

FF12 Any%

Mr.Tyton

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1. Press R3 three times when you have control of the camera.
2. Talk to Basch, the guard, then open the gate.
3. When you have control, open the menu

MENU

1. Battle Mode: Active
2. Battle Speed: 6
3. Cursor Positon: Last Selection

Air Cutter Remora

1. Thunder x3 while runing in circles
2. Alternate Attack-Thunder until out of MP
3. Attack

1. Proceed up stairs, towards group, up stairs, up stairs.

Imperial Guards

1. Attack each guard twice
2. Move towards exit while ATB is charging, then back to guards when full for Attack

Rogue Tomato

Rats

1. Proceed forward
2. Attack Rat which begins further from you
3. Continue towards distant Rat to draw attention, then move back
4. Attack each Rat twice. This movement should manipulate all rats towards you for faster battle.

1. Head **South** to the shop, **Cutscene Skip**. Head **North** to the bar, go inside.
2. **Cutscene Skip**, Select the second option.
3. Mash through everything, licensing Accessories 1 when prompted.
4. Go **South**, take the exit opposite the shop.
5. Pick up the **small package** located in front of you in the **Southern Plaza**, by talking to the **Merchant**.
6. Head to the **Eastgate** by going **East**, **Cutscene Skip**
7. Go to the Estersand, **Cutscene Skip**
8. Head to the small cliff attempting to avoid the wolves, then fight the **Rogue Tomato**

Rogue Tomato

1. Attack
2. Run down the Cliff
3. Potion if necessary at any point
4. Attack

Firemane

1. Go back to the **Eastgate**, talk to **Kytes**, **Cutscene Skip**, **Cutscene Skip**, **Cutscene Skip**
2. Head straight **East** to **Lowtown**
3. Go **South** to the **South Sprawl**
4. Go **South** to **Old Dalan's Place** on the right, near the next exit, **Cutscene Skip**
5. Exit **South** to the **Southgate**, then **South** to **Giza**. Pickup **Potion** from the first chest you see.
6. **Cutscene Skip**, go straight south to the Nomad Villiage.
7. Talk to the Nomad on the right, near the chest. **Cutscene Skip**. Exit through the **SouthWest**.
8. Head **South** to the next zone, then **East** to speak to **Nomad Youth**
9. Run around collecting sunstone energy
10. Go **North** back to **Rabanastre**

EQUIPMENT

- **Vaan**: Remove Armor
- **Penelo**: Remove Everything

1. Go to **Lowtown**, then go to **Old Dalan's Place**, **Cutscene Skip**. Talk to **Old Dalan**, **Cutscene Skip**, leave, **Cutscene Skip**
2. Head **North** to the **North Sprawl**, then take the first exit to the **North-East** to the **Streets of Rabanastre**
3. Go **South** to **Migelo's Sundries**

SHOP 1250 GIL

- Sell Everything But:
 - 1 Armor
 - 1 Potion
 - 1 Teleport Stone
 - All Phoenix Downs
- Buy:
 - Phoenix Downs up to 8

1. Go to the **Southern Plaza** straight in front of you, then go straight **West** to the **Westgate**. Go to the **Westersand**, **Cutscene Skip**
2. Go to the first **NorthEast** exit, then hit yourself down to below 10% HP. Flee when ATB is at 2/3.

Min HP	Max HP	Action
19	25	Punch+Armor
26	26	Wolf/YOLO Punch+No Armor
27	33	Punch+No Armor
34	38	Sword+Armor
39	40	Punch+Armor x2
41	46	Punch+Armor, Decide
47	51	Sword+No Armor
52	56	Punch+No Armor x2

1. Set Battle Speed to Slow

EQUIPMENT

- **Vaan:** Optimize

Dustia

- Run over the load line
- Run back a bit, positioning yourself near the load line.
- **Dustia** spawns
- When the HP bar appears, throw a Phoenix Down on Dustia
- Try to pick up whatever drops there are, cross the load line before the EXP from Dustia appears on screen.
- Do this 8 times total.

1. Run straight **North**, then **NorthWest** to the **East End**, then take the **Lowtown** entrance **North**
2. Head **NorthEast** to the Sewer Entrance, near the brats on the crates
3. Go into the **Garamsythe Waterway**, **Cutscene Skip**. **Touch the Save Crystal**
4. Follow the path, **Flee**-ing all the while, until you go up the stairs to the palace. **Cutscene Skip**, **Cutscene Skip** Can get the chest in the first waterway because it can have remedy/ether
5. Check for the treasure chests, first the two in the **SouthEast**, then one to the **West**, then the **NorthEast**, then the **NorthWest**
6. Try to get past the guard, then talk to the **Palace Servant**. Run around the guard, go up the stairs through the door.
7. Describe shouting stuff to lure guards? **SouthWest**, shout. Back to the entrance, call, then loop around to the lion - go a bit further, call the guards, then show the sigil to the wall.
8. In the **Secret Pasageway**, go straight forward, activate the switch, then go through the suspicious wall.
9. **Cutscene Skip**, mash, **Cutscene Skip**.

LICENSE

- **Vaan:**
 - ↑: Accessories 2
 - ←: Black Magic 1

GAMBIT

- **Vaan: OFF**
 - 1: (Foe: Nearest Visible) | (Phoenix Down)
 - 2: _____ | _____
- **Balthier: ON**
 - 1: _____ | _____
 - 2: Foe: Party Leader's Target | (Steal)
- **Fran: OFF**
 - 1: _____ | _____
 - 2: Foe: Party Leader's Target | (Fire)

1. Set **Fran** as Leader, **Touch the Save Crystal**. Make sure that you fight 2 Ggiantoads.

Gigantoad

- **Vaan:** Fire
- **Fran:** Fire

1. Go down stairs, **Cutscene Skip**

Guard Fight

- Set **Vaan** as Leader
- **Fran**: Fire a guard that isn't the default, targeting whoever is furthest from **Ashe**
- **Vaan**: Same as **Fran**
- Make sure that Amalia doesn't get any kills

1. Cutscene Skip

2. Use **Balthier** first aid to keep him in place, and **Fran** potion **Vaan**. Use **Vaan** to Pick up the **Leather Shield** located around the corner. Set **Fran** as Leader to trigger the Flan Fight.

Flan

- **Fran**: Fire a Flan that isn't the default, by targeting the Flans that are close to Amalia but that she isn't targeting.
- **Vaan**: Same as **Fran**

1. Cutscene Skip. Pick up the **Phoenix Down/Red Fang** located next screen.

2. If Amalia stole a kill, then kill 2 Gigantoats. Otherwise, steal from them with **Balthier** if money is bad, have **Fran** keep on running

GAMBIT

- **Vaan**: OFF
- **Fran**: ON
- **Balthier**: OFF

Firemane

- **Vaan**: Attack
- **Balthier**: Attack
- When Firemane uses bushfire, use a potion to stall. He takes 20% more damage in the water, but he will teleport to use Bushfire, so you can try to lure him away.
- Try to lure and keep Firemane in the water. Can steal with **Balthier** if you need money.
- Queue up Fire, by putting the cursor on Black Magic, before the next fight

Mimic Queen

Arena

- **Vaan**: Mash Fire
- **Balthier**: Attack Daguza
- **Vaan**: Fire Galeedo
- **Balthier**: Steal Daguza, if 2 Attacks landed
- **Vaan**: Fire Daguza
- **Balthier**: Steal Daguza, if 2 attacks landed and no successful steal yet.

1. If you didn't get the elixer chest, there will be an extra. chest to pick up with the Tournamline Ring.
2. Have **Balthier** use First Aid while you pick up 3 gil chests on the side path, then Set **Balthier** as Leader.
3. Do another first aid warp in the clock tower, after the three chests. **Balthier** use First Aid, Set **Fran** as Leader and start running towards the shop, then have **Balthier** use another First Aid. Once that goes to action, tell **Balthier** to First Aid **Fran**, which should never go off.

SHOP 400 GIL

- Buy:
 - Light Woven Shirt
 - Blizzard

1. **Fran** run to the other switch, then Set **Balthier** as Leader.
2. Use **Balthier** to activate the switch, then Set **Fran** as Leader.
3. Use **Fran** to activate the other switch, then Set **Balthier** as Leader. Leave the zone.

Zombie

1. **Fran**: Attack x2
2. **Vaan**: Attack x2

1. Pick up the **Phoenix Down** located first room. First mimic in first room, first mimic in second room, then steal from the ones you run past.

Mimic

- **Fran**: Attack, then Blizzard
- **Vaan**: Attack, then Blizzard
- **Fran**: Start running away, let everyone else kill.

Flans

- **Fran**: Fire
- **Vaan**: Fire

1. Pick up the **Phoenix Down** located third room.. Do the License, then use the new mimic fight for all the upcoming mimics.

LICENSE

- **Balthier**: Accessories 1, Black Magic 1

Mimic

- **Fran**: Blizzard
- **Balthier**: Blizzard
- **Vaan**: Blizzard

1. Pick up the **Buckler** located fourth room. Tell **Balthier** to cure **Vaan** after killing the Flan to freeze him in place. Use **Vaan** to flick the switch, then Set **Balthier** as Leader to exit the room. Keep running.
2. Pick up the **Leatherhelm Chest** located right. Kill 3 mimics back in the third room. Can Pick up the **hi-potion** located before the load zone. **Touch the Save Crystal**, Set **Vaan** as Leader.

Mimic Queen

- Turn the camera, run backwards to the gate. Blizzard the Mimic Queen with everyone.
- At the last round:

EQUIPMENT

– Everyone: Remove All

Judges

GAMBIT

- **Vaan**: ON
- **Balthier**: ON
- **Fran**: OFF

SHOP 9750 - 250/Phoenix Down GIL

- Sell Everything But:
 - Leather Cap
 - Leather Armor
 - Lightwove Shirt
 - 1 Teleport Stone
 - Keep at least 1 Potion and as many healing items as possible
- Buy:
 - Up to 39 Phoenix Downs

1. Blizzard, Fire **Vaan** before Dustia. Optimize **Vaan**.
2. Use the table below to determine how to bring **Vaan** into critical HP. The Fire strats will only work if it's sandstorm or cloudy, otherwise it's the same as Blizzard.

Min HP	Max HP	Action
31	38	Punch+Armor
49	57	Punch+No Armor
110	128	Blizzard+Armor
132	149	Blizzard+No Armor
133	153	Fire+Armor
158	179	Fire+No Armor

1. Farm Dustia the same way as above, 39 times, until you get to Level 20.
2. If Dustia heals you, then go back into the Dustia zone, Attack self, then start Fleeing when the ATB is at the first "T" in Attack.
3. Potion and run up. If it's sunny you can kill a wolf with Fire, if you need some extra LP. Turn off **Vaan** gambit after Dustia
4. Lots of movement here. (Don't talk to Tomaj - he has 300 gil, 2 potions, 1 teleport stone). Need about 14k gil overall - 14k for things, 5k for Flame Staves if you don't have them dropped. That tells you how much you have extra.

SHOP 1000 GIL

- Sell:
 - Books of Origins
 - All but 2 Flame Staves
- Buy:
 - 4+ Phoenix Downs

1. Killer Bow Chest, in the mines. 15% chance to get it, worth 1k gil. There's also a Assassin's Dagger chest, 12% to get, for 700 gil.
2. Try to get the max number of people per testify - can tell by who turned. Book guy and girl, in the shop get all 4 on the carpet.
3. Party - **Vaan**, **Balthier**, **Basch**

LICENSE

- **Vaan**:
 - ←: Green Magic 1
- **Basch**:
 - ↓← Daggers 1
 - ←: Guns 1
 - ↑: Poles 1
- **Balthier**:
 - Poles 1
- **Basch**:
 - ↓: Rods 1
 - ↓: Staves 2

EQUIPMENT

- Optimize **Basch**, **Vaan**

1. Fire, Fire, Attack in the first room, then Fire Attack Vossler to put him into Critical.

Judges

- Flee into the corner to bunch everyone up
- **Vaan**: Attack Judge A
- **Basch**: Attack Judge B
- **Balthier**: If Vossler is below 100 HP, Potion
- Phoenix Down anyone but **Balthier**

SHOP 3 900 GIL

- Buy:
 - Cherry Staff
 - Topkapi Hat
 - Kilimweave Shirt
 - Dark
 - Protect
 - Reflect
 - Immobilize

1. Cure with **Balthier** if **Basch** is below 400 HP, or if **Vaan** is below 300 HP or is poisoned.

2. If short on gil, can pickup chests. Party **Vaan**, **Penelo**, **Ashe**

LICENSE

- **Basch**: Nothing
- **Ashe**: (→)
 - →↑: SmallSwords 1
 - ←: Staves 1
- **Penelo**: (→)
 - Staves 1
- **Vaan**: (→)
 - ↑→: Light Armor 2
- **Penelo**: (←)
 - Light Armor 2
 - ↑: Mystic Armor 1
 - →: Mystic Armor 2
 - ↗ on other board: Black Magic 1
- **Ashe**: (←)
 - →↑: Accessories 4
 - ←: Black Magic 2
- **Penelo**: (→)
 - Black Magic 2
 - ←: Time Magic 1
- **Vaan**: (→)
 - Time Magic 1
 - ↑: Time Magic 2
- **Penelo**: (←)
 - Time Magic 2
 - ↓←: Arcane Magic 1
- **Vaan**: (→)
 - Arcane Magic 1
- **Ashe**: (←)
 - ↓↓: White Magic 3
 - ↓: Gambit Slot 20
- **Penelo**: (←)
 - →→: Gambit Slot 15
 - ↓: Potion Lore 1
 - ←: Gambit Slot 30
 - ←: Magic Lore 25
- **Ashe**: (→)
 - Magic Lore 25
- **Penelo**: (←)
 - ←: Spellbreaker

EQUIPMENT

- Optimize **Ashe**, **Penelo**

Judge Ghis

- **Penelo**: Dark **Penelo**
- **Vaan**: Reflect **Ashe**
- **Ashe**: Heal **Vaan**
- **Penelo**: Reflect **Penelo**
- **Vaan**: Reflect **Vaan**
- Battle:
- **Vaan**: Dark Guard B
- **Penelo**: Dark Guard B
- Set **Penelo** as Leader
- **Ashe**: Attack **Penelo** only if **Penelo** does not get Tri-Attacked, and isn't in Red HP, to bring her to critical
- **Vaan**: Dark **Penelo**
- **Penelo**: Dark **Penelo**

1. Gambit **Ashe** On. Can use it to heal if anyone is below 70% and there aren't enemies nearby by stopping to **Flee**. **Vaan** can keep Protecting **Penelo** so that she takes less damage. Can also use Reflect to make **Penelo** safer against Sleep.
2. **Vaan** Reflect **Vaan** once enemies stop targeting you around the bridges. Gambit **Ashe** Off. Reflect on the Bridge before the next fight, Set **Penelo** as Leader. Before the zone line, Reflect Vossler, prepare Dark. Take the Forced Save.

Garuda

- **Penelo**: Dark **Ashe**, ensure that it lands
- **Ashe**: Attack **Penelo**
- **Penelo**: If not in critical, then Attack **Penelo**
- Enter the fight
- Flee past the first pillar on the left
- **Penelo**: Dark Ashe
- **Vaan**: Dark Ashe
- **Ashe**: Attack Ashe
- Prep cursor on Green Magick

1. **Vaan** Protect **Vaan** to freeze, use **Penelo** to run to the shop. **Ashe** Attack **Ashe** if she blocked earlier. If she was hit but didn't get into critical HP, then remove her weapon and then attack.

SHOP 8300 GIL

- Buy:
 - Cherry Staff; equip on **Penelo**
 - 2 CypressPoles
 - Sleep
 - Oil
 - Berserk
 - Aero

1. Remove **Ashe**, **Penelo** from the party to warp

LICENSE

- **Ashe**:
 - ←: Spellbreaker

GAMBIT

- **Vaan**: OFF
 - 1: _____ | _____
 - 2: **Foe: Nearest Visible** | (Steal)
- **Penelo**: ON
 - 1: (Ally: **Penelo**) | (Reflect)
 - 2: (Ally: **Penelo**) | (Aero)
- **Ashe**: ON
 - 1: (Ally: **Ashe**) | (Aero)
 - 2: **Enemy: Nearest Visible** | Attack

Demon Wall

- Make sure that **Vaan** is targeted, then bring in **Ashe**, **Penelo**
- If Vossler is targeted, then don't bring in the girls. Close the menu and Flee until Annul hits Vossler, then run back, ensure that **Vaan** gets targeted, and continue
- If Demon Wall starts with Doom, then immediately take the girls out of the party (turning off Gambits and ATB Reset). Flee until Doom hits **Vaan**, then run back, ensure that **Vaan** gets targeted, and continue
- **Vaan**: Run back out of range
- **Vaan**: Protect, Reflect **Vaan**
- At the end of Demon Wall 1, the third round of Aeros, turn off the girl's gambits and Flee.
- At the end of Demon Wall 2, once Vossler's reflect wears off, have **Vaan** Reflect Vossler. Turn on **Vaan**'s gambit. Once the last Aeros are fired, turn off all gambits and Set **Ashe** as Leader

1. **Vaan**: Reflect **Ashe**, **Penelo** reflect **Penelo**
2. Heal Vossler if near critical. Pick up the **elixir** located area.. Make sure **Penelo** has 48 mp
3. Run down the stairs, make the party only **Basch**.

Belias

- **Vaan**: Reflect Vossler, then pick up chest
- **Ashe**: Cure **Vaan** (to 650+ HP), Gambit On
- **Vaan**: Reflect **Vaan**, **Penelo** Gambit On
- 2 rounds, ATB Refresh at the end of the second round

EQUIPMENT

- Remove All **Vaan**, **Penelo**, **Ashe**, **Basch**
- Optimize **Basch**, **Balthier**, **Vaan**, **Ashe**, **Penelo**

- One more round of Aeros to kill. Turn off **Ashe** and **Penelo**'s Gambits.

1. Setup cursor to Reflect and Black Magic, **Penelo** Gambit On

Vossler

- **Ashe**: Aero Imperial Swordsman C (the middle one)
- **Vaan**: Reflect **Vaan**
- **Penelo**: Reflect Ashe
- **Ashe**: Gambit On
- If any of the guards survive with low HP, can kill them with Attacks
- **Vaan**: Dark **Vaan** x2 **Vaan**Potion **Ashe** if Vossler combos her
- At the end of the fight, turn off **Ashe** and **Penelo**'s Gambits.

Tiamat

1. Go to the clan hall, talk to Montblanc to get a lot of items.
2. Buy Traveler, make sure that you have 500 gil left for the Chocobo. If you don't have enough gil, then check the next shop to see what is safe to sell.
3. Ride a Chocobo to Jahara
4. Get the Jaya Stick, continue
5. Get on the chocobo, Pick up the **Red Cap**, **Golden Amulet** located 2 chests in the Ozmone Plains.
6. Party: **Vaan**, **Basch**, **Penelo**

LICENSE

- **Basch:**
 - Nothing
- **Ashe:** (→)
 - Rods 1
- **Penelo:** (→)
 - Rods 1
 - ↓: Staves 2
- **Ashe:** (←)
 - Staves 2
- **Vaan:** (→→)
 - ↗↗: Shields 1
 - →: Light Armor 3
 - →: Heavy Armor 3
 - →: Heavy Armor 4
 - ↑←: Light Armor 5
- **Basch:** (→→→)
 - ↓: Heavy Armor 3
 - ↑: Light Armor 5
- **Penelo:** (→→)
 - ↑→ Headsman on other board
- **Balthier:** (→→)
 - → $x4$: Poach
 - ↓: Traveler
- **Penelo:** (←←)
 - ↑ $x7$ ←: Black Magics 3
- **Ashe:** (←)
 - Black Magics 3

1. Use **Penelo** to try and Berserk **Basch**, then get back on the chocobo.
2. Dismount the Chocobo before the cutscene at the barrier. Swap **Basch** with **Balthier** if Berserk landed.
3. Complete Eruyt, then Teleport to Jahara

SHOP 2500 GIL

- Sell:
 - Longsword
 - Bowgun
 - Killer Bow
 - Assassin's Dagger
 - Escutcheon
 - Bangle
 - Tourmaline Ring
 - Electrum
 - Arcana x2
- Buy:
 - Shielded Armor (or Brigandine if your money is super low)
 - Flame Staves up to 2
 - Gold Needle up to 1
 - Phoenix Downs up to 4
 - Red Cap *if you have 23k Gil*
 - Elixers Healing Items and Mythril Blade if needed

Need to have 30 gil left over.

Always keep: Teleport Stone, Warp Mote, Flame and Cherry Staves, Cypress Poles, Mystic Armors

1. Get on Chocobo. When you get off, check for chest, and try to Berserk **Basch** with **Penelo** and then **Vaan**, then get back on the Chocobo. If you land it, take him out of the party for **Balthier**.

2. Get on chocobo again, can repeat the berserk before the loading zone.
3. *If you have Brigandine:*
 - (a) **Vaan**: Protect **Vaan** while running, make sure it's up for Tiamat. Larsa has healing gambits, so can stop **Flee** if anyone is below 50%
4. Cast Traveler, open the Menu to check Step Count and make note of it. Turn Battle Speed to Min.
5. Battle Speed to Max. Berserk **Balthier**

Tiamat

- Change Party: **Vaan**, **Balthier**, **Basch**, Larsa (if he doesn't open with Disablega)
- **Vaan**: Phoenix Down Tiamat to draw aggro
- **Vaan**: Dark x2, Equip Magicite
- **Vaan**: Phoenix Down Tiamat
- **Balthier**: Check your step counter to make sure that the last 3 digits don't go above whatever you had before, should be within 1-10 of the previous value. Use Traveler when he flashes Red

Mateus

MENU

Party: **Vaan**, **Ashe**, **Penelo**

EQUIPMENT

- **Vaan**: Remove Mythril Blade, Escutcheon
- Optimize **Ashe**, **Penelo**
- **Basch**: Remove All
- **Balthier**: Remove All

SHOP 3000 GIL

- Sell Everything But:
 - Cherry Staff
 - Flame Staves
 - Equipped Armor
 - Teleport Stones
- Buy:
 - Fira
 - Golden Amulet (if can afford)
 - 10-15 Phoenix Down; Max of 1 less than you can afford
 - Smelling Salts x Max

GAMBIT

- **Vaan**: ON

1: (Ally: Any)	(Protect/Smelling Salt)
2: (Foe: Nearest Visible)	(Steal)
- **Penelo**: ON

1: Ally: Penelo	Reflect (OFF)
2: Enemy: Nearest Visible	(Fira)
- **Ashe**: ON

1: Ally: Ashe	(Aero) (OFF)
2: Enemy: Nearest Visible	(Fira)

Jellies

- 3-4 rooms for Jellies 1, until you have 34 liquids. Reduce this number by 9 per Golden Amulet. To respawn go out of 2 areas. Can toggle **Ashe** gambit on and off to have it target different Jellies. Each room has about 15-20 Jellies. Need 2 Teleport Stones.
- If you have Golden Amulet, License and equip on **Vaan** as soon as he has LP for it, usually by the end of the second room.

LICENSE

Once 95 LP on Penelo, do the license menu

- **Penelo:**
 - →: Intercession/Quickening
 - →: Accessories 8
- **Ashe:** (←)
 - Accessories 7
 - ↑: Accessories 8
- **Vaan:** (→→)
 - ↓↓: Accessories 4
 - ↑: Accessories 7
 - ↑: Accessories 8

SHOP 123312 GIL

- Sell:
 - Water Magicites
 - Yellow Liquids
- Buy:
 - Golden Amulet up to 3; Equip on to **Ashe** + **Vaan** + **Penelo**
 - Warp
 - Confuse
 - Decoy
 - Blizzara
 - 15 Hi-Potions
 - 10 Phoenix Down

1. Need 50k Gil after Jellies 2, and 152 LP on **Penelo**. Can use calculator to determine how many jellies you need, usually about 6 the second time. Need 5 Teleport Stones afterwards, 1 Float Motes. There are uses for 4 bonus Float Motes.
2. After jellies, set cursor for **Ashe** to Blizzara, **Penelo** to Immobilize. Turn off **Vaan**, **Ashe**, **Penelo** Gambits.
3. *If you have at least 4 Float Motes:* Float Mote on **Vaan** to go over the traps.

SHOP 7500 GIL

- Sell:
 - Water Magicite
 - Yellow Liquid
- Buy:
 - 2x Mage's Hat; Equip
 - Red Cap *if you didn't buy it before*; Equip
 - Briandine or Shielded Armor; whichever you didn't buy before

Should have about 40k Gil remaining

MENU

Party: **Vaan**, **Basch**

LICENSE

- **Ashe:**
 - $\leftarrow\leftarrow$: Time Magick 2
 - \leftarrow : Time Magick 3
- **Vaan:** ($\rightarrow\rightarrow$)
 - $\rightarrow\downarrow\downarrow$: Green Magick 1
 - \leftarrow : Green Magick 2
 - \leftarrow : Green Magick 3
- **Penelo:** (\leftarrow)
 - $\downarrow\downarrow$: Ether Lore 1
 - \leftarrow : Magick Lore
 - \uparrow : White Magick 5
- **Vaan:** (\rightarrow)
 - First Aid
 - $\uparrow\rightarrow$: Libra
 - \rightarrow : Belias
 - $\downarrow\downarrow\leftarrow\leftarrow$: Poach
 - \downarrow : Traveler
 - \leftarrow : Shield Block
- **Ashe:** ($\leftarrow\leftarrow$)
 - Mystic Armor 2, on bottom left board
 - \uparrow : Mystic Armor 3
- **Penelo:** (\rightarrow)
 - Mystic Armor 3
 - \rightarrow : Mystic Armor 5
- **Ashe:** (\leftarrow)
 - Mystic Armor 5

EQUIPMENT

- Optimize **Vaan**, **Penelo**, **Ashe**, **Basch**
- **Basch:** Dawn Shard

1. **Touch the Save Crystal** before leaving
2. Dismount Chocobo before opening door, Set **Basch** as Leader
3. Turn off **Basch** Gambits
4. Use Pedestal, with Dawn Shard on your leader
5. **Vaan:** Traver on Guardian. **Basch** Pick up the **Megalixir/Elixer** located nearby.. Check the Traveler Step Count, set Battle Speed to slowest.
6. In the next room: **Vaan** Potion **Vaan**, **Basch** Run Away, **Vaan** Potion **Basch** (should never go off). Run a little wide so that **Vaan** stays still, **Basch** touch the Pedestal (With the Dawn Shard equipped). Set **Vaan** as Leader, leave room.
7. Can heal in the room with the Fake Crystal
8. In the room after: **Basch** use Phoenix Down x2, Flee once he starts to use the second one. **Vaan** touch the sword, Set **Basch** as Leader
9. Run past the Bats and the Guardian in the following room.s

MENU

- Party: **Vaan**, **Ashe**, **Penelo**
- Config: Battle Speed Fastest

GAMBIT

- **Vaan:** OFF
- **Ashe:** ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Fira)
- **Penelo:** ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Fira)
- Set all the gambits to OFF

1. **Ashe:** Blizzard **Penelo**
 2. **Penelo:** Immobilize **Ashe**
 3. Cursor Prep Reflect (Vaan)
1. Can swap leaders to the immobilized characters to despawn enemies.

Vinsukur

- **Vaan:** Reflect **Ashe**, **Penelo** at the stairs, turn on their gambits
- **Vaan:** Flee to the corner and stay.
- At the end of the fight, turn off **Ashe** and **Penelo**'s Gambits
- If Vinsukur pushes the girls, move them away from **Vaan**.

1. If **Ashe** doesn't have Arcane Magick 3 yet, Liscense it immediately, along with Green Magick 4 on **Penelo**
2. **Penelo:** Action on **Vaan**(Potion or cure, shouldn't ever go off).
3. **Ashe:** Decoy **Vaan**
4. **Vaan:** Touch the statue, then Reflect **Vaan**
5. Set penelo as Leader, Flee. Once **Vaan** is untargeted:

MENU

- Party: **Basch**, **Balthier**
- Config: Battle Speed Slow
- If **Penelo** doesn't have Green Magick 4, then license it now.

Mateus

- Flee up to Mateus, set the cursor to Green Magic
- Party: **Vaan**, **Ashe**, **Penelo**
- Equip Dawn Shard onto **Vaan**
- **Penelo:** Oil **Penelo**
- Turn on **Ashe**, **Penelo** Gambits
- **Vaan:** Hi-Potion **Vaan**, turn on Gambits
- Right before Mateus dies, equip Golden Amulet onto **Vaan**
- If **Ashe** and **Penelo** have enough MP for another cast, turn off their Gambits

Mandradoras

MENU

Party: **Basch**, **Balthier**, **Fran**

1. Get as many Cures onto **Basch** as possible. Someone protect **Basch**, and can also Protect **Fran** and **Balthier**
2. Teleport to Mt. Bur-Omisace

3. Before the Bergan Door: Check steps (should be about 50 steps to Traveler number)

MENU

Party: **Vaan**

EQUIPMENT

- Optimize: **Vaan**
- **Vaan**: Equip Golden Amulet if it's not already on him

Bergan

- **Vaan**: Run up to Bergan
- Bring in **Ashe**, **Penelo**

LICENSE

- girls: magic 6, magic 6, **Vaan** heavy armor 4-6
- **Vaan**: Traveler

SHOP 1232 GIL

- Buy:
 - 2 Sorc Armor; Equip
 - *Optional* 2 Glacial Staves

1. Remove the Flame Staves from **Ashe**, **Penelo**.
2. **Vaan**: Traveler the Pumpkin Heads, open the menu to take note of the step count.
3. Use a cure warp with **Ashe** before talking to the Moogles to freeze her by the entrance to the screen.
4. **Ashe**: Cure herself to make her fall behind
5. **Penelo**: Blizzara **Ashe** keep running with **Vaan** so that he doesn't get hit, so that they end up in critical. Pull them out of the party. Reflect them when they get to the coast, then put on the Flame Staves.

SHOP 12200 GIL

- Buy:
 - Mirror Mail
 - Bio
 - Dispel
 - 3 Remedies
 - 10 Hi-Potions

Mandragora

- **Vaan**: Wait for them to gather up, then Traveler them.
- Use Reflected Firas until they all die.

Ahriman

LICENSE

- **Ashe**: Warmage, Headsman, Swiftess
- **Penelo**: Warmage, Headsman, Swiftess
- **Vaan**: Belias

1. Setup Traveler.

2. Setup a Hi-Potion warp with **Basch**. Despawn glitch through the area.
3. Bring in **Ashe** to Decoy onto **Vaan**

Cid

LICENSE

BM4, BM4 on the girls
GM1 on another girl
Vaan swiftness

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Bio)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Bio)

SHOP 123 GIL

- Buy:
 - Aeroga

1. Remove **Vaan** armor, protect him with **Penelo**
2. Get the girls down to crit with Blizzara. Decoy **Vaan** by removing the armor, then re-equip and take him out of the party.
3. Optimize everyone, turn on gambits

Cid

- Move everyone up to try and reflect onto a single Rook.
- **Vaan**: Hi-Potion to try at full as much as possible. Can use an Elixir.
- After you kill the first Rook:
- **Ashe**: Target Rook C
- **Penelo**: Target Rook C
- **Vaan**: ATB Reset, Traveler on Rook
- Let the girls kill

Rafflesia

1. Remove **Vaan** armor, protect him with **Penelo**
2. Get the girls down to crit with Blizzara. Decoy **Vaan** by removing the armor, then re-equip and take the girls out of the party.
3. Optimize everyone

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Aeroga)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Aeroga)

Rafflesia

- **Vaan**: Run up
- Bring the girls in
- Turn the gambits off when the fight is about to end.

1. Immobilize **Penelo**. Despawn enemies as needed, Go into the middle of the stonehenges, keep following the forests. Go around the trees to avoid the dinosaur. Summon Belias at the door.
2. swap **Vaan** for **Balthier**

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Bio)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Bio)

Daedalus

- Put Reflect on **Balthier**
- **Balthier**: Confuse Daedalus

Tyrant

LICENSE

RL3, Swiftess L1 Ch50... Sw50 ML55 Ch50...Sw50 L1 ML55 AM2 R1 R1
Check the spreadsheet

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Blizzara)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Blizzara)

1. Immobilize warp/despawn throughout this area.
2. Reflect **Ashe**, **Penelo** after the door

Tyrant

- **Penelo**: Dispel
- **Vaan**: Once it's charged a bit, start spamming Confuse
- Try to keep the girls a bit away, and keep him confuse looped.

Shemhazai

1. Heal **Vaan** to full
2. **Vaan**: Protect **Vaan**
3. **Penelo**: Reflect **Vaan**
4. **Ashe**: Decoy **Vaan**
5. Gambits on for the Girls. take the girls out of the party

Shemhazai

- Bring the girls back in.

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - * 2: Ally: **Ashe** | (Bio)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - * 2: Ally: **Penelo** | (Bio)

- **Vaan**: Immobilize Shemhazai
- **Vaan**: Belias Freeze whiel the Bios are hitting. Start when they charge, stop when the numbers disappear.
- **Vaan**: Traveler at the very end.

Hydro

EQUIPMENT

Remove All

LICENSE

Ashe BM5, Shemhazai **Penelo** BM5 **Vaan** RL3, HP+200

SHOP 12232 GIL

- Sell Everything But:
 - Armor
 - Flame Staves
 - Cherry Staves
- Buy:
 - Firaga
 - 10+ Phoenix Down
 - Max X-Potions

1. Crit down on **Penelo**, setup Reflects on the girls
2. Decoy and Protect **Vaan**
3. Optimize everyone, bring the girls in. Setup Oil cursor

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Firaga)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Firaga)

Hydro

- Bring in the girls
- **Penelo**: Oil the party
- **Vaan**: Once he aggros onto **Vaan**, he will start walking towards **Vaan**. Run around in a circle while keeping the camera focused to run loop de loops.

1. Cure freeze someone as you go through this.
2. Take the girls out of the party, put Cherry Staves on the girls.

Pandemonium

- Bring the girls in

GAMBIT

– Ashe: OFF

1: Ally: Ashe

Reflect

* 2: Ally: Ashe

(Aerora)

- Penelo: Immobilize Reddas
- Ashe: Gambit On at the end after Immobilization.
- Vaan: Confuse lock Pandemonium
- Penelo: Aero, then Aerora

Slyt

- Take the girls out of the party.

LICENSE

AsheChanneling, Dispel

Brainpans

Roosta TODO

- Reflect the girls
- Gambits to Firaga

Slyt

- Let the girls kill. Dispel the girls after the fight.

Fenrir

- Reflect both girls by toggling gambits, then take them out of the party.
- Battle speed up, bring in Balthier, Ashe, Penelo

GAMBIT

- Ashe: ON
 - 1: Ally: Ashe | Reflect
 - 2: Ally: Ashe | (Bio)
- Penelo: ON
 - 1: Ally: Penelo | Reflect
 - 2: Ally: Penelo | (Bio)

- Set Balthier as Leader
- Immobilize on Reddas, Reflect on the Girls. Ashe Decoy Balthier, gambits on
- Put the cursor on sleep

Fenrir

- **Balthier**: Run backwards diagonal, spam Sleep
- Keep him away from Reddas
- **Balthier**: Traveller
- **Balthier**: Attack **Balthier** until he's below 120 HP

Hashmal

LICENSE

Magic, Lore, Channeling on the girls **Vaan**HP+500, Battle Lore

1. Take off the mirror mail, have one of the girls use a float mote. Protect **Vaan**, battle sleep to minimum.
2. Reflect Reddas, Bring the girls back in

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Aeroga)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Aeroga)

Hashmal

Belias Freeze, ATB Reset.

The Undying

1. Decoy Vaan, Reflect Girls. Make sure that Reddas is in Crit, Berserk him.

GAMBIT

- **Ashe**: ON
 - 1: Ally: **Ashe** | Reflect
 - 2: Ally: **Ashe** | (Firaga)
- **Penelo**: ON
 - 1: Ally: **Penelo** | Reflect
 - 2: Ally: **Penelo** | (Firaga)

Cid

- ROOSTA TODO

Undying