

# FF13 Notes, the Short Version

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# Chapter 1

- ❑ 2 CS's
- ❑ **Manasvin Warmech** Auto —CS— Auto —CS
- ❑ CS—CS
- ❑ **Pantheron & Warden** Auto Pantheron → Attack Warden → Auto Pantheron —CS
- ❑ CS—CS
- ❑ **Marauder** Auto Marauder → Blitz —2 CS's
- ❑ CS—CS
- ❑ **Pantherons & Wardens** (legendary dodge) Grenade Warden A → Repeat Warden B → Repeat Pantheron A
- ❑ CS—CS
- ❑ **Beta Behemoth** Potion → Auto x2 → Auto at 1.5 ATB → Auto x2 → Auto at 1.99 ATB → Auto —CS—Save prompt—CS
- ❑ **Myrmidon** Auto at 1.5 ATB → Auto → Attack → Auto at 1.5 ATB → Auto → Potion → Auto —4 CS's
- ❑ Grab **Power Circle**

## Menu

- Equipment: Snow: **Optimize Offensive**

- ❑ CS
- ❑ **Warden & Enforcers** Grenade Enforcer A → Repeat Enforcer B → Attack x2 Warden
- ❑ 2 CS's—CS—Save prompt

# Chapter 2

- ❑ 2 CS's
- ❑ **Pantheron** Attack x2 → Repeat —CS
- ❑ **Scandroids** (50% Deceptisol) Auto different target
- ❑ **Scandroids** (50% Deceptisol) Auto different target
- ❑ 2 CS's
- ❑ **Pantherons** Grenade x3 —Activate switch—2 CS's
- ❑ **Scandroids** Wait for 32 seconds —Grab **Phoenix Down**
- ❑ **Pantheron & Scandroids** Blitz Pantheron —Grab **Gladius**—2 CS's
- ❑ **Pantheron & Scandroids** Hand Grenades x2 —Activate switch—CS

## Menu

- Settings: Battle Speed **Slow**

- ❑ 2 CS's
- ❑ **Scandroids** Attack → Wait for 32 seconds —Grab **Fortisol**

## Menu

- Settings: Battle Speed **Normal**

- ☐ CS
- ☐ **Ghouls** **Hand Grenade** x3 —2 CS's
- ☐ **Ghouls** **Blitz** or **Attack** x2 —Grab **Power Wristband**

#### Menu

- Equipment: Lightning: **Optimize Offensive**

- ☐ **Ghast (If failed)** **Auto** x2 → **Attack** → Wait for 56 seconds
- ☐ Have at least 4 Decepts, 3 Forts—Ghouls ahead drop: **FDDFD**
- ☐ **Ghoul (If farming)** Wait for 33 seconds
- ☐ Use **Fortisol** on elevator
- ☐ 3 CS's—CS
- ☐ **Anima** **Blitz** Anima until left arm dies → **Attack** x2 —2 CS's—Save prompt—3 CS's—Save prompt

## Chapter 3

- ☐ CS
- ☐ **Ghast** **Auto** non-default target → **Blitz** → **Attack** x2 —CS
- ☐ 3 CS's

#### Shop → B&W Outfitters

- Sell: **Phoenix Down** and/or **Credit Chip** for 1000 gil
- Buy: **Magician's Mark**

#### Menu

- Paradigms
 

(RAV)	RAV	RAV	
COM	SEN	MED	
[COM]	COM	RAV	— default
[COM]	COM	RAV	
- Crystarium
  - Lightning: [COM: Next]
  - Snow: [COM: Both side]
- Equipment
  - [3] Vanille: **Optimize Balanced**
  - [4] Sazh: **Optimize Balanced**
  - [2] Snow: **Optimize Balanced**

- ☐ CS
- ☐ **PSICOM Wardens** **Auto** —CS
- ☐ CS—CS

## Manasvin Warmech (2)

- [3] **COM/RAV/RAV**: **Libra** → **Auto** —Lightning or the beam
- [4] **COM/RAV/RAV**: **Auto** —Vanille
- [1] **RAV/RAV/RAV**: **Potion** (If HP is less than 120) → **Auto** when Crystal Rain—Vanille
- [3] **COM/COM/RAV**: **Auto** —Vanille
- [2] **COM/SEN/MED**: Shift after provoke lands
- [3] **COM/COM/RAV**: **Auto** —Cancel Snow
- [4] **COM/COM/RAV**: **Auto** → **Attack x2** → **Auto** —Lightning or cancel Snow
- [3] **COM/COM/RAV**: **Auto**
- **CS**

## Menu

- Paradigms
 

<b>COM</b>	<b>RAV</b>	<b>RAV</b>	— default
<b>COM</b>	<b>MED</b>	<b>RAV</b>	
[ <b>RAV</b> ]	<b>RAV</b>	<b>RAV</b>	
[ <b>RAV</b> ]	<b>RAV</b>	<b>RAV</b>	
[ <b>COM</b> ]	<b>RAV</b>	<b>RAV</b>	

❑ **CS—CS**

## Alpha Behemoth

- [1] **COM/RAV/RAV**: **Auto** —Swipe
- [3] **RAV/RAV/RAV**: **Auto x2** —Cancel Sazh 2nd Fire
- [4] **RAV/RAV/RAV**: **Auto** —Vanille
- [1] **COM/RAV/RAV**: **Attack x3**
- [5] **COM/RAV/RAV**: **Repeat** → Refresh with [1]

❑ **CS—CS—CS—Grab Phoenix Down and Librascope x2 —CS**

## Garuda Interceptor

- [1] **COM/RAV/RAV**: **Attack x3** —Midair
- [5] **COM/RAV/RAV**: **Repeat** → **Attack** → **Repeat** —Midair
- [1] **COM/RAV/RAV**: **Repeat**
- **2 CS's**
- [1] **COM/RAV/RAV**: **Attack x3** —Midair
- [3] **RAV/RAV/RAV**: **Auto** —Lightning
- [4] **RAV/RAV/RAV**: **Auto** —Vanille or Sazh
- [3] **RAV/RAV/RAV**: **Auto x2**
- [1] **COM/RAV/RAV**: **Repeat** → Refresh with [5]
- **CS—Save prompt—CS**

❑ **PSICOM Rangers** **Attack x3** Ranger C → **Repeat** full HP —**CS**

❑ **Shiva Sisters** **Attack-Ruin-Attack** → **Froststrike x3** → **SEN**-tank ATB Charge —**5 CS's**—Save prompt

# Chapter 4

- ❑ 2 CS's
- ❑ **Pantherons** **Blitz** Pantheron C → **Attack x3** Pantheron A —CS
- ❑ 3 CS's—4 CS's

## Menu

- Paradigms
 

RAV	RAV	
SYN	SAB	
RAV	MED	
RAV	[SAB]	— default
[RAV]	RAV	
- Crystarium: Vanille: [RAV: Water]

## Pulsework Soldier & Watchdrone x3

- [4] RAV/SAB: Target Pulseworker → **Libra** Watchdrone → **Auto** —Sazh
- [2] SYN/SAB: **Auto** x2 —Vanille
- If Pulsework Soldier staggered with 1st cast:
  - [1] RAV/RAV: **Auto** couple Fires —Shift after Vanille finishes casting
  - [5] RAV/RAV: **Auto** → **Auto** Pulsework after 2nd Watchdrone dies
- If Pulsework Soldier staggered with 2nd cast:
  - [1] RAV/RAV **Auto** Pulsework after Vanille starts casting
- Activate switch—CS

- ❑ Activate fan—CS—3 CS's
- ❑ **Pulsework Soldier** **Auto** → [4] Insta-shift → [1] **Auto** x2 —Grab **Ninurta**
- ❑ CS—CS

## Menu

- Paradigms
 

RAV	COM	RAV	
SYN	COM	SAB	
RAV	COM	(RAV)	
RAV	RAV	SAB	— default
RAV	[RAV]	RAV	
RAV	[RAV]	RAV	
- Crystarium
  - Sazh: [SYN: All]
  - Lightning: [COM: Powerchain]—[RAV: Str+10 OOR → Water → next]
  - Vanille: [SAB: Second last]
  - Hope: [RAV: Two]

## Incubus & Succubus

- [4] RAV/RAV/SAB: Target Succubus
- [2] SYN/COM/SAB: **Auto** → **Faith** Vanille → **Libra** —Cancel Lightning
- [1] RAV/COM/RAV: **Auto** → Refresh with [3]
- Activate switch—CS

- ❑ CS

## Dreadnought

- [4] **RAV/RAV/SAB: Libra** → **Auto** —Cancel Lightning
- [6] **RAV/RAV/RAV**: —Lightning
- [2] **SYN/COM/SAB: Auto**
- [6] **RAV/RAV/RAV**: ([4] if missing debuff) **Auto** —Cancel Lightning's 2nd string
- [5] **RAV/RAV/RAV: Auto** → **Potion** —Stagger
- [1] **RAV/COM/RAV: Auto** → Refresh with [3]
- **CS**
- [1] **RAV/COM/RAV: Auto** —Lightning
- [6] **RAV/RAV/RAV**: —Vanille
- [2] **SYN/COM/SAB: Auto** → **Faith Vanille** —Faith infiction effect starts
- [4] **RAV/RAV/SAB: Auto** —Sazh's last Fire hits
- [5] **RAV/RAV/RAV: Auto** —Sazh's last Fire hits
- [6] **RAV/RAV/RAV: Auto** → **Potion** —Stagger
- [1] **RAV/COM/RAV: Auto** x2 —Cancel Lightning
- [2] **SYN/COM/SAB**: Shift after Deprotect/Deshell
- [1] **RAV/COM/RAV: Auto** x2 —Cancel Lightning
- [3] **RAV/COM/RAV: Auto** x2
- **CS**

## Menu

- Equipment
  - [4] Hope: Equip **Ninurta** and **Silver Bangle**
  - [1] Sazh: Remove **Doctor's Code**

☐ 2 CS's

☐ **Gunners & Tracker** **Attack-Blitz** Tracker → [2] **Repeat** → **Blitz** —3 CS's

☐ **CS**

☐ **PSICOM Trackers** **Attack-Blitz** x2 → **Blitz** —**CS**—Hit 25—**CS**—Grab **Thickened Hide** x20

## Menu

- Paradigms
 

<b>COM</b>	<b>RAV</b>	
<b>COM</b>	<b>SYN</b>	— default
<b>MED</b>	<b>MED</b>	
<b>RAV</b>	<b>RAV</b>	
[ <b>RAV</b> ]	<b>RAV</b>	
- Equipment: Lightning: Equip **Blazefire Saber** and **Doctor's Code**

## Shop → Lenora's Garage

- Sell: Weapons
- Buy: **Polymer Emulsion** x49 → **Potion** x11

## Upgrade

- Blazefire Saber: **Thickened Hides** ( → **Cie'th Tear** → **Tear of Frustration**) → **Polymer Emulsion** x49

☐ **CS**

### Odin

- [2] **COM**/**SYN**: **Attack x2** → **Repeat** —Prevent backflip
- [4] **RAV**/**RAV**: **Potion** → **Auto** → **Potion** → **Water-Thunder-Water**
- [5] **RAV**/**RAV**: **Repeat** and **Potion** → Refresh with [4]
- **CS**—**CS**

### PSICOM Rangers & Uhlans

- [2] **COM**/**SYN**: **Auto** one **Blitz** → **Ruin**
- [4] **RAV**/**RAV**: **Auto** → **Summon** → **Auto**
- [5] **RAV**/**RAV**: **Auto** the other **Uhlans** → **Auto**
- [4] **RAV**/**RAV**: **Water x4** —**COM**-buffer
- [1] **COM**/**RAV**: **Blitz x2** → Refresh with [2]
- **CS**—Save prompt—2 **CS**'s

### Menu

- Paradigms
  - COM** **RAV**
  - SYN** **SAB** — default
  - COM** (**SAB**)
  - RAV** **RAV**
  - [**RAV**] (**SAB**)
  - [**COM**] **RAV**
- Equipment: Sazh: **Optimize Balanced**

- ☐ Examine machine—**CS**—Grab **Auric Amulet**—Grab **Phoenix Down**
- ☐ **Bomb & Pulsework Soldier** **Bravery** Sazh → [3] **Attack x3 Bomb** → [1] **Repeat** —**CS**
- ☐ **Pulsework Soldiers** **Bravery** Sazh → [3] **Auto B** → **Auto** → [1] **Auto** —**CS**
- ☐ **Bomb & Pulsework Soldier** **Bravery** Sazh → [1] **Auto Soldier** → [5] **Auto** to stagger → [3] **Auto** after Deprotect → [1] **Auto** —**CS**
- ☐ **Bombs** **Auto** → [1] **Auto** —2 **CS**'s

### Menu

- Equipment
  - [1] Sazh: Remove all
  - [2] Vanille: Remove all

- ☐ Grab **Fortisol**—Grab **300 gil**—**CS**—Save prompt —4 **CS**'s—2 **CS**'s—Save prompt

## Chapter 5

- ☐ **CS**

## Menu

- Paradigms
  - RAV COM — default
  - (MED) (COM)
  - SYN (RAV)
  - RAV RAV
  - RAV [RAV]
  - [RAV] COM
- Crystarium
  - Hope: [RAV: Water]
  - Lightning: [COM: Backtrack to Lifesiphon OOR]—[RAV: Aquastrike]
- Equipment: Lightning: Optimize Balanced

☐ CS—CS—CS—CS

## Silver Lobos

- [1] RAV/COM: Libra → Auto two Fires —Cancel Lightning
- [4] RAV/RAV: Auto
- [6] RAV/COM: Fira-Fire —Cancel Lightning
- [1] RAV/COM: Auto
- [4] RAV/RAV: Auto until stagger
- [6] RAV/COM: Repeat

☐ Try to preempt

☐ Crawlers Fira when Lightning is about to attack

☐ Grab Water—CS

## Feral Behemoth

- [1] RAV/COM: Libra → Auto two Waters
- [4] RAV/RAV: Auto x2 —Cancel Lightning
- [5] RAV/RAV: Auto x2 —COM-buffer Lightning
- [1] RAV/COM: Auto —CS

☐ Crawlers Fire-Fira Crawler E → [6] Repeat → Potion → Repeat → [1] Repeat

☐ 3 CS's—3 CS's

## Feral Behemoth

- [1] COM/RAV: Auto
- [4] RAV/RAV: Auto → Aquastrike x4
- [5] RAV/RAV: Repeat x2 —COM-buffer
- [1] COM/RAV: Auto

☐ CS—Grab Ethersol

## Corps Marksmen & Milvus Velocycle

- [1] COM/RAV: Ruin x2
- [4] RAV/RAV: Auto → Summon → Auto
- [5] RAV/RAV: Auto → Refresh with [4] until 430% → Gestalt → Zantetsuken
- Activate elevator



## Menu

- Crystarium: Lightning: [RAV: Fire]—[COM: Mag+6 OOR]
- Equipment
  - Hope: Equip **Magician's Mark**
  - Lightning: Equip **Doctor's Code**

☐ Use **Fortisol** and **Ethersol**—CS

## Aster Protoflorian

- [1] **COM/RAV: Ruin x4**
- [3] **RAV/SYN: Libra** → **Fire-Thunder-Fire-Thunder**
- [1] **COM/RAV: Potion** → **Repeat**
- [4] **RAV/RAV: Repeat** with **Potion** → Refresh with [5]
- Exoproofing: Fire: **Water-Thunder-Water-Thunder** until 180% then wait for next one with [2]
- Exoproofing: Ice: **Auto**
- Exoproofing: Lightning: **Water x4**
- Exoproofing: Water: **Thunder x4**
- Kill requirement:
  - 810% Chain
  - HP bar ends just the left of second T in TARGET
- **Summon** → **Gestalt** → **Zantetsuken** —CS

☐ CS—Save prompt—3 CS's—Save prompt

# Chapter 6

☐ CS—Grab **Belladonna Wand**

## Shop → Creature Comforts

- Sell: **Belladonna Wand** / **Auric Amulet** / Components except **Sturdy Bone** and **Turbojet** / **Phoenix Downs** until 22,560/21,480/20,360/19,160 gil
- Buy:
  - 0 Turbojet: **Sturdy Bone** x72 / **Polymer Emulsion** x84
  - 1 Turbojet: **Sturdy Bone** x76 / **Polymer Emulsion** x77
  - 2 Turbojet: **Sturdy Bone** x77 / **Polymer Emulsion** x71
  - 3 Turbojet: **Sturdy Bone** x72 / **Polymer Emulsion** x67

## Upgrade

- Power Wristband:
  - 0 Turbojet: **Sturdy Bone** x36 → **Polymer Emulsion** x17
  - 1 Turbojet: **Sturdy Bone** x18 → **Sturdy Bone** x22 → **Turbojet** x1 → **Polymer Emulsion** x10
  - 2 Turbojet: **Sturdy Bone** x18 → **Sturdy Bone** x18 → **Sturdy Bone** x5 → **Polymer Emulsion** x4 → **Turbojet** x2
  - 3 Turbojet: **Sturdy Bone** x8 → **Sturdy Bone** x10 → **Sturdy Bone** x18 → **Turbojet** x3
- Vega 42s: **Sturdy Bone** x18 → **Sturdy Bone** x18 → **Polymer Emulsion** xMAX

☐ Grab **Doctor's Code**

## Menu

- Paradigms
 

RAV	COM	
(SAB)	COM	
SAB	SYN	— default
RAV	RAV	
[SAB]	(RAV)	
[SAB]	COM	
- Crystarium
  - Vanille: [SAB: Poison]—[RAV: Fire OOR]
  - Sazh: [SYN: Enwater]—[RAV: Next]
- Equipment
  - Vanille: Equip **Doctor's Code**
  - Sazh: Equip **Power Wristband**

❑ 3 CS's—CS—3 CS's—CS—CS

## Enki & Enlil

- [3] SAB/SYN: Librascope → Deprotect-Poison-Deprotect → Deprotect-Poison → Potion
- [4] RAV/RAV: ([5] if missing debuff) Auto until stagger
- [2] SAB/COM: Poison x3 after Sazh's third Attack → Potion —Cancel Sazh
- [6] SAB/COM: Repeat after third Attack
- [3] SAB/SYN: Deprotect-Poison-Deprotect —Enwater on Sazh
- [5] SAB/RAV: Repeat until two debuffs
- [4] RAV/RAV: Auto until stagger
- [2] SAB/COM: Poison x3 after third Attack → Refresh with [6] —CS

## Menu

- Equipment
  - Vanille: Remove
  - Sazh: Remove

- CS—Save prompt

# Chapter 7

- ❑ 3 CS's—CS—CS—CS—Grab Warding Talisman—CS—3 CS's
- ❑ Orion (Console) Up+O → X → Up+O until 200% → Triangle —CS—4 CS's—2 CS's
- ❑ Orion (PC) Right+O → Wait for Orion to face Snow → (Up+O → Down+O → X) x3 —CS—4 CS's—2 CS's
- ❑ Grab 2 Incentive Chips—Grab Guardian Amulet—CS—2 CS's—CS
- ❑ Grab 3 Thrust Bearings—Grab Vidofnir

## Shop → Unicorn Mart

- Sell: Vidofnir / Riptide Ring, Fulmen Ring, Warding Talisman, Guardian Amulet / Incentive Chips
- Buy: Potion x21 / Turbojet x17 / Sturdy Bone x72 / Power Wristband

## Upgrade

- Wild bear: **Sturdy Bone** x36 → **Turbojet** x16
- Magician's Mark: **Sturdy Bone** x36 → **Thrust Bearing** x3 → **Turbojet** x1

## Menu

- Paradigms
 

<b>COM</b>	<b>RAV</b>	— default
<b>COM</b>	<b>MED</b>	
<b>SEN</b>	<b>MED</b>	
<b>SEN</b>	<b>SYN</b>	
[ <b>RAV</b> ]	<b>RAV</b>	
[ <b>RAV</b> ]	<b>RAV</b>	
- Crystarium: Snow: [**COM**: **Adrenaline** OOR → **Str+10** before Role Level]
- Equipment: Snow: Equip **Power Wristband** Lv 1

❑ CS

## Ushumgal Subjugator (1)

- [1] **COM/RAV**: **Attack** x4
- [2] **COM/MED**: **Repeat**
- [1] **COM/RAV**: **Repeat**
- [2] **COM/MED**: **Repeat**
- [1] **COM/RAV**: **Summon** when Tail Hammer → **Repeat**
- [5] **RAV/RAV**: **Froststrike** x4 after Overdrive → **Potion** on Tail Hammer → **Repeat**
- [6] **RAV/RAV**: **Repeat**
- [1] **COM/RAV**: **Repeat** → Refresh with [2] —2 CS's—Save prompt—3 CS's

❑ CS—2 CS's—CS

❑ **Ushumgal Subjugator (2)** Insta-shift → [2] **Libra** → [3] —CS—Retry the fight

## Menu

- Paradigms: Move [1] to [6]
 

[ <b>COM</b> ]	<b>COM</b>	<b>RAV</b>	
<b>COM</b>	<b>RAV</b>	( <b>RAV</b> )	
( <b>SAB</b> )	( <b>RAV</b> )	<b>RAV</b>	
<b>SEN</b>	( <b>RAV</b> )	( <b>RAV</b> )	
<b>SAB</b>	( <b>RAV</b> )	<b>SYN</b>	— default
<b>COM</b>	<b>RAV</b>	<b>RAV</b>	
- Crystarium
  - Fang: [**COM**: **Adrenaline**]—[**SAB**: **HP+20** before Acc OOR]
  - Lightning: [**RAV**: **Mag+10** OOR → **Thundara**]
  - Hope: [**RAV**: **Fearsiphon** OOR → **Thundara**]
- Equipment
  - [1] Fang: Equip **Power Wristband**★
  - [3] Hope: Magician's Mark★ → **Silver Bangle**
  - [2] Lightning: Equip **Magician's Mark**★

## Ushumgal Subjugator (2)

- [5] **SAB/RAV/SYN**: **Slow x3** → **Potion** → **Repeat** —Third Protect
- [3] **SAB/RAV/RAV**: **Repeat x2** → **Potion**
- [2] **COM/RAV/RAV**: **Potion** → **Auto x2** → **Attack** —Lightning
- [6] **COM/RAV/RAV**: **Auto x2** —Lightning
- [2] **COM/RAV/RAV**: **Auto** → **Attack** → **COM**-buffer Lightning
- [1] **COM/COM/RAV**: **Auto** → **Smite**
- [3] **SAB/RAV/RAV**: **Repeat x2** —Lightning
- [4] **SEN/RAV/RAV**: **Auto** → **Potion** → **Provoke** or **Potion** until stagger
- [2] **COM/RAV/RAV**: Same —**CS**

- ☐ Grab **Phoenix Down**—2 **CS**'s—3 **CS**'s
- ☐ **Aerial Snipers & Scavangers** **Blitz x2** Aerial Sniper B → **Summon** → **Blitz** → **Repeat** other targets → **Gestalt** → **Thunderfall** until out → **Zantetsuken**
- ☐ **Bombardier & Predators** Target Bombardier → [2] **Auto** → [1] **Blitz x2** until dead → [2] **Auto** —Grab **Brawler's Wristband**

## Menu

- Paradigms
 

<b>COM</b>	<b>COM</b>	<b>RAV</b>	
<b>RAV</b>	<b>COM</b>	<b>RAV</b>	
( <b>COM</b> )	( <b>COM</b> )	<b>RAV</b>	
( <b>COM</b> )	( <b>COM</b> )	( <b>MED</b> )	
( <b>COM</b> )	( <b>COM</b> )	<b>SYN</b>	— default
( <b>COM</b> )	<b>COM</b>	( <b>MED</b> )	
- Crystarium: Lightning: [**MED**: **Acc OOR**]—[**COM**: Three]
- Equipment
  - [1] Lightning: Magician's Mark★ → **Brawler's Wristband Lv 1**
  - [2] Fang: Power Wristband★ → **Magician's Mark★**
  - [1] Lightning: Equip **Power Wristband★**

- ☐ Use **Fortisol**—2 **CS**'s

## Havoc Skytank

- [5] **COM/COM/SYN**: **Attack x4** Portside Turret → **Attack x2** → **Potion** → **Repeat x2**
- [4] **COM/COM/MED**: **Repeat** → Refresh with [6]
- [1]/[3]/[4]/[6]: **Repeat** until Main Cannon
- [2] **RAV/COM/RAV**: **Auto** until stagger
- [1] **COM/COM/RAV**: **Repeat** until victory —**CS**—Save prompt

# Chapter 8

- ☐ **CS**—**CS**—3 **CS**'s—**CS**—**CS**—**CS**—**CS**—**CS**—**CS**—**CS**—**CS**—Grab **Star Pendant**

## Menu

- Paradigms
  - COM** **RAV** — default
  - COM** (**MED**)
  - SYN** **SAB**
  - RAV** **RAV**
  - RAV** **SAB**
  - COM** **SAB**
- Crystarium
  - Sazh: [**COM**: Blitz]—[**SYN**: Acc OOR → **Enfrost**]—[**RAV**: Two]
  - Vanille: [**RAV**: All OOR → **Role Lv 2**]—[**SAB**: Quake OOR → **Role Lv 2**]—[**MED**: Until out]
- Equipment
  - Sazh: Equip **Doctor's Code, Shield Talisman**
  - Vanille: Equip **Tungsten Bangle**

☐ **CS**

☐ **Zwerg Metrodroid** **Attack** → **Blitz** —Grab **Spica Defenders**—**CS**

## Midlight Reaper

- [1] **COM/RAV**: **Blitz**
- [3] **SYN/SAB**: **Bravery** → **Enfrost**
- [6] **COM/SAB**: **Repeat** —Vanille
- [5] **RAV/SAB**: **Auto** → Refresh with [6] until Deprotect
- [1] **COM/RAV**: **Repeat**
- [6] **COM/SAB**: **Potion** → **Repeat**
- [1] **COM/RAV**: **Repeat** → Refresh with [2] —2 **CS**'s

☐ **CS**

## Brynhildr

- [1] **COM/RAV**: Immediate shift
- [3] **SYN/SAB**: **Enfrost** Sazh
- [1] **COM/RAV**: **Attack-Blitz**
- [2] **COM/MED**: **Repeat** → Refresh with [1] —2 **CS**'s—Save prompt

# Chapter 9

☐ 2 **CS**'s—5 **CS**'s

☐ **PSICOM Raiders & Infiltrator** **Summon** → **Thundara x2** **Infiltrator** → [2] **Blitz x2** → **Gestalt** → **Thunderfall** to stagger → **Zantetsuken** —**CS**

## Menu

- |       |       |       |           |
|-------|-------|-------|-----------|
| (RAV) | SYN   | SAB   |           |
| (RAV) | RAV   | (SAB) |           |
| (RAV) | (RAV) | SEN   |           |
| RAV   | RAV   | COM   | — default |
| [COM] | RAV   | COM   |           |
| [COM] | RAV   | COM   |           |
- Paradigms: Move [1] to [4]
  - Crystarium
    - Lightning: [COM: All OOR except Ravage → Smite]
    - Fang: [SAB: Acc OOR → Curse]—[SEN: Next]
  - Equipment
    - [1] Lightning: Remove all
    - [4] Snow: Remove all
    - [3] Fang: Equip **Power Wristband★** , **Brawler's Wristband**
    - [1] Lightning: Equip **Magician's Mark★** , **Doctor's Code**

## PSICOM Raider & Infiltrators

- [4] RAV/RAV/COM: Fire-Thunder-Fire-Thunder Infiltrator A → Potion → Repeat Infiltrator B
- [5] COM/RAV/COM: Ruin x4 → Repeat until Infiltrators are dead
- [4] RAV/RAV/COM: Repeat → Thundera x2 after stagger
- [5] COM/RAV/COM: Repeat —CS

❑ CS—CS—5 CS's

❑ Grab Lifesaber—Grab Ember Ring—Grab Pandoran Spear—2 CS's

## Menu

- |       |       |           |
|-------|-------|-----------|
| SYN   | SAB   | — default |
| COM   | MED   |           |
| COM   | RAV   |           |
| RAV   | RAV   |           |
| [RAV] | (SAB) |           |
| [COM] | (SAB) |           |
- Paradigms: Move [1] to [3]
  - Crystarium: Sazh: [SYN: Next]—[RAV: Aero OOR → Overwhelm OOR]
  - Equipment: Sazh: Doctor's Code → Power Wristband Lv 1

## Flanborg & Flanitor (Preempt)

- If preemptive strike
  - [1] SYN/SAB: Bravery-Enwater Sazh —Vanilla starts casting
  - [3] COM/SAB: Blitz x2 → Repeat one Blitz
- If not preemptive strike
  - [1] SYN/SAB: Vigilance-Haste Sazh → Bravery-Enwater Sazh
  - [6] COM/SAB: Blitz-Blitz → Repeat
  - [3] COM/RAV: Repeat

❑ 2 CS's

## Shop → Lenora's Garage

- Sell: Weapons / Star Pendant, Ember Ring) / All components except Abominable Wings, Superconductors, Uraninite, Vibrant Oozes
- Buy: Crankshaft x32 / Vibrant Ooze x35 (x25 if bonus Fortisol) // Shaman's Mark / Potion x31, Painkiller x4, Mallet x4

## Upgrade

- Brawler's Wristband: **Vibrant Ooze** x25 → **Abominable Wing** x9 → **Crankshaft** x32 → **Uraninite**
- *If no bonus Fortisol*
  - Doctor's Code (unequipped): **Vibrant Ooze** x10
  - Dismantle **Doctor's Code**★

❑ 2 CS's—Grab **Phoenix Down**—CS

## Vespid Soldier & Thermadon

- [1] **SYN/SAB**: **Bravery-Enthunder** Sazh
- [2] **COM/RAV**: **Blitz** x2 Vespid → **Repeat** one Blitz if needed
- [1] **SYN/SAB**: **Haste-Enwater** Sazh → **Auto** Vanille
- [5] **RAV/SAB**: **Fire-Aero-Fire-Aero** → **Repeat** until Deprotect
- [4] **RAV/RAV**: **Repeat** until stagger
- [2] **COM/MED**: **Repeat** when Thermadon is close
- [3] **COM/RAV**: **Repeat** —2 CS's

❑ CS

## Kalavinka Strike (1)

- [1] **RAV/RAV/COM**: **Libra** → **Auto** —Cancel Hope's second Protect
- [2] **RAV/RAV/SAB**: **Auto** until Slow and Curse
- [4] **RAV/RAV/COM**: **Auto** until stagger —**COM**-buffer
- [5] **COM/RAV/COM**: **Auto** → Refresh with [6] —CS

## Kalavinka Striker (2)

- [1] **RAV/RAV/COM**: **Potion** → **Auto** → **Potion** → **Auto**
- [2] **RAV/RAV/SAB**: **Auto** x2 (and Potion)
- [3] **RAV/RAV/SEN**: **Auto** until Hellstorm Bolt → **Potion** on Hellstorm Bolt
- [4] **RAV/RAV/COM**([2] if missing debuff): **Auto** x2 (maintain interruption) → **COM**-buffer last spell
- [5] **COM/RAV/COM**: **Auto** until stagger (maintain interruption)
- [6] **COM/RAV/COM**: **Auto** —3 CS's

## Menu

- Battle Team: Lightning/**Sazh/Snow** (2 → 5, 4 → 3)
 

<b>COM</b>	<b>SYN</b>	( <b>COM</b> )	— default
( <b>RAV</b> )	<b>RAV</b>	<b>RAV</b>	
- Paradigms
 

( <b>COM</b> )	<b>SYN</b>	<b>SEN</b>
[ <b>RAV</b> ]	( <b>RAV</b> )	( <b>RAV</b> )
<b>COM</b>	[ <b>COM</b> ]	<b>COM</b>
<b>COM</b>	[ <b>COM</b> ]	<b>COM</b>
- Crystarium
  - Lightning: [**COM**: **Quake** OOR]
  - Snow: [**COM**: **Role Lv2**]—[**SEN**: Backtrack **Fringeward**]—[**RAV**: All OOR → **Role Lv2** → Three]
- Equipment
  - [4] Fang: Remove all
  - [1] Lightning: Magician's Mark → **Warrior's Wristband**
  - [2] Sazh: Equip **Magician's Mark**, **Shaman's Mark**
  - [3] Snow: **Power Wristband**★

### PSICOM Infiltrators & PSICOM Destroyer

- [1] **COM/SYN/COM**: **Potion** → **Blitz-Blitz** PSICOM Destroyer
- [4] **RAV/RAV/RAV**: **Potion** → **Thundara-Thundara**
- [5] **COM/COM/COM**: **Repeat** → Refresh with [6]

☐ Grab **Librascope**

### PSICOM Dragoons & PSICOM Destroyer

- [1] **COM/SYN/COM**: **Insta shift**
- [3] **COM/SYN/SEN**: **Blitz x2** Destroyer → **Repeat** until Snow has **Vigilance** and **Bravery**
- [5] **COM/COM/COM**: **Blitz x2** or **Attack x4**

☐ Grab **3600 gil**

### Thermadon & PSICOM Raiders

- [1] **COM/SYN/COM**: **Quake** → **Blitz x2** → **Repeat** one **Blitz**
- [2] **RAV/RAV/RAV**: **Thundara x2** Raider A → Target Raider B → **Potion** on **Photon Burst** → **Repeat** to stagger Raiders
- [4] **RAV/RAV/RAV**: **Repeat** until Thermadon is staggered
- [1] **COM/SYN/COM**: **Auto** Thermadon —Everyone has **Enwater**
- [6] **COM/COM/COM**: **Auto**

☐ Decept-cancel on enemies upwards

### Menu

- Crystarium
  - Sazh: [**SYN**: **Enfire**] [**COM**: **Magic+3** before **Quake** OOR]
  - Snow: [**RAV**: **Overwhelm** OOR]
  - Fang: [**COM**: **Backtrack HP+20** OOR → Next] [**SAB**: **Backtrack HP+30** OOR → Next]
  - Vanille: [**SAB**: **Acc** OOR] [**MED**: **Until out**]

☐ Grab **Ethersol**—Use **Fortisol**—**CS**

### Barthandelus 1

- [1] **COM/SYN/COM**: Target Right Pauldron → **Librascope** → **Attack x3** → **Attack x3** → **Attack x4**
- [6] **COM/COM/COM**: **Attack x3** → **Potion** → **Attacks x3** → **Potion** → **Attacks x4**
- [5] **COM/COM/COM**: **Attack x3** until Right Pauldron dies
- [1] **COM/SYN/COM**: **Potion** → **Attack x3** → **Potion** → **Attack x3** until Ailette is dead → **Attack x3** Left Pauldron until dead → **Potion**
- [2] **RAV/RAV/RAV**: **Fire-Thunder-Fire-Thunder** → **Quake** → **Repeat** → **Potion** → **Repeat**
- [4] **RAV/RAV/RAV**: **Thundara x2** → **Potion** → **Repeat** until 650-700%
- [5] **COM/COM/COM**: **Repeat** after Snow's 4th Attack → Refresh with [6]
- If Destrudo
  - [4] **RAV/RAV/RAV**: **Fire-Thunder-Fire-Thunder** and **Potion** until stagger
  - [5] **COM/COM/COM**: **Repeat** until victory
- —2 **CS's**—Save prompt



# Chapter 10

❑ CS—CS

## Menu

- Battle Team: Lightning/Snow/Sazh (3 → 5)
  - (RAV) SEN SYN — default
  - (RAV) RAV RAV
- Paradigms
  - (RAV) SEN (RAV)
  - [RAV] (SEN) (RAV)
  - [RAV] (RAV) SYN
  - COM COM [RAV]

❑ CS

## Pulsework Knights

- [1] RAV/SEN/SYN: Quake → Thundara x3
- [3] RAV/SEN/RAV: Repeat → Repeat one Thundara → Libra different target → Repeat
- [4] RAV/SEN/RAV: Repeat → Target non-staggered one
- [5] RAV/RAV/SYN: Repeat to stagger —
- [6] COM/COM/RAV: Blitz x2 → Auto —CS

❑ CS—Grab Alicanto—Grab Ethersol—3 CS's

## Cid Raines

- [1] RAV/SEN/SYN: Quake → Fire-Water-Fire-Water
- [3] RAV/SEN/RAV: Repeat → Potion → Repeat
- [4] RAV/SEN/RAV: Repeat → Potion
- [5] RAV/RAV/SYN: Repeat → Repeat two spells
- [2] RAV/RAV/RAV: Repeat x3 —Offensive Shift
- [3] RAV/SEN/RAV: Repeat → Potion → Repeat until stagger
- Offensive or Recovery: [6] Attack x4 → keep juggling
- Defensive Stance:
  - [2] RAV/RAV/RAV: Thundara x2 until 900% → wait for Offensive Shift
  - [6] COM/COM/RAV: Attack x4 → Keep juggling —CS

## Menu

- Equipment
  - [1] Lightning: Remove all
  - [2] Snow: Power Wristband★ → Power Wristband Lv1
  - [3] Sazh: Equip Power Wristband★, Warrior's Wristband
  - [1] Lightning: Equip Magician's Mark, Shaman's Mark
  - [6] Fang: Equip Doctor's Code, Tetradic Crown
  - [5] Vanille: Equip Shield Talisman, Soulfont Talisman
  - [4] Hope: Equip Tungsten Bangle

❑ CS—Grab Feymark—CS—3 CS's

## Bahamut

- [1] **COM/RAV/RAV**: Insta shift
- [5] **SAB/COM/RAV**: **Auto**
- [4] **SEN/MED/MED**: **Potion** → **Auto**
- [1] **COM/RAV/RAV** ([5] if missing debuff): **Attack-Ruin-Attack** —CS—3 CS's—Save prompt

# Chapter 11

❑ 4 CS's—2 CS's

## Alexander

- [1] **RAV/MED/SEN**: Insta shift
- [6] **RAV/RAV/COM**: —Fang is close to Alexander
- [1] **RAV/MED/SEN**: —Provoke
- [2] **SYN/MED/SEN**: **Protect Hope**
- [6] **RAV/RAV/COM**: **Thunder-Fire-Thunder**
- [1] **RAV/MED/SEN**: —Provoke
- [2] **SYN/MED/SEN**: **Repeat Lightning** → **Repeat Fang**
- [6] **RAV/RAV/COM**: **Repeat x2**—3 CS's

## Menu

- Battle Team: **Sazh/Vanille/Snow** (1 → 4, 5 → 3, 2 → 6)

	<b>COM</b>	<b>MED</b>	( <b>COM</b> )
	<b>COM</b>	( <b>SAB</b> )	<b>RAV</b>
	<b>SYN</b>	<b>MED</b>	( <b>COM</b> )
- Paradigms

[ <b>COM</b> ]	( <b>SAB</b> )	<b>COM</b>	
<b>SYN</b>	[ <b>SAB</b> ]	<b>COM</b>	— default
[ <b>COM</b> ]	<b>RAV</b>	<b>COM</b>	

## Behemoth King & Megistotherian

- [5] **SYN/SAB/COM**: **Bravery-Enfire** Sazh —Vanille starts casting
- [2] **COM/SAB/RAV**: **Blitz x2** Megistotherian → **Repeat** one Blitz
- [4] **COM/SAB/COM**: **Repeat** after Imperil

❑ CS—CS—Grab Hauteclaire—CS

## Shop → Lenora's Garage

- Sell: Weapons / **Entite Ring**, **Blessed Talisman** / All components except **Barbed Tail**, **Superconductor**
- Buy: **Superconductor** x78 / **Barbed Tail** x87 / **Titanium Bangle**, **Warrior's Wristband** x2, **Black Belt** / Pearlwing Staff / Holy Water x4, Foul Liquid x4

## Upgrade

- Warrior's Wristband Lv1: **Barbed Tail** x36 → **Superconductor** x37
- Warrior's Wristband Lv1: **Barbed Tail** x36 → **Superconductor** x37
- Black Belt: **Barbed Tail** x15 → **Superconductor** x4

## Menu

- |                |            |            |           |
|----------------|------------|------------|-----------|
| ( <b>SYN</b> ) | <b>SAB</b> | <b>RAV</b> |           |
| <b>COM</b>     | <b>MED</b> | <b>COM</b> |           |
| <b>SYN</b>     | <b>MED</b> | <b>COM</b> | — default |
| <b>COM</b>     | <b>SAB</b> | <b>COM</b> |           |
| <b>SYN</b>     | <b>SAB</b> | <b>COM</b> |           |
| <b>COM</b>     | <b>RAV</b> | <b>COM</b> |           |
- Paradigms: Move [1] to [2]
  - Crystarium
    - Sazh: [**COM**: **Quake** OOB → **Jeopardize** OOR → **Role Lv3** → Until out] [**RAV**: Finish current ring]
    - Vanille: [**MED**: Until out]
    - Snow: [**RAV**: **Str+5** after double HP+80] [**SEN**: **Acc** OOR → **Role Lv2** → **Challenge** OOR]
  - Equipment
    - [6] Lightning: Remove all
    - [4] Hope: Remove all
    - [5] Fang: Equip **Tungsten Bangle**, **Black Belt**
    - [3] Snow: **Warrior's Wristband**★ x2
    - [2] Vanille: Equip **Pearlwing Staff**, **Titanium Bangle**, **Doctor's Code**
    - [1] Sazh: **Power Wristband** → **Shield Talisman**

## Rust Puddings

- [3] **SYN/MED/COM**: **Enthunder-Bravery** Snow → **Repeat** Sazh —Cancel Snow
- [2] **COM/MED/COM**: **Blitz** x2 closest Rust Pudding → **Repeat** → Refresh with [6]

## Menu

- Crystarium
  - Sazh: [**COM**: **HP+80**] [**RAV**: Until out]
  - Vanille: [**MED**: Next]

☐ **CS**—Grab **Saint's Amulet** x2—**CS**

## Hecatoncheir

- [1] **COM/RAV**: Insta shift
- [3] **SAB/COM**: **Deprotect-Deshell-Imperil-Deshell** → **Repeat** —Fang's third action
- [4] **SAB/SEN**: **Repeat** and **Potion** until Looming Wrath
- [3] **SAB/COM**: **Repeat** → **Potion** → **Repeat** three spells
- Switch to **Deprotect-Deshell-Deprotect-Deshell** when Imperil is inflicted —**CS**

☐ Grab **Perfect Conductor** x3—**CS**—2 **CS**'s—3 **CS**'s—2 **CS**'s—**CS**—**CS**—**CS**

☐ Elevator to Second Tier—**CS**—Accept Mission 21

## Gelatitan

- [3] **SYN/MED/COM**: **Auto** Sazh → **Bravery-Enthunder** Snow
- [5] **SYN/SAB/COM**: **Repeat** Sazh —Cancel Snow
- [6] **COM/RAV/COM**: **Blitz** x2 → **Repeat** —**CS**

## Menu

- Battle Team: **Vanille/Sazh/Snow** (1 → 2)
- Paradigms: Default [6]

- ❑ Accept Mission 22
- ❑ **Ambling Bellows** Target Bellows → **Summon** → **Aerora** → **Aerora-Fira** → **Gestalt** → **Force Blasters** x4 → **Finisher** —CS

### Menu

- Battle Team: **Sazh/Vanille/Snow** (1 → 2)
- Paradigms: Default [1]

- ❑ Accept Mission 23

### Gurangatch

- [1] **Auto** Sazh → **Bravery-Enwater** Snow
- [5] **SYN/SAB/COM**: **Repeat** Sazh —Cancel Snow
- [6] **COM/RAV/COM**: **Auto** or **Blitz** —CS

- ❑ CS—Grab **Simurgh**—CS—Elevator to Fourth Tier—Elevator to Fifth Tier—Accept Mission 24

### Mushussu

- [1] **SYN/SAB/RAV**: **Quake** → **Bravery-Enwater** Snow
- [5] **SYN/SAB/COM**: **Haste-Bravery** Sazh
- [4] **COM/SAB/COM**: **Blitz** x2 —Cancel Snow
- [2] **COM/MED/COM**: **Repeat** —CS

### Menu

- Paradigms
 

<b>SYN</b>	<b>SAB</b>	<b>RAV</b>	— default
<b>COM</b>	<b>MED</b>	<b>COM</b>	
<b>SYN</b>	<b>MED</b>	<b>COM</b>	
<b>COM</b>	<b>SAB</b>	<b>COM</b>	
( <b>RAV</b> )	<b>SAB</b>	( <b>RAV</b> )	
<b>COM</b>	<b>RAV</b>	<b>COM</b>	
- Crystarium
  - Sazh: [**RAV**: **Role Lv2** → Before Role Lv3]
  - Vanille: [**SAB**: Before **Jinx** OOR]
  - Snow: [**SEN**: Until out]
- Equipment
  - Sazh: Shield Talisman → **Soulfont Talisman**
  - Fang: Remove all

- ❑ Elevator to Fourth Tier—Elevator to Sixth Tier—Accept Mission 25—Examine statue—CS—Grab **Unsetting Sun**

### Vetala

- [1] **SYN/SAB/RAV**: **Auto** Sazh → **Bravery-Enthunder** Snow
- [5] **RAV/SAB/RAV**: **Renew** → **Fire-Thunder-Fire-Thunder** → **Repeat** until stagger
- [1] **SYN/SAB/RAV**: **Repeat** Sazh —Deprotect
- [2] **COM/MED/COM**: **Blitz** x2 → **Repeat** —CS

## Menu

- Paradigms
 

SYN	(RAV)	(SEN)	
COM	(RAV)	(RAV)	
(RAV)	(RAV)	(SEN)	
COM	(RAV)	COM	— default
RAV	SAB	(SEN)	
COM	RAV	COM	
- Battle Team: **Vanille/Sazh/Snow** (1 → 2)

- ❑ Grab **Librascope**—Accept Mission 26—Use **Ethersol**
- ❑ **Penanggalan** **Quake** → Target Penanggalan → **Summon** → **Fira-Aerora** → [6] **Repeat** → **Gestalt** → **Force Blasters** x5 → **Finisher** —CS—CS—Examine statue—CS—Elevator to Fourth Tier

## Shop → Lenora's Garage

- Sell: **Weapons** / All Acc but **Warrior's Wristband**, **Magician's Mark**, **Black Belt**, **Doctor's Code** / All Components but **Perfect Conductors**, **Particle Accelerators**
- Buy: **Superconductor** x63 / **Sturdy Bone** x72, **Barbed Tail** x72, **Vibrant Ooze** x86 (96 if two Doctor's Code) / **Warrior's Wristband**, **Sorcerer's Mark**

## Menu

- Battle Team: **Sazh/Snow/Vanille** (1 → 2, 2 → 3)
- Equipment
  - Sazh: Soulfont Talisman → **Warrior's Wristband Lv 1**
  - Vanille: Doctor's Code → **Sorcerer's Mark**

## Upgrade

- Vega 42s: **Sturdy Bone** x36 → **Superconductor** x5
- Wild Bear: **Sturdy Bone** x36 → **Superconductor** x4
- Pearlwing Staff: **Barbed Tail** x36 → **Superconductor** x17
- Warrior's Wristband Lv1: **Barbed Tail** x36 → **Superconductor** x37
- Warrior's Wristband Lv1: **Vibrant Ooze** x36 → **Particle Accelerator** x3 → **Perfect Conductor** x1
- Doctor's Code: **Vibrant Ooze** x10
- Dismantle: **Doctor's Code**

- ❑ Elevator to Sixth Tier—Use **Ethersol**—Elevator to Apex—2 CS's

## Dahaka

- [4] **COM/COM/RAV**: **Blitz** —RAV-buffer
- [3] **RAV/SEN/RAV**: **Flamestrike** x4
- [1] **SYN/SEN/RAV**: **Auto Sazh** → **Renew** → **Libra** → **Auto Vanille**
- [5] **RAV/SEN/SAB**: **Repeat**
- [1] **SYN/SEN/RAV**: **Bravery-Enthunder** Sazh → **Repeat** Snow (wait for Foul Utterance if it goes off)
- [5] **RAV/SEN/SAB**: **Repeat** → **Fire-Thunder-Fire-Thunder** —Imperil, Deprotect and 280%
- [2] **COM/RAV/RAV**: **Blitz** x2
- [4] **COM/COM/RAV**: **Repeat** → Refresh with [6] —2 CS's

- ❑ Grab **Ethersol**

## Menu

- Paradigms
 

(COM)	(COM)	(MED)	
(RAV)	RAV	RAV	
RAV	(RAV)	(SAB)	— default
RAV	RAV	MED	
RAV	(RAV)	SAB	
COM	COM	RAV	
- Crystarium
  - Sazh: [RAV: Until out]
  - Snow: [SEN: Until out]
  - Vanille: [MED: HP+100 x2 OOR] [SAB: Jinx OOB → HP+100 x2 OOR]

❑ 2 CS's—CS—Grab Ethersol—Use Fortisol, Aegisol and Ethersol—CS

## Barthandelus 2

- [4] COM/COM/RAV: Blitz
- [5] SYN/RAV/SAB: Haste-Bravery Sazh → Haste-Faith Vanille → Bravery Snow
- [3] RAV/RAV/SAB: Fire-Thunder-Fire-Thunder → Librascope —Stagger or Deprotect and Imperil
- [2] RAV/RAV/RAV: Repeat or Thunder-Aerora —After second Thunder-Aerora
- [1] COM/COM/MED or [4/6] COM/COM/RAV: Blitz x2
- Summon differently according to his HP
  - Summon → Gestalt on Apoptosis → Finisher
  - Summon on Laughter → Potion → Repeat → Gestalt on Apoptosis → Finisher → Blitz
- [5] SYN/RAV/SAB: Haste Sazh → Repeat Vanille
- [3] RAV/RAV/SAB: Fire-Thunder-Fire-Thunder or Thunder-Aerora until Deprotect, Imperil, and stagger
- [2] COM/RAV/RAV: Repeat or Thunder-Aerora —Second Thundere-Aerora
- [1] COM/COM/MED: Repeat → Refresh with [6] and [4] —CS—CS—2 CS's—Save prompt

# Chapter 12

❑ 2 CS's

❑ Anavatapta Warmech Down+O → Side+O until stagger → (initial chain died) Zantetsuken or Down+O → Side+O until dead —4 CS's—2 CS's—CS

## Menu

- Battle Team: Vanille/Snow/Sazh (1 → 3, 3 → 4)
- Paradigms: Default [2]

❑ Bulwarker Quake → Summon → Fira-Aerora → Gestalt → Force Blasters → Finisher

## Menu

- Crystarium
  - Vanille: [**COM**: Ruin] [**MED**: Acc OOR] [**SAB**: Finish triple HP+100 → **HP+100**]
  - Snow: [**SEN**: ATB] [**RAV**: Acc OOR]
  - Sazh: [**RAV**: **HP+100** next to Cold Blood]
- Battle Team: **Sazh/Snow/Vanille** (1 → 3)
 

<b>COM</b>	( <b>COM</b> )	( <b>COM</b> )	
<b>COM</b>	( <b>COM</b> )	( <b>COM</b> )	— default
<b>SYN</b>	<b>SEN</b>	( <b>SAB</b> )	
[ <b>SYN</b> ]	<b>RAV</b>	( <b>MED</b> )	
<b>RAV</b>	<b>RAV</b>	[ <b>MED</b> ]	
<b>RAV</b>	<b>RAV</b>	[ <b>RAV</b> ]	
- Paradigms
- Equipment
  - Snow: Equip **Warrior's Wristband★**
  - Vanille: Equip **Magician's Mark, Black Belt**

❑ 2 CS's

## Behemoth King

- [2] **COM/COM/COM**: **Blitz** —**RAV**-buffer Blitz
- [6] **RAV/RAV/RAV**: **Fire x4**
- [1] **COM/COM/COM**: **Attack-Blitz** —**RAV**-buffer
- [6] **RAV/RAV/RAV**: **Repeat**
- [4] **SYN/RAV/MED**: **Auto Sazh** → **Auto Vanille**
- [5] **RAV/RAV/MED**: **Repeat**
- [3] **SYN/SEN/SAB**: **Bravery-Enfire Sazh** → **Repeat Snow** → **Faith-Enfire Vanille** —Hurl, Deprotect and Imperil
- [2] **COM/COM/COM**: **Blitz x2** —**CS**

## Menu

- Crystarium
  - Sazh: [**RAV**: **Cold Blood** OOR]
  - Snow: [**COM**: Until out]

❑ Grab **Rabel Heart**—**CS**

## The Proudclad 1

- [2] **COM/COM/COM**: **Blitz x2** —**RAV**-buffer first Blitz
- [6] **RAV/RAV/RAV**: **Fire-Thunder-Fire-Thunder**
- [4] **SYN/RAV/MED**: **Haste-Bravery Snow** → **Repeat Sazh** → **Haste-Faith Vanille** —Snow
- [6] **RAV/RAV/RAV**: **Repeat** —Snow
- [1] **COM/COM/COM**: **Repeat** —**RAV**-buffer
- [5] **RAV/RAV/MED**: **Librascope** → **Cold Blood** right before stagger —Sazh starts firing
- [6] **RAV/RAV/RAV**: **Insta shift**
- [5] **RAV/RAV/MED**: **Repeat**
- [1] **COM/COM/COM**: —Snow's fifth Attack
- [2] **COM/COM/COM**: **Repeat** → **Renew** → **Repeat** → Refresh with [1] —**CS**

## Menu

- Battle Team: **Snow/Sazh**/Vanille (1 → 2)
- Paradigms: Default [6]

☐ CS

☐ **Adamanchelid** Froststrike-Blizzard-Blizzard-Blizzard-Blizzard → Summon → Repeat → [5] Repeat until stagger → Gestalt → Up+O → Down+O until out → Finisher —CS

☐ Grab **Punisher**—CS—CS—CS—Grab **Particle Accelerator x6**—CS—CS

☐ Grab **Mistilteinn**—CS—CS—Grab **Power Glove**

## Upgrade

- Goddess's Favour: **Vibrant Ooze** x4 → **Perfect Conductor** x2
- Power Glove Lv1: **Vibrant Ooze** x36 → **Particle Accelerator** x6
- Dismantle **Goddess's Favour** → **Ribbon**
- Warrior's Wristband (on Snow): **Scarletite**

## Menu

- Battle Team: **Sazh/Snow**/Vanille (1 → 2)

(RAV) COM COM — default  
COM COM COM

- Paradigms (RAV) SEN (RAV)  
(COM) (SEN) MED  
RAV (COM) (RAV)  
RAV RAV RAV

- Crystarium
  - Sazh: [COM: Until out]
  - Snow: [COM: Until out]
  - Vanille: [MED: Until out]

- Equipment
  - Snow: Warrior's Wristband★ → **Power Glove★**
  - Sazh: Warrior's Wristband Lv 8 → **Warrior's Wristband★**

☐ Use **Ethersol, Fortisol, Aegisol**—CS



## The Proudclad 2

- [2] **COM/COM/COM: Attack-Blitz** → **RAV**-buffer Blitz
- [6] **RAV/RAV/RAV: Libra** → **Cold Blood** → shift before Cold Blood ends → cancel Snow
- [1] **RAV/COM/COM: Repeat** → **Aero**
- [2] **COM/COM/COM: Renew** → **Auto 3 Attacks** → **Potion** → **Repeat** until stagger ends → **Attack-Attack-Blitz** → **RAV**-buffer Blitz
- [3] **RAV/SEN/RAV: Auto 2 spells** → ready Cold Blood
  - (Onearic Maelstrom) **Renew** on hit → **Cold Blood** → shift when 2nd Steelguard text disappears
  - (Double Myon Blaster) **Cold Blood** → shift when 2nd Steelguard text disappears
- [5] **RAV/COM/RAV: Repeat**
- [1] **RAV/COM/COM: Repeat** → cancel Snow
- [2] **COM/COM/COM: Blitz** → **Blitz x2** → **RAV**-buffer 2nd Blitz
- [1] **RAV/COM/COM: Cold Blood** when stagger is about to end → Immediate shift
- [2] **COM/COM/COM: Repeat**
- If he's not close to dead
  - [4] **COM/SEN/MED: Potions** until Aerial phase → **Renew** if Onearic Maelstrom → Shift after Aerial phase
  - [6] **RAV/RAV/RAV: Fire-Thunder-Fire-Thunder**
  - [4] **COM/SEN/MED: Repeat** → **RAV**-buffer
  - [6] **RAV/RAV/RAV: Repeat** → **Cold Blood**
  - [2] **COM/COM/COM: Repeat** —CS—CS—Save prompt

## Chapter 13

### Menu

- Battle Team: **Vanille/Snow/Sazh** (1 → 3)
 

(MED)	COM	(COM)	
(SAB)	COM	COM	
(SAB)	SEN	(SYN)	
(RAV)	(RAV)	COM	
(SAB)	(RAV)	RAV	— default
RAV	RAV	RAV	
- Crystarium
  - Vanille: **(MED: Mag+18** and **HP+125 OOR** → **Curaja OOR** → Two nodes after Role Lv4]
  - Snow: **[COM: Role Lv4]**
  - Sazh: **[COM: Both HP+70 OOR** → **Adrenaline OOR** → **Acc OOR]**
- Equipment: Sazh: Equip **Warrior's Wristband Lv 8**

❑ 2 CS's

### Shop → Eden Pharmaceuticals

- Sell: Weapons, All Acc, All components
- Buy: **Deceptisol** x1, **Fortisol** x3, **Aegisol** x3, **Deceptisol** x1-2

❑ CS—CS—Use **Ethersol** while jumping—CS—Use **Fortisol**, **Aegisol**—CS

## Bandersnatch & Jabberwocky

- [5] **SAB/RAV/RAV: Imperil x5** Bandersnatch
- [6] **RAV/RAV/RAV: Summon** → **Fira-Aerora** → **Gestalt** on Jabberwocky's action → **Force Blasters** → **Finisher** → **Fire-Thunder-Fire-Thunder** —Cancel Snow
- [5] **SAB/RAV/RAV: Deprotect-Poison-Deprotect-Poison-Deprotect**
- [6] **RAV/RAV/RAV: Thunder-Aerora-Aero** (Tank Breath with [3])
- [5] **SAB/RAV/RAV: Repeat** or **Poison x5**
- [2] **SAB/COM/COM: Repeat** —CS—CS—CS

### Menu

- Paradigms
 

<b>MED</b>	<b>COM</b>	<b>COM</b>	
<b>SAB</b>	<b>COM</b>	<b>COM</b>	
<b>SAB</b>	<b>SEN</b>	<b>SYN</b>	— default
<b>RAV</b>	<b>RAV</b>	<b>COM</b>	
<b>SAB</b>	<b>RAV</b>	<b>RAV</b>	
<b>RAV</b>	<b>RAV</b>	<b>RAV</b>	

- ❑ Use **Ethersol, Fortisol, Aegisol**—CS

## Wladislaus

- [3] **SAB/SEN/SYN: Libra** → **Deprotect x5** —Third Enfire
- [2] **SAB/COM/COM: Repeat** if missing Deprotect → **Renew** → **Repeat** when Mounting Contempt starts
- [3] **SAB/SEN/SYN: Repeat** if missing Deprotect —Mounting Contempt hits
- [1] **MED/COM/COM: Auto** → **Auto** after Wladislaus attacks —Cancel Snow
- [2] **SAB/COM/COM: Kill** —CS—CS

### Menu

- Battle Team: **Sazh/Snow/Vanille** (1 → 3)
- Paradigms
 

<b>COM</b>	<b>COM</b>	<b>MED</b>	
<b>COM</b>	<b>COM</b>	( <b>COM</b> )	
( <b>RAV</b> )	( <b>RAV</b> )	( <b>MED</b> )	
<b>COM</b>	<b>RAV</b>	<b>RAV</b>	— default
<b>RAV</b>	<b>RAV</b>	<b>SAB</b>	
<b>RAV</b>	<b>RAV</b>	<b>RAV</b>	
- Crystarium
  - Sazh: [**COM**: HP+70 OOR → One after Role Lv3]
  - Snow: [**COM**: Until out]
  - Vanille: [**MED**: Until out]
- Equipment
  - Snow: Remove both **Power Gloves**
  - Sazh: Optimize Offensive
  - Snow: Optimize Offensive

- ❑ Use **Ethersol** on elevator
- ❑ Use **Deceptisol, Fortisol, Aegisol**—CS

## Tiamat Eliminator

- [4] **COM/RAV/RAV**: **Attack-Attack-Blitz** —**RAV**-buffer Blitz
- [6] **RAV/RAV/RAV**: **Cold Blood** → **Libra** → **Repeat** right before stagger —Sazh starts firing
- [3] **RAV/RAV/MED**: **Repeat** if missing Imperil, or low HP —Before Cold Blood ends
- [2] **COM/COM/COM**: **Blitz x2** → Refresh with [1] until stagger ends → **Attack-Attack-Blitz** once hits ground
- [5] **RAV/RAV/SAB**: **Repeat** until stagger —Deprotect
- [2] **COM/COM/COM**: **Blitz x2** → Keep juggling —**CS**

## Menu

- Paradigms
 

<b>COM</b>	<b>COM</b>	<b>MED</b>	
<b>COM</b>	<b>COM</b>	( <b>RAV</b> )	— default
( <b>SYN</b> )	( <b>SEN</b> )	<b>MED</b>	
( <b>SYN</b> )	<b>RAV</b>	<b>RAV</b>	
<b>RAV</b>	<b>RAV</b>	<b>SAB</b>	
<b>RAV</b>	<b>RAV</b>	<b>RAV</b>	
- Crystarium
  - Sazh: [**RAV**: Next two STR → First **STR+20 OOR**] [**SYN**: **Role Lv3** → Four]

❑ **CS**

## Shop → Eden Pharmaceuticals

- Sell: **Imperial Armlet**
- Buy: **Librascope x2**, **Fortisol**, **Aegisol**

❑ Grab **Ethersol**—**CS**—Use **Ethersol**, **Fortisol**, **Aegisol**—**CS**

## Barthandelus 3

- [2] **COM/COM/RAV**: **Librascope** → **Blitz x2** → **RAV**-buffer
- [5] **RAV/RAV/SAB**: **Fire-Thunder-Fire-Thunder** → **Repeat** → **Repeat 2 spells**
- If missing Imperil
  - [3] **SYN/SEN/MED**: **Potion** until Ultima finishes
  - [5] **RAV/RAV/SAB**: **Potion** until Imperil is inflicts
  - [1] **COM/COM/MED**: **Repeat** until close to Ultima
  - [3] **SYN/SEN/MED**: **Quake** on Ultima → **Potion** until Ultima finishes
- If not missing Imperil
  - [3] **SYN/SEN/MED**: **Potion** or **Renew** when free → **Quake** when Ultima starts
- [6] **RAV/RAV/RAV**: (Use [5] if missing Deprotect) **Renew** → **Cold Blood** → Cancel Vanille
- [2] **COM/COM/RAV**: **Repeat x2**
- [1] **COM/COM/MED**: **Repeat x2** → Cancel Snow
- [2] **COM/COM/RAV**: **Repeat** → hopefully kill
- [3] **SYN/SEN/MED**: **Renew**
- [1] **COM/COM/MED**: **Repeat** until dead —**CS**

## Orphan 1

- [2] **COM/COM/RAV**: Librascope
- [3] **SYN/SEN/MED**: (Judgment) → **Auto** Vanille → Haste-Vigilance Sazh → (Slap) → **Repeat** Snow
- [6] **RAV/RAV/RAV**: **Fire-Thunder-Fire-Thunder** → **Renew** on (Slap) → **Repeat**
- [4] **SYN/RAV/RAV**: **Bravery-Enthunder** Sazh → **Renew** on (Slap) → **Repeat** Snow
- [3] **SYN/SEN/MED**: Insta shift
- [5] **RAV/RAV/SAB**: (tank attacks with [3], **Elixir** before stagger) **Repeat** → **Cold Blood** after stagger → wait for Deprotect, Poison, Imperil (Fire-Thunder-Fire-Thunder)
- [1] **COM/COM/MED**: **Repeat** until Judgment
- [6] **RAV/RAV/RAV**: **Renew** → **Fire-Thunder-Fire-Thunder** → **Summon** → **Repeat**
- [5] **RAV/RAV/SAB**: **Repeat**
- [1] **COM/COM/MED**: **Repeat** → refresh with [2] until Dies Irae or Brynhildr is about to die
- Gestalt: if close **X** then mash **Down+O**, if not close stall then **Up+O**
- [1] **COM/COM/MED**: **Repeat** until victory —CS—CS—CS—CS—CS—CS

## Orphan 2

- [2] **COM/COM/RAV**: **Blitz**
- [4] **SYN/RAV/RAV**: **Auto** Sazh → Vanille → Snow → cancel Snow
- [6] **RAV/RAV/RAV**: **Fire-Thunder-Fire-Thunder**
- [4] **SYN/RAV/RAV**: **Enthunder-Bravery** Sazh → **Enthunder** Snow → cancel Snow
- [5] **RAV/RAV/SAB**: Repeat until stagger ( → **Renew**) → **Cold Blood** → (**Painkiller** → **Auto** → ) wait for Deprotect and Imperil
- [1] **COM/COM/MED**: **Auto** 1-2 Attack → **Blitz** x2 as Orphan lands → **Repeat** or **Auto**