# FF13 Any%

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# Contents

## Acknowledgements

# Chapter 1

### Manasvin Warmech (1) - 1:06

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

### Pantheron & PSICOM Warden - 0:16

Camera Trick on the ramp and hope Sazh is nice.

### PSICOM Marauder & PSICOM Enforcer x2 - 0:39

19% chance of a **Phoenix Down**

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

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

- Hand Grenade PSICOM Warden A
- Repeat PSICOM Warden B
- Repeat Pantheron A
- Hand Grenade or Auto-battle until victory

19% chance of a **Phoenix Down**

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

### Beta Behemoth - 0:51

- Potion
- Auto-battle twice
- Auto-battle, execute at 1.5 ATB
- Auto-battle twice
- Auto-battle, execute at 1.9 ATB
- Auto-battle until victory

Save prompt after cut-scene #1

### Myrmidon - 0:43

- Auto battle, execute at 1.5 ATB
- Auto-battle
- Auto-battle 1 Attack
- Auto-battle, execute at 1.5 ATB
- Auto-battle
- Potion if anyone goes to less than 60HP
- Auto-battle once staggered, try to interrupt.

25% chance of a **Polymer Emulsion**

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

### MENU

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

Run through and fight if you fail it.

### Pantheron x2 & PSICOM Aerial Recon x3 - 0:30

- Hand Grenade whatever PSICOM Aerial Recon will hit the most things. Swap targets after every one to change Gadot's damage.
- Hand Grenades until victory.

27.1% chance of a **Phoenix Down**

### PSICOM Warden & PSICOM Enforcer x2 - 0:15

27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #1

# Chapter 2

### Pantheron - 0:10

- Attack x2
- Repeat

### MENU

- **Settings**
  - Battle Speed: Slow

Farm both 100% Deceptisols by waiting 23 seconds.

### Zwerg Scandroid x3 (1) - 0:23

100% chance of a **Deceptisol**

### Zwerg Scandroid x3 (2) - 0:23

100% chance of a **Deceptisol**

### MENU

- **Settings**
  - Battle Speed: Normal

### Pantheron x2 - 0:16

- Hand Grenade x3, Attack x2 if not dead
- Target Pantheron A while ATB is charging, switch to Pantheron B after 1.3 ATB for each Grenade

12% chance of a **Fortisol**

Camera trick the dogs after prompt.

### Zwerg Scandroid x4 (Lightning Lead) - 0:32

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

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

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

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

12% chance of a **Fortisol**

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

| MENU |
| --- |
| • **Equipment**<br>   – Lightning<br>      ∗ Optimize: Offensive (Gladius) |

| Pantheron & Zwerg Scandroid x2 (Snow Lead) - 0:14 |
| --- |
| 12% chance of a **Deceptisol** |

Access the menu in mid-air.

| MENU |
| --- |
| • **Settings**<br>   – Battle Speed: Slow |

| Zwerg Scandroid x4 (Vanille Lead) **Don't Pre-Empt** - 0:32 |
| --- |
| • Auto-battle 1 Attack<br>• Wait 32 seconds to end or let Hope end the fight.<br>96% chance of a **Fortisol** |

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

| MENU |
| --- |
| • **Settings**<br>   – Battle Speed: Normal |

| Ghoul x3 - 0:12 |
| --- |
| 12% chance of a **Fortisol** |

Check shrouds. Minimum required 2 Deceptisols/Fortisols, safety is 4 Deceptisols/3 Fortisols.

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

| Ghoul - 0:41 |
| --- |
| • Wait 41 seconds before attacking or let Sazh finish the battle. |

**Fortisol** on the elevator.

| Anima - 0:54 |
| --- |
| • Blitz Anima while dodging his swipes until the Left Manipulator dies<br>• Potion if anyone is below 100 HP<br>• Attack Anima until half health while still dodging his swipes<br>• Kill the Right Manipulator<br>• Auto-battle until victory. |

Save prompt after cut-scene #2
Save prompt after cut-scene #3

| Ghast x3 - 0:12 |
| --- |
| • [1] - Relentless Assault (**COM**/**RAV**/**RAV**)<br>   – Skip Tutorial, Auto-battle a Ghast that isn't the default<br>   – Select Attack x3, change target and execute when Snow starts to attack<br>   – Repeat 1 Attack on the last Ghast<br>8% chance of a **Deceptisol** |

| MENU |
| --- |
| • **Equipment**<br>   – Snow<br>      ∗ Equip: Wild Bear |

| SHOP 3 000 GIL |
| --- |
| • B&W Outfitters<br>   – Sell<br>      ∗ Items<br>         · Phoenix Down up to 2<br>      ∗ Weapons<br>         · Power Circle<br>      ∗ *If only sold 1 Phoenix Down:*<br>      ∗ Components<br>         · Credit Chip<br>   – Buy<br>      ∗ Power Wristband<br>      ∗ Magician's Mark x2 |

| MENU | | |
| --- | --- | --- |
| • **Paradigms** | | |

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

• **Crystarium**
   – Lightning
      ∗ Commando
         · 1 node, Strength +4
   – Snow
      ∗ Commando
         · Both side nodes, Strength +18, HP +70
• **Equipment**
   – Lightning
      ∗ Optimize: Offensive (Power Wristband)
   – Vanille (→→)
      ∗ Optimize: Offensive (Magician's Mark)
   – Sazh (→)
      ∗ Optimize: Offensive (Magician's Mark)

| PSICOM Warden x7 - 0:02 |
| --- |
| 8% chance of a **Fortisol** 52.2% chance of a **Phoenix Down** |

Start walking backwards once you cross the line in the center of the bridge, Snow will start talking and it makes the cutscene

happen faster.

## Manasvin Warmech (2) - 0:52

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

8% chance of a **Deceptisol**

## MENU

- **Paradigms**
  – Generate Offensive: [2], [3], [4]
- **Crystarium**
  – Vanille
    * Ravager
      · 2 nodes, Water

**Deceptisol** on the brog fridge, cancel on the brogs.

## Alpha Behemoth - 0:40

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

8% chance of a **Deceptisol**

**Deceptisol** on the final jump, cancel on the 3 sentries after the cutscene.

Pick up the **2 Librascopes** located left of the stairs.

## Garuda Interceptor - 1:19

- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  – Attack x3
  – Shift mid-air
- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
  – Libra
  – **STAGGER**
  – Auto-battle
  – Auto-battle 2 Attacks
- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  – Auto-battle
  – Skip 2 cutscenes
  – Auto-battle
  – Shift mid-air
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  – Auto-chain 4 Thunders. If interrupted, cancel the string.
  – Auto-chain the missing Thunders
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  – Auto-chain
  – Shift after Sazh and Vanille finished their strings
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  – Auto-chain twice
  – Shift after Sazh and Vanille finished their strings
- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  – **STAGGER**
  – Auto-battle until victory, ATB refresh with [3]

8% chance of a **Fortisol**

Save prompt after cut-scene #1

## PSICOM Ranger x3 Stiria & Nix - 0:55

- [1] Commando (**COM**)
  – Attack x3 PSICOM Ranger C (←)
  – Repeat on whichever Ranger is at full HP
- Skip cutscene
- [1] Commando (**COM**)
  – Attack-Ruin-Attack
- [3] Ravager (**RAV**)
  – Froststrike x3
  – Repeat 2 Froststrikes
- [2] Sentinel (**SEN**)
  – Shift after ATB Charge attacks end
- [1] Commando (**COM**)
  – Repeat. If interrupted, cancel and repeat again.
- [3] Ravager (**RAV**)
  – Repeat
  – Repeat one Froststrike
- Repeat between [1] and [3] until ATB Charge attacks, then switch to [2]
- X when Gestalt fills, Select skips animation

8% chance of a **Fortisol** 27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #5

# Chapter 4

## Pantheron x4 - 0:09

- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Blitz Pantheron C (←)
  - Attack x3 Pantheron A

6% chance of a **Fortisol**

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

## MENU

- **Paradigms**
  - Generate Balanced: [6], set default
  - Generate Offensive: [5]

## Pulsework Solider & Watchdrone x3 - 0:41

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

6% chance of a **Aegisol**

## Pulsework Soldier Pre-Empt - 0:20

- [1] Tri-disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain
  - **STAGGER**, shift after Vanille's string
- [4] Variety (**RAV**/**SAB**/**MED**)
  - Shift immediately. Vanille will be casting Deshell
- [1] Tri-disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain 2 Fires
  - Auto-chain

6% chance of a **Aegisol**

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

## MENU

- **Paradigm**

| | Sazh | Lightning | Vanille | |
|---|---|---|---|---|
| | **RAV** | **COM** | **RAV** | |
| | **SYN** | **COM** | **SAB** | |
| – | **RAV** | **COM** | (**RAV**) | |
| | *RAV* | *RAV* | *SAB* | ← *Default* |
| | **RAV** | [**RAV**] | **RAV** | |
| | [**SYN**] | (**RAV**) | **RAV** | |

- **Crystarium**
  - Sazh
    * Synergist
      · 6 Nodes, All of them
  - Lightning
    * Commando
      · (→)2 nodes, Powerchain
    * Ravager
      · 3 nodes, 1 Up, Strength +10
      · 2 nodes, HP +15 after Water
  - Vanille
    * Saboteur
      · 5 nodes, Magic +4
- **Equipment**
  - Hope
    * Optimize: Balanced (Ninurta, Silver Bangle)

## Incubus x2 & Succubus - 0:30

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

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

## Dreadnought - 2:17

- [4] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Auto-chain, execute two Fires early. Shift when Dreadnought hits you
- [5] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain 2 Fires.
- [6] Malevolence (**SYN**/**RAV**/**RAV**)
  - Auto-support (Bravery on Lightning). Shift after Lightning's third spell
- [4] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Auto-chain until Deprotect and Deshell land. Shift after Lightning's third spell
- [5] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain
  - Libra
  - Potion
  - Potion again if Sazh or Lightning is below 260HP
  - **STAGGER**
  - Auto-chain. Shift after Lightning's third spell post-stagger.
- [1] Relentless Assault (**RAV**/**COM**/**RAV**)
  - Auto-chain
  - ATB refresh after Lightning's second full string
- Skip cutscene

---

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

## Corps Gunner x4 & PSICOM Tracker - 0:32

- [1] Slash and Burn (**COM**/**RAV**)
  - Shift Immediately
- [2] Supersoldier (**COM**/**SYN**)
  - Blitz PSICOM Tracker (↓↓)
  - Potion as needed
  - Repeat on good targets until Hope has Protect
- [1] Slash and Burn (**COM**/**RAV**)
  - Repeat on good targets until victory

6% chance of a **Aegisol** 61.5% chance of a **Phoenix Down**

Pick up the **Librascope** located side pathway at the Uhlan dodge.

## PSICOM Tracker x2 - 0:13

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

Hit 25 Pulsework Soldiers in the minigame. Pattern: 4-all-4-all. Pick up the **20 Thickened Hides** located in the left chest after the minigame.

## MENU

- **Paradigm**

  | | Lightning | Hope | |
  |---|---|---|---|
  | | **COM** | **RAV** | |
  | – | *COM* | *SYN* | ← *Default* |
  | | **MED** | **MED** | |
  | | **RAV** | **RAV** | |
  | | [**RAV**] | **RAV** | |

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

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

## Odin - 0:52

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

Run backwards to trigger cutscene

## PSICOM Ranger x3 & Uhlan x2 - 0:38

- [2] Supersoldier (**COM**/**SYN**)
  - Auto-battle
  - Ruin *if triggered Powerchain else* Ruin x2
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Summon
  - Auto-chain
  - Target the other Uhlan and shift
- [5] Dualcasting (**RAV**/**RAV**)
  - Auto-chain twice
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - X - Gestalt when bar is full
  - B - Thunderfall (possible to skip if chain on both is above 287.5%)
  - Y - Zantetsuken

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

Save prompt after cut-scene #1
Pick up the **Auric Amulet** located side pathway.

## MENU

- **Paradigm**
  - In Generate: Set [2] to Default
  - Generate Offensive: [3]
- **Equipment**
  - Sazh
    - Optimize: Balanced (Vega 42s & PW)

## SHOP  8 350 GIL

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

## UPGRADE

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

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

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

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

6% chance of a **Deceptisol**

## Pulsework Soldier x2 Pre-Empt - 0:25

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

6% chance of a **Aegisol**

## Bomb & Pulsework Soldier (2) Pre-Empt - 0:20

- [2] Tide Turner (**SYN**/**SAB**)
  - Bravery Sazh, shift immediately
- [3] Divide & Conquer (**COM**/**SAB**)
  - Auto-battle
  - Auto-battle 1 Attack for duration if needed
  - Auto-battle 2 Attacks after stagger
- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-battle until victory

6% chance of a **Aegisol**

## Bomb x2 - 0:11

- *If Pre-Empt*
  - [2] Tide Turner (**SYN**/**SAB**)
    - Bravery Sazh
  - [1] Slash & Burn (**COM**/**RAV**)
    - Auto-battle Bomb B
- *Else*
  - [2] Tide Turner (**SYN**/**SAB**)
    - Bravery Sazh, shift immediately
  - [1] Slash & Burn (**COM**/**RAV**)
    - If neither Bomb is self-destructing, Auto-battle
    - If one is self-destructing, Auto-battle it
    - If both are self-destructing, Auto-battle 1 Attack multiple times to get distance.

6% chance of a **Aegisol**

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

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

# Chapter 5

MENU

- **Paradigm**
  - Generate Balanced [2]
  - Generate Offensive [6], [5]
- **Crystarium**
  - Hope
    - ∗ Ravager
      - · 12 nodes, Water
  - Lightning
    - ∗ Commando
      - · Back 2 Up 2, Lifesiphon
    - ∗ Ravager
      - · 6 nodes, Aquastrike
- **Equipment**
  - Lightning
    - ∗ Optimize: Offensive (Power Wristband)
  - Hope
    - ∗ Optimize: Offensive (Magician's Mark)

Camera Trick after the fourth dodge after the second elevator.

### Silver Lobo x2 - 0:34

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

1% chance of a **Fortisol**

### Crawler x4 Pre-Empt - 0:05

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

1% chance of a **Aegisol**

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

### Feral Behemoth (Hope Lead) - 0:40

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

1% chance of a **Fortisol**

### Crawler x10 No Pre-Empt - 0:21

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

1% chance of a **Fortisol**

### Feral Behemoth (Lightning Lead) - 0:33

- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-Battle 1 Attack (Powerchain)
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Aquastrike x4
  - If interrupted before, repeat 1-2 Aquastrikes to stagger
- [5] Dualcasting (**RAV**/**RAV**)
  - Repeat 8 total Aquastrikes, executing early to interrupt (typical pattern of 4, 1, 3)
  - **COM**-buffer last strike into
- [6] Slash & Burn (**COM**/**RAV**)
  - Auto-battle

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

## Corps Marksman x2 & Milvus Velocycle | Deceptisol - 0:33

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

1% chance of a **Aegisol**

## Corps Marksman x2 & Milvus Velocycle DECEPTISOL - 0:18

- [1] Slash & Burn (**COM**/**RAV**)
  - Hover over Milvus Velocycle (↑), Shift
- [5] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Summon
  - Auto-chain
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain until Velocycle's chain is above 485%
  - X - Gestalt
  - Y - Zantetsuken

## MENU

- **Crystarium**
  - Lightning
    - * Commando
      - · 1 node 1 right, Magic +6
      - · *If you didn't miss the PW kill in Chapter 4:*eginitemize
      - · 1 node, HP +25
    - * Ravager
      - · 3 nodes, Fire
  - Hope
    - * Ravager
      - · 1 node up 1, Fearsiphon
      - · 1 node, Strength +3

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

## Aster Protoflorian - 1:45

- [1] Slash & Burn (**COM**/**RAV**)
  - Ruin x4
- [3] Supersoldier (**COM**/**SYN**)
  - Libra
  - Repeat
- [4] Dualcasting (**RAV**/**RAV**)
  - Potion during **Efflorescence**
  - Fire-Thunder-Fire-Thunder
- [5] Dualcasting (**RAV**/**RAV**)
  - Repeat while potioning as needed. Physicals min is 170 HP, seed burst is 260 HP
  - Refresh with [4] after every third of Hope's strings
- Until chain is 180%:
  - **Exo Fire** : Water-Thunder-Water-Thunder, then Attacks/Ruins in [2] until he changes Exo, Potion as needed.
  - **Exo Ice** : Auto-chain
  - **Exo Lightning** : Water x4
  - **Exo Water** : Thunder x4
  
  *If fight isn't going well:*
- [2] War & Peace (**COM**/**MED**)
  - Repeat 3-8 Ruins.
- [4] Dualcasting (**RAV**/**RAV**)
  - Repeat
  - **STAGGER**
- **Exo Lightning** or **Exo Water**:
  - Aquastrike x4 if *Exo Lightning* else Sparkstrike x4
  - Repeat in pattern of 4-4-1 or 4-3-2, Refresh with [5]
  - Continue until victory, **COM**-buffer if needed on last Strike to kill.
  - Can Summon and Instant-Zantetsuken if worried that you won't kill.
- **Exo Ice**:
  - Refresh with [5] until 500% chain
  - [6] Slash & Burn (**COM**/**RAV**)
    - * Auto-battle, cancel after 3 Attacks, time to maintain interruption
    - * Refresh with [1] after 9 attacks
    - * Repeat until stagger about to end, or chain is about 800% and Proto's HP is to the left of E in TARGET
    - * Summon
    - * X - Gesetalt
    - * Y - Zantetsuken
- If failed to kill, retry

## MENU

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

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

# Chapter 6

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

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

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

## Enki & Enlil - 1:43

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

3% chance of a **Aegisol**

- [3] Tide Turner (**SAB**/**SYN**)
  - Librascope
  - Deprotect-Poison-Deprotect
  - If Deprotected, Poison x3, else Repeat
  - Shift after Sazh casts Vigilance on Vanille
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Potion
  - Auto-chain 2 Fires
- [6] Divide & Conquer (**SAB**/**COM**)
  - Ready Poison x3 and execute after Sazh's third attack
  - Repeat after Sazh's third Attack
  - Potion
  - If Enki isn't dead, repeat this until he is dead
- [3] Tide Turner (**SAB**/**SYN**)
  - Deprotect-Deshell-Deprotect
  - Shift after Sazh has Enwater
- [4] Dualcasting (**RAV**/**RAV**)
  - Repeat
  - Shift after Sazh's third Fire
- [5] Undermine (**SAB**/**RAV**)
  - Debuff as needed
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain until **STAGGER**
- [6] Divide & Conquer (**SAB**/**COM**)
  - Poison x3 after Sazh's third attack
  - Shift after Sazh's third attack in his second string
- [1] Slash & Burn (**RAV**/**COM**)
  - Auto-chain until victory

## MENU

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

# Chapter 7

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

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

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

Pick up the **2 Incentive Chips** located up the ledge.

Pick up the **Guardian Amulet** located in the corner.

Pick up the **3 Thrust Bearings** located in the hidden alcove.

Pick up the **Vidofnir** located on the right after the hidden alcove.

**Deceptisol** on the first battle zone, cancel on the Bike after the ladder.

**Deceptisol** on the corner, cancel on the Bike after reaching save point zone.

## SHOP  29 080 GIL

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

## UPGRADE

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

## MENU

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

## Ushumgal Subjugator 1 (Snow Lead) - 1:25

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

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

## Ushumgal Subjugator 2-1 (Hope Lead)

- [1] Ravager (**RAV**)
  - Shift immediately
- [2] Medic (**MED**)
  - Libra
- [3] Synergist (**SYN**)
  - Die

Retry the fight.

## MENU

- **Paradigm**
  - Move the first paradigm to the last slot

    | Fang | Lightning | Hope | |
    |---|---|---|---|
    | [**COM**] | **COM** | **RAV** | |
    | **COM** | **RAV** | (**RAV**) | |
    | *(SAB)* | *(RAV)* | *RAV* | ← *Default* |
    | **SEN** | (**RAV**) | (**RAV**) | |
    | SAB | (**RAV**) | **SYN** | |
    | **COM** | **RAV** | **RAV** | |

- **Crystarium**
  - Fang
    - Commando
      - 3 nodes, Adrenaline
    - Saboteur
      - 5 nodes, HP +20
  - Lightning
    - Ravager
      - 1 node up 1, Magic +10
      - 10 nodes, Thundara
  - Hope
    - Ravager
      - 6 nodes, Thundara
- **Equipment**
  - Fang
    - Optimize: Offensive (Power Wristband *)
  - Hope (←)
    - Optimize: Defensive (Silver Bangle)
  - Lightning (←)
    - Optimize: Offensive (Magician's Mark Lv2)

## Ushumgal Subjugator 2-2 (Fang Lead) - 2:25

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

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

## PSICOM Aerial Sniper x2 & PSICOM Scavenger x2 - 0:25

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

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

## PSICOM Bombardier & PSICOM Predator x2 - 0:30

- [1] Aggression (**COM**/**COM**/**RAV**)
  - Hover over the Bombardier (↓) then shift
- [2] Relentless Assault (**RAV**/**COM**/**RAV**)
  - Fire-Thunder-Fire-Thunder
- [1] Aggression (**COM**/**COM**/**RAV**)
  - **STAGGER**
  - Blitz x2
  - Repeat until Bombardier is dead
- [2] Relentless Assault (**RAV**/**COM**/**RAV**)
  - Repeat with COM-buffer to win if needed

27.1% chance of a **Incentive Chip** 2.5% chance of a **Fortisol**

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

## MENU

- **Paradigm**

  |  | Lightning | Fang | Hope |  |
  |---|---|---|---|---|
  |  | *COM* | *COM* | **RAV** | ← *Default* |
  |  | **RAV** | **COM** | **RAV** |  |
  | – | **RAV** | **SAB** | **RAV** |  |
  |  | **RAV** | **SEN** | **RAV** |  |
  |  | (**COM**) | (**COM**) | **SYN** |  |
  |  | **RAV** | **COM** | **RAV** |  |

- **Crystarium**
  - Lightning
    * Commando
      · 2 or 3 nodes, HP +25
    * Medic
      · 4 nodes down 1, Accessory
- **Equipment**
  - Lightning
    * Optimize Balanced
  - Fang
    * Power Wristband * → Magician's Mark Lv2
  - Lightning
    * Tungsten Bangle → Power Wristband *

Activate a **Fortisol**.

## Havoc Skytank - 1:36

- [1] Aggression (**COM**/**COM**/**RAV**)
  - Attack x4 Starboard Hull (↑)
- [5] Strike Team (**COM**/**COM**/**SYN**)
  - Repeat
  - Summon
  - Repeat, refresh between [1] and [5] until all are dead, targeting the Hulls first (↓).
- Until the second Main Cannon, after Odin Leaves:
  - Repeat in [1] and [5]
  - Potion if Hope got hit, else Potion as soon as the Main Cannon animation starts
- When Main Cannon starts:
  - [2] Relentless Assault (**RAV**/**COM**/**RAV**)
    * Auto-chain twice
  - [1] Aggression (**COM**/**COM**/**RAV**)
    * **STAGGER**
    * Repeat twice, refresh with [5] until dead.

Save prompt after cut-scene #1

# Chapter 8

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

## MENU

- Skip the Paradigm Menu if you used a **Fortisol** on Enki and Enlil
- **Paradigm**
  - Generate Balanced [2]
- **Crystarium**
  - Sazh
    * Commando
      · 3 nodes, Blitz
    * Synergist
      · 4 nodes 1 side, Accessory
      · 8 nodes, Enfrost
    * Ravager
      · 2 nodes, Strength +7
  - Vanille
    * Ravager
      · 10 nodes up 1, Overwhelm
      · 2 nodes down 1, Fira
      · 1 node, HP +5
    * Saboteur
      · 2 nodes up 1, Quake
      · 4 nodes, Role Level 2
    * Medic
      · 11 nodes, Str +3
- **Equipment**
  - Vanille
    * Optimize: Balanced (Tungsten Bangle)
  - Sazh
    * Optimized: Balanced (Shield Talisman, Doctor's Code)

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

## Zwerg Metroid - 0:06

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

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

## Midlight Reaper - 1:10

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

## Brynhildr - 0:52

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

Save prompt after cut-scene #2

# Chapter 9

## PSICOM Infiltrator & PSICOM Raider x2 - 0:20

- [1] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Summon
  - Thundara x2 PSICOM Infiltrator (↑)
- [2] Delta Attack (**COM**/**RAV**/**SEN**)
  - Blitz x2 PSICOM Infiltrator
  - X - Gestalt
  - Thunderfalls until both Raiders (→) are staggered (above 185% chain with Zantet Lv.3)
  - Y - Zantetsuken
- [1] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Use four -strikes on any survivors

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

## MENU

- **Paradigm**
  - Generate Offensive: [1] x2, set [2] default
  - Generate Offensive: [3], [4] x2, [5], [6]
- **Crystarium**
  - Lightning
    - \* Commando
      - · 1 node up 1, 7 nodes side 1, 9 nodes, Smite
  - Fang
    - \* Saboteur
      - · 1 down, Accessory
      - · 4 nodes, Curse
- **Equipment**
  - Lightning
    - \* Remove
      - · All Accessories
  - Fang (→→)
    - \* Power Wristband \*
    - \* Brawler's Wristband
  - Lightning (←←)
    - \* Magician's Mark
    - \* Doctor's Code

## PSICOM Infiltrator x2 & PSICOM Raider - 0:44

- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Target PSICOM Infiltrator A (↓)
  - Potion as needed
  - Fire-Thunder-Fire-Thunder **STAGGER**
- [3] Aggression (**COM**/**RAV**/**COM**)
  - Ruin x4
  - Repeat until dead
- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Repeat on PSICOM Infiltrator B until **STAGGER**
- [3] Aggression (**COM**/**RAV**/**COM**)
  - Repeat until dead
- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Repeat
  - Thunder-Thundara **STAGGER**
  - Shift after Fang launched
- [3] Aggression (**COM**/**RAV**/**COM**)
  - Repeat until victory

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

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

## MENU

- **Paradigm**
  - Swap the first and third paradigms

| Sazh | Vanille | |
|---|---|---|
| *SYN* | *SAB* | ← *Default* |
| **COM** | **MED** | |
| **COM** | **RAV** | |
| **RAV** | **RAV** | |
| [**RAV**] | SAB | |
| [**COM**] | SAB | |

- **Crystarium**
  - Sazh
    - \* Synergist
      - · 1 node, Haste
    - \* Ravager
      - · (↓) 2 nodes right 2, Aero
      - · 7 nodes left 1, Overwhelm
      - · 3 nodes, Strength: +4
- **Equipment**
  - Sazh
    - \* Remove Doctor's Code if no Fortisol

## Flanborg & Flanitor - 0:14 | 0:32

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

1.25% chance of a **Deceptisol**

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

## Thermadon & Vespid Soldier - 1:15

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

1.25% chance of a **Aegisol**

Camera trick for this entire section.

## SHOP  34 390 GIL

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

## UPGRADE

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

## Kalavinka Striker 1 - 0:52

- [1] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Libra
  - Auto-chain, execute after Kalavinka hits you
  - Shift after Fang finished her string
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Auto-chain until Slow
- [4] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-chain, shift after everyone finished the string
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Auto-battle with refreshes with [3] until victory

## Kalavinka Striker 2 - 1:25

- [1] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Potion
  - Auto-chain 2 spells
  - Shift after Fang finished her string
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - *Lightning targeted*:
    - Potion
    - Auto-chain 2 spells
    - Potion
    - Auto-chain
  - *Hope targeted*:
    - Potion twice
    - Auto-chain
  - *Fang targeted*:
    - Auto-chain
    - Potion
    - Auto-chain
- [1] Smart Bomb (**RAV**/**RAV**/**SAB**) *if not Slow and Curse else* [4] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-chain until Slow and Curse, refresh with [6] if needed
  - Potion if needed
- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-chain twice
  - Potion if Hope doesn't have the lowest HP
- [4] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-chain until Hellstorm Bolt hits, has a chance to be interrupted
  - Phoenix Down Hope if he died, Potion after
  - **STAGGER**
  - Auto-chain, try to **COM**-buffer into:
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Auto-battle with refreshes with [3] until victory
  - Potion if needed

1.25% chance of a **Aegisol**

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

## MENU

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

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

- **Crystarium**
  - Lightning
    * Commando
      · 3 nodes left 2, Quake
  - Snow
    * Commando
      · 1 node, Role level 2
    * Ravager
      · 4 nodes left 1, Water
      · 1 node up 1, Aquastrike
      · 8 nodes, Strength +3
- **Equipment**
  - Fang
    * Remove
      · All accessories
  - Snow (←)
    * Optimize: Defensive (Soulfont)
  - Lightning (←←)
    * Optimize: Defensive (DC, WW8)
  - Snow (→→)
    * Optimize: Offensive (PW*)
  - Sazh (←)
    * Optimize: Offensive (BT/ST, SM)
    * BT/ST → Magician's Mark

Activate the bridge in front.

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

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

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

Activate the bridge ahead.

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

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

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

### MENU

- **Crystarium**
  - Sazh
    - * Synergist
      - · 5 nodes, Enfire
  - Snow
    - * Ravager
      - · (↓) 1 nodes up 1, Overwhelm
  - Fang
    - * Saboteur
      - · (↓) 1 back left 1, HP +30
      - · 1 node, HP +40
    - * Sentinel
      - · 3 node, HP +40
  - Vanille
    - * Saboteur
      - · 5 nodes down 1, Accessory
    - * Medic
      - · 16 nodes, HP+10

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

- Potion in this fight when needed
- [1] Strike Team (**COM**/**SYN**/**COM**)
  - Hover over Right Pauldron (↓)
  - Librascope
  - Auto-battle Right Pauldron, cancel after 3 Attacks
  - Auto-battle, shift mid-air after Lightning and Snow finished their strings
- [5] Cerberus (**COM**/**COM**/**COM**)
  - Auto-battle 3 Attacks
  - Potion
  - Auto-battle 3 Attacks
  - Potion
  - Auto-battle
- [4] Cerberus (**COM**/**COM**/**COM**)
  - Auto-battle 3 Attacks after the heads come down again, 4 when head is protected
  - If not dead, Auto-battle enough Attacks to kill the head, shift after killing
- [1] Strike Team (**COM**/**SYN**/**COM**)
  - Potion
  - When Lightning has Enwater, Auto-battle 3 Attacks on Right Ailette
  - Auto-battle 3 Attacks until the Ailette is dead, time to kill it when Snow is in an attack string
  - Hover over Barthandelus until Snow starts attacking Left Pauldron, then swap and attack it
  - Kill the Left Pauldron if it survives
  - Potion while Barthandelus's head is up in the air
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Fire-Thunder-Fire-Thunder, after the head-raising animation
  - Quake during Thanatosian Smile
  - Potion if anyone is below 350 HP
  - Repeat
- [3] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
  - Potion, try to get the stagger slowdown skip if possible
  - **STAGGER**
  - Thundara x2
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat twice
  - Potion if needed
- [4] Cerberus (**COM**/**COM**/**COM**)
  - Ready Auto-battle, execute so that there's no gap between Snow's or Sazh's fourth Attack/Ruin and Lightning's Attack
  - Continue this stunlock until Barthandelus is dead. Can refresh to [5]
- *If stunlock fails and Destrudo*
  - If HP is low enough, Auto-battle
  - Else re-stagger in [2] and [3], Potion if HP is not maxed, then back to [4] and kill

1.25% chance of a **Aegisol**

Save prompt after cut-scene #2

# Chapter 10

## MENU

- **Paradigm**
  - Battle Team
    - * Swap Vanille with Sazh (3 ↔ 5)

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

### Pulsework Knight x2 - 0:37

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Thundara x2
  - Potion
  - Repeat 1 Thundara, shift after Snow provoked both
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Potion if anyone is below 287 HP at any point
  - Repeat
  - Libra the other Knight
  - Repeat
- [5] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat until both are staggered and Enfire on Lightning and Snow
- [6] Aggression (**COM**/**COM**/**RAV**)
  - Blitz-Blitz until dead

1% chance of a **Aegisol**

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

### Cid Raines - 1:43

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

### Cid Raines - AEGISOL - 1:22

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Sparkstrike-Aquastrike-Sparkstrike-Aquastrike
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
  - Repeat, shift after Sazh's third spell
- [5] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat twice
  - Potion if needed
  - Repeat 1-2 strikes, shift after Snow's third string
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat twice
  - Potion if needed
  - Repeat 1-2 strikes, shift after Snow's third string
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat twice
  - Potion if needed
  - Repeat until **STAGGER**, make sure you get the animationcancel into
- [6] Aggression (**COM**/**COM**/**RAV**)
  - Auto-battle after Snow's fourth attack, keep him in the air until victory

<table>
<tr><td>

| MENU |
| --- |

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

</td></tr>
</table>

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

| Bahamut - 0:50 |
| --- |

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

Save prompt after cut-scene #3

| Alexander - 1:29 |
| --- |

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

| MENU |
| --- |

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

| | Sazh | Vanille | Snow | |
| --- | --- | --- | --- | --- |
| | **COM** | **MED** | (**COM**) | |
| | **COM** | (**SAB**) | **RAV** | |
| – | **SYN** | **MED** | (**COM**) | |
| | [**COM**] | SAB | **COM** | |
| | [*SYN*] | *SAB* | *COM* | ← *Default* |
| | [**COM**] | (**RAV**) | **COM** | |

| Behemoth King & Megistotherian - 0:26 |
| --- |

- [5] Bully (**SYN**/**SAB**/**RAV**)
  - Bravery-Enfire Sazh
  - Shift after Snow and Vanille start casting
- [2] Ruthless (**COM**/**SAB**/**RAV**)
  - Blitz Megistotherian
  - Blitz-Blitz, buffer when Snow is about to hit Megistotherian
- [4] Devastation (**COM**/**SAB**/**COM**
  - Libra
  - Repeat and cast when Sazh won't miss, until victory

0.3% chance of a **Aegisol**

Pick up the **Hauteclaire** located in Mah'habara after the first dodge of the three robots.

## SHOP 112 460 GIL

- B&W Outfitters
  - Sell
    * Weapons
      · Alicanto
      · Feymark
      · Hauteclaire
    * Accessories
      · Magician's Mark (if unequipped)
      · Entite Ring
      · Tetradic Crown
    * Components
      · Everything except any Superconductors
  - Buy
    * Black Belt
    * Warrior's Wristband x2
- Creature Comforts
  - Buy
    * Sturdy Bone x72
    * Barbed Tail x72
- Lenora's Garage
  - Buy
    * Superconductor x91 (or until out)

## UPGRADE

- Upgrade
  - Weapons (skip either or both if short)
    * Vega 42s Lv. 19
      · Barbed Tail x36 (3x EXP)
      · Superconductor x6 (*)
    * Wild Bear Lv. 21
      · Barbed Tail x36 (3x EXP)
      · Superconductor x4 (*)
  - Accessories
    * Warrior's Wristband Lv. 1
      · Sturdy Bone x36 (3x EXP)
      · Superconductor x37 (*)
    * Warrior's Wristband Lv. 1
      · Sturdy Bone x36 (3x EXP)
      · Superconductor x37 (*)
    * Black Belt Lv. 1
      · Superconductor x7 (*)

## MENU

- **Paradigm**
  - Move the first paradigm to the second slot
  - Move the second paradigm to the fourth slot

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

- **Crystarium**
  - Sazh
    * Commando
      · 4 nodes up 1, Quake to the side
      · 15 nodes up 1 right 1, Jeopardize
      · 6 nodes, HP +80
  - Vanille
    * Medic
      · 18 nodes, Strength +4
  - Snow
    * Ravager
      · 8 nodes, HP+80
    * Sentinel
      · (↓) 2 back left 1, Fringeward on stage 1
      · 9 nodes up 1, Accessory to the side
      · 6 nodes up 1, Challenge to the side
- **Equipment**
  - Lightning
    * Unequip everything
  - Hope (←←)
    * Unequip everything
  - Fang (→)
    * Doctor's Code → Black Belt *
  - Snow (←←)
    * Warrior's Wristband *
    * Warrior's Wristband *
  - Vanille (←)
    * Tungsten Bangle
    * Doctor's Code
  - Sazh (←)
    * Power Wristband → Shield Talisman

## Rust Pudding x2 - 0:24

- [5] Bully (**SYN**/SAB/**COM**)
  - Enthunder-Bravery Snow
  - Shift after Snow's third Attack (when he jump/smashes)
- [3] Hero's Charge (**SYN**/**MED**/**COM**)
  - Repeat Sazh
  - Shift after Snow's fourth Attack
- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz
  - Shift after Snow's fourth Attack
- [6] Aggression (**COM**/**RAV**/**COM**)
  - Blitz-Blitz

0.3% chance of a **Aegisol**

- **Crystarium**
  - Sazh
    * Commando
      · 2 nodes, HP +80
    * Ravager
      · 3 nodes, Mag +2
  - Vanille
    * Medic
      · 1 node, ATB gauge segment

### Hecatoncheir - 1:40

- [1] Slash & Burn (**RAV**/**COM**)
  - Shift immediately
- [3] Divide & Conquer (**SAB**/**COM**)
  - Deprotect-Deshell-Imperil-Deshell
  - Repeat
  - Shift after Fang's third action to cancel her ready animation
- [4] Stumbling Block (**SAB**/**SEN**)
  - Repeat
  - Throw a potion after Fang has taken 300 points of damage
  - Repeat
  - Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath
- *Repeat until Gestalt is maxed*:
  - [3] Divide & Conquer (**SAB**/**COM**)
    * Repeat
    * Renew or Potion
    * Repeat
    * Shift after Fang's fourth attack to cancel ready animation
  - [4] Stumbling Block (**SAB**/**SEN**)
    * Repeat
    * Potion or Renew
    * Repeat
    * Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath

Deceptisol the second dog and past that as needed, cancel on what you need to. Or you can Party Swap to reset aggro.

Elevator to **Second Tier**.

### Mission 21: Gelatitan Pre-Empt (lure exit battle zone) - 0:40

- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Auto-support Sazh (Haste)
  - Bravery-Enthunder Snow
- [5] Bully (**SYN**/**SAB**/**COM**)
  - Repeat Sazh
  - Shift after Snow's fourth action
- [6] Aggression (**COM**/**RAV**/**COM**)
  - Blitz-Blitz
  - Repeat until victory, refresh with [4]

0.3% chance of a **Aegisol**

- **Paradigm**
  - Switch Sazh with Vanille (1 ↔ 2)
  - Set the second paradigm as default and change to Relentless Assault [(**RAV**)/**COM**/(**RAV**)]

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

- [2] Relentless Assault (**RAV**/**COM**/**RAV**)
  - Auto-chain 1 spell on Ambling Bellows (↓)
  - Repeat if Interrupted
  - Summon when **STAGGER**
  - Auto-chain, make sure all spells hit
  - X - Gestalt
  - B
  - Up+A 3 times
  - B
  - *If not Gaian Salvo Lv.3:*
    * Up+A
  - Y
  - Retry if Ambling Bellows didn't die

0.3% chance of a **Deceptisol**

- **Paradigm**
  - Battle Team
    * Set the first paradigm as default
    * Switch Vanille with Sazh (1 ↔ 2)

### Mission 23: Gurangatch Pre-Empt - 0:22

- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Auto-support Sazh (Haste)
  - Bravery-Enwater Snow
- [5] Bully (**SYN**/**SAB**/**COM**)
  - Repeat Sazh
  - Shift after Snow's fourth action
- [6] Aggression (**COM**/**RAV**/**COM**)
  - Blitz-Blitz

0.3% chance of a **Fortisol**

Pick up the **Simurgh** located in the middle of the stairs going up. Take the elevator to the **Fourth Tier**. Take the elevator to the **Fifth Tier**. Can use a bonus decept on Mushussu.

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

- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Quake
  - Bravery-Enwater Snow
- [5] Bully (**SYN**/**SAB**/**COM**)
  - Bravery-Haste Sazh
- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz Mushussu
- [6] Aggression (**COM**/**RAV**/**COM**)
  - Repeat until victory

0.3% chance of a **Fortisol**

Take the elevator to the **Fourth Tier**. Take the elevator on the other side to the **Sixth Tier**. Pick up the **Unsetting Sun** located next to the stairs heading down.

## MENU

- **Paradigm**

| Sazh | Vanille | Snow | |
|------|---------|------|---|
| *SYN* | *SAB* | *RAV* | ← *Default* |
| COM | RAV | RAV | |
| SYN | MED | COM | − |
| COM | MED | COM | |
| (RAV) | SAB | (RAV) | |
| COM | RAV | COM | |

- **Crystarium**
  - Sazh
    * Ravager
      · 26 nodes, Magic +5
  - Vanille
    * Ravager
      · 1 node, Role Level 2
    * Medic
      · 1 node, 1 side HP +100
  - Snow
    * Sentinel
      · 14 nodes, HP +100
- **Equipment**
  - Sazh
    * Equip
      · Shield Talisman → Soulfont Talisman
      · WW Lv. 8 → WW Lv.1
  - Vanille
    * Equip
      · Doctor's Code → Shaman's Mark

## SHOP  64 760-65 080 GIL

Make sure to take note of your Gil after buying everything.
- Lenora's Garage
  - Sell
    * Weapons
      · Everything
    * Accessories
      · *Everything except for:*
      · Warrior's Wristband Lv. 8
      · Doctor's Codes
      · Shield Talisman
    * Components
      · *Everything except for*:
      · Particle Accelerators
      · Superconductors
  - Buy
    * Superconductor x39 + 1 for each Doctor's Code remaining + whatever was missing from previous shop.
- Creature Comforts
  - Buy
    * Wicked Fang x41
    * Sturdy Bone x72
- B&W Outfitters
  - Buy
    * Warrior's Wristband
    * Sorcerer's Mark
- Unicorn Mart
  - Buy
    * Holy Water, Painkiller, Foul Liquid, Mallet x4

## UPGRADE

- Upgrade
  - Weapons (whatever wasn't done earlier)
    * Vega 42s
      · Barbed Tail x36 (3x EXP)
      · Superconductor x6 (*)
    * Wild Bear
      · Barbed Tail x36 (3x EXP)
      · Superconductor x4 (*)
  - Accessories
    * Warrior's Wristband Lv. 1
      · Sturdy Bone x36 (3x EXP)
      · Superconductor x37 (*)
    * Warrior's Wristband Lv. 1
      · Superconductor x2
      · Sturdy Bone x36 (3x EXP)
      · Particle Accelerator x3 (*)
    * Doctor's Codes (All)
      · Superconductor x1 (*)
- Dismantle
  - Accessories
    * All Doctor's Codes (Fortisol, Aegisol, Ethersol, Elixir)

Make note of your Gil.

Activate **Ethersol**.

## Mission 25: Vetala - 0:38

- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Auto-support Sazh (Haste)
  - Bravery-Enthunder Snow
- [5] Smart Bomb (**RAV**/**SAB**/**RAV**)
  - Renew
  - Auto-chain until **STAGGER**
  - Phoenix Down Vanille if she dies to Vetala's second attack. Retry if out of PD and no Imperil.
- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Repeat Sazh
  - Shift after Vetala has Deprotect
- [4] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz
  - Repeat until victory, refreshing with [6]

0.3% chance of a **Aegisol**

## MENU

- **Paradigm**

| Sazh | Vanille | Snow | |
|------|---------|------|---|
| SYN | (RAV) | (SEN) | |
| *COM* | *RAV* | *RAV* | ← *Default* |
| (RAV) | (RAV) | (SEN) | − |
| COM | (RAV) | COM | |
| RAV | SAB | (SEN) | |
| COM | RAV | COM | |

- Battle Team
  - Switch Sazh with Vanille (1 ↔ 2)

Pick up the **Librascope** located left of the hallway entrance. Activate **Ethersol** if you used 2 renews on Vetala. **Deceptisol** on Penanggalan.

## Mission 26: Chonchon x4 & Penanggalan - 0:26

- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
    - Fira-Aerora Penanggalan (↑↑)
    - Summon
    - Repeat
- [3] Mystic Tower (**RAV**/**RAV**/**SEN**)
    - Repeat
    - X - Gestalt
    - B - 1 to 3 times (500% chain <50% HP)
    - Y - Gaian Salvo

Take the elevator to the **Fourth Tier**.

### MENU

- **Paradigm**
    - Battle Team
        * Switch Vanille with Sazh (1 ↔ 2)
        * Switch Vanille with Snow (2 ↔ 3)
- **Equipment**
    - Sazh
        * Soulfont Talisman → WW *
    - Vanille (→→)
        * Tungsten Bangle → Diamond Bangle
        * Shaman's Mark → Sorcerer's Mark
    - Fang (→→)
        * Remove everything

Take the elevator to the **Sixth Tier**.
Activate **Ethersol**. Take the elevator to the **Apex**.

## Dahaka - 1:30

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

0.3% chance of a **Fortisol**

### MENU

- **Paradigm**

| Sazh | Snow | Vanille | |
|---|---|---|---|
| **SYN**/(**RAV**)$_{fort}$ | (**RAV**) | (**SAB**) | |
| **COM** | **RAV** | (**MED**) | |
| **RAV** | (**RAV**) | **RAV** | |
| **COM** | **COM** | (**MED**) | |
| *RAV* | *(RAV)* | *SAB* | ← *Default* |
| **COM** | **COM** | **RAV** | |

- **Crystarium**
    - Sazh
        * Ravager
            · 13 nodes, Magic +15
    - Snow
        * Ravager
            · 11 nodes, HP +100
    - Vanille
        * Medic
            · 1 node left, HP +100 out of ring
            · 7 nodes, HP +100

Pick up the **Ethersol** located next to the auto-jump. Lure the seekers to the side, then **Deceptisol** on the on the seekers, cancel on the the back of the Vetala. Pick up the **Ethersol** located next to the save point before Bart 2.

Activate **Ethersol**, **Aegisol**, (optional **Fortisol**)

## Barthandelus 2 - 2:30 | 2:15

- Sazh/Snow Pain use Painkiller
- Vanille/Sazh Fog use Mallet
- Daze on anyone that isn't Sazh first, then Sazh, use Foul Liquid
- Curse Vanille first, then Sazh and Snow, use Holy Water
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Thunder-Fire-Thunder
  - Shift after Vanille has finished her string (second Deprotect)
- [1] Guerilla (**SYN**/**RAV**/**SAB**)
  - Bravery-Haste Sazh
  - Haste-Faith Vanille
  - Renew
  - Bravery Snow, shift to [3] if Deprotect AND Imperil landed, else to [5] to get the missing ones and [3] as soon as you have them
  - **STAGGER**
- [3] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Thunder-Aerora
  - Librascope, shift to [2] if HP is low
  - Repeat
- [2] Diversity (**COM**/**RAV**/**MED**)
  - Blitz-Blitz
- [6] Aggression (**COM**/**COM**/**RAV**)
  - Repeat twice
- [4] Tireless Charge (**COM**/**COM**/**MED**)
  - Repeat, ATB refresh with [6] until headsplit
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - If Bart's HP is less than 1.3 million, then he's probably using Thanatosian Laughter
  - Ready Summon:
    * Apoptosis
      · Summon
      · X - Gestalt Immediately
      · Y - Finisher Immediately
    * Thanatosian Laughter
      · Summon when Laughter gonna hit
      · Fire-Thunder-Fire-Thunder until Apoptosis, then X - Gestalt
      · Y - Finisher Immediately

- If he hasn't used Thanatosian Laughter yet, keep the party green health, Renew/Elixir when it's going to hit, and Renew after if not in Tireless/Diversity
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Thunder-Fire-Thunder or Repeat if you've already got it queued
  - Shift after Vanille has finished her string of 5 debuffs (second Imperil)
- [1] Guerilla (**SYN**/**RAV**/**SAB**)
  - Haste Sazh (Haste-Vigilance if no Vigilance)
  - Repeat Vanille
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat
  - Elixir when needed
  - Repeat until **STAGGER**, then use Thunder-Aerora
  - ALWAYS Shift when Deprotect AND Imperil are inflicted
- [3] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat FTFT pre-stagger, Thunder-Aerora post-stagger
  - Shift after second Thunder-Aerora and Vanille finished her string
- [2] Diversity (**COM**/**RAV**/**MED**)
  - Repeat
  - Shift after Snow's fourth Attack
- [6] Aggression (**COM**/**COM**/**RAV**)
  - Renew if needed and you are sure that you'll kill in stagger
  - Repeat until victory. ATB refresh to [4] as needed
- If you didn't do a second Renew and the second stagger ends, summon again and Repeat until Apoptosis. Then do the same again as the first time. After the summon is gone, buff Haste again, get debuffs, **STAGGER**, and use **COM**paradigms to kill. If you did use the second renew, just try to restagger, rebuff, and kill in **COM**.

0.3% chance of a **Deceptisol**

Save prompt after cut-scene #2

# Chapter 12

## Anavatapta Warmech - 0:27

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

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

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

## MENU

- **Paradigm**
  - Battle Team
    - Switch Lightning with Vanille (1 ↔ 3)
    - Switch Lightning with Sazh (3 ↔ 4)
  - Make the second paradigm default
  - *If you don't have a deceptisol for this fight:*
    - Make two Mystic Towers (**RAV**/**SEN**/**RAV**) and set one of them as default.

## Bulwarker & Sanctum Seraph x2 — DECEPTISOL - 0:14

- [2] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Quake
  - Fira-Aerora
  - Summon
  - Repeat
  - X - Gestalt
  - Y - Gaian Salvo

0.38% chance of a **Aegisol**

## Bulwarker & Sanctum Seraph x2 — NO DECEPTISOL - 1:00

- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Target Bulwarker
  - Quake
  - Fira-Aerora
- [5] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat x2
  - Quake
  - Summon
  - Repeat
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
  - X - Gestalt
  - B - Force Blasters on every enemy
  - Y - Gaian Salvo

0.38% chance of a **Aegisol**

## MENU

- **Crystarium**
  - Vanille
    - Commando
      - 11 nodes, Ruin
    - Medic
      - Right 2, Accessory
      - 6 nodes left 1, Magic +22
  - Snow
    - Ravager
      - 5 nodes down 2, Accessory
    - Sentinel
      - 12 nodes, ATB segment
  - Sazh
    - Ravager
      - (→) 14 nodes, HP +100
- **Equipment**
  - Vanille
    - Diamond Bangle → Silver Bangle
    - Blank → Shield Talisman
  - Snow
    - Blank → Warrior's Wristband Lv. 8
- **Paradigm**

| Vanille | Snow | Sazh | |
|---------|------|------|---|
| (**COM**) | (**COM**) | **COM** | |
| (*COM*) | (*COM*) | *COM* | ← *Default* |
| (**SAB**) | **SEN** | **SYN** | |
| **MED** | **RAV** | [**SYN**] | |
| **MED** | **RAV** | [**RAV**] | |
| [**RAV**] | **RAV** | **RAV** | |

  - Switch Vanille with Sazh (1 ↔ 3)

## Behemoth King - 0:55

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

0.38% chance of a **Aegisol**

## MENU

- **Crystarium**
  - Sazh
    * Ravager
      · Left 1, Cold Blood
  - Snow
    * Commando
      · 4 nodes, HP+60

**Deceptisol** on the battle zone, cancel on the Behemoth. **Deceptisol** when the bird falls through the ceiling, don't cancel it.

## Proudclad 1 - 1:31

- [2] Cerberus (**COM**/**COM**/**COM**)
  - Blitz, **RAV**-buffer
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Fire-Thunder-Fire-Thunder
- [4] Coordination (**SYN**/**RAV**/**MED**)
  - Bravery-Haste Snow
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
- [4] Coordination (**SYN**/**RAV**/**MED**)
  - Repeat Sazh
  - Faith-Haste Vanille
  - Shift after Snow's fifth strike
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Repeat, **RAV**-buffer the Blitz
- [5] Thaumaturgy (**RAV**/**RAV**/**MED**)
  - Librascope
  - Shift just before Snow lands
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Cold Blood. Shift after Snow's fifth strike
- [5] Thaumaturgy (**RAV**/**RAV**/**MED**)
  - Repeat, shift immediately
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Shift towards the end of Cold Blood
- [1] Cerberus (**COM**/**COM**/**COM**)
  - Repeat
  - Renew
  - Blitz-Blitz, shift after Snow's fifth attack
- [2] Cerberus (**COM**/**COM**/**COM**)
  - Repeat
  - Repeat a single Blitz
  - Auto-battle and hope if not dead

0.38% chance of a **Deceptisol**

## MENU

- **Paradigm**
  - Battle Team
    * Switch Sazh with Snow (1 ↔ 2)
  - Make the last paradigm the default

## Adamanchelid (Snow) - 0:54

- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Froststrike-Blizzard-Water-Blizzard- Water
  - Summon
  - Repeat
- [5] Thaumaturgy (**RAV**/**RAV**/**MED**)
  - Repeat until **STAGGER**, refresh with [6] when needed
  - If Quake, ready and use Blizzard-Water-Blizzard-Water-Blizzard after Quake hits
  - X - Gestalt
  - Up + A - Wheelie, time to when Adamanchelid starts to move its head downwards
  - Down + A - Spin Freeze until out of summon points
  - Y - Diamond Dust
  - If survived, Froststrike x5, repeat or retry

23.75% chance of a **Gold Dust** 5% chance of a **Scarletite** 0.38% chance of a **Deceptisol**

Consult the following chart to determine which chests to get. Add 6,000 to the total for the Shield Talisman. If you got the Gold Dust, add 15,000 to your gil total. Random drops from Chapter 12 also add to this total, such as: Scarletite (7,000), Incentive Chip (2,500), Credit Chip (500), Chobham Armor (500), Electrolytic Capacitor (160).

| Taejin's Gil | Punisher | Mistilteinn |
|:---:|:---:|:---:|
| ≥ 36250 | N | N |
| ≥ 30750 | N | Y |
| ≥ 20750 | Y | N |
| ≥ 15250 | Y | Y |
| ≥ 0 | N | N |

Pick up the **Punisher** located forward and to the right if needed. Push VH+T to the side. Pick up the **Particle Accelerator x6** located on the left side of the glass, then run backwards. Pick up the **Mistilteinn** located in of the long hallway if needed. Pick up the **Power Glove** located up the steps.

- Upgrade
  - Accessories
    * Power Glove
      · Wicked Fang x41 (3x EXP)
      · Particle Accelerator x6 (*)
    * Goddess's Favor
      · Particle Accelerator x1 (*)
- Dismantle
  - Accessories
    * Goddess's Favor * (Scarletite, Perfume, Ribbon)
    * Ribbon (Dusklight Dew x6)
- Upgrade
  - Warrior's Wristband * on Snow
    * Scarletite (Power Glove Lv. 9)

## MENU

- **Paradigm**
  - Battle Team
    * Switch Sazh with Snow (1 ↔ 2)

| Sazh | Snow | Vanille | |
|------|------|---------|---|
| (**RAV**) | **COM** | **COM** | |
| *COM* | *COM* | *COM* | ← *Default* |
| (**RAV**) | **SEN** | (**RAV**) | |
| (**COM**) | (**SEN**) | **MED** | |
| **RAV** | (**COM**) | (**RAV**) | |
| **RAV** | **RAV** | **RAV** | |

- **Crystarium**
  - Sazh
    * Commando
      · 5 nodes, HP +70
  - Snow
    * Commando
      · (↓) 15 nodes, HP +30 end of stage 7
  - Vanille
    * Medic
      · 1 left, Curaja
      · 1 Node, Role Level
- **Equipment**
  - Snow
    * WW Lv 8 → Power Glove *
  - Vanille
    * Shield Talisman → Black Belt *

Activate **Ethersol, Fortisol, Aegisol**.

---

## Proudclad 2 - 2:03

- [2] Cerberus (**COM**/**COM**/**COM**)
  - Attack-Blitz, **RAV**-buffer the Blitz into
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Libra
  - Cold Blood
  - Shift towards the end of Cold Blood (as Sazh performs the second from last shot)
- [5] Relentless Assault (**RAV**/**COM**/**RAV**)
  - Repeat
  - Shift as soon as Sazh starts shooting
- [1] Aggression (**RAV**/**COM**/**COM**)
  - Cold Blood
  - Shift towards the end of Cold Blood (as Sazh performs the second from last shot)
- [2] Cerberus (**COM**/**COM**/**COM**)
  - Renew
  - Until stagger runs out, Auto-battle 3 Attacks, alternate with Vanille to keep PC2 in the air
  - Attack-Attack-Blitz, **RAV**-buffer the Blitz
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Auto-chain one spell
  - *Oneiric Maelstrom*:
    * Renew to prevent Sazh from getting launched
    * Auto-chain 2 spells
    * Cold Blood
  - *Muon Blaster → Oneiric Maelstrom*
    * Renew to prevent Sazh from getting launched
    * Cold Blood
  - *Muon Blaster → Muon Blaster*
    * Cold Blood to prevent Sazh's interruption
  - Shift towards the end of Cold Blood, try to not let Snow do another Steelguard
- [5] Relentless Assault (**RAV**/**COM**/**RAV**)
  - Repeat
  - Shift as soon as Sazh starts shooting
- [1] Aggression (**RAV**/**COM**/**COM**)
  - Repeat
  - Shift towards the end of Cold Blood (as Sazh performs the second from last shot)
- [2] Cerberus (**COM**/**COM**/**COM**)
  - Blitz-Blitz
  - Repeat
- *If unlikely to kill before stagger ends*:
  - [1] Aggression (**RAV**/**COM**/**COM**)
    * Repeat and shift immediately
  - [2] Cerberus (**COM**/**COM**/**COM**)
    * Hope and Cry
- *If Proudclad survives with low HP:*
  - [2] Cerberus (**COM**/**COM**/**COM**)
    * Repeat until victory, shift to [4] for heals
- *If Proudclad survives with high HP:*
  - Blitz and **RAV**-buffer into
  - [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
    * Fire-Thunder-Fire-Thunder
    * Repeat until **STAGGER**
    * If HP is still high, Cold Blood
  - [2] Cerberus (**COM**/**COM**/**COM**)
    * Repeat until victory, shift to [4] for heals

Save prompt after cut-scene #1

# Chapter 13

## MENU

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

      | Vanille | Snow | Sazh | |
      |---------|------|------|--|
      | (**MED**) | **COM** | (**COM**) | |
      | (**SAB**) | **COM** | **COM** | |
      | (**SAB**) | **SEN** | (**SYN**) | |
      | (**RAV**) | (**RAV**) | (**SYN**) | |
      | *(SAB)* | *(RAV)* | *RAV* | ← *Default* |
      | **RAV** | **RAV** | **RAV** | |

- **Crystarium**
  - Vanille
    * Medic
      · 7 nodes Left 1, HP +100 to the side
  - Snow
    * Commando
      · 16 nodes, Role level 4
  - Sazh
    * Commando
      · (↑) 5 nodes up 2, Adrenaline to the top
      · 3 nodes right 2, Accessory to the side
      · 2 nodes, HP +100
- **Equipment**
  - Sazh
    * Optimize: Balanced

Activate **Deceptisol** during the jump to the left, don't cancel. Activate **Fortisol, Aegisol** before the statue.

## Bandersnatch & Jabberwocky - 0:55

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

0.13% chance of a **Aegisol**

**Deceptisol** when jumping, don't cancel.

## MENU

- **Paradigm**
  - Set the third paradigm as default

Activate **Ethersol, Fortisol, Aegisol**.

## Wladislaus - 0:45

- [3] Premeditation (**SAB**/**SEN**/**SYN**)
  - Libra
  - Deprotect x5
  - Shift after Sazh's third Enfire
- [2] Devastation (**SAB**/**COM**/**COM**)
  - If no Deprotect, Repeat
  - Renew
  - If no Deprotect, Repeat
  - Repeat when Mounting Contempt
- [3] Premeditation (**SAB**/**SEN**/**SYN**)
  - If no Deprotect, Repeat
  - Shift after Snow is hit by Mounting Contempt
- [1] Tireless Charge (**MED**/**COM**/**COM**)
  - Auto-heal
  - Auto-heal after Wladislaus's attack
  - Shift after Snow's fifth attack, cancel ready animation
- [2] Devastation (**SAB**/**COM**/**COM**)
  - Should die to Snow and Sazh. Otherwise repeat same process as above.
  - Can Renew a second time if needed

Take the left elevator, then **Ethersol** and **Deceptisol** while it rises. On the jumps, activate **Fortisol**, **Aegisol**, Menu.

## MENU

- **Crystarium**
  - *(Optional)* Vanille
    - ∗ Medic
      - · 3 nodes, HP +200
  - Sazh
    - ∗ Commando
      - · 4 nodes, HP +90
    - ∗ Sentinel
      - · 6 nodes, Provoke
  - Snow
    - ∗ Commando
      - · 6 nodes, Str +30
- **Equipment**
  - Snow
    - ∗ Remove
      - · All Power Gloves
  - Sazh
    - ∗ Optimize: Balanced
  - Snow
    - ∗ Optimize: Balanced
- **Paradigm**
  - Battle Team

    | Vanille | Snow | Sazh |
    |---------|------|------|
    | **MED** | **COM** | **COM** |
    | *(RAV)* | *COM* | *COM* | ← *Default* |
    | (**MED**) | **SEN** | (**SEN**) |
    | **RAV** | **RAV** | **SYN** |
    | **SAB** | **RAV** | **RAV** |
    | **RAV** | **RAV** | **RAV** |

    - ∗ Switch Vanille with Sazh (1 ↔ 3)

## Tiamat Eliminator - 1:55

- [2] Aggression (**COM**/**COM**/**RAV**)
  - Shift Immediately
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Cold Blood
  - Libra
  - Repeat, shift after **STAGGER**
- [2] Aggression (**COM**/**COM**/**RAV**)
  - Blitz-Blitz
  - Repeat
- [1] Tireless Charge (**COM**)/**COM**/**MED**)
  - Repeat
  - Shift as soon as he uses "Descend"
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat, shift when Snow and Vanille finish their strings
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Shift Immediately
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat
  - Renew if needed
  - Repeat, shift when Deprotect, Imperil, and Poison have all landed
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
- [2] Aggression (**COM**/**COM**/**RAV**)
  - Repeat, ATB Refresh with [1] until dead.

## SHOP 44 000 GIL

- Eden Pharmaceuticals
  - Sell
    - ∗ Accessories
      - · Imperial Armlet
  - Buy
    - ∗ Librascope x2
    - ∗ Fortisol x1
    - ∗ Aegisol x1

Pick up the **Ethersol** located in the final hallway. Activate all shrouds.

## Barthandelus 3 - 1:26

- [2] Aggression (**COM**/**COM**/**RAV**)
  - Librascope
  - Blitz-Blitz, **RAV**-buffer the first Blitz
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Thunder-Fire-Thunder
  - Repeat
  - Repeat two spells if no Imperil or was inflicted late
  - Shift at 200% chain (no Imperil) or 220% chain (Imperil)
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - Potion twice, Renew if Vanille is likely to die to Ultima
  - *If no Imperil*
    * Potion
    * Shift after Ultima
    * [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
      · Throw Potions until Imperil inflicts
      · If **STAGGER** Retry
    * [1] Tireless Charge (**COM**)/**COM**/**MED**)
      · Repeat until close to Ultima
    * [3] Consolidation (**SEN**/**SEN**/**MED**)
      · Throw Potions
      · Shift after Ultima hits
  - *If Imperil and no Deprotect*
    * [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
      · Renew
      · Shift after Deprotect
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Renew if anyone is yellow health
  - Cold Blood
  - Shift towards the end for ATB refresh
- [2] Aggression (**COM**/**COM**/**RAV**)
  - Repeat twice, Shift after Snow's ready animation (don't animation cancel)
- [1] Tireless Charge (**COM**)/**COM**/**MED**)
  - Repeat until Laughter
  - If Snow would jump before Laughter hits, shift to [2] and back to [1] to have him stay on the ground
  - Repeat after Laughter
- [2] Aggression (**COM**/**COM**/**RAV**)
  - Repeat until victory
- *If stagger ends*:
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - Renew if you still have one
  - Potion after Ultima
- *If Bart is close to death*:
  - [1] Tireless Charge (**COM**)/**COM**/**MED**)
    * Repeat until victory
- *Else*:
  - [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
    * Fire-Thunder-Fire-Thunder
    * Repeat until **STAGGER**
    * Use [5] to inflict any missing debuffs
  - [1] Tireless Charge (**COM**)/**COM**/**MED**)
    * Repeat until victory

## Orphan 1 - 3:00

- [2] Aggression (**COM**/**COM**/**RAV**)
  - Summon, Shift immediately
- [4] Malevolence (**SYN**/(**RAV**)/**RAV**)
  - **MERCILESS JUDGMENT**
  - Haste-Vigilence Sazh
  - Repeat Snow (↓)
  - Shift to Cancel Snow's animation
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - **SLAP**, Shift after Challenge Lands
- [4] Malevolence (**SYN**/(**RAV**)/**RAV**)
  - Auto-support Vanille (Haste)
  - Bravery-Enthunder Sazh
  - Librascope
  - Shift to tank slap
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - **SLAP**, Shift after Challenge lands
- [4] Malevolence (**SYN**/(**RAV**)/**RAV**)
  - Repeat Snow (↓)
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Fire-Thunder-Fire-Thunder
  - Shift to tank next attack
- [3] Consolidation (**SEN**/**SEN**/**MED**)
  - **SLAP/REQUIEM**, Shift after Challenge lands
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat
  - Renew
  - Repeat 2 spells
- From now until Tireless Charge, shift to [3] whenever Orphan attacks and shift back after re-provoke
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Repeat or use Potions until Deprotect, Imperil, Poison (at least one of them before stagger)
  - Tank in [3]
  - After **STAGGER** use Cold Blood
  - Shift after all 3 debuffs have landed and used Cold Blood
- [1] Tireless Charge (**COM**)/**COM**/**MED**)
  - Blitz-Blitz until **Merciless Judgement**
  - Phoenix Down Vanille if needed
  - **MERCILESS JUDGMENT**
  - **OPPOSITE EXTREMES**
  - Elixir, if locked into Blitz buffer into [6] and Elixir there
  - Repeat a Blitz and **RAV**-buffer into
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Fire-Thunder-Fire-Thunder
  - Renew when Sazh takes damage
  - Repeat
- [1] Tireless Charge (**COM**)/**COM**/**MED**)
  - *If Orphan uses Vile Exploitation*:
    * Blitz-Blitz while still healthy
    * Summon
    * Repeat with ATB refreshes with [2] until victory
  - *If Orphan uses Dies Irae or Progenitorial Wrath*:
    * Summon, execute when the hand closes towards the end of the animation
    * Blitz-Blitz
    * Repeat with ATB refreshes with [2] until victory

- [2] Aggression (**COM**/**COM**/**RAV**)
  - Attack x1
  - Shift after the bullets hit Orphan
- [4] Malevolence (**SYN**/(**RAV**)/**RAV**)
  - Auto-support Vanille (↓, Haste)
  - Auto-support Sazh (Haste)
  - Haste-Enthunder Snow
  - Shift after Snow's fifth spell
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain, shift after the third spell
- [4] Malevolence (**SYN**/(**RAV**)/**RAV**)
  - Bravery-Enthunder Sazh, shift Immediately

- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - *If you hear Orphan starting to slap:*
    * Potion immediately
    * Repeat
  - *Else:*
    * Repeat 2 spells
  - Shift after Snow's fifth spell
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
  - Cold Blood, should **STAGGER** during the animation
  - Wait for Deprotect and Imperil
- [1] Tireless Charge (**COM**)/**COM**/**MED**)
  - Blitz-Blitz, make sure to not miss Bullets
  - Auto-battle 2-3 Attacks if just Launched
  - Repeat this pattern until victory