everything except Perfect/Superconductors, Catalysts
 - Buy
 - * Warrior's Wristband x2
- Creature Comforts
 - Buy
 - * Sturdy Bone x84
 - * Barbed Tail x21
- Lenora's Garage
 - Buy
 - * Superconductor x77 (up to 81)

UPGRADE

- Upgrade
 - Accesories
 - * Warrior's Wristband Lv.1
 - Sturdy Bone x36
 - Superconductor x37
 - * Warrior's Wristband Lv.1
 - Sturdy Bone x36
 - Superconductor x37
 - Scarletite
 - * Survivalist Catalog
 - Sturdy Bone x12
 - Superconductor x2
- Dismantle
 - Accesories
 - * Survivalist Catalog

MENU

- **Equipment**
 - Vanille
 - * Platinum Bangle Lv.1 → Blessed Talisman Lv.1
 - Snow (→)
 - * Warrior's Wristband*
 - * Power Glove Lv.9
 - Fang (→→)
 - * Black Belt*
 - * Shield Talisman Lv.1
 - Lightning (→)
 - * Platinum Bangle Lv.1
 - * Tetradic Crown Lv1.

Rust Pudding x2

- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Shift immediately
- [3] Hero's Charge (**SYN**/**MED**/**COM**)
 - Enthunder-Bravery Snow (↓)
 - Repeat Sazh
- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Blitz-Blitz
 - Repeat until victory

MENU

- **Paradigm**
 - Battle Team
 - * Swap Sazh with Lightning (1 ↔ 6)
- | | Lightning | Vanille | Snow | |
|---|----------------|------------|------------|-----------|
| – | (RAV) | MED | SEN | ← Default |
| | RAV | RAV | COM | |
| | MED | MED | SEN | |

Activate Mission 18. Use an **Ethersol** and pre-empt the mission (dodge and re-enter from the other side, retry and immediately run into the fight again).

Mission 18: Ambling Bellows & Hoplite x4 – Pre-Empt

- [1] Entourage (**RAV**/**MED**/**SEN**)
 - Quake
 - Summon
 - Thundara-Thundara Ambling Bellows (↓)
 - Repeat until full Gestalt
 - X – Gestalt
 - * B – Thunderfall until Hoplites are dead
 - * Side+A – Razor Gale until ~750% chain
 - * Y – Zantetsuken

Pick up the **Saint's Amulet x2** chest on the way to Hecatoncheir.

Hecatoncheir

- *Can only use 1 Renew here*
- Any% strat but heal manually in [2] if necessary

Pick up the **Perfect Conductor x3** chest on the way to the Sulyya Springs. Activate Mission 19 after riding Atomos.

MENU

- **Paradigm**
 - Battle Team
 - * Swap Lightning with Sazh (1 ↔ 6)

Sazh	Vanille	Snow
COM	(SAB)	SEN
COM	RAV	RAV
– SYN	MED	SEN ← <i>Default</i>
COM	[SAB]	(COM)
[RAV]	(SAB)	(SEN)
COM	MED	[COM]

Pre-empt Mission 19 by running past the battlezone with a Deceptisol and entering the fight from the other side. Retry and immediately re-enter (similar to Mission 18).

Mission 19: Uridimmu x4 – Pre-Empt

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Bravery-Enthunder Snow (↓)
- [4] Devastation (**COM**/**SAB**/**COM**)
 - Blitz-Blitz targets not hit by Snow until victory

Taejin's Tower

Activate Mission 20.

MENU

- **Equipment**
 - Sazh
 - * Sorcerer's Mark*
 - * Shaman's Mark Lv.1
 - Lightning (←)
 - * Unequip everything
 - Fang (←)
 - * Unequip everything

Use a **Deceptisol** before engaging Mission 20.

Mission 20: Goblin Chieftain, Goblin x2, Munchkin Maestro & Munchkin – Pre-Empt

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support twice
 - Faith-Enfire Sazh
- [5] Matador (**RAV**/**SAB**/**SEN**)
 - Quake
 - Fira-Fira on small enemies, **COM**-buffer into [1]
- [1] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Immediately shift
- [5] Matador (**RAV**/**SAB**/**SEN**)
 - Fira-Fira, **COM**-buffer into [1]
 - Repeat loop until victory

Pick up the **Sinister Fang x20** chest after the fight. Make your way into the tower and use the elevator to get to the Second Tier.

MENU

- **Paradigm**

Sazh	Vanille	Snow
(SYN)	SAB	(COM)
COM	RAV	RAV
– SYN	(SAB)	(RAV) ← <i>Default</i>
COM	(RAV)	COM
RAV	SAB	(RAV)
COM	MED	COM
- **Equipment**
 - Sazh
 - * Power Wristband*
 - * Warrior's Wristband Lv.8
 - Vanille (→)
 - * Black Belt*
 - * Shield Talisman Lv.1

Accept Mission 21 and pre-empt Gelatitan.

Mission 21: Gelatitan Pre-Empt (lure exit battle zone) - 0:37

- [3] Guerilla (**SYN**/**SAB**/**RAV**)
 - Auto-support Sazh (Haste)
 - Bravery-Enthunder Snow
 - [1] Bully (**SYN**/**SAB**/**COM**)
 - Repeat Sazh
 - Shift after Snow's fourth action
 - [4] Aggression (**COM**/**RAV**/**COM**)
 - Blitz-Blitz
 - Repeat until victory
- 0.3% chance of a **Aegisol**

Activate Mission 22.

MENU

- **Paradigm**
 - Default [2]
 - Battle Team
 - * Swap Sazh with Vanille (1 ↔ 2)

Use an **Ethersol** and pre-empt Ambling Bellows.

Mission 22: Ambling Bellows & Cryptos x2 Pre-Empt - 0:26

- [2] Relentless Assault (**RAV/COM/RAV**)
 - Auto-Chain single spell on Ambling Bellows (↓)
 - Repeat if Interrupted
 - Summon when **STAGGER**
 - Auto-Chain
 - X - Gestalt
 - B
 - Up+A 3 times
 - B
 - Y
 - Retry if the Bellows didn't die
- 0.3% chance of a **Deceptisol**

Activate Mission 23.

MENU

- **Paradigm**
 - Default [3]
 - Battle Team
 - * Swap Vanille with Sazh (1 ↔ 2)

Pre-empt Gurangatch.

Mission 23: Gurangatch Pre-Empt - 0:22

- [3] Guerilla (**SYN/SAB/RAV**)
 - Auto-support Sazh (Haste)
 - Bravery-Enwater Snow
 - [1] Bully (**SYN/SAB/COM**)
 - Repeat Sazh
 - Shift after Snow's fourth action
 - [4] Aggression (**COM/RAV/COM**)
 - Auto-Battle or Blitz-Blitz
- 0.3% chance of a **Fortisol**

Pick up the **Simurgh** chest. Activate Mission 24 and pre-empt it.

Mission 24: Mushussu & Yakshini x2 Pre-Empt - 0:28

- [3] Guerilla (**SYN/SAB/RAV**)
 - Quake
 - Bravery-Enwater Snow
 - [1] Bully (**SYN/SAB/COM**)
 - Haste-Bravery Sazh
 - [6] Tireless Charge (**COM/MED/COM**)
 - Blitz-Blitz Mushussu
 - [4] Aggression (**COM/RAV/COM**)
 - Repeat until victory
- 0.3% chance of a **Fortisol**

MENU

- **Crystarium**
 - Sazh
 - * **RAV**
 - 17 nodes, up 2 (Firaga)
 - Vanille
 - * **RAV**
 - 10 nodes, right 2 (Blizzara)
 - * **SAB**
 - 13 nodes, right 2 (Deprotega)
 - 2 nodes, left 1 (Jinx)
 - * **MED**
 - back 1, left 2 (HP+100 x2)
 - 1 node, down 3 (Curasa)
 - Snow
 - * **SEN**
 - 13 nodes (Strength+18)
- **Equipment**
 - Sazh
 - * Power Wristband* → Platinum Bangle Lv.1
 - Vanille (→)
 - * Shield Talisman Lv.1 → Mythril Bangle Lv.1

Activate Mission 25. Pick up the **Unsetting Sun**.

Mission 25: Vetala - 0:38

- [3] Guerilla (**SYN/SAB/RAV**)
 - Auto-support Sazh (Haste)
 - Bravery-Enthunder Snow
 - [5] Smart Bomb (**RAV/SAB/RAV**)
 - Renew
 - Fire-Thunder-Fire-Thunder
 - Repeat until **STAGGER**
 - Phoenix Down Vanille if she dies to Vetala's second attack. Retry if out and no Imperil.
 - [3] Guerilla (**SYN/SAB/RAV**)
 - Repeat Sazh
 - Shift after Vetala has Deprotect
 - [6] Tireless Charge (**COM/MED/COM**)
 - Blitz-Blitz
 - Repeat until victory
- 0.3% chance of a **Aegisol**

Pick up the **Librascope**.

Activate Mission 26 and use a **Deceptisol** to pre-empt it.

MENU

- **Paradigm**
 - Battle Team
 - * Swap Vanille with Snow (2 ↔ 3)

	Sazh	Snow	Vanille	
	SYN	(SEN)	(RAV)	
	COM	RAV	RAV	← <i>Default</i>
–	(RAV)	(SEN)	(RAV)	
	COM	COM	RAV	
	RAV	(SEN)	SAB	
	COM	COM	(RAV)	
- **Equipment**
 - Sazh
 - * Warrior's Wristband Lv.8 → Sorcerer's Mark*

Mission 26: Penanggalan – Pre-Empt

- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Quake
 - Target Penanggalan (↑↑)
 - Shift immediately
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Firaga
 - Repeat, **COM**-buffer into [4]
- [4] Aggression (**COM**/**COM**/**RAV**)
 - Ruin x4
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat, **COM**-buffer into [4]
- [4] Aggression (**COM**/**COM**/**RAV**)
 - Repeat until victory

UPGRADE

- Upgrade
 - Accesories
 - * Warrior's Wristband Lv.1
 - Sinister Fang x10
 - Sinister Fang all
 - Particle Accelerator x3

MENU

- Equipment
 - Sazh
 - * Warrior's Wristband*
 - * Warrior's Wristband Lv.8
 - Vanille (→→)
 - * Diamond Bangle Lv.1
 - * Sorcerer's Mark*

Dahaka - 1:30

- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Libra
 - Attack-Blitz, **RAV**-buffer into
 - [5] Matador (**RAV**/**SEN**/**SAB**)
 - Renew if necessary
 - Fire-Thunder-Fire-Thunder
 - [1] Riot Shield (**SYN**/**SEN**/**RAV**)
 - Auto-support Sazh (Haste)
 - Auto-support Vanille (Haste)
 - Renew if necessary
 - Bravery-Enthunder Sazh
 - [5] Matador (**RAV**/**SEN**/**SAB**) *if no Imperil else*
 - [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat
 - [1] Riot Shield (**SYN**/**SEN**/**RAV**)
 - Renew if necessary
 - Repeat Snow
 - Shift after attack/during Faith
 - [2] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Blitz-Blitz
 - Repeat, shift after Vanille's second string
 - [5] Matador (**RAV**/**SEN**/**SAB**)
 - Shift after Vanille starts Deprotect
 - [4] Aggression (**COM**/**COM**/**RAV**)
 - Repeat with refreshes with [6] until victory
- 0.3% chance of a **Fortisol**

Use an **Ethersol** before Dahaka.

Activate the statue at the Apex (opposite to the Oerba elevator). Use the elevator to access the Seventh Tier. Activate the statue there (Deceptisol to dodge the birds) and pick up the **Collector Catalog**. Use the central elevator to get back to the Apex. Pick up **Ethersol** near the Oerba elevator.

MENU

• Paradigm

	Sazh	Snow	Vanille	
	SYN	(RAV)	(SAB)	
	COM	RAV	RAV	
–	RAV	SEN	(MED)	← <i>Default</i>
	COM	(SEN)	(MED)	
	RAV	(RAV)	SAB	
	COM	(RAV)	(MED)	

• Crystarium

- Sazh
 - * **RAV**
 - 6 nodes (HP+100)
- Snow
 - * **COM**
 - 2 nodes, right 2 (Scourge)
 - 15 nodes (Strength+18)
 - * **SEN**
 - 2 nodes (ATB Segment)
- Vanille
 - * **MED**
 - 5 nodes, right 2 (Accessory)

• Equipment

- Sazh
 - * Sorcerer's Mark Lv.1
 - * Tetradic Tiara Lv.1
- Snow (→)
 - * Black Belt*
 - * Shield Talisman Lv.1
- Vanille (→)
 - * Diamond Bangle Lv.1 → Mythril Bangle Lv.1
 - * Blank → Shaman's Mark Lv.1

Missions 28: Ceratosaur

- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Quake
 - Firaga, hit as many as possible
 - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Shift immediately
- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Repeat
 - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Quake
- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Repeat
 - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Shift immediately
- Repeat the pattern until victory

Head to the schoolhouse, use a Deceptisol and pick up the **second Bhakti part** through the wall. Pick up the **Moogles Puppet** and the **Pleiades Hi-Powers** up top. Cancel the Deceptisol and access the next save point.

Oerba

Pick up the **Pervoskite**. Activate Mission 28. Talk to Bhakti. Pre-empt the Vampire by the tree roots for the **first Bhakti part**.

Vampire – Pre-Empty

- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Shift immediately
- [1] Guerilla (**SYN**/**RAV**/**SAB**)
 - Auto-Support
 - Faith-Enfire Sazh
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Fire-Firaga, **COM**-buffer into [2]
- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Ruin x4 until victory

UPGRADE

- Upgrade
 - Accessories
 - * Collector Catalog
 - Barbed Tail x21
 - Superconductor x1
 - Mnar Stone

SHOP 196380 GIL

- Unicorn Mart
 - Sell
 - * Weapons
 - Simurgh
 - Unsetting Sun
 - * Accesories
 - Tungsten Bangle
 - Platinum Bangle
 - Power Wristband
 - Giant's Glove
 - Connoisseur Catalog
 - Saint's Amulet x2
 - * Components
 - Moonblossom Seeds
 - Moogle Puppet
 - Rhodochrosites (**keep 1**)
 - Cobaltites
 - Buy
 - * Painkiller x11
 - * Foul Liquid x11
 - * Mallet x11
- Creature Comforts
 - Buy
 - * Sturdy Bone x42
 - * Barbed Tail x58
 - * Vibrant Ooze x54
- Lenora's Garage
 - Buy
 - * Superconductor x29
 - * Perfect Conductor x4
- R&D Depot
 - Buy
 - * Ultracompact Reactor x3

UPGRADE

- Upgrade
 - Weapons
 - * Pleaides Hi-Powers
 - Sturdy Bone x42
 - Perfect Conductors x10
 - Perovskite
 - Barbed Tail x58
 - Ultracompact Reactor x3
 - Superconductor x29

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	SYN	RAV	SAB	
	COM	RAV	RAV	
–	RAV	SEN	MED	
	COM	(RAV)	(RAV)	
	RAV	RAV	SAB	← <i>Default</i>
	COM	RAV	MED	
- **Equipment**
 - Sazh
 - * Hyades Magnums*
 - * Power Glove Lv.9
 - * Diamond Bangle Lv.1
 - Snow (→)
 - * Warrior's Wristband*
 - * Warrior's Wristband*
 - Vanille (→)
 - * Shaman's Mark Lv.1 → Sorcerer's Mark Lv.1

Grab the **third Bhakti part** before the Seeker dodge. Pick up the **Ethersol** before Bart. Use an **Ethersol** and an **Aegisol**.

Barthandelus 2

- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Fire-Thunder-Fire-Thunder
 - *If Fortisol was used, shift to [6] instead*
- [1] Guerilla (**SYN/RAV/SAB**)
 - Bravery-Haste Sazh
 - Haste-Faith Vanille (↑)
- [6] Diversity (**COM/RAV/MED**)
 - Blitz-Blitz
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat until **STAGGER** and debuffs have landed
- [2] Relentless Assault (**COM/RAV/RAV**)
 - Repeat until head split
 - **Summon to dodge Laughter**
 - Blitz until Apoptosis
 - X – Gestalt to avoid it
 - Y – Finisher immediately
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat until **STAGGER** and debuffs have landed
- [6] Diversity (**COM/RAV/MED**)
 - Blitz-Blitz
 - Repeat until victory

Chapter 12

If **Gil < 48 680** after this shop, get 15k Gil chest in Chapter 12, accounting for potential drops.

Anavatapta Warmech - 0:27

- Down+A
- Side+A
- *If Chain died:*
 - Side+A until **STAGGER**
 - Y - Zantetsuken
- *Otherwise:*
 - Side+A, waiting for the meter to reset before triggering
 - Down+A when 18 Gestalt points remain
 - Side+A, waiting for meter to reset before triggering.
 - If you didn't stagger with the 12 point Gestalt, immediately Y - Zantetsuken

Deceptisol on the the maze, cancel on the the circling Bulwarker.

Deceptisol between the two battle zones, don't cancel.

MENU

- **Paradigm**
 - Battle Team
 - * Switch Lightning with Vanille (1 ↔ 3)
 - * Switch Lightning with Sazh (3 ↔ 4)
 - Make the second paradigm default

Bulwarker & Sanctum Seraph x2 - 0:14

- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Quake
 - Fira-Aerora
 - Summon
 - Repeat
 - X - Gestalt
 - Y - Gaian Salvo
- 0.38% chance of a **Aegisol**

MENU

- **Crystarium**
 - Vanille
 - * **COM**
 - 11 nodes (Ruin)
 - * **MED**
 - 6 nodes, left 2 (Curaja)
 - * **RAV**
 - 3 nodes (Role Level 3)
 - Snow
 - * **COM**
 - left 2 (Blitz)
 - 4 nodes (HP+100)
 - * **RAV**
 - 9 nodes, left 1 (HP+100)
 - 10 nodes, down 2 (Accessory)
 - Sazh
 - * **COM**
 - 13 nodes (Strength+13)
 - * **RAV**
 - 8 nodes, left 1 (Cold Blood)
- **Paradigm**
 - Battle Team
 - * Swap Vanille with Sazh (1 ↔ 3)

	Sazh	Snow	Vanille	
	COM	(COM)	MED	
	COM	(COM)	(COM)	← <i>Default</i>
*	SYN	SEN	(SAB)	
	[SYN]	(RAV)	(MED)	
	RAV	(RAV)	[MED]	
	RAV	[RAV]	RAV	
- **Equipment**
 - Sazh
 - * Warrior's Wristband Lv.8
 - * Shield Talisman Lv.1
 - Snow (→)
 - * Blank → Power Glove Lv.9
 - Vanille (→)
 - * Mythril Bangle Lv.1 → Diamond Bangle Lv.1

Behemoth King - 0:53

- [2] Cerberus (**COM/COM/COM**)
 - Blitz, **RAV**-buffer into
 - [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire x4
 - [4] Coordination (**SYN/RAV/MED**)
 - Auto-support Sazh (Haste)
 - Auto-support Vanille (Haste)
 - [5] Thaumaturgy (**RAV/RAV/MED**) *if anyone is in red health else* [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat until 350-400% Chain
 - [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
 - Repeat Snow
 - Faith-Enfire Vanille if waiting for Deprotect and Imperil
 - Shift after Deprotect and Imperil
 - [2] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
- 0.38% chance of a **Aegisol**

Pick up **Rebel Heart**. **Deceptisol** once the bird comes through the ceiling, **cancel it**.

Proudcad 1 - 1:31

- [2] Cerberus (**COM/COM/COM**)
 - Blitz-execute, **RAV**-buffer
 - [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Thunder-Fire-Thunder
 - [4] Coordination (**SYN/RAV/MED**)
 - Bravery-Haste Snow
 - [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat
 - [4] Coordination (**SYN/RAV/MED**)
 - Repeat Sazh
 - Faith-Haste Vanille
 - Shift after Snow's fifth strike
 - [2] Cerberus (**COM/COM/COM**)
 - Repeat, **RAV**-buffer the Blitz
 - [5] Thaumaturgy (**RAV/RAV/MED**)
 - Librascope
 - Repeat 0-2 spells to get close to stagger, ~ 1% per spell
 - Shift after Snow lands
 - [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Cold Blood. Shift after Snow's fifth strike
 - [5] Thaumaturgy (**RAV/RAV/MED**)
 - Repeat, shift immediately
 - [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Shift after Snow's fifth Strike
 - [2] Cerberus (**COM/COM/COM**)
 - Repeat
 - Renew
 - Blitz-Blitz, shift after Snow's fifth attack
 - Refresh to [1] if needed
- 0.38% chance of a **Deceptisol**

MENU

- **Paradigm**
 - Battle Team
 - * Default [6]
 - * Swap Sazh with Snow (1 ↔ 2)

Adamanchelid (Snow) - 0:54

- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Froststrike-Blizzard-Blizzard-Blizzard- Blizzard
 - Summon
 - Repeat
 - [5] Thaumaturgy (**RAV/RAV/MED**)
 - Repeat until **STAGGER**, refresh with [6] when needed
 - If Quake, ready and use Blizzard x5 after Quake hits
 - X - Gestalt
 - Up + A - Wheelie, when Adamanchelid's head is close to the ground
 - Down + A - Spin Freeze until out of summon points
 - Y - Diamond Dust
 - If survived, Froststrike x5, repeat or retry
- 23.75% chance of a **Gold Dust** 5% chance of a **Scarletite**
0.38% chance of a **Deceptisol**

Pick up **Punisher**, **Particle Accelerator** x6, **Mistilteinn** and the **Power Glove**. Get the Gil chest if short.

UPGRADE

- Upgrade
 - Accessories
 - * Power Glove
 - Vibrant Ooze x36
 - Particle Accelerator x6
 - * Goddess's Favor
 - Vibrant Ooze x18
 - Superconductor x2
- Dismantle
 - Accessories
 - * Goddess's Favor
 - * Ribbon
- Upgrade
 - Accessories
 - * Warrior's Wristband* on Snow
 - Scarletite

- **Paradigm**

- Battle Team

- * Swap Snow with Sazh (1 ↔ 2)
 - * Swap Snow with Vanille (2 ↔ 3)

Sazh	Vanille	Snow	
(RAV)	(COM)	COM	← <i>Default</i>
COM	COM	COM	
(RAV)	(RAV)	SEN	
(COM)	MED	(SEN)	
RAV	(RAV)	(COM)	
RAV	RAV	RAV	

- **Equipment**

- Snow

- * Warrior's Wristband* → Power Glove*

- Sazh (←←)

- * Deneb Duellers*
 - * Shield Talisman → Warrior's Wristband*

- [2] Cerberus (COM/COM/COM)
 - Attack-Blitz, RAV-buffer the Blitz into
- [6] Tri-Disaster (RAV/RAV/RAV)
 - Libra
 - Cold Blood
- [5] Relentless Assault (RAV/RAV/COM)
 - Repeat
 - Shift after Vanille's final attack
- [1] Aggression (RAV/COM/COM)
 - Cold Blood
- [2] Cerberus (COM/COM/COM)
 - Renew
 - If Proudclad hits the ground, coordinate attacks to maintain interruption until Launch
 - Until stagger is close to ending, Auto-Battle 3 Attacks, alternate with Vanille
 - Potion if everyone isn't at max HP
 - Attack-Attack-Blitz, RAV-buffer the Blitz
- [3] Mystic Tower (RAV/RAV/SEN)
 - Auto-Chain one spell
 - *Oneiric Maelstrom*:
 - * Renew to prevent Sazh from Launching
 - * Auto-Chain 2 spells
 - * Cold Blood
 - *Muon Blaster* → *Oneiric Maelstrom*
 - * Renew to prevent Sazh from Launching
 - * Cold Blood
 - *Muon Blaster* → *Muon Blaster*
 - * Cold Blood to prevent Sazh's interruption
 - ATB refresh after Cold Blood starts to maximize Launches
- [5] Relentless Assault (RAV/RAV/COM)
 - Repeat
 - Shift after Vanille's final attack
- [1] Aggression (RAV/COM/COM)
 - Repeat
 - If Proudclad lands, ATB refresh Snow's fifth attack
 - ATB refresh so that Snow and Vanille finish just after you can control Sazh
- [2] Cerberus (COM/COM/COM)
 - Repeat one Attack
 - Blitz-Blitz
 - Repeat
- *If unlikely to kill before stagger ends*:
 - [1] Aggression (RAV/COM/COM)
 - * Repeat and Shift immediately
 - [2] Cerberus (COM/COM/COM)
 - * Hope and Cry
- *If Proudclad survives*:
- [4] Solidarity (COM/MED/SEN)
 - Potion if low, Repeat otherwise
 - Stagger in [6] or damage in [2] as needed, go back to [4] to heal as needed.

Orphan's Cradle

SHOP 121960 GIL

- Eden Pharmaceuticals
 - Sell
 - * Weapons
 - Rebel Heart
 - Mistilteinn
 - Punisher
 - * Accessories
 - Mythril Bangle
 - Royal Armlet
 - * Components
 - Dusklight Dew
 - Perfume
 - Gold Dust (if gotten)
 - Buy
 - * Fortisol x2
 - * Aegisol x2
 - * Deceptisol x1 (need 3 total)
- B&W Outfitters
 - Buy
 - * Warrior's Wristband
- Creature Comforts
 - Buy
 - * Sturdy Bone x36
- Lenora's Garage
 - Buy
 - * Superconductor up to x37

MENU

- **Paradigm**
 - Battle Team
 - * Swap Sazh with Vanille (1 ↔ 2)

Vanille	Sazh	Snow
COM	(COM)	COM
(SAB)	COM	COM
– RAV	RAV	SEN
(SAB)	(SYN)	SEN
(SAB)	RAV	(RAV) ← <i>Default</i>
RAV	RAV	RAV
- **Crystarium**
 - Vanille
 - * **MED**
 - right 1 (Role Level 4)
 - * **RAV**
 - 14 nodes, right 1 (Fearsiphon)
 - 8 nodes (Role Level 4)
 - Sazh
 - * **COM**
 - up 2 (Adrenaline)
 - 3 nodes, right 2 (Accessory)
 - 5 nodes (Role Level 4)
 - Snow
 - * **COM**
 - 8 nodes, left 2 (Ruinga)
 - 2 nodes (Role Level 4)
- **Equipment**
 - Sazh
 - * Blank → Warrior's Wristband*

UPGRADE

- Accessories
 - Warrior's Wristband
 - * Sturdy Bone x36
 - * Superconductor x37

Cancel **ALL Deceptisols** in this part. Use **Fortisol** and **Aegisol** before the next fight, **Ethersol** if needed.

- [5] Smart Bomb (**SAB/RAV/RAV**)
 - Imperil x5 Bandersnatch
 - Repeat until Imperil is inflicted
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Aerora-Fira Bandersnatch
 - Summon when Bandersnatch is at 410%
 - Repeat
 - X - Gestalt
 - *If below 485% chain:* B - Force Blasters
 - Y - Gaian Salvo
 - Retry if not dead
 - Auto-Chain
 - Shift after Snow's fifth Attack
- [5] Smart Bomb (**SAB/RAV/RAV**)
 - If Breath of the Beast, shift to [3]/[1] until the attack is done
 - Deprotect-Poison-Deprotect-Poison-Poison
 - Cancel and repeat if the second Deprotect doesn't land
 - Shift when Snow finishes his second string
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Water-Aerora
 - Auto-Chain 2-3 spells for interruption
 - Shift to cancel Snow's ready animation
- [5] Smart Bomb (**SAB/RAV/RAV**)
 - Repeat *if no Deprotect else* Poison x5
- [2] Devastation (**SAB/COM/COM**)
 - Repeat *if no Deprotect else* Poison x5
 - Repeat until victory

0.13% chance of a **Aegisol**

MENU

- **Paradigm**
 - Battle Team
 - * Swap Vanille with Sazh (1 ↔ 2)

Sazh	Vanille	Snow
COM	COM	COM
COM	(COM)	COM
– (COM)	(SAB)	SEN
SYN	SAB	SEN
(COM)	(MED)	(SEN)
RAV	RAV	RAV

← *Default*
- **Equipment**
 - Sazh
 - * Unequip everything
 - Snow (→→)
 - * Warrior's Wristband*
 - * Black Belt*
 - * Tetradic Tiara Lv.1
 - Sazh (←←)
 - * Hyades Magnums*
 - * Shield Talisman Lv.1
 - * Power Glove Lv.9
 - * Power Glove*

- [4] Premeditation (**SYN/SAB/SEN**)
 - Librascope
 - Auto-Support twice
 - Bravery-Enfire Sazh

Shift to [5] if already Deprotected and back to [3] after every Mounting Contempt
- [3] Dirty Fighting (**COM/SAB/SEN**)
 - Blitz-Blitz or Attack x4, whichever is better
 - Repeat
- [5] Solidarity (**COM/MED/SEN**)
 - Repeat
 - Shift once Vlad loses Deprotect
- [3] Dirty Fighting (**COM/SAB/SEN**)
 - Repeat
 - Refresh with [5] until victory

MENU

- **Paradigm**

Sazh	Vanille	Snow
COM	COM	COM
COM	COM	COM
– COM	(RAV)	(RAV)
SYN	SAB	(COM)
(RAV)	MED	(RAV)
RAV	RAV	RAV

← *Default*
- **Crystarium**
 - Sazh
 - * **SYN**
 - 12 nodes, left 1 (HP+70)
 - 10 nodes (ATB Level)
 - Vanille
 - * **SEN**
 - 6 nodes (Provoke)
 - * **SAB**
 - 5 nodes, down 2 (HP+100 x2)
 - 4 nodes (HP+100)
 - Snow
 - * **RAV**
 - 3 nodes (Role Level 4)
 - * **SEN**
 - back 3 nodes, up 3 (Relieve)
 - 3 nodes (Role Level 4)
- **Equipment**
 - Sazh
 - * Shield Talisman Lv.1 → Power Glove Lv.9
 - Snow (→→)
 - * Warrior's Wristband*
 - * Warrior's Wristband*
 - * Warrior's Wristband Lv.8

Tiamat Eliminator

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Attack-Attack-Blitz
 - Shift after Snow's fourth strike
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Cold Blood
 - Libra
 - Auto-Chain if Tail Hammer was used
 - Repeat just before **STAGGER**, shift as soon as Sazh begins shooting
- [5] Thaumaturgy (**RAV**/**MED**/**RAV**)
 - Shift immediately
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat and shift immediately
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Shift towards the end of Cold blood for an ATB Refresh
- [2] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz
 - Repeat until victory with refreshes to [1]

Use the gate to warp back to Gran Pulse.

Return to Gran Pulse

MENU

• Paradigm

	Sazh	Vanille	Snow	
	COM	COM	COM	
	COM	(SAB)	COM	
–	COM	RAV	RAV	← <i>Default</i>
	SYN	SAB	COM	
	RAV	MED	RAV	
	RAV	RAV	RAV	

Activate Mission 8.

Mission 8: Rakshasa & Flan x2

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Shift immediately
- [4] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Enfire Snow (↓)
 - Auto-Support
 - Ethunder-Bravery Sazh
- [2] Devastation (**COM**/**SAB**/**COM**)
 - Attack x4 Rakshasa
 - Repeat until victory

Head to the Yaschas Massif and warp to the Central Expanse (↓↓). Ride a chocobo to the stone circle and activate Mission 58 (back middle). Warp to the Northern Highplain (↓↓↓). Enter Mah'habara and run to the mission area. Use a **Deceptisol** to pre-empt the mission.

Mission 58: Humbaba & Pulsework Champion – Pre-Empt

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Select Blitz, hover over Centurion until others start casting
 - * Blitz Humbaba, **RAV**-buffer into [6]
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Immediately shift
- [4] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Haste Sazh
- [2] Devastation (**COM**/**SAB**/**COM**)
 - Blitz-Blitz
 - * If Centurion isn't dead, kill it first
 - Repeat until victory

Make your way to the Juggernaut guarding Mission 29 (side path behind you).

MENU

• Crystarium

- Sazh
 - * **SEN**
 - 6 nodes (Provoke)
 - * **SYN**
 - 3 nodes (HP+100)
 - back 10, left 1 (HP+70 for 6k CP)
- Vanille
 - * **RAV**
 - back 5, up 2 (Blizzaga)
 - back 5, right 2 (Firaga)
 - * **SAB**
 - 3 nodes (Strength+15)
- Snow
 - * **COM**
 - back 4, down 1 (HP+100)
 - back 3, right 2 (HP+100 x2)
 - 4 nodes (Strength+30)

• Paradigm

	Sazh	Vanille	Snow	
	COM	COM	COM	
	(SEN)	SAB	(SEN)	
–	(SEN)	(MED)	(SEN)	
	SYN	SAB	COM	← <i>Default</i>
	RAV	MED	(SEN)	
	RAV	RAV	RAV	

• Equipment

- Vanille
 - * Diamond Bangle Lv.1 → Imperial Armlet Lv.1
- Sazh (←)
 - * Power Glove Lv.9 → Tetradic Tiara Lv.1
 - * Power Glove Lv.9 → Diamond Bangle Lv.1
- Snow (→→)
 - * Warrior's Wristband* → Power Glove Lv.9
 - * Warrior's Wristband Lv.8 → Power Glove Lv.9

Juggernaut

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
- [1] Cerberus (**COM/COM/COM**)
 - Attack-Blitz, **RAV**-buffer into [5]
- [5] Entourage (**RAV/MED/SEN**)
 - Cold Blood, shift immediately
- [2] Overcaution (**SEN/SAB/SEN**)
 - Shift once Sazh stops shooting
- [5] Entourage (**RAV/MED/SEN**)
 - Repeat, shift immediately
- [2] Overcaution (**SEN/SAB/SEN**)
 - Shift once 2 debuffs have landed
- [3] Consolidation (**SEN/MED/SEN**)
 - Wait for the slam dunk, then shift
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
 - Shift when done
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat, Juggernaut should **STAGGER**
- [4] Bully (**SYN/SAB/COM**)
 - Bravery-Enfire Sazh
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Activate Mission 29 and pick up the **Platinum Bangle** from the chest. Go back to the warp stone at BK+M and warp to Taejin's (↑↑↑). Pre-empt the Juggernaut.

Mission 29: Juggernaut – Pre-Empt

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
 - Bravery-Enfire Sazh
 - * Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Cold Blood
 - * *Shift to [4] during CB if no Deprotect/Imperil*
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Warp back to the Central Expanse (↓↓↓), mount the chocobo and activate Mission 61 at the stone circle. Warp to Oerba (↑↑).

Fight the Vetala (Juggernaut first if in good position) in the shed for the **fourth Bhakti part**.

Vetala

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
 - Bravery-Enfire Sazh
 - * Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain until **STAGGER**
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz until victory

Pre-empt the Juggernaut.

Mission 61: Juggernaut – Pre-Empt

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
 - Bravery-Enfire Sazh
 - * Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Cold Blood
 - * *Shift to [4] during CB if no Deprotect/Imperil*
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Pick up the **final Bhakti part** after the fight and go talk to Bhakti to get **Deceptisol x10**, **Ultracompact Reactor x2**, **Gold Nugget**, **Perfume x5** and **Platinum Ingot x3**.

Activate Mission 55 in the schoolhouse and warp back to the Central Expanse (↓↓↓). Mount the chocobo and head to Aggra's Pasture (right side of the stone circle, jump up). Dismount and access the save point.

SHOP ? GIL

- R&D Depot
 - Sell
 - * Components
 - Gold Nugget(s)
 - Perfume x5
 - Platinum Ingot x3
 - Moon-/Starblossom Seeds
 - Buy
 - * Particle Accelerator up to x6
- Lenora's Garage
 - Buy
 - * Superconductor up to x99
- The Motherload
 - Buy
 - * Scarletite
- Creature Comforts
 - Buy
 - * Sturdy Bone x79
 - * Barbed Tail x72
 - * Vibrant Ooze x43
- Moogleworks (if no drop from Penanggalan)
 - Buy
 - * Whistlewind Scarf (mash A)
- B&W Outfitters
 - Buy
 - * General's Belt (R1)
- Plautus's Workshop
 - Buy
 - * Paladin
 - * Umbra
 - * Belladonna Wand
- Eden Pharmaceuticals
 - Buy
 - * Aegisol up to x2
 - * Fortisol up to x2
 - * Deceptisol up to x18 (17 if not enough money)

UPGRADE

- Weapons
 - Paladin
 - * Sturdy Bone x36
 - * Particle Accelerator x4
 - * Scarletite
 - Belladonna Wand
 - * Barbed Tail x36
 - * Particle Accelerator x2
 - * Uraninite
 - * Vibrant Ooze x36
 - * Vibrant Ooze x7
 - * Ultracompact Reactor x1
 - * Superconductor x27
- Accessories
 - Diamond Bangle
 - * Sturdy Bone x43
 - * Ultracompact Reactor x1
 - * Superconductor x49
 - General's Belt
 - * Barbed Tail x36
 - * Superconductor x23
 - Whistlewind Scarf
 - * Tesla Turbine x1
 - * Rhodochrosite

MENU

- **Paradigm**
 - Swap [2] and [4]

Sazh	Vanille	Snow
COM	(MED)	(SEN)
(COM)	SAB	(SEN)
– SEN	MED	SEN
SEN	(SEN)	SEN
RAV	MED	SEN
(COM)	RAV	(SEN)

← *Default*
- **Crystarium**
 - Sazh
 - * **COM**
 - back 13, left 1 (HP+70 for 6k CP)
 - 1 node (HP+90)
 - * **RAV**
 - back 18, left 1 (HP+70 before Fearsiphon)
 - Vanille
 - * **RAV**
 - back 2, down 1 (HP+100)
 - HP+100 OoR near the end of Stage 8
 - Snow
 - * **COM**
 - 1 node (HP+230)
- **Equipment**
 - Sazh
 - * Tetradic Tiara Lv.1 → Speed Sash Lv.1
 - * Diamond Bangle Lv.1 → Speed Sash Lv.1
 - Vanille (→)
 - * Malboro Wand*
 - * Imperial Armlet Lv.1 → Diamond Bangle*
 - Snow (→)
 - * Winged Saint
 - * Black Belt*
 - * General's Belt*
 - * Aurora Scarf Lv.1

Mission 55: Neochu & Picochus

5 Attacks until Screech, retry if can't kill in time

- [4] Tortoise (**SEN/SEN/SEN**)
 - Shift immediately after Neochu's attack
- [1] Solidarity (**COM/MED/SEN**)
 - If Sazh and/or Vanille are in yellow HP or lower after healing string
 - * Renew
 - Blitz-Attack-Blitz Neochu, **RAV**-buffer the last Blitz into [5]
- [5] Entourage (**RAV/MED/SEN**)
 - Cold blood, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
 - Shift once the animation is over
- [1] Solidarity (**COM/MED/SEN**)
 - Repeat, **RAV**-buffer the first Blitz into [5]
- [5] Entourage (**RAV/MED/SEN**)
 - Repeat, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
 - Continue loop until **STAGGER**
 - * if Screech, retry
- [2] Dirty Fighting (**COM/SAB/SEN**)
 - Repeat, shift as soon as Vanille casts Imperil (will inflict)
- [1] Solidarity (**COM/MED/SEN**)
 - Blitz-Blitz
 - Repeat
 - * Refresh between [1] and [6] until Neochu is dead
 - Repeat Picochus, hit as many as possible
 - * Refresh between [1] and [6] until victory
 - *Renew is also usable here if necessary*

Get on the chocobo and activate Mission 30 (blocking the ruins). Go to the warp stone in the Steppe and warp to Sulyya Springs (↑↑↑). Ride Atomos and make your way into Mah'habara. Take the right at the fork and pick up the **Perovskite** along the way.

MENU

• Paradigm

	Sazh	Vanille	Snow	
	COM	MED	(COM)	
	COM	(MED)	SEN	
–	(SYN)	MED	SEN	← Default
	(COM)	(SAB)	(COM)	
	RAV	(SAB)	SEN	
	(RAV)	(SAB)	(RAV)	

• Equipment

- Vanille
 - * Diamond Bangle* → Platinum Bangle Lv.1
 - * Socerer's Mark* → Growth Egg Lv.1
- Sazh (←)
 - * Speed Sash Lv.1 → Diamond Bangle*
- Snow (→→)
 - * Socerer's Mark*
 - * Shaman's Mark Lv.1
 - * Speed Sash Lv.1

Engage the mission with a Deceptisol used for the dodges and retry the fight to despawn the enemies behind you. Re-engage the fight.

Mission 30: Syphax

- [3] Protection (**SYN/MED/SEN**)
 - Auto-Support x2
 - Haste-Faith Snow (↓)
 - Bravery-Enfire Sazh
- [1] Tireless Charge (**COM/MED/COM**)
 - Blitz-Blitz until Syphax spawns
 - * If in danger, go to [2]
 - Repeat Syphax, **RAV**-buffer the first Blitz into [6]
- [6] Smart Bomb (**RAV/SAB/RAV**)
 - Fira-Firaga
 - Renew when needed
 - Repeat until **STAGGER** and Syphax is debuffed
 - *If things get sketchy, do the following:*
 - * [2] Solidarity (**COM/MED/SEN**) for heals
 - * [5] Matador (**RAV/SAB/SEN**) for debuffs + aggro
- [1] Tireless Charge (**COM/MED/COM**)
 - Repeat until victory
 - * Stagger can run out as long as he's deprotected

Pick up the **Particle Accelerator x2** on the right. Backtrack to where you came from, head into the right tunnel.

MENU

• Paradigm

	Sazh	Vanille	Snow	
	COM	MED	COM	
	COM	MED	SEN	
–	SYN	MED	SEN	← Default
	COM	SAB	COM	
	COM	SAB	SEN	
	RAV	SAB	RAV	

• Equipment

- Sazh
 - * Diamond Bangle* → Power Glove Lv.9
 - * Speed Sash Lv.1 → Power Glove Lv.9
- Snow (→→)
 - * General's Belt*
 - * Diamond Bangle*
 - * Tetradic Tiara Lv.1

Turn left at the fork and fight the Tyrant.

Tyrant

- [3] Protection (**SYN/MED/SEN**)
 - Auto-Support twice
 - Bravery-Enthunder Sazh
- [5] Dirty Fighting (**COM/SAB/SEN**)
 - Blitz-Blitz the Blade until dead
 - * If in danger, go to [2]
- [2] Solidarity (**COM/MED/SEN**)
 - Repeat, let Vanille heal before shifting
- [5] Dirty Fighting (**COM/SAB/SEN**)
 - Repeat
 - * Refresh into [1] once debuffs have landed
 - Repeat until victory

Accept Mission 53 and backtrack. Jump over Atomos and warp to the Paddraean Archaeopolis (↓). Use a **Deceptisol** for the dodges and to pre-empt the mission.

Mission 53: Zirnitra & Alraunes – Pre-Empty

- [3] Protection (SYN/MED/SEN)
 - Quake
 - Auto-Support
 - Bravery-Enfire Sazh
- [2] Solidarity (COM/MED/SEN)
 - Attack x4
 - Attack-Blitz, RAV-buffer into [6]
- [6] Smart Bomb (RAV/SAB/RAV)
 - Cold Blood, shift towards the end
- [4] Devastation (COM/SAB/COM)
 - Physicals until victory

Make your way back to the warp stone and warp to the Central Expanse (↓↓). Get on the chocobo and head towards the Haerii Archaeopolis (right of the stone circle, jump up). Activate Mission 31 (left side, behind Ghast, jump up).

MENU

- Paradigm
 - Battle Team
 - Swap Vanille with Snow (2 ↔ 3)
 - Swap [2] and [4]

Sazh	Snow	Vanille
COM	COM	MED
COM	COM	SAB
SYN	SEN	MED
(SYN)	(RAV)	(SAB) ← Default
COM	SEN	SAB
RAV	RAV	SAB
- Equipment
 - Snow
 - Tetradic Tiara Lv.1 → Warrior's Wristband*
 - Sazh (←)
 - Power Glove Lv.9 → Tetradic Tiara Lv.1

Activate a **Deceptisol** before the mission.

Mission 31: Pulsework Champion & Seekers – Pre-Empty

- [4] Guerilla (SYN/RAV/SAB)
 - Quake
- [2] Devastation (COM/COM/SAB)
 - Blitz-Blitz, target Seekers first
 - Repeat until victory

Activate and engage Mission 34 (blocking the way after jumping up).

Mission 34: Tonberry

- [4] Guerilla (SYN/RAV/SAB)
 - Haste-Bravery all
- [6] Smart Bomb (RAV/RAV/SAB)
 - Fire-Thunder-Fire-Thunder-Fire until debuffs land
 - If party is low HP shift to [3] instead
- [4] Guerilla (SYN/RAV/SAB)
 - Bravery-Enfire Sazh
 - Repeat Snow (↑)
- [1] Tireless Charge (COM/COM/MED)
 - Blitz-Blitz
 - Repeat until victory

Head into Faultwarrens.

Faultwarrens

UPGRADE

- Upgrade
 - Accessories
 - Hermes Sandals
 - Perfect Conductor
 - Perovskite
 - Collector Catalog
 - Perfect Conductor x2
 - Mnar Stone

MENU

• Paradigm

	Sazh	Snow	Vanille
	COM	COM	MED
	COM	COM	SAB ← <i>Default</i>
–	SYN	SEN	(SAB)
	(RAV)	RAV	(RAV)
	COM	SEN	SAB
	RAV	(SEN)	(RAV)

• Crystarium

- Sazh
 - * **COM**
 - 2 OoR HP nodes in Stage 8
 - * **RAV**
 - back 2, down 1 (Dispelga)
 - 2 OoR HP nodes in Stage 8
 - * **SAB**
 - 6 nodes (Deprotect)
 - * **SYN**
 - back 3, left & down 1 (Barthunder)
 - 2 OoR HP nodes in Stage 8
 - 3 nodes, down 1 (Protect & Shell)
 - 2 nodes
- Snow
 - * **SEN**
 - 3 OoR HP nodes in Stage 8
 - 12 nodes (HP+200)
 - back 2, down 2 (HP+100 x2)
- Vanille
 - * **SAB**
 - 5 nodes, left 1 (HP+100)
 - right 1 (Role Level 4)
 - * **MED**
 - back 5, up 2 (Magic+18 & HP+125)
 - 10 nodes (HP+200)

• Equipment

- Sazh
 - * Tetradic Tiara Lv.1 → Sprint Shoes Lv.1
- Snow (→)
 - * Wild Bear
 - * Diamond Bangle* → Power Glove Lv.9
 - * General's Belt* → Aurora Scarf Lv.1
- Vanille (→)
 - * Platinum Bangle Lv.1 → Blessed Talisman Lv.1

FW Loop 1: 35 → 37 → 40 → 43 → 48 (Right → Right → Left → Left)

Use a **Deceptisol** for every Gurangatch fight.

Mission 35: Gurangatch – Pre-Empt

- [2] Devastation (**COM/COM/SAB**)
 - Blitz, **RAV**-buffer into [4]
- [4] Tri-Disaster (**RAV/RAV/RAV**)
 - Shift immediately
- [2] Devastation (**COM/COM/SAB**)
 - Attack x4
 - Repeat enough Attacks to kill

Activate Mission 37 on the right. Try to pre-empt it.

Mission 37: Rafflesia x5 – Pre-Empt

Pre-Empt:

- [2] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz until victory

No Pre-Empt:

- [2] Devastation (**COM/COM/SAB**)
 - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
- [2] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz until victory

Activate Mission 40 on the right path.

Mission 40: Verdelet x2

- [2] Devastation (**COM/COM/SAB**)
 - Attack x4 on the same target as Snow
 - Repeat until victory

Activate Mission 43 on the left path. Go to the right side. Use a **Deceptisol** before the fight.

Mission 43: Borgbears, Goblins & Munchkins – Pre-Empt

- [2] Devastation (**COM/COM/SAB**)
 - Quake
 - Blitz-Blitz, **RAV**-buffer the second Blitz into [6]
- [6] Mystic Tower (**RAV/SEN/RAV**)
 - Fira-Firaga Borgbear
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
- [2] Devastation (**COM/COM/SAB**)
 - Repeat until victory, refresh with [1]
 - *If Borgbear Hero survives, restagger in [6] and kill with [2] and [1]*

Continue and activate Mission 48 on the right side.

Mission 48: Verdelet x4

- [2] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz, prioritizing those that Summon
 - Repeat until victory, refresh with [1]

FW Loop 2: 35 → 37 → 40 → 43 → 49 (Right → Right → Left → Right)

Deceptisol M35 and M43 again. After M43, go back and activate Mission 49 on the left.

Mission 49: Tyrant

- [2] Devastation (**COM/COM/SAB**)
 - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enthunder Sazh
 - Protect Sazh (maybe skip)
- [5] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz until the Blade is dead
- [2] Devastation (**COM/COM/SAB**)
 - Repeat until Deprotect inflicts
- [1] Tireless Charge (**COM/COM/MED**)
 - Repeat until victory

FW Loop 3: 35 → 37 → 40 → 44 → 50 (Right → Right → Right → Left)

Deceptisol M35 again. After M40, activate M44 on the right. **Deceptisol** the fight.

Mission 44: Corrosive Custard, Monstrous Flan & Hybrid Flora – Pre-Empty

- [2] Devastation (**COM/COM/SAB**)
 - Quake
 - Summon to dodge Quake/Slap from Custard
 - Blitz-Blitz Corrosive Custard
 - Repeat until full Gestalt
 - X – Gestalt
 - * Side+A x6
 - * Y – Finisher

Activate Mission 50 on the left.

Mission 50: Humbaba

- [2] Devastation (**COM/COM/SAB**)
 - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
 - Repeat Snow (↑)
 - Auto-Support Snow
- [4] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Thunder-Fire-Thunder-Fire
 - Repeat until ~375-400% chain
 - * Chain more if he is far from Sazh but don't overdamage (60% HP)
 - * Don't cancel Snow's ready animation
- [1] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz until victory

FW Loop 4: 35 → 37 → 39 → 42 → 47 (Right → Left → Left → Left)

Deceptisol M35. After M37, activate Mission 39 on the left.

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	COM	(SEN)	MED	← Default
	COM	COM	SAB	
–	SYN	SEN	SAB	
	RAV	RAV	RAV	
	(SAB)	SEN	SAB	
	RAV	SEN	RAV	

Mission 39: Ochu & Microchu x2

- [3] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB/SEN/SAB**)
 - Auto-Hinder (Deprotect) Ochu
 - * Shift back to [3] if need to rebuff
- [1] Solidarity (**COM/SEN/MED**)
 - Blitz-Blitz Ochu
 - Repeat until Ochu is dead
- [2] Devastation (**COM/COM/SAB**)
 - Repeat until victory, refresh with [1]

Activate Mission 42 on the left path. Go right at each fork to begin the mission.

Mission 42: Borgbear Hero & Borgbear x4

- [3] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB/SEN/SAB**)
 - Auto-Hinder (Deprotect) all Borgbears
- [1] Solidarity (**COM/SEN/MED**)
 - Quake
- [6] Mystic Tower (**RAV/SEN/RAV**)
 - Fira-Firaga until all Borgbears are staggered
- [1] Solidarity (**COM/SEN/MED**)
 - Blitz-Blitz
 - If Borgbear Hero is staggered, go to [2] and kill, else
- [6] Mystic Tower (**RAV/SEN/RAV**)
 - Fire x5 Borgbear Hero
 - Repeat until **STAGGER**
- [2] Devastation (**COM/COM/SAB**)
 - Repeat until victory

Activate Mission 47 on the left.

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	COM	SEN	MED	← Default
	COM	COM	SAB	
–	(SEN)	SEN	(MED)	
	RAV	RAV	RAV	
	SAB	SEN	SAB	
	RAV	SEN	RAV	
- **Crystarium**
 - Sazh
 - * **COM**
 - 4 nodes (Strength+17)
 - * **SYN**
 - 8 nodes (HP+100)
 - All OoR HP nodes in Stage 9
 - Snow
 - * **RAV**
 - 4 nodes, right 1 (HP+100)
 - 9 nodes (HP+200)
 - * **SEN**
 - All OoR HP nodes in Stage 9
 - Vanille
 - * **MED**
 - 3 nodes, right 1 (HP+100)
 - All OoR HP nodes in Stage 9
 - * **SAB**
 - 10 nodes, up 1 (HP+100)
- **Equipment**
 - Sazh
 - * Sprint Shoes Lv.1 → Diamond Bangle*
 - Snow (→)
 - * Umbra
 - * Aurora Scarf Lv.1 → Witch's Bracelet Lv.1

Activate **Fortisol** and **Aegisol** before the battle.

Mission 47: Raktavija

- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Attack-Blitz, **RAV**-buffer into [6]
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Cold Blood, immediately shift
- [3] Consolidation (**SEN**/**SEN**/**MED**)
 - Shift at ~120% chain
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat, **RAV**-buffer into [6]
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat, immediately shift
- [3] Consolidation (**SEN**/**SEN**/**MED**)
 - Shift immediately after **STAGGER**
- [2] Devastation (**COM**/**COM**/**SAB**)
 - Blitz-Blitz
 - Repeat until victory
 - * Alternate with Snow to keep up interruption

MENU

• Paradigm

	Sazh	Snow	Vanille	
	COM	SEN	MED	
	COM	COM	SAB	← Default
–	(SYN)	SEN	(SAB)	
	RAV	RAV	RAV	
	SAB	SEN	SAB	
	RAV	SEN	RAV	

• Equipment

- Sazh
 - * Diamond Bangle* → Sprint Shoes Lv.1
- Snow (→)
 - * Winged Saint
 - * Witch's Bracelet Lv.1 → Aurora Scarf Lv.1

FW Loop 5: 35 → 37 → 39 → 42 → 46 (Right → Left → Left → Right)

Deceptisol M35. After M37, change the default paradigm. Activate Mission 39 on the left.

MENU

• Paradigm

- Default [3]

Mission 39: Ochu & Microchu x2

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB**/**SEN**/**SAB**)
 - Auto-Hinder (Deprotect) Ochu
 - * Shift back to [3] if need to rebuff
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz-Blitz Ochu
 - Repeat until Ochu is dead
- [2] Devastation (**COM**/**COM**/**SAB**)
 - Repeat until victory, refresh with [1]

Activate Mission 42 on the left path. Go right at each fork to begin the mission.

Mission 42: Borgbear Hero & Borgbear x4

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [5] Countermeasure (**SAB**/**SEN**/**SAB**)
 - Auto-Hinder (Deprotect) all Borgbears
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Quake
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Fira-Firaga until all Borgbears are staggered
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz-Blitz
 - If Borgbear Hero is staggered, go to [2] and kill, else
- [6] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Fire x5 Borgbear Hero
 - Repeat until **STAGGER**
- [2] Devastation (**COM**/**COM**/**SAB**)
 - Repeat until victory

After M42, backtrack and go right to activate Mission 46.

MENU

• Paradigm

	Sazh	Snow	Vanille	
	(RAV)	SEN	(RAV)	
	COM	COM	SAB	
–	SYN	SEN	(MED)	
	RAV	(SEN)	(MED)	
	SAB	SEN	SAB	← Default
	RAV	SEN	RAV	

• Crystarium

- Sazh
 - * **COM**
 - 7 nodes (HP+110)
 - back 2, down 2 (HP+120 x2)
- Snow
 - * **RAV**
 - All OoR HP nodes in Stage 9
 - * **COM**
 - 6 nodes (HP+200)
- Vanille
 - * **SAB**
 - 3 nodes (HP+200)
 - All OoR HP nodes in Stage 9
 - * **RAV**
 - 4 nodes (Magic+26)

• Equipment

- Snow
 - * General's Belt*
 - * Black Belt*
 - * Tetradic Tiara Lv.1
- Vanille (→)
 - * Blessed Talisman Lv.1 → Sorcerer's Mark*
- Sazh (←←)
 - * Sprint Shoes Lv.1 → Aurora Scarf Lv.1

Mission 46: Zirnitra

- [5] Countermeasure (**SAB/SEN/SAB**)
 - Auto-Hinder, let the string finish
 - * Shift after Vanille inflicts at least 1 debuff (Imperil preferred)
- [3] Protection (**SYN/SEN/MED**)
 - Auto-Support
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
 - Renew during/immediately after Feeding Stoop
- [6] Mystic Tower (**RAV/SEN/RAV**)
 - Fire-Aero-Fire-Aero-Fire
 - Repeat, refresh with [1] until **STAGGER**
 - *If Snow gets dazed/low shift to [4] instead*
 - * Quake for duration if needed
 - * Shift back to [1]/[6] if healthy and not dazed anymore
- [6] Mystic Tower (**RAV/SEN/RAV**)
 - Cold Blood at stagger
- [2] Devastation (**COM/COM/SAB**)
 - Physicals until victory

MENU

• Paradigm

	Sazh	Snow	Vanille	
	(COM)	(COM)	(COM)	
	COM	COM	SAB	
–	SYN	SEN	(SAB)	
	RAV	(RAV)	(RAV)	← Default
	(COM)	SEN	SAB	
	RAV	SEN	RAV	

• Equipment

- Sazh
 - * Unequip Aurora Scarf Lv.1
- Snow (→)
 - * Aurora Scarf Lv.1
 - * Power Glove Lv.9
 - * Warrior's Wristband*
- Sazh (←)
 - * Blank → Tetradic Tiara Lv.1

FW Loop 6: 35 → 36 → 38 → 41 → 45 (Left → Left → Left → Left)

Deceptisol M35. Activate Mission 36 on the left. **Deceptisol** on the jump before the mission.

Mission 36: Amam x2 – Pre-Empty

- [4] Tri-Disaster (**RAV/RAV/RAV**)
 - Immediately Flamestrike (↑) the other Amam
 - * Retry if Sazh got inflicted with Pain
 - Repeat until **STAGGER**
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfrost Sazh
- [5] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz
 - Repeat until victory

Activate Mission 38 on the far stone.

MENU

- **Paradigm**
 - Default [1]

Mission 38: Verdelet x3 & Adroa

- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz, prioritizing those that Summon
 - Repeat until victory

Activate Mission 41 on the left side (first one). **Deceptisol** the fight.

Mission 41: Tonberry x3 – Pre-Empty

- [1] Cerberus (**COM/COM/COM**)
 - Quake
- [3] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support
 - Bravery-Enfire Sazh
- [5] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz
 - Repeat until two Tonberries are dead
- [1] Cerberus (**COM/COM/COM**)
 - Repeat until victory

Activate Mission 45 (in front).

SHOP 294880 GIL

- R&D Depot
 - Sell
 - * Accessories
 - Platinum Bangle
 - Diamond Bangle Lv.1
 - Royal Armlet
 - Imperial Armlet
 - Tetradic Crown
 - Connoisseur Catalog
 - Twenty-sided Die
 - Buy
 - * Adamantite x1
- Creature Comforts
 - Buy
 - * Sturdy Bone x36
- Eden Pharmaceuticals
 - Buy
 - * Fortisol x3
 - * Aegisil x3

UPGRADE

- Upgrade
 - Weapons
 - * Umbra
 - Sturdy Bone x36
 - Particle Accelerator x4
 - Adamantite
 - Accessories
 - * Warrior's Wristband*
 - Scarletite
 - * Doctor's Code
 - Bomb Shell x1
- Dismantle
 - Doctor's Code

MENU

• Paradigm

	Sazh	Snow	Vanille	
	COM	COM	COM	
	COM	(SEN)	(MED)	← Default
–	(COM)	SEN	(RAV)	
	RAV	(SEN)	RAV	
	(SYN)	SEN	(MED)	
	(SEN)	SEN	(SEN)	

• Crystarium

- Sazh
 - * **COM**
 - 3 Strength OoR nodes near the end of Stage 9
 - All OoR HP nodes in Stage 9
 - * **RAV**
 - 1 OoR HP node (HP+80)
- Snow
 - * **COM**
 - All OoR HP nodes in Stage 9
 - 2 Strength+20 OoR nodes
- Vanille
 - * **RAV**
 - 8 nodes (HP+200)
 - back 1, up 1 (HP+100)

• Equipment

- Sazh
 - * Diamond Bangle*
 - * Speed Sash Lv.1
 - * Speed Sash Lv.1
- Snow (→)
 - * Solaris
 - * General's Belt*
 - * Black Belt*
 - * General's Belt Lv.1
- Vanille (→)
 - * Sorcerer's Mark Lv.1 → Speed Sash Lv.1
 - * Sorcerer's Mark* → Energy Sash Lv.1

Mission 45: Neochu

- [2] Solidarity (**COM**/**SEN**/**MED**)
 - Librascope
 - Attack-Blitz, **RAV**-buffer into [4]
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Cold Blood
- [3] Delta Attack (**COM**/**SEN**/**RAV**)
 - Repeat
 - * Continue this loop until Screech
 - * Tank Screech in [6]
- [6] Tortoise (**SEN**/**SEN**/**SEN**)
 - Wait for Screech to finish
- [5] Protection (**SYN**/**SEN**/**MED**)
 - Bravery-Haste Sazh
- [2] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat, **RAV**-buffer into [4]
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat
 - Pollen should happen around here
- [5] Protection (**SYN**/**SEN**/**MED**)
 - Dispelga
 - Repeat Sazh
 - Auto-Support Vanille (↑)
 - * Continue the loop until RIC triggers
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz, *keep him interrupted if Snow fails to launch*
 - Repeat until victory

MENU

• Paradigm

	Sazh	Snow	Vanille	
	COM	(SEN)	COM	
	COM	(COM)	(SAB)	← Default
–	(RAV)	SEN	RAV	
	RAV	(RAV)	RAV	
	SYN	SEN	(SAB)	
	(SAB)	SEN	(RAV)	

• Equipment

- Sazh
 - * Power Glove*
 - * Power Glove Lv.9
 - * Power Glove Lv.9
- Snow (→)
 - * Winged Saint
- Vanille (→)
 - * Speed Sash Lv.1 → Sorcerer's Mark*
 - * Energy Sash Lv.1 → Blessed Talisman Lv.1

FW Loop 7: 35 → 37 → 40 → 43 → 51 (Right → Right → Left → Left)

Deceptisol M35. After M40, go left and activate M43.
Deceptisol M43.

Activate **Fortisol** and **Aegisol**.

Mission 43: Borgbears, Goblins & Munchkins – Pre-Empty

- [2] Devastation (**COM/COM/SAB**)
 - Quake
- [5] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support
 - Bravery-Enfire Sazh
- [6] Matador (**SAB/SEN/RAV**)
 - Auto-Hinder (Deprotect) Borgbears & Goblins
- [2] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz, prioritize Borgbear
 - Repeat until victory, refreshing with [1]

Activate Mission 51 on the path ahead.

Mission 51: Attacus

- [6] Matador (**SEN/RAV/SAB**)
 - Provoke and tank 3 hits
 - * Ideally the last one connects after shifting
 - [3] Mystic Tower (**RAV/SEN/RAV**)
 - Cold Blood, immediately shift
 - [4] Guarded Assault (**SEN/SEN/COM**)
 - Shift back after Sazh is done shooting
 - [3] Mystic Tower (**RAV/SEN/RAV**)
 - Repeat, immediately shift to [4] again
 - * Continue the loop until ~550% chain
 - [2] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz
 - * Shift once Deprotect has inflicted
 - [1] Offensive Screen (**COM/SEN/COM**)
 - Repeat, refreshing with [2] for Deprotect reinfliction until victory
-
- If buffs wear off or Snow is low go to [5] and rebuff/heal (Protect-Shell Snow, Bravery-Haste Sazh/Vanille) **making sure not to lose chain***

Leave Faultwarrens.

Gran Pulse Cleanup

MENU

- **Paradigm**

	Sazh	Snow	Vanille
	COM	SEN	COM
	COM	(SEN)	SAB
–	RAV	SEN	RAV
	(SEN)	(SEN)	(COM)
	SYN	SEN	(MED)
	(SEN)	(RAV)	(SAB)

 ← Default
- **Crystarium**
 - Sazh
 - * **RAV**
 - All remaining HP nodes in Stage 9
 - Snow
 - * **SYN**
 - 16 nodes (Shell)
 - Vanille
 - * **RAV**
 - All remaining HP nodes in Stage 9
- **Equipment**
 - Vanille
 - * Power Glove Lv.9
 - * Warrior's Wristband*
 - * Warrior's Wristband Lv.8

Activate **Fortisol** and **Aegisol**.

MENU

- **Paradigm**

	Sazh	Snow	Vanille
	COM	(COM)	COM
	COM	(COM)	SAB
–	(COM)	SEN	(MED)
	(SYN)	(RAV)	(SAB)
	SYN	SEN	MED
	(RAV)	RAV	SAB

 ← Default
- Battle Team
 - * Swap Sazh with Snow (1 ↔ 2)

Ride the chocobo to the mark (by the flying enemies' pass).

Mission 33: Adamanchelid

- Same as in Chapter 12. Use [6] and [4] and yolo Wheelie

Grab the nearby chocobo (turn around and at the plateau where the Scarletite/M15 were) and activate Mission 57 (back green at the circle). Warp to Yaschas Massif - Tsubaddran Highlands (mash A).

MENU

- **Paradigm**
 - Battle Team
 - * Swap Snow with Sazh (1 ↔ 2)
- **Equipment**
 - Snow
 - * Black Belt* → Aurora Scarf Lv.1
 - * General's Belt Lv.1 → Tetradic Tiara Lv.1
 - Vanille (→)
 - * Sorcerer's Mark*
 - * Witch's Bracelet Lv.1
 - * Witch's Bracelet Lv.1

Run to the Vallis Media and engage the battle.

Mission 57: Sahagins & Alraunes

- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Immediately shift
- [5] Protection (**SYN/SEN/MED**)
 - Bravery-Enfire Sazh
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Run back and warp to the Base Camp (↓). Activate Mission 32 (up a bit) and warp to the Northern Highplain (↓↓↓). Run (chocobo?) to the mission area by the lake. Pre-empt the Amam.

Mission 32: Amam – Pre-Empt

- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Flamestrike x1 (↑) immediately
 - Let Snow stagger, then shift
- [4] Guerilla (**SYN/RAV/SAB**)
 - Bravery-Enfrost Sazh
- [1] Cerberus (**COM/COM/COM**)
 - Blitz

Grab the chocobo and activate Mission 52 nearby (plateau where Geiseric was).

MENU

- **Paradigm**
 - Default [5]

Use a **Deceptisol** before the fight.

Mission 52: Zirnitra – Pre-Empt

- [5] Protection (**SYN/SEN/MED**)
 - Auto-Support
 - Bravery-Enfire Sazh
- [3] Solidarity (**COM/SEN/MED**)
 - Blitz-Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Cold Blood
- [2] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz
 - Repeat until victory, refreshing with [1]

Activate Mission 59 at the circle (first purple from the left) and grab the nearest chocobo. Warp to Sulyya Springs (↑↑↑). Use a **Deceptisol** before the fight.

Mission 59: Zirnitra & Frogs – Pre-Empt

- [5] Protection (**SYN/SEN/MED**)
 - Quake
 - Auto-Support
 - Bravery-Enfire Sazh
- [3] Solidarity (**COM/SEN/MED**)
 - Blitz-Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Cold Blood
- [2] Devastation (**COM/COM/SAB**)
 - Attack x4
 - Shift after Zirnitra has debuffs
- [3] Solidarity (**COM/SEN/MED**)
 - Repeat until Zirnitra dies
- [1] Cerberus (**COM/COM/COM**)
 - Repeat until victory

Activate Mission 63 (in front) and warp to the Northern Highplains (↓↓↓). Take a chocobo to the mission and trigger the Cactuar cutscene on the way to keep your chocobo for after the mission.

MENU

- **Paradigm**
- | | Sazh | Snow | Vanille | |
|---|----------------|----------------|----------------|-----------|
| | COM | COM | COM | |
| | COM | COM | SAB | |
| – | COM | (RAV) | (SAB) | |
| | SYN | RAV | SAB | ← Default |
| | (COM) | (RAV) | (RAV) | |
| | RAV | RAV | SAB | |

If you have < 3 TP, use an **Ethersol**.

Mission 63: Adamantortoise

- [4] Guerilla (**SYN/RAV/SAB**)
 - Summon
 - Librascope
 - Bravery-Haste Sazh
- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Fire-Fira-Thunder-Fire
- [5] Relentless Assault (**COM/RAV/RAV**)
 - Blitz-Blitz, **RAV**-buffer the first Blitz into [6]
- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat
- [5] Relentless Assault (**COM/RAV/RAV**)
 - Repeat the first Blitz, **RAV**-buffer into [6] again
- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat
 - * Continue until ~210% chain
- [2] Devastation (**COM/COM/SAB**)
 - Repeat until Bryn uses Arise
- [4] Guerilla (**SYN/RAV/SAB**)
 - Repeat Snow (↓)
 - Haste-Faith Vanille (↑)
- [3] Ruthless (**COM/RAV/SAB**)
 - Repeat until all debuffs have landed
- [5] Relentless Assault (**COM/RAV/RAV**)
 - Repeat twice
- [1] Cerberus (**COM/COM/COM**)
 - Repeat until victory, refreshing with [2]

Get back on the chocobo behind you and activate Mission 16 (on the same platform).

MENU			
<ul style="list-style-type: none"> • Paradigm <ul style="list-style-type: none"> – Swap [3] and [4] 			
	Sazh	Snow	Vanille
	COM	COM	COM
	COM	(SEN)	(MED)
–	SYN	RAV	SAB
	COM	(SEN)	(MED)
	(SYN)	(SEN)	(MED) ← Default
	RAV	RAV	SAB

Run to the Font of Namva and enter the battle.

Mission 16: Sahagins & Frogs	
<ul style="list-style-type: none"> • [5] Protection (SYN/SEN/MED) <ul style="list-style-type: none"> – Auto-Support – Bravery-Enfire Sazh • [1] Cerberus (COM/COM/COM) <ul style="list-style-type: none"> – Blitz-Blitz Ceratoraptors – Repeat until victory, refresh with [2]/[4] when needed 	

MENU	
<ul style="list-style-type: none"> • Paradigm <ul style="list-style-type: none"> – Battle Team <ul style="list-style-type: none"> * Swap Sazh with Snow (1 ↔ 2) 	

Get on the chocobo and activate Mission 54 (left of BK+M). Run into the cutscene and retry the fight. Use a **Fortisol** and engage the fight on the chocobo to keep it for after the fight.

Mission 54: Gigantuar	
<ul style="list-style-type: none"> • [5] Protection (SYN/SEN/MED) <ul style="list-style-type: none"> – Summon – Librascope – Auto-Cover until Challenge lands – X – Gestalt <ul style="list-style-type: none"> * Y – Diamond Dust – Steelguard x5 – Wait for Enfire on Sazh • [4] Solidarity (COM/SEN/MED) <ul style="list-style-type: none"> – Use Painkillers to get rid of Pain – Use Steelguards to tank attacks – Refresh Sazh and Vanille so that damage/healing can get done quickly 	

Get on the chocobo and activate Mission 56 (circle, green stone). Warp to Yaschas Massif - Tsubaddran Highlands (mash A).

If 0 Deceptisols because only bought 17 before M55, do the next shop on the next save point and finish the menu for M62 afterwards.

MENU	
<ul style="list-style-type: none"> • Paradigm <ul style="list-style-type: none"> – Battle Team <ul style="list-style-type: none"> * Swap Snow with Sazh (1 ↔ 2) 	

Run to the place from M4. Use a **Deceptisol** before the fight. Check Ethersol count for the next shop.

Mission 56: Ugallu & Munchkins – Pre-Empt	
<ul style="list-style-type: none"> • [5] Protection (SYN/SEN/MED) <ul style="list-style-type: none"> – Bravery-Enfrost Sazh • [1] Cerberus (COM/COM/COM) <ul style="list-style-type: none"> – Blitz-Blitz until victory 	

SHOP ? GIL	
<ul style="list-style-type: none"> • R&D Depot <ul style="list-style-type: none"> – Sell <ul style="list-style-type: none"> * Accessories <ul style="list-style-type: none"> · Growth Egg – Buy <ul style="list-style-type: none"> * Particle Accelerator up to x8 • Creature Comforts <ul style="list-style-type: none"> – Buy <ul style="list-style-type: none"> * Sturdy Bone x72 * Barbed Tail x72 * Vibrant Ooze x72 • B&W Outfitters <ul style="list-style-type: none"> – Buy <ul style="list-style-type: none"> * Witch's Bracelet x4 * Sorcerer's Mark • Eden Pharmaceuticals <ul style="list-style-type: none"> – Buy <ul style="list-style-type: none"> * Fortisol up to x3 * Aegisil up to x3 * Deceptisol until out (minimally up to x3) 	

UPGRADE	
<ul style="list-style-type: none"> • Upgrade <ul style="list-style-type: none"> – Accessories <ul style="list-style-type: none"> * Witch's Bracelet x6 <ul style="list-style-type: none"> · Sturdy Bone/Barbed Tail/Vibrant Ooze x36 · Particle Accelerator x2/Bomb Core x17/Bomb Shell x44 * If < 2 Ethersols, Energy Sash <ul style="list-style-type: none"> · Bomb Core x3/Bomb Shell x7 · Dismantle it 	

MENU

• Paradigm

	Sazh	Snow	Vanille
	COM	(RAV)	(RAV)
	COM	(RAV)	MED
–	(RAV)	(SEN)	(MED)
	COM	SEN	MED ← Default
	SYN	SEN	MED
	RAV	RAV	SAB

• Equipment

- Sazh
 - * Witch's Bracelet*
 - * Witch's Bracelet*
 - * Witch's Bracelet*
- Snow (→)
 - * Solaris
 - * Power Glove*
 - * Power Glove Lv.9
 - * Power Glove Lv.9
- Vanille (→)
 - * Sorcerer's Mark* → Witch's Bracelet*

MENU

• Paradigm

	Sazh	Snow	Vanille
	COM	(COM)	(COM)
	(RAV)	RAV	MED
–	(COM)	(COM)	MED
	COM	SEN	MED
	SYN	SEN	(SAB)
	RAV	RAV	SAB ← Default

• Equipment

- Snow
 - * Shaman's Mark Lv.1
 - * Sorcerer's Mark Lv.1
 - * Sorcerer's Mark*
- Vanille (→)
 - * Witch's Bracelet* → Aurora Scarf Lv.1
 - * Witch's Bracelet* → Sprint Shoes Lv.1

Warp to the Central Expanse (↓↓). Activate Mission 62 (stone circle). Use **Fortisol**, **Aegisol** and **Ethersol** before the fight.

Mission 62: Raktavija x2

- [4] Solidarity (**COM/SEN/MED**)
 - Attack-Blitz, **RAV**-buffer into [3]
- [3] Entourage (**RAV/SEN/MED**)
 - Immediately shift
- [4] Solidarity (**COM/SEN/MED**)
 - Quake
 - Attack-Blitz the other Raktavija, **RAV**-buffer into [3]
- [3] Entourage (**RAV/SEN/MED**)
 - Immediately shift
- [4] Solidarity (**COM/SEN/MED**)
 - Repeat pattern until both are near stagger (~127-128%)
 - * Use non-buffered Blitzes, Quake and Renew if needed
 - Repeat, **RAV**-buffer into [6] for **STAGGER**
- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Cold Blood
 - *If waiting for Deprotect/Imperil*, Fira-Fira
- [1] Relentless Assault (**COM/RAV/RAV**)
 - Blitz-Blitz
 - Repeat, refreshing with [2] until the first Raktavija is dead
- [5] Protection (**SYN/SEN/MED**)
 - Haste-Shell all
 - Bravery-Vigilance Sazh
- Repeat the same process as before and kill the second Raktavija

Use a **Deceptisol** to dodge the Amphisbaena and for the fight.

Mission 60: Gelatitan x3 – Pre-Empt

- [6] Smart Bomb (**RAV/RAV/SAB**)
 - Quake
 - Aerora
- [5] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support
 - Bravery-Enthunder Sazh
 - Enthunder-Faith Snow (↑)
- [3] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz
 - Repeat
- [1] Cerberus (**COM/COM/COM**)
 - Repeat until victory

Activate Mission 27.

MENU

• Paradigm

	Sazh	Snow	Vanille
	COM	COM	COM
	RAV	RAV	MED
–	COM	COM	MED
	COM	SEN	MED ← Default
	SYN	SEN	(MED)
	RAV	RAV	(RAV)

• Equipment

- Sazh
 - * Deneb Duellers*
 - * Diamond Bangle*
 - * Sorcerer's Mark Lv.1
 - * Tetradic Tiara Lv.1

Get on a chocobo and activate Mission 60 (stone circle). Warp to Oerba (↑↑). Run back to Taejin's and use the elevator.

Take the elevator to the ground floor (**skip the cutscene**).

Mission 27: Mithridates

- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz to cancel Miasma, then shift
- [5] Protection (**SYN**/**SEN**/**MED**)
 - Haste-Barthunder all
 - Faith-Enfire all
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Quake
 - Fire-Aero-Fire-Aero-Fire
 - Repeat, refresh with [2] until **STAGGER**
 - Cold Blood
- [3] Tireless Charge (**COM**/**COM**/**MED**)
 - Ruin x5
 - Repeat until victory, refreshing Snow with [1] whenever possible

Take the elevator back to the top and make your way to Oerba to activate Mission 64 (where Bart 2 was). On the way back, kill the Seekers if no space to dodge. Warp to Paddraean Archaeopolis (↓).

MENU

- **Paradigm**
 - Battle Team
 - * Swap Sazh with Vanille (1 ↔ 3)

Vanille	Snow	Sazh
COM	COM	COM
(SAB)	(SEN)	RAV
– (RAV)	COM	(RAV)
(SAB)	SEN	(RAV)
MED	(SYN)	SYN
(SEN)	(SEN)	(SEN)

← *Default*
- **Equipment**
 - Sazh
 - * Diamond Bangle* → Witch's Bracelet*
 - Snow (←)
 - * Black Belt*
 - * General's Belt*
 - * Witch's Bracelet*
 - Vanille (←)
 - * Aurora Scarf Lv.1 → Diamond Bangle*
 - * Sprint Shoes Lv.1 → Witch's Bracelet*

Mission 64: Vercingetorix

Phase 1

- [4] Matador (**SAB**/**SEN**/**RAV**)
 - Poison x5
 - Summon
 - Repeat until Verci's sixth attack
 - X – Gestalt
 - * Up+A to stall
 - * Let the last point run out

Phase 2

- [3] Relentless Assault (**RAV**/**COM**/**RAV**)
 - Elixir
 - Auto-Chain
 - * Let Snow get close
- [2] Matador (**SAB**/**SEN**/**RAV**)
 - Repeat
 - Shift to the other Matador when Verci comes out of Aura for Snow to challenge him immediately
 - Repeat
 - Summon
 - Repeat until Verci's eighth attack
 - X – Gestalt
 - * Up+A to stall
 - * Let the last point run out

Phase 3/4

- *Rebuf in 5 if needed*
- [3] Relentless Assault (**RAV**/**COM**/**RAV**)
 - Elixir
 - Auto-Chain
 - * Let Snow get close
- [2] Matador (**SAB**/**SEN**/**RAV**)
 - Repeat
 - * *If Snow didn't Challenge before Whicked Whirl, Summon to tank it*
 - * *If Snow did Challenge before Whicked Whirl, shift to [6] to tank it*
 - * *Renew if Vanille is significantly damaged*
 - Summon
 - Repeat until Verci's eighth attack
 - X – Gestalt
 - * Up+A to stall
 - * Let the last point run out

Warp to the Base Camp (↓), then back to Orphan's Cradle.

The Finale

MENU

• Paradigm

- Swap [3] and [5]

Vanille	Snow	Sazh	
COM	COM	COM	← <i>Default</i>
(MED)	(COM)	(COM)	
– MED	(SEN)	SYN	
(RAV)	(RAV)	(SYN)	
(SAB)	(RAV)	RAV	
(RAV)	(RAV)	(RAV)	

- Battle Team

* Swap Vanille with Sazh (1 ↔ 3)

• Equipment

- Sazh

* Hyades Magnums*

* Power Glove*

* Power Glove Lv.9

* Genji Glove Lv.1

- Snow (→)

* Power Glove Lv.9

* Power Glove Lv.9

* Genji Glove Lv.1

Pick up the **Ethersol** chest. Activate all shrouds before Bart

3.

Orphan 1

- [2] Tireless Charge (**COM/COM/MED**)
 - Librascope, then shift
- [3] Protection (**SYN/SEN/MED**)
 - Auto-Support Vanille (↓)
 - Haste-Vigilance Sazh
 - Shift after Slap
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Thunder-Fire-Thunder-Fire
 - Repeat two spells, shift before Slap
- [3] Protection (**SYN/SEN/MED**)
 - Repeat Snow (↑)
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat, shift before next attack (Slap/Requiem)
- [3] Protection (**SYN/SEN/MED**)
 - Bravery-Enthunder Sazh
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat, shift before next attack (Slap/Requiem)
- [3] Protection (**SYN/SEN/MED**)
 - Repeat Snow (↑)
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat or Potion, wait for at least one debuff
 - Cold Blood before **STAGGER**
 - *If waiting for other debuffs, tank attacks in [3] and go back to [5], else*
- [2] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz
 - Repeat until Merciless Judgement
 - Renew
 - Repeat, **RAV**-buffer first Blitz into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Thunder-Fire-Thunder-Fire until ~200% chain
 - Renew at any point
- [2] Tireless Charge (**COM/COM/MED**)
 - *If Dies Irae*, Summon to avoid
 - Repeat until victory
 - * Summon if needed to survive and for another refresh

Barthandelus 3

- [2] Tireless Charge (**COM/COM/MED**)
 - Librascope
 - Blitz-Blitz, **RAV**-buffer the first Blitz into [5]
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Fire-Thunder-Fire-Thunder-Fire
 - Repeat until all debuffs landed
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Renew before Ultima
 - * Shift to [3] if low HP
 - Cold Blood before **STAGGER**
- [2] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz
 - Repeat
- [1] Cerberus (**COM/COM/COM**)
 - Repeat until victory

Orphan 2

- [2] Tireless Charge (**COM/COM/MED**)
 - Attack x1, then shift
- [4] Malevolence (**SYN/RAV/RAV**)
 - Auto-Support Vanille (↓)
 - Auto-Support
 - Haste-Enthunder Snow
 - Refresh Snow into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain
- [4] Malevolence (**SYN/RAV/RAV**)
 - Bravery-Enthunder Sazh
 - *If Slap*, try to Potion/Renew to avoid being launched
 - Refresh Snow into [5]
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Auto-Chain until **STAGGER**
 - Fira-Aerora while waiting for debuffs
- [2] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz or Attack x4
 - Repeat until victory