

# FF12 Any%

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TODO: Fill out introduction

TODO: Correct the cursor movements for license boards

TODO: Format Brainpans. Undying, Vayne Noxus

TODO: Add in Maps, Pictures

TODO: Add in Walking Information

TODO: Scream

TODO: Fix Font and some Colors

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**

### Vossler

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)	(Smelling Salt)
2:	(Foe: Nearest Visible)	(Steal)
- **Penelo:** ON
 

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

1:	Ally: <b>Ashe</b>	(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:
  - Red Cap *if you didn't buy it before*; Equip
  - 2x Mage's Hat; Equip
  - Briandine or Shielded Armor; whichever you didn't buy before

Should have about 40k Gil remaining

#### MENU

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

#### LICENSE

You need about 160LP on **Ashe** and 190LP on **Penelo** in order to do the full menu.

- **Ashe**:
  - ←←: Time Magick 2
  - ←: Time Magick 3
  - ←: Arcane Magick 3, *if you had 160+LP*
- **Balthier**: (→→→)
  - →↓↓: Green Magick 1
  - ←: Green Magick 2
  - ←: Green Magick 3
- **Penelo**: (←←)
  - ↓: Ether Lore 1
  - ←: Magick Lore 40
  - ↑: White Magick 5
  - Green Magick 4, *if you had 190+LP*
- **Vaan**: (→)
  - *If you have 190-224 LP*: Libra, Belias
  - First Aid
  - ↓↓←←: Poach
  - ↓: Traveler
  - ←: Shield Block
  - Remedy Lore 1
  - *If As many of these as you can::*
    - \* Phoenix Lore 1
    - \* Potion Lore 2
    - \* Spellbound
- **Ashe**: (←←)
  - Mystic Armor 2, on bottom left board
  - ↑: Mystic Armor 3
- **Penelo**: (→)
  - Mystic Armor 3
  - →: Mystic Armor 5
- **Ashe**: (←)
  - Mystic Armor 5

#### EQUIPMENT

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

4. Dismount Chocobo before opening door, Set **Basch** as Leader
5. Turn off **Basch** Gambits
6. Use Pedestal, with Dawn Shard on your leader
7. **Vaan**: Traver on Guardian. **Basch** Pick up the **Megalixir/Elixer** located nearby.. Check your Traveler Step Count. Set Battle Speed to slowest.
8. 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.
9. Can heal in the room with the Fake Crystal
10. 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
11. Run past the Bats and the Guardian in the following rooms.

#### MENU

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

#### 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

12. **Ashe**: Blizzara **Penelo**
13. **Penelo**: Immobilize **Ashe**
14. Cursor Prep Reflect (Vaan)
15. Can swap leaders to the immobilized characters to despawn enemies.

#### Vinsukur

- **Vaan**: Reflect **Ashe**, **Penelo** at the stairs.
- Turn ON **Ashe** and **Penelo**'s 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**.

16. If **Ashe** doesn't have Arcane Magick 3:
  - Liscense it immediately
  - **Penelo**: Liscense Green Magick 4
17. **Penelo**: Action on **Vaan**(Potion or cure, shouldn't ever go off).
18. **Ashe**: Decoy **Vaan**
19. **Vaan**: Touch the statue, then Reflect **Vaan**
20. 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.

#### 21. **Balthier**: Protect **Basch**

#### 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** and **Penelo**'s 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

#### Mandragoras

#### 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 your Traveler Step Count. You should be about 50 steps to the maximal 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

- **Ashe**:
  - Mystic Armor 6
- **Penelo**: (→)
  - Mystic Armor 6
- **Vaan**: (→)
  - Shields 4
  - Heavy Armor 6
  - *Whatever you didn't get before and can afford from:*
    - \* Libra
    - \* Belias
    - \* Phoenix Lore 1
    - \* Potion Lore 2
    - \* Spellbound
- **Ashe**: (←←)
  - Ether Lore 1
  - Magick Lore 40
  - Channeling 30
  - Headsman
  - Spellbound
- **Penelo**: (→)
  - Channeling 30
  - Warmage
  - Swiftess
  - Spellbound *only if you got it for Ashe as well*

- **Vaan**: Steal for a 9.7% chance of a Ruby Ring
- **Vaan**: Traveler on the correct number.
- **Vaan**: Can put Belias in the queue once the second round of Firas go off, to make the enemies stop attacking.
- At the end of the fight, Turn **OFF** all Gambits.
- **Bergan** can block Magicks. If he blocks too many of them, you don't kill. Try your best to recover, and make sure that **Ashe** is alive at the end of the fight.

## SHOP 1232 GIL

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

## Pumpkin Heads

- **Vaan**: Traveler
- **Ashe**: Blizarra

### MENU

- Check your Traveler Step Count.
- **Penelo**: Remove Weapon

1. Use a cure warp with **Penelo** before talking to the Moogles to freeze her by the entrance to the screen.
2. **Ashe**: Cure herself to make her fall behind
3. **Penelo**: Fira **Ashe** keep running with **Vaan** so that he doesn't get hit, so that they end up in critical. Reflect them both, then pull them out of the party and give **Penelo** a Flame Stave.

## SHOP 12200 GIL

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

You need 5400 Gil after the shop. If you can get to above 12200 Gil afterwards, it's worth also:

- Sell:
  - Shielded Armor
  - Other Unequiped Armor
  - Megalixir
  - Ruby Ring
  - Keep 2 Teleport Stones

## Mandragora

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

Ahriman

## MENU

- Party: **Vaan**

1. Setup Traveler on the first Zombie Knight, making note of your number.
2. Pick up the **Officer's Hat**, **12.5% chance**, **selling for 3,500** located Somewhere.
3. Setup a Hi-Potion warp with **Basch**. Despawn glitch through the area.

## MENU

- Party: **Vaan**, **Balthier**, **Ashe**
- Set **Balthier** as Leader

## EQUIPMENT

- **Vaan**: Remove Mirror Mail

## LICENSE

- **Ashe**:
  - Magick Lore 40
  - Channeling 30
  - Warmage
  - Headsman
  - Swiftsness 30
- **Penelo**: (→)
  - CHannelin 30
  - Warmage
  - Swiftsness 30 *if you got it on Ashe as well*
- **Vaan**: (→)
  - Libra
  - Belias
  - Poenix Lore 1
  - Potion Lore 2
  - Spellbound
  - Swiftsness 30

4. **Ashe**: Decoy **Vaan**
5. **Balthier** can Protect **Vaan** for safety
6. **Vaan** Hi-Potion

MENU

- Party: **Vaan**

7. Optimize **Vaan**
8. Run past the last group of enemies
9. **Vaan** Gambit **ON**
10. Enter the fight

- If **Ahriman** opens with **Phantasmal Gaze**:
  - Wait for the animation to start, then continue
- If **Vaan** gets confused:
  - Remove his Weapon

MENU

- Bring in **Ashe**, **Penelo** into the party.
- Turn ON **Ashe** and **Penelo**'s Gambits.

- **Vaan**: Run behind **Ahriman** so that **Ahriman** is facing away from the girls, so that **Phantasmal Gaze** doesn't hit them.
- Let exactly 2 **Firas** hit **Ahriman**, 1 per cast off of a single Reflect, not a full round. Letting 3 reset
- ATB Reset **Ashe**, **Penelo**, by removing their Hats then Optimizing both.
- Config: Battle Mode Wait
- **Vaan** Gambit OFF once he gets a successful steal.
- Let a full round of **Firas** hit **Ahriman**, so that a total of 8-9 have hit.
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off so that **Ahriman** doesn't Teleport.
- Let another full round of **Firas** hit, pay attention to who gets off the **Fira** first.
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off when both caster's ATB reaches the "F" in **Fira**
- After the **Firas** are done, then:
  - Whoever got the first **Fira** off (usually **Penelo**): Hi-Potion **Ahriman**
  - Whoever got the second **Fira** off (usually **Ashe**): Warp Mote
  - **Vaan**: Steal **Ahriman**
- **Ahriman** Teleports
- **Vaan**: Run behind **Ahriman**, paying attention to which way that he's facing.

MENU

- Remove **Ashe**, **Penelo** from the party.
- Turn the Hi-Potion user's Gambit OFF

- Close the menu and immediately reopen it

MENU

- Bring in **Ashe**, **Penelo** into the party.
- Turn the Hi-Potion user's Gambit ON

- Do another round of **Firas**
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off the same way that you did before.
- After the damage lands:

MENU

- ATB Reset everyone by removing their Armor and then Optimizing them all
- Config: Battle Speed Slowest *if Swiftness is on both girls else* Battle Speed Second Slowest

- Let the **Firas** charge slowly.
- As soon as **Ahriman** teleports to you briefly:
  - **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off should be about when the ATB is charged to the "r" in **Fira**
- Once **Ahriman** dies, Turn OFF **Ashe** and **Penelo**'s Gambits.

11. Config: Battle Mode Active

12. Pick up the **Elixir (100%)**, **Gaia Hat/Elixir (50/50)** located in the room.

- Senior Researcher → Failed Researcher
- Gentleman Onlooker → Eager Crier (in the North Zone)
- Talented Woman → Akademickan
- Look-alike → Look-alike

#### SHOP 6800 GIL

Until you have enough Gil:

- Sell:
  - Gaia Hat
  - Officer's Hat
  - Maudin Gear
  - Shielded Amor
  - Low-Selling Armor
  - Loot; make sure to keep 2 Teleport Stones
  - Ruby Ring
  - Megalixir
  - Elixirs; keeping as many as you can
  - Brigadine; would need to be unequiped from **Basch**
- Buy:
  - Aeroga

2. Continue the chain

- Proud Mother → Tutor
- Poor Husband → Poor Wife (in the South Zone)
- Aspiring Starlet → Faded Star
- Determined Researcher → Ex-Researcher
- Worried Husband → Materialistic Woman

3. Once you're in **Draklor**, you can

4. **Ashe**: Decoy **Ashe** in case the first elevator decides to open up. You can also use a Warp Mote to get rid of the enemies.

5. **Penelo**: Hi-Potion **Vaan** as needed, making sure to keep at least 2 Hi-Potions for **cid**

#### MENU

- Config: Battle Speed Fast

#### EQUIPMENT

- **Vaan**: Remove Mirror Mail
- **Ashe**: Remove Staff
- **Penelo**: Remove Staff



## LICENSE

- **Balthier:**
  - Arcane Magick 1
- **Penelo:** (←←)
  - Black Magick 4
- **Ashe:** (←)
  - Black Magick 4
  - *If you couldn't afford them before and can get them now:*
    - \* Headsman
    - \* Swiftess
    - \* Spellbound
- **Penelo:** (→)
  - *If you got them for **Ashe**:*
    - \* Headsman
    - \* Swiftess
    - \* Spellbound
- **Vaan:** (→)
  - Spellbound
  - Swiftess 30
  - HP+150

## GAMBIT

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

1. **Vaan** Protect **Vaan**. Touch the Save Crystal
2. **Ashe:** Decoy **Vaan**
3. **Penelo:** Fira **Ashe**
4. **Vaan:** Run Away
5. After the girls are in critial:

## MENU

- Optimize **Vaan**, **Ashe**, **Penelo**
- Config: Battle Mode Wait
- Turn ON **Ashe** and **Penelo**'s Gabmits.

6. Let the girls Reflect themselves. Check your Traveler Step Count. You should be about 30 steps to the maximal Traveler number.

- Move everyone into a line to try and Reflect **Bio** onto a Single **Rook**
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off
- *If all **Bios** hit the same **Rook** and it doesn't die:*
  - ATB Reset **Penelo** and **Fira** the Rook that you hit
  - **Vaan**: Hi-Potion
- *If 1 or 2 **Bios** miss the **Rook**:*
  - Have both girls **Bio** it again
  - **Vaan**: Hi-Potion
- *If more than 2 **Bios** missed:*
  - Reflect **Bios** onto it again
- After you kill the first Rook:
  - **Vaan**: Hi-Potion
  - **Penelo**: **Bio Rook C** (D if C is dead)
  - **Ashe**: **Bio Rook C** (D if C is dead)
  - **Vaan**: Traveler **Rook C** (D if C is dead)
  - ATB Reset **Vaan** as soon as the Hi-Potion goes off
  - Let the girls cast 2 rounds of **Bio** on **Cid**

## MENU

- \* Remove **Ashe**, **Penelo** weapons
- \* Config: Battle Mode Active

- Let the girls get one more round of **Bios** off
- Turn **OFF** **Ashe** and **Penelo**'s Gabmits.

Rafflesia

1. Pick up the **5040 Gil** located Balfonheim.
2. Teleport to Mr. Bur-Omisace
3. If you weren't able to buy the Glacial Staves before, then by them now
4. Take the Chocobo to the Feywood. Dismount before the First Zone Line in the Feywood
5. After the Zone Line:
  - **Penelo**: **Fira Ashe**, stop running
  - **Ashe**: Cure Reserve, start running
  - **Ashe**: Cure **Vaan**, so that we can do too-far-away despawning
  - Despawn enemies along the entire way by switching the leader to **Ashe** and then back to **Vaan**
  - **Vaan**: Remove Mirror Mail
6. Once you get to the Save Crystal Zone:
  - **Ashe**: Decoy **Vaan**
  - **Vaan** Protect **Vaan**
  - Turn **ON** **Ashe** and **Penelo**'s Gabmits., so that they both start to cast Reflect at approximately the same time.
  - Once the Reflects land:

## EQUIPMENT

- Optimize **Vaan**
- **Penelo**: Cherry Staff
- **Ashe**: Cherry Staff

## MENU

- Party: **Vaan**

## Rafflesia

- **Vaan**: Run up, make sure that **Rafflesia** starts with a normal attack.
- *If he doesn't*:
  - Wait for the animation of whatever he's casting to finish before continuing
- Bring in **Ashe**, **Penelo** into the party.

### GAMBIT

- **Ashe**: ON
 

1:	Ally: <b>Ashe</b>	Reflect
* 2:	Ally: <b>Ashe</b>	(Aeroga)
- **Penelo**: ON
 

1:	Ally: <b>Penelo</b>	Reflect
* 2:	Ally: <b>Penelo</b>	(Aeroga)

- Set up cursor on Immobilize, Dispel, and Remedy
- After the second round of Aerogas, Turn **OFF** **Ashe** and **Penelo**'s Gabmits.

## Daedalus

1. **Vaan**: Remedy **Vaan**, if he didn't block Nectar Volley
2. **Penelo**: Dispell **Penelo**
3. **Ashe**: Hi-Potion **Vaan** if needed
4. Remove **Ashe** from the Party.
5. On the next screen, **Penelo** Immobilize **Penelo**.
6. On the next two screens, switch party leader to **Penelo** in order to despawn enemies. Look for the illusions in order to find the right path.
7. At the start of the last screen, have **Penelo** do an action onto **Vaan** to trigger the "too far away" trick.
8. Summon Belias to open the door.

### MENU

- Party: **Balthier**, **Ashe**, **Penelo**

### EQUIPMENT

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

### GAMBIT

- **Ashe**: ON
 

1:	Ally: <b>Ashe</b>	Reflect
– 2:	Ally: <b>Ashe</b>	(Bio)
- **Penelo**: ON
 

1:	Ally: <b>Penelo</b>	Reflect
– 2:	Ally: <b>Penelo</b>	(Bio)

## Daedalus

- **Penelo**: Dispell **Ashe**
- **Penelo**: Reflect **Penelo**
- **Ashe**: Reflect **Balthier**
- **Ashe**: Reflect **Ashe**
- **Balthier**: Spam Confuse on **Daedalus** and run in circles to regenerate MP
- Once close enough, Turn **ON** **Ashe** and **Penelo**'s Gabmits.
- At the end of the battle, Turn **OFF** **Ashe** and **Penelo**'s Gabmits.

1. **Penelo**: Dispell and Immobilize on **Penelo**
2. Immobilize despawn all enemies as before
3. At the second intersection, have **Ashe** Cure **Vaan** twice to keep her standing still until **Diakon Entite** is close
4. *If Diakon Entite is already close:*
  - Set **Ashe** as Leader
  - **Balthier**: First Aid **Balthier** and First Aid **Ashe** to stand still
5. Have the moving character touch the switch, then switch the leader back to the standing still character and leave.
6. At the start of the second zone, **Penelo** Immobilize **Penelo**. Don't start moving until that has been input.
7. At the second gate, **Balthier** First Aid **Balthier** and First Aid **Ashe** to stand still
8. **Ashe**: Keep moving forwards, touch the switch, then Set **Ashe** as Leader to leave.

#### MENU

- Party: **Vaan**, **Ashe**, **Penelo**
- Can remove the Mirror Mail if you want.

#### LICENSE

- **Balthier**:
  - Nothing
- **Vaan**: (←)
  - Arcane Magick 2
- **Penelo**: (←)
  - Channeling 50
- **Ashe**: (←)
  - Channeling 50
  - Magick Lore 55
- **Penelo**: (→)
  - Magick Lore 55
  - Gambit Slot 50
- **Ashe**: (←)
  - Gambit Slot 50
  - Swiftess 50
- **Penelo**: (→)
  - Swiftess 50
- **Vaan**: (→)
  - HP+150
  - Potion Lore 3
  - Swiftess 50
- **Ashe**: (←←)
  - Headsman
  - Swiftess 30
  - Spellbound
- **Penelo**: (→)
  - *If you got them for **Ashe**:*
    - \* Headsman
    - \* Swiftess 30
    - \* Spellbound

## GAMBIT

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

- Run past the final enemies.
- Optionally, you can Protect and Decoy **Vaan** and Optimize him. Without these, he has about a 25% chance to die at the start of the next battle
- Reflect both **Ashe**, **Penelo**. Do this at the start of the first screen after the enemies if you have Spellbound, just before the fight otherwise.

## Tyrant

- **Penelo**: Dispel
- **Vaan**: Once it's charged a bit, start spamming Confuse
- After the first Confuse, Turn ON **Ashe** and **Penelo**'s Gabmits.
- Try to keep the girls a bit away, and keep him confuse looped.
- At the end of the fight, Turn OFF **Ashe** and **Penelo**'s Gabmits.

Shemhazai

- Float Mote on **Vaan**

## MENU

- Party: **Vaan**, **Basch**
- Config: Battle Speed Slow

- Pick up the **Black Mask (50/50)** located somewhere.
- Run past the **Oses**, do Potion Warps at the gate.
- Can use your Regular Potions to heal up, and use Phoenix Downs when someone dies.
- When running past enemies, Set **Basch** as Leader. When using the gates, Set **Vaan** as Leader
- Once you're past all of the enemies:

## MENU

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

## EQUIPMENT

- Remove Mirror Mail

- Have **Ashe**, **Penelo** both cure **Vaan**
- If **Vaan** is Silenced:
  - **Penelo**: Remedy **Vaan**
- On the Save Crystal screen, after the cutscene skip:
  - **Penelo**: Reflect **Ashe**
  - **Penelo**: Reflect **Penelo**

- **Vaan**: Protect **Vaan**
- **Ashe**: Decoy **Vaan**
- Remove **Ashe**, **Penelo** from the party.
- Optimize **Vaan**
- Set Cursor onto Immobilize

### Shemhazai

- **Vaan**: Immobilize **Shemhazai** and run closer
- Bring in **Ashe**, **Penelo** into the party.

#### GAMBIT

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

- **Vaan**: Run out of **Shemhazai's** range, and start running in circles to regain MP.
- *If Vaan got Syphoned*:
  - You can Elixir **Vaan** instead. If you don't have one, then remove the Mirror Mail and have **Ashe** Decoy **Vaan** after **Shemhazai** starts reading Shock, and skip the Belias Freezing.
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off while the Bios are hitting, once **Vaan** MP is full. Start when they charge, stop when the numbers disappear by targeting **Shemhazai**

### Hydro

#### EQUIPMENT

- **Vaan**: Remove Mirror Mail
- **Penelo**: Remove Golden Amulet, Glacial Staff
- **Ashe**: Remove Golden Amulet, Glacial Staff

#### LICENSE

- **Balthier**:
  - Nothing
- **Penelo**: (←←)
  - Black Magick 5
  - Quickening
- **Ashe**: (←)
  - Black Magic 5
  - Shemhazai
  - *If If can afford*:
    - \* Headsman
    - \* Swiftess
    - \* Spellbound
- **Penelo**: (→)
  - Channeling 80
  - *If If you also got them for Ashe*:
    - \* Headsman
    - \* Swiftess
    - \* Spellbound
- **Vaan**: (→)
  - Remedy Lore 3
  - HP+200

1. Once you get to Balfonheim

## SHOP 123123 GIL

- Magick Shop:
  - Sell Everything But:
    - \* Armor
    - \* Flame Staves
    - \* Cherry Staves
  - Buy:
    - \* Firaga
- Item Shop:
  - Buy:
    - \* X-Potions
    - \* Phoenix Downs
- Spend all of your money, and get as many healing items as you can. Having at least 10 of each X-Potions and Phoenix Downs is recommended. You can also buy some extra Remedies and Gold Needles if you have extra money; Gold Needles you're usually fine without one, but having an extra Remedy can be useful.

1. Once you get to Ridorana:
2. Run past enemies on the next two screens.
3. **Ashe**: Reflect Reddas
4. Once **Ashe** catches up:
  - **Penelo**: Fira**Ashe**
  - **Ashe**: Reflect **Ashe**
5. Continue onto the next screen.
6. **Penelo**: Reflect **Penelo**
7. **Ashe**: Decoy **Vaan**
8. **Vaan** Protect **Vaan**
9. Set your Cursor onto Green Magic, Oil

## MENU

- Party: **Vaan**, Reddas

## EQUIPMENT

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

## Hydro

- **Vaan**: Run Close, then once **Vaan** gets targeted:
- Bring in **Ashe**, **Penelo** into the party.

## GAMBIT

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

- **Penelo**: Oil the party
- Wait until **Hydro** doesn't use Countdown, Bile, Fireball, or Darkra.
- **Vaan**: Once he aggroes onto **Vaan**, he will start walking towards **Vaan**. Run around in a circle while keeping the camera focused to run loop de loops, keeping **Ashe**, **Penelo** between **Vaan** and **Hydro** and let them kill.
- After the last round of Firagas go off, then Turn **OFF** **Ashe** and **Penelo**'s Gambits. Flee.

1. Go south at the Central Room. Kill at least 1 **Chimera Brain** by utilizing a Firaga from both **Ashe**, **Penelo** and a Reddas attack. Pick up a Black Orb from the first one that you kill.
2. **Vaan**: Remove Mirror Mail
3. At the First Pedestal:
  - **Ashe**: cure **Vaan** or Reddas
  - Place the Orb
  - Set **Ashe** as Leader and leave
4. On the way back, kill another **Chimera Brain** for another Black Orb.
5. When you get back to the Central Room:
  - Do the Too Far Away trick with either **Ashe**, **Penelo**, while you go and place the Orb on the Pedestal.
  - Switch the leader to whoever was frozen and leave north.
6. Kill the first Chimera on the way back, pick up another Black Orb.
7. Setup your cursor on Dispel, Confuse, Immobilize, and Green Magicks
8. At the Last Pedestal:
  - **Vaan**: Protect **Vaan**
  - Setup Cursor on Time Magicks
  - Place Orb

EQUIPMENT	
– Optimize <b>Vaan</b>	
– <b>Penelo</b> : Cherry Staff	
– <b>Ashe</b> : Cherry Staff	

GAMBIT	
– <b>Ashe</b> : <b>OFF</b>	
* 1: Ally: <b>Ashe</b>	Reflect
2: Ally: <b>Ashe</b>	(Aerora)

- Set **Vaan** as Leader, leave the room
9. **Penelo**: Immobilize the Party. Don't start running away too early, everyone but **Vaan** needs to get hit by it.
  10. **Ashe**: Reflect **Ashe**
  11. Run past the enemies and open the door
  12. **Penelo**: Reflect **Penelo**
  13. **Ashe**: Reflect Reddas
  14. **Ashe** Gambit **ON**
  15. Prep Cursor on White Magicks and heal **Vaan** to full HP

Pandemonium
<ul style="list-style-type: none"><li>• <b>Penelo</b>: Dispell</li><li>• <b>Vaan</b>: Run a little bit to the right, so that the others don't get hit by Flatten/Power Spin, and so that Reddas can't reach <b>Pandemonium</b></li><li>• <b>Vaan</b>: Confuse once Dispel has charged a bit</li><li>• <b>Vaan</b>: Confuse 3 times total</li><li>• <b>Penelo</b>: Aeroga the Party after inputting the third Confuse</li><li>• Turn <b>OFF</b> <b>Ashe</b> and <b>Penelo</b>'s Gabmits.</li><li>• If not yet dead, input more Aerogas until death.</li></ul>



## 1. Run back to the lobby

## EQUIPMENT

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

## LICENSE

- **Ashe**:
  - Channeling 80
  - Spellbound
- **Penelo**: (→)
  - Magick Lore 80
  - Quickening
- **Vaan**: (→)
  - Battle Lore 80
  - HP+500

## GAMBIT

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

## Brainpans 1

- (if at any point, things go south, you can kill Brainpans with Warp instead until you get back on track)
- it only has about 90% chance to land though and try to avoid using it too much because you might run into MP trouble)
- run to the southwest corner
- Penelo Dispel Penelo
- Penelo Immobilize Penelo (should hit only Penelo)
- Vaan Reflect Ashe
- Immobilize Despawn 2 Chimera Brains once you get close enough by switching leader to Penelo, then Ashe
- Ashe Reflect Reddas before the stairs
- Turn on Ashe's gambit, activate both Brainpans (right first, Reddas should run to it)
- Make sure everyone is closer to right Brainpan than to left Brainpan and that Vaan isn't too far from it.
- All 3 Firagas should hit the right Brainpan and it should die
- Keep your distance from Reddas afterwards so Ashe doesn't get hit by the other Brainpan who should be targeting Reddas
- Get close to Reddas after left Brainpan's animation starts, Vaan X
- Potion/Remedy reddas (Remedy if Reddas gets Doomed)
- All 3 Firagas should hit the left Brainpan, turn off Ashe's Gambits
- Collect the loot while waiting for the bridge to appear
- Despawn the Chimeras once you reach the foot of the small stairs
- If the next Brainpan despawns, you can hug south wall to make it respawn
- Turn Ashe's Gambits on, activate and kill Brainpan once you're close to top of the stairs
- Turn Ashe's Gambits off, despawn the next 2 Chimera Brains
- Turn Ashe's Gambits on, activate and kill the Brainpan close to the incomplete bridge
- Flee up the stairs, release flee beyond the entry on the left, activate and kill Brainpan behind the corner.
- Flee into the room, turn left and release flee before entering the room with the Brainpan. Activate and kill it
- Turn Ashe's Gambits off
- Run back to the bridge which should now be complete, run to the next zone (cursor on Time Magicks)

## Brainpans 2

- Penelo Immobilize self (don't move until you've inputted it)
- Run past the Chimeras, at the second set of stairs, hug east wall and despawn the Chimeras
- Ashe can get hit by Ember Breath, if she does, Phoenix Down and have her Attack herself back to critical HP
- Vaan Reflect Reddas
- Once you reach the top: Ashe Reflect Ashe
- Wait for Vaan to catch up, then turn on Ashe's Gambits, activate and kill the Brainpan
- Flee into the room, at the doorway on the left, release flee, activate and kill the Brainpan
- Make sure Reddas doesn't target the Chimeras in the other room
- Flee out of the room and continue, activate and kill the Brainpan
- Turn Ashe's Gambits off
- Immobilize Despawn the Chimera(s) on the way if they spawn
- Once close to the Brainpans at the top, release flee, activate and kill the closest Brainpan
- if you have a Warp Mote, have Vaan put it in the queue after Firaga goes into action to prevent a move from the Brainpan
- if you don't have a Warp Mote, Flee once Brainpan dies and release it just before Firaga would go out of action
- this makes Reddas put away his weapons and reach next Brainpan slower which makes the Brainpan not use dangerous moves
- Once next Firaga starts charging, activate next Brainpan and kill it
- if you have a Warp Mote, have Vaan put it in the queue after Firaga goes into action to prevent a move from the Brainpan
- Watch out for Warp Mote not being in the same inventory position as last time
- if you don't have a Warp Mote, Flee once Brainpan dies and release it just before Firaga would go out of action
- Once next Firaga starts charging, activate the Brainpan close to the bridge and kill it
- if you have a Warp Mote, have Vaan put it in the queue after Firaga goes into action to prevent a move from the Brainpan
- Can pick up loot while waiting for bridge to spawn but watch out for HP heals
- Despawn the Chimeras beyond the bridge
- Vaan Reflect Reddas, move to the next zone (cursor on Time Magicks)

- Penelo Immobilize self (can move before this time)
- At top of stairs, turn off Ashe's Gambits, activate and kill the Brainpan on the right
- if you don't have a Warp Mote, Flee once Brainpan dies and release it just before Firaga would go out of action
- Once next Firaga starts charging, activate and kill the next Brainpan
- if you have a Warp Mote, have Vaan put it in the queue after Firaga goes into action to prevent a move from the Brainpan
- Turn off Ashe's Gambits
- Run up the stairs, despawn Chimeras
- Ashe Reflect Ashe
- Hug the wall in front of you on the right to respawn the Brainpan inside the room
- Open the door and run towards the Brainpan
- Turn on Ashe's Gambits little bit before the back room, activate and kill Brainpan in there
- Flee out of the room and turn right.
- Halfway between top of the stairs and next Brainpan, release flee, activate and kill the Brainpan
- Run back down and despawn the Chimeras again
- Run past the way to the right hugging the right wall and Despawn the Deidar
- Go to the way you just passed and up the stairs
- Vaan Reflect Reddas
- You should see a Brainpan on the right (green flames)
- You should not see a Deidar (red flames) left of the Brainpan
- If an Aeronite is nearby, wait for it to move out of the way (can't be despawned)
- Activate the left Brainpan by bumping into the corner and then quickly back out before he sees you
- Go close to the wall behind which he is and turn on Ashe's Gambits to kill (Vaan should have caught up)
- After next Firaga starts charging, activate and kill the other Brainpan
- if you have a Warp Mote, have Vaan put it in the queue after Firaga goes into action to prevent a move from the Brainpan
- Activate the bridge and move on
- Ashe Reflect Ashe (to stand still)
- Switch leader to Penelo
- Penelo Immobilize Penelo (Immobilize should wear off before it lands again)
- Switch leader to Ashe
- Run to the back corner on the right to respawn a Brainpan
- Turn on Ashe's Gambits close to the top of the stairs, then activate and kill the Brainpan
- Flee up the stairs, activate and kill the Brainpan on the right
- if you don't have a Warp Mote, Flee once Brainpan dies and release it just before Firaga would go out of action
- Once next Firaga starts charging, activate and kill the next Brainpan
- if you have a Warp Mote, have Vaan put it in the queue after Firaga goes into action to prevent a move from the Brainpan
- Flee to the stairs, close to the top, release flee, activate and kill the Brainpan
- Turn off Ashe's Gambits
- Despawn the Chimeras on the right
- Ashe Reflect Ashe
- Vaan Reflect Reddas
- Wait for Vaan to catch up, then turn on Ashe's Gambits and activate and kill the Brainpan in the corner
- Flee to the next Brainpan (keep going with the path), release flee before it, activate and kill it
- After Brainpan is dead, switch leader to Penelo
- Penelo Immobilize Penelo
- Switch leader back to Ashe, remove Penelo from the party
- Flee downstairs, turn right and run upstairs to where there was a Brainpan before
- Release flee, activate and kill Brainpan on the left
- Hug the north wall and run back and forth between the wall and the top of the stairs until the Brainpans below respawn
- Release flee and activate and kill the Brainpans at the bottom of the stairs again
- If only one of them spawned, wait until the one on top respawns and kill that one instead
- Run back to the bridge and go through it
- Vaan Reflect Reddas, Ashe Reflect Ashe
- unless do the last room with Warp which is way easier but a bit RNG

## Brainpans 4

- Activate and kill one of the first 2 Brainpans either with Firaga or Warp
- If you use Firaga, have Vaan put it in the queue after Firaga goes into action
- Kill the other Brainpan as well
- After both Brainpans are dead, put Penelo back into the party
- Flee onwards
- if the next Brainpan uses Waterga, Despawn the enemies nearby, otherwise just flee past the first group of enemies
- Despawn the Chimeras on the way
- Kill the Brainpan on Floor 42 by either Firagas or Warp
- Flee past the rest of the enemies
- Despawn if anything is about to hit you (usually Ember Breath from Chimeras if anything)
- Despawn the Aeronite at the top

1. **Penelo**: Reflect **Penelo**
2. **Ashe**: Reflect **Ashe**
3. *If Reddas is Alive*:
  - Someone Reflect Reddas
4. Make sure that **Vaan** has at least 800 HP
5. Right before entering the fight, Turn **ON** **Ashe** and **Penelo**'s Gabmits.

## Slyt

- **Vaan**: Confuse between the rounds of **Ashe**, **Penelo**'s spells
- Should die in 2 rounds. Once it has, then Turn **OFF** **Ashe** and **Penelo**'s Gabmits. and have **Penelo** Dispell both **Ashe**, **Penelo**

## Fenrir

### EQUIPMENT

- **Vaan**: Remove Mirror Mail

### LICENSE

- **Vaan**:
  - *If you didn't get them before*:
    - \* Battle Lore 80
    - \* HP+500
- **Penelo**: (←)
  - Magick Lore 80
  - Quickening
- **Ashe**: (←)
  - White Magick 5
- This is the last time that you are going to License something. If you still weren't able to afford something, make sure that you get it after either **Fenrri** or **Hashmal**

1. *If Vaanis not full HP*:
  - **Ashe**: Cure **Vaan**
2. Use the Waystone
3. Use the Altar of Knowledge, enter the room located behind it
4. **Penelo**: Reflect **Penelo**
5. **Ashe**: Reflect **Ashe**
6. **Vaan**: Protect **Vaan**

### MENU

- Party: **Vaan**, Reddas

### EQUIPMENT

- Optimize **Vaan**

7. Run past all of the enemies in the next three screens, healing **Vaan** if needed.

8. Once you get past all of them:

### MENU

- Party: **Balthier**, **Ashe**, **Penelo**

### GAMBIT

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

9. Phoenix Down Reddas

10. Prep your Cursor onto Sleep

11. At the bottom of the stairs, before the end of the Save Crystal Screen:

- Penelo**: Immobilize Reddas
- Ashe**: Reflect Reddas

12. Open the door to the next room.

13. Once you get halfway up the first set of stairs:

- Ashe**: Decoy **Balthier**
- Ashe** Gambit ON
- Penelo**: Reflect **Balthier**
- Penelo** Gambit ON
- Set Cursor onto Green Magicks, Sleep
- Open the door

### Fenrir

- **Balthier**: Run backwards diagonal, spam Sleep while running.
- **Fenrir** should run around the girls to the left
- **Balthier**: Once Sleep lands, run back to the girls
- Keep him away from Reddas
- **Balthier**: Traveller for some extra damage
- **Balthier**: Recast Sleep twice during the fight. Doing it only once is optimal, if on Battle Speed: Wait, but needs to be timed for when **Fenrir** is at 50% HP
- Phoenix Down **Vaan** if he's dead.
- Right before **Fenrir** dies, Turn OFF **Ashe** and **Penelo**'s Gambits.

Hashmal

1. Cure **Vaan** to full, when he's still in reserve

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

2. Cure Reddas to full while running.
3. At the start of the Third Ascent:
  - (a) **Penelo**: Immobilize the Party, such that **Ashe**, **Penelo**, Reddas all get Immobilized
  - (b) **Ashe**: Float Mote Party
  - (c) **Vaan**: Run back to the Black Waystone up North
4. Run past the enemies on the next screen. Despawn once you approach the second group of enemies by swapping leaders to the Immobilized people briefly.
5. Smack the fake wall on the right and use the Waystone. Be careful of the traps
6. **Penelo**: Reflect Reddas
7. If a chest spawns here, then it's either an Elixir or 999 Gil.
8. Go through the two fake walls, choose the Red Waystone (at the back right).
9. During this, Aeronite can deal 1500+ Damage, so make sure that **Vaan** doesn't die to it
10. Choose the Pink Waystone, in front of you on the right
11. Run Right
12. **Ashe**: Reflect **Ashe**
13. **Penelo**: Reflect **Penelo**
14. Smack the fake wall
15. Remove **Ashe**, **Penelo** from the party.
16. Heal **Vaan** if he's below 1200HP. Instead, you can try to avoid **Vaan** getting hit if you move well.
17. Use the Waystone, and use the lift to start the fight.

## Hashmal

- Make sure that **Vaan** is targeted.

### MENU

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

### EQUIPMENT

- **Ashe**: Cherry Staff
- **Penelo**: Cherry Staff

### GAMBIT

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

- **Vaan**: Run around the girls
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off
- *If Reddas is Full HP and **Vaan** can take a hit, 1200+HP:*
  - It's good to let **Hashmal** get one move off, to make it less likely that Reddas gets countered
- *If Reddas got hit by the Tower or **Vaan** is low on HP:*
  - Try to avoid **Vaan** from getting hit
- After all 8 Aerogas from the first round land:

### EQUIPMENT

- **Vaan**: Remove Weapon

- ATB Refresh **Penelo**, **Ashe**, by removing their weapons and then equipping Flame Staff and Cherry Staff
- Let the Gambits Kill
- Right before the fight ends, Turn **OFF** **Ashe** and **Penelo**'s Gambits.

## The Undying

- If Reddas is Dead:*
  - Phoenix Down
- If Reddas is at full HP:*
  - **Penelo**: Dispell Reddas
- If Reddas is not at full HP:*
  - **Ashe**: Dispell Redass
- Whoever used Dispel, Dispel themselves.
- Get Reddas to Critical HP
  - *If Reddas is at full HP:*
    - **Ashe**: Aero Reddas
  - *If Reddas is above 587 HP:*
    - **Penelo**: Dark Reddas
  - *If Reddas is below 587 HP:*
    - **Vaan**: Dark Reddas

### EQUIPMENT

- **Vaan**: Remove Mirror Mail

6. Run to the Cutscene.

7. After the Cutscene:

- (a) **Penelo**: Berserk Reddas
- (b) **Penelo**: Reflect Penelo
- (c) **Vaan**: Protect Vaan
- (d) **Ashe**: Decoy Vaan
- (e) **Ashe**: Reflect Ashe
- (f) **Ashe** Gambit **ON**

#### EQUIPMENT

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

#### GAMBIT

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

#### Gabranth

- Let the Gambits kill
- If **Gabranth** starts running towards **Vaan**:
  - Run away
  - Don't let him hit you
- There is a cutscene at 50% HP
- After the cutscene, immediately Elixir/X-Potion **Vaan**
- **Penelo**: Reflect Reddas
- **Gabranth**: Guilt
- Wait until Reddas kills
- Heal **Vaan** as needed
- You must have full MP on **Vaan**. Run around in circles for MP if you didn't have an Elixir
- If **Gabranth** readies *Circle of Judgement*:
  - Run a little bit away so that no one else gets hit by the AoE

#### Cid 1

##### Phase 1

- Config: Battle Mode Wait
- If *Reddas didn't get reflected*:
  - **Penelo**: Reflect Reddas
- **Penelo**: X-Potion Reddas
- **Ashe**: Dispel **Cid**
- **Vaan**: Start running towards a pillar.
- **Cid**'s Attack will land, wait until he retargets **Vaan** before moving behind the pillar
- **Penelo**: Oil **Cid**
- **Vaan**: X-Potion. Once it lands, Remove Mirror Mail
- **Ashe**: Decoy **Vaan**. Once it starts casting, Equip Mirror Mail
- **Vaan**: Hide behind pillar until **Ashe**, **Penelo** kill **Cid**



### Famfrit

- **Vaan**: Flee to the Right Pillar
- **Ashe**: Dispell **Famfrit**
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off when Dispel and Firaga are close to going into action
- ATB Reset everyone once 3 Firagas hit **Famfrit**
- Heal **Vaan** if necessary
- **Vaan**: Run to the Left Side of the pillar before the second round of Firagas go off
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off
- ATB Reset everyone once the Firagas are done
- Let **Famfrit** target **Vaan**, but go behind the pillar before he gets Briny off
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off once the Firagas are close to action

8. If you're low on items, you can stop by the item shop to buy more X-Potions and Phoenix Downs. You can sell at loot, cherry stave, and golden amulets.

9. **Penelo**: Remove Weapon

10. Once you get to Bahamut:

- (a) Turn **OFF** **Ashe** and **Penelo**'s Gambits.
- (b) **Penelo**: Penelo Fira Ashe
- (c) Open the door once it lands on both

### MENU

- Party: **Vaan**
- Config: Battle Speed Slow

11. Turn **ON** **Ashe** and **Penelo**'s Gambits.

12. Enter the fight

### Granth 2

- **Vaan**: Stand in front of the girls until **Vaan** gets targeted, then loop around the girls so that **Gabranth** doesn't get an attack on.
- **Vaan**: Belias Freeze - Put **Belias** in the Queue, cancel it before it goes off once the Firagas go into action, reset the freeze once all the Firagas land. One more Firaga hit should trigger the cutscene.
- Prep cursor on Gambits
- IMMEDIATELY open the battle menu, mash at the end of the cutscene
- **Ashe**: Reflect **Ashe**. This will clog the queue so that **Gabranth** gets reflected before he gets Renew off
- **Vaan**: Traveler **Gabranth**
- *If you don't kill before Innocence:*
  - **Vaan**: Move away from the girls so that they don't get killed

13. **Ashe**: Dispel **Ashe**

14. **Penelo**: Decoy **Vaan**

15. **Vaan**: Activate Switch

16. Once **Vaan** is buffed:

### MENU

- Party: **Balthier**, **Ashe**, **Penelo**
- Config: Battle Mode Active

17. Turn ON Ashe and Penelo's Gambits.

18. Time it so that they Reflect themselves before the fight starts. The later you do it, the more Reflect time that you'll have, but you have to ensure that it's on at least right before the fight or at the very beginning of the fight.

### Vayne

- Vaan: Flee, keeping your distance from Vayne. Try to leave the girls next to Larsa so that Larsa gets killed.
- If Vayne opens with Pummel:
  - You need to keep an even greater distance
- Two rounds of Firagas trigger the cutscene. Let Vayne kill Balthier before that happens.
- If Vayne opens with Pummel:
  - It's better to let Balthier get killed by Firagas from the girls, so try to get them close for the second round.
- Once Balthier dies, replace him with Vaan. Make sure that Vaan is your party leader at the cutscene.
- Setup your cursor on X-Potion while waiting for Mach Wave.
- Vayne uses Mach Wave usually before the girls get their Firaga off.
- After Mach Wave:
  - Vaan: X-Potion Vaan
- Watch out for who Vayne targets
- he sometimes ignores Decoy
- Four Firagas should hit Vayne
- Group everyone up, by turning off Penelo's Gambit and moving Vaan close to Ashe, then turn Penelo's gambit on again once she's close.

### EQUIPMENT

- Vaan: Jackboots

### MENU

- Config: Battle Mode Wait

- Don't let Vaan get hit by Vayne's Attack, but make sure that Vaan is close enough that the Firagas reflect off of him onto Vayne
- you need all 6 Firagas to land in order to kill.
- If Firagas go off before Mach Wave:
  - Group everyone up right after Mach Wave
- If one Firaga goes off before Mach Wave:
  - Let the other one go off before grouping everyone up
- If a girl gets targeted:
  - Make that girl the Party Leader
  - Keep your distance from Vayne until you trigger Force of Will
- If anyone in the main party dies:
  - REcover in this phase, it's a lot easier
- Vaan: Make sure taht you have full MP before going into Novus

## Vayne Novus

- Ashe Dispel Novus
- Penelo Oil Novus (after Dispel has charged a bit)
- Belias freeze once Oil is almost charged
- it's good to move in a way that Novus Attacks Vaan right as Belias freeze starts so he can't combo
- ATB reset everyone once Oil lands
- Vaan X-Potion whenever necessary (ATB reset it by removing weapon + Optimise)
- Make everyone hug Novus
- Belias freeze at first round of Firagas
- Make Penelo your party leader before cutscene
- After Cutscene:
- Ashe Dispel Novus
- Penelo start running towards Novus and Oil once Dispel has charged a bit
- Novus tries to move into the center, block his path with Penelo
- Belias freeze once Oil is almost charged
- Switch leader to Ashe
- ATB reset everyone once Oil lands
- Move Ashe to block Novus's path as well, heal Vaan if necessary
- Belias freeze first round of Firagas
- ATB reset everyone once damage happens
- keep blocking his path
- Belias freeze second round of Firagas
- this should kill if not too many of Firagas hit the Sephiras
- Vaan must be the party leader at the end

## Undying

- Vaan run towards Undying
- Ashe Decoy Vaan
- Gambits off
- Penelo X-Potion Vaan if necessary
- Remove Mirror Mail very briefly before Decoy goes into action and put it back on once it does
- Vaan X-Potion whenever necessary (ATB reset X-Potions by Remove All+Optimise)
- Group up everyone close to Undying
- Turn on Gambits, Belias freeze first round
- If Undying moves, keep your party members close to him
- Belias freeze the second round
- Release with an X-Potion and run to the opposite side of the field of the girls
- Once you're far enough, ATB reset the X-Potion and switch your leader to Ashe
- Once Vaan gets close enough, Belias freeze again
- ATB reset everyone once Firagas land
- Observe if both girls get their spells off before Undying gets Chain Magick off
- if they do, keep the girls close to Undying until he dies (should happen before Magick Barrier goes off)
- If they don't:
- Keep the girls close to Undying
- Once Undying readies Magick Barrier, turn girls' gambits off
- Party: Fran only
- Let Fran die to Ascension, bring back the main party, turn on Ashe and Penelo's gambits in the menu
- Keep the girls close to Undying until he dies