

FF13 Any%

Mr. Tyton

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## Acknowledgements

Everyone in the FF13 Discord. In no particular order: **Roostalol**, **LewdDolphin**, **Flux**, **Yeswally1**, **LilSharkie**, **xJake-Dreamerx**, **TehMonkey-**, **xP3ndulum**, **NijiBashira**, **Mrzwanzig**, **QazPlm9000**, **Hoishin**, **Tiornys**, **MLSTRM**, and anyone else I forgot.

# Chapter 1

## Manasvin Warmech (1)

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

## Pantheron & PSICOM Warden

Camera Trick on the ramp and hope Sazh is nice.

## PSICOM Marauder & PSICOM Enforcer x2

19% chance of a **Phoenix Down**

Legendary Dodge - Right around soldier, left around the first Pantheron, right Pantheron. If caught then fight.

## Legendary Dodge - Pantheron x2 & PSICOM Warden x2

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

19% chance of a **Phoenix Down**

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

## Beta Behemoth

- Throw a potion to prevent Snow's interruption by the swipe.
- Auto-battle twice
- Auto-battle and execute at 1.5 ATB, should dodge swipe
- Auto-battle twice
- Auto-battle, execute at 1 ATB, should dodge swipe
- Auto-battle until victory

Save prompt after cut-scene #1

## Myrmidon

- Auto battle and execute at 1.5 ATB
  - Auto-battle
  - Attack x1
  - Auto-battle and execute at 1.5 ATB
  - Auto-battle
  - Throw a potion at any point if anyone goes to less than 60hp
  - Auto-battle once staggered, try to interrupt.
- 25% chance of a **Polymer Emulsion**

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

## MENU

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

Run through and fight if you fail it.

## Pantheron x2 & PSICOM Aerial Recon x3

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

27.1% chance of a **Phoenix Down**

## PSICOM Warden & PSICOM Enforcer x2

27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #1

## Chapter 2

### Pantheron

- Attack x2
- Repeat

### Zwerg Scandroid x3 (1)

50% chance of a **Deceptisol**

### Zwerg Scandroid x3 (2)

50% chance of a **Deceptisol**

### Pantheron x2

- Hand Grenade Pantheron B, not A
- 12% chance of a **Fortisol**

Camera trick the dogs after prompt. Fight the Scandroids if you need Phoenix Down and you want/need Deceps.

### Zwerg Scandroid x4 (Lightning Lead)

- 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)

12% chance of a **Fortisol**

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

### Pantheron & Zwerg Scandroid x2 (Snow Lead)

12% chance of a **Deceptisol**

Access the menu in mid-air.

### MENU

- **Settings**
  - Battle Speed: Slow

### Zwerg Scandroid x4 (Vanille Lead) **Don't Pre-Empt**

- Attack x1
  - Wait 32 seconds or let Hope end the fight.
- 96% chance of a **Fortisol**

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

#### MENU

- **Settings**
  - Battle Speed: Normal

#### Ghoul x3

12% chance of a **Fortisol**

#### Ghoul x2 **Pre-Empt**

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

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

#### MENU

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

#### Ghast

- Auto-battle twice
  - Attack x1
  - Wait 56 seconds, or let Sazh finish the fight
- 96% chance of a **Deceptisol**

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

Ghoul hallway is as follows:

1. Fortisol
2. Deceptisol
3. Deceptisol
4. Fortisol
5. Deceptisol

If you have to fight any of them:

#### Ghoul

- Wait 33 seconds before attacking
- If Sazh doesn't get hit, once the chain gauge is 106.5%

**Fortisol** on the elevator.

#### Anima

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

Save prompt after cut-scene #2

Save prompt after cut-scene #3

# Chapter 3

## Ghast x3

- [1] - Relentless Assault (**COM**/**RAV**/**RAV**)
    - Skip Tutorial, Auto-battle a Ghast that isn't the default
    - Blitz whatever Ghast would ensure both are hit, Attack x2 otherwise
- 8% chance of a **Deceptisol**

## SHOP 1000 GIL

- B&W Outfitters
  - Sell
    - \* Phoenix Down x2
    - \* Credit Chip x1 if didn't have 2 Phoenix Downs
  - Buy
    - \* Magician's Mark

## MENU

- **Paradigms**

	Lightning	Snow	Vanille
	( <b>RAV</b> )	<b>RAV</b>	<b>RAV</b>
–	<b>COM</b>	<b>SEN</b>	<b>MED</b>
	[ <b>COM</b> ]	<b>COM</b>	<b>RAV</b>
	[ <b>COM</b> ]	<b>COM</b>	<b>RAV</b>

← Default - 3
- **Crystarium**
  - Lightning
    - \* Commando
      - 1 node, Strength +4
  - Snow
    - \* Commando
      - Both side nodes, Strength +18, HP +70
- **Equipment**
  - Vanille
    - \* Optimize: Balanced (Binding Rod & Magician's Mark)
  - Sazh (Right 1)
    - \* Optimize: Balanced (Vega 42s & Doctor's Code)
  - Snow (Left 2)
    - \* Optimize: Balanced (Wild Boar)

## PSICOM Warden x7

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

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

- [3] Aggression (**COM/COM/RAV**)
    - Libra
    - Auto-battle, switch when Lightning executes third attack or gets hit
  - [4] Aggression (**COM/COM/RAV**)
    - Auto-battle
    - Switch 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 two attacks
    - Auto-battle twice
  - [4] Aggression (**COM/COM/RAV**)
    - Auto-battle
- 8% chance of a **Deceptisol**

#### MENU

- **Paradigms**
- |   | Lightning      | Vanille    | Sazh       |                      |
|---|----------------|------------|------------|----------------------|
|   | <b>COM</b>     | <b>RAV</b> | <b>RAV</b> | ← <i>Default</i> - 1 |
| – | <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> |                      |

**Deceptisol** on the frog bridge, cancel on the frogs.

#### Alpha Behemoth

- [1] Relentless Assault (**COM/RAV/RAV**)
  - Auto-battle
  - Shift after swipe connects
- [3] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain twice
  - Shift after Sazh's second Fire in the second string
- [4] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain
  - Shift after Vanille's third Aero
- [1] Relentless Assault (**COM/RAV/RAV**)
  - Attack x3
  - **STAGGER**. Try to time shift so that it happens during this animation
- [5] Relentless Assault (**COM/RAV/RAV**)
  - Repeat
  - ATB Refresh with [1] until victory

8% chance of a **Deceptisol**

**Deceptisol** on the 3 sentry bots, cancel on the 3 soldiers.

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

Pick up the **Phoenix Down** located right of the stairs. Pick up the **2 Librascopes** located left of the stairs.

## Garuda Interceptor

- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Attack x3
  - Shift mid-air
- [5] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Repeat
  - Repeat 1 attack, prevents Lightning's interruption
  - **STAGGER**
  - Repeat
  - Shift mid-air
- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  - Repeat if not dead
  - Skip 2 cutscenes
  - Attack x3
  - Shift mid-air
- [3] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain
  - Shift after either Vanille's third Aero or after Sazh's third Fire, whichever is first
- [3] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Auto-chain twice
- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
  - **STAGGER**
  - Repeat until victory, ATB refresh with [5]

8% chance of a **Fortisol**

Save prompt after cut-scene #1

## PSICOM Ranger x3 Stiria & Nix

- [1] Commando (**COM**)
  - Attack x3 PSICOM Ranger C
  - Repeat on whichever Ranger is at full hp (can refresh between [2] and [1] for tiny save)
- Skip cutscene
- [1] 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**



# Chapter 4

Pantheron x4

- [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**

Sazh	Vanille	
<b>RAV</b>	<b>RAV</b>	
<b>SYN</b>	SAB	
– <b>RAV</b>	<b>MED</b>	
<b>RAV</b>	[SAB]	← Default - 4
[RAV]	<b>RAV</b>	

- **Crystarium**
  - Vanille
    - \* Ravager
      - 2 nodes, Water

Pulsework Solider & Watchdrone x3

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

6% chance of a **Aegisol**

## Pulsework Soldier Pre-Empty

- [1] Tri-disaster (**RAV/RAV/RAV**)
  - Auto-chain
  - **STAGGER**
- [4] Variety (**RAV/SAB/MED**)
  - Immediately shift. Vanille should be casting Deshell
- [1] Tri-disaster (**RAV/RAV/RAV**)
  - Auto-chain twice

6% chance of a **Aegisol**

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

## MENU

### • Paradigm

	Sazh	Lightning	Vanille
	<b>RAV</b>	<b>COM</b>	<b>RAV</b>
	<b>SYN</b>	<b>COM</b>	<b>SAB</b>
–	<b>RAV</b>	<b>COM</b>	( <b>RAV</b> )
	<b>RAV</b>	<b>RAV</b>	<b>SAB</b> ← <i>Default</i> - 4
	<b>RAV</b>	[ <b>RAV</b> ]	<b>RAV</b>
	[ <b>SYN</b> ]	[ <b>RAV</b> ]	<b>RAV</b>

### • Crystarium

- Sazh
  - \* Synergist
    - 6 Nodes, All of them
- Lightning
  - \* Commando
    - 2 nodes, Powerchain
  - \* Ravager
    - 3 nodes, 1 Up, Strength +10 to the side
    - 2 nodes, HP +15 after Water
- Vanille
  - \* Saboteur
    - 5 nodes, Magic +4
- Hope
  - \* Ravager
    - 2 nodes, Magic +4, HP +20

## Incubus x2 & Succubus

- [4] Smart Bomb (**RAV/RAV/SAB**)
  - Hover over Succubus (↑) then shift
- [2] Bully (**SYN/COM/SAB**)
  - Auto-support, puts Bravery on Lightning
  - *If the Succubus dies*
    - \* Libra
    - \* Faith Vanille
  - *Else*
    - \* Faith Vanille
    - \* Libra after the Succubus dies
  - Shift after Lightning's third attack
- [1] Relentless Assault (**RAV/COM/RAV**)
  - Auto-chain with ATB refresh to [3] until victory.

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

## Dreadnought

- |  |  |
|--|--|
| <ul style="list-style-type: none"> <li>• [4] Smart Bomb (<b>RAV/RAV/SAB</b>)             <ul style="list-style-type: none"> <li>– Auto-chain, execute two Fires early. Shift when Dreadnought hits you</li> </ul> </li> <li>• [5] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain, shift after two Fires.</li> </ul> </li> <li>• [6] Malevolence (<b>SYN/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-support (Bravery on Lightning). Shift after Lightning's third spell</li> </ul> </li> <li>• [4] Smart Bomb (<b>RAV/RAV/SAB</b>)             <ul style="list-style-type: none"> <li>– Auto-chain until Deprotect and Deshell land. Shift after Lightning's third spell</li> </ul> </li> <li>• [5] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain</li> <li>– Libra</li> <li>– Potion</li> <li>– <b>STAGGER</b></li> <li>– Auto-chain. Shift after Lightning's third spell post-stagger. (Don't cancel animation)</li> </ul> </li> <li>• [1] Relentless Assault (<b>RAV/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain</li> <li>– ATB refresh after Lightning's second string</li> </ul> </li> <li>• Skip cutscene</li> </ul> | <ul style="list-style-type: none"> <li>• Auto-chain. Shift after Lightning's third Attack (listen for it)</li> <li>• [6] Malevolence (<b>SYN/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-support (Bravery Lightning)</li> <li>– Auto-support Vanille (↑) (Faith)</li> <li>– Faith Sazh. Shift after Vanille's string</li> </ul> </li> <li>• [5] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain twice. Shift after both strings. If Chain is above 164.5% after the first string, only do two Fires. Shift after Vanille's string</li> </ul> </li> <li>• [4] Smart Bomb (<b>RAV/RAV/SAB</b>)             <ul style="list-style-type: none"> <li>– Potion</li> <li>– Auto-chain when Dreadnought turns or uses Wrecking Ball</li> <li>– <b>STAGGER</b></li> <li>– Shift after Lightning's third spell</li> </ul> </li> <li>• [1] Relentless Assault (<b>RAV/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain twice</li> <li>– Shift after Lightning's third attack in her second string</li> </ul> </li> <li>• [2] Bully (<b>SYN/COM/SAB</b>)             <ul style="list-style-type: none"> <li>– Shift after Lightnings third attack (Vanille should Deshell).</li> </ul> </li> <li>• [1] Relentless Assault (<b>RAV/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain twice</li> <li>– Shift after Lightning's third attack in her second string</li> </ul> </li> <li>• [3] Relentless Assault (<b>RAV/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain</li> </ul> </li> </ul> |
|--|--|

## MENU

- **Equipment**
  - Hope
    - \* Weapon → Ninurta
    - \* Accessory → Silver Bangle
  - Sazh (Right 1)
    - \* Remove
      - Doctor's Code

## Corpse Gunner x4 & PSICOM Tracker

- [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**

Hug the left wall to dodge on the turn before the very narrow passageway

## PSICOM Tracker x2

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

Try to hit 25 Pulsework Soldiers in the minigame.  
 Pick up the **20 Thickened Hides** located in the left treasure sphere chest after minigame.  
 Pick up the **Phoenix Down** located just up from the soldiers in the third dodge, costs 7 seconds, for money safety if you want.

MENU

- Paradigm
 

Lightning	Hope	
COM	RAV	
COM	SYN	← Default - 2
MED	MED	
RAV	RAV	
RAV	RAV	

- Equipment
  - Lightning
  - \* Accessory → Doctor's Code

SHOP 7350 GIL

- Unicorn Mart
  - Sell
    - Weapons
      - Power Circle
      - Airwing
  - Buy
    - Potion x11
- Lenora's Garage
  - Polymer Emulsion Max x34

UPGRADE

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

## Odin

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

Run backwards to trigger cut-scene

## PSICOM Ranger x3 & Ulhan x2

- [2] Supersoldier (**COM**/**SYN**)
  - Auto-battle
  - Ruin
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Summon
  - Auto-chain
  - Auto-chain the other Ulhan twice
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain.
  - X - Gestalt when bar is full
  - B - Thunderfall
  - Y - Zantetsuken

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

Save prompt after cut-scene #1

## MENU

- **Paradigm**

Sazh	Vanille
<b>COM</b>	<b>RAV</b>
<b>SYN</b>	<i>SAB</i>
– <b>COM</b>	(SAB)
<b>RAV</b>	<b>RAV</b>
[ <b>RAV</b> ]	(SAB)
[ <b>COM</b> ]	<b>RAV</b>

← *Default* - 2
- **Equipment**
  - Sazh
    - \* Optimize: Balanced (Vega 42s & Power Wristband)

**Deceptisol** on the Pulsework Soldier + Bomb if in bad spot, cancel on the their backs.

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

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

### Bomb & Pulsework Soldier (1) Pre-Empt

- [2] Tide Turner (**SYN**/SAB)
  - Bravery Sazh, Immediately shift
- [3] Divide & Conquer (**COM**/SAB)
  - Attack x3 Bomb
    - \* If Vanille staggers on the first cast, cancel after first attack
    - \* If Vanille staggers on the second cast, cancel after the second attack
  - Repeat after Vanille starts casting
- [1] Slash & Burn (**COM**/RAV)
  - Repeat with refreshes with [6] until victory

6% chance of a **Deceptisol**

### Pulsework Soldier x2 Pre-Empt

- [2] Tide Turner (**SYN**/SAB)
  - Bravery Sazh, Immediately shift
- [3] Divide & Conquer (**COM**/SAB)
  - Auto-battle Pulsework Soldier B
    - \* If Vanille staggered with the first cast, cancel after the second
  - 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 with refreshes with [6] until victory

6% chance of a **Aegisol**

### Bomb & Pulsework Soldier (2) Pre-Empt

- [2] Tide Turner (**SYN**/SAB)
  - Bravery Sazh, Immediately shift
- [1] Slash & Burn (**COM**/RAV)
  - Auto-battle Pulsework Soldier, Bomb should die by Vanille.
  - If interrupted throw some autos on the Bomb, and then use [3] to get stagger time.
- [5] Undermine (RAV/SAB)
  - Auto-chain one Fire
  - **STAGGER**
- [3] Divide & Conquer (**COM**/SAB)
  - Auto-battle, execute when Deprotect lands
- [1] Slash & Burn (**COM**/RAV)
  - Auto-battle with refreshes with [6] until victory

6% chance of a **Aegisol**

If you don't get the pre-empt on the following fight don't retry, just do the alternate strategy

### Bomb x2 Pre-Empt | Not Pre-Empt

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>• [2] Tide Turner (<b>SYN</b>/SAB)           <ul style="list-style-type: none"> <li>– Auto-support</li> </ul> </li> <li>• [1] Slash &amp; Burn (<b>COM</b>/RAV)           <ul style="list-style-type: none"> <li>– Auto-battle Bomb B</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• [2] Tide Turner (<b>SYN</b>/SAB)           <ul style="list-style-type: none"> <li>– Bravery Sazh, Immediately Shift</li> </ul> </li> <li>• [1] Slash &amp; Burn (<b>COM</b>/RAV)           <ul style="list-style-type: none"> <li>– If neither Bomb is self-destructing, Auto-battle</li> <li>– If one is self-destructing, Auto-battle it</li> <li>– If both are self-destruction, Auto-battle closest, if they're both close split and pray.</li> </ul> </li> </ul> |
|---|--|

6% chance of a **Aegisol**

## MENU

- **Equipment**

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

Pick up the **Fortisol** located right side of the pathway.

**Deceptisol** on the before cave entrance, cancel on the back of the bombs.

Pick up the **300 Gil** located treasure chest in the cave.

Save prompt after cut-scene #1

Save prompt after cut-scene #2

# Chapter 5

MENU

• Paradigm

Hope	Lightning
<b>RAV</b>	<b>COM</b>
( <b>MED</b> )	( <b>COM</b> )
– <b>SYN</b>	<b>COM</b>
<b>RAV</b>	<b>RAV</b>
<b>RAV</b>	[ <b>RAV</b> ]
[ <b>RAV</b> ]	<b>COM</b>

• Crystarium

– Hope

- \* Ravager
  - 10 Nodes, Water
  - If can't get it, make sure you do it before Feral Behemoth

– Lightning

- \* Commando
  - Back 2 Up 2, Lifesiphon on the side
- \* Ravager
  - 6 nodes, Aquastrike

• Equipment

– Hope

- \* Accessory: Magician's Mark

– Lightning

- \* Accessory: Power Wristband

Camera Trick after the fourth dodge after the second elevator.

Silver Lobo x2

• [1] Slash & Burn (**RAV**/**COM**)

– Libra

– Auto-chain two Fires

– Shift after Lightning's third attack

• [4] Dualcasting (**RAV**/**RAV**)

– Auto-chain

• [6] Slash & Burn (**RAV**/**COM**)

– Fira-Fire

– Shift after Lightning's fourth attack

• [1] Slash & Burn (**RAV**/**COM**)

– Use Auto-chain if Lightning doesn't immediately powerchain, else shift

• [4] Dualcasting (**RAV**/**RAV**)

– Auto-chain until **STAGGER**

• [6] Slash & Burn (**RAV**/**COM**)

– Repeat until victory

1% chance of a **Fortisol**

Crawler x4 Pre-Empt

• [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. If you do, get Magic +3 and Lightning Magic +6 in COM

#### Feral Behemoth (Hope Lead)

- [1] Slash & Burn (**RAV/COM**)
  - Libra
  - Auto-chain two Waters
- [4] Dualcasting (**RAV/RAV**)
  - Auto-chain twice
  - Shift after Lightning's fourth attack, Water
- [5] Dualcasting (**RAV/RAV**)
  - Auto-chain twice
  - 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

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

1% chance of a **Fortisol**

#### Feral Behemoth (Lightning Lead)

- [1] Slash & Burn (**COM/RAV**)
  - Auto-battle
- [4] Dualcasting (**RAV/RAV**)
  - Auto-chain
  - Aquastrike x4
- [5] Dualcasting (**RAV/RAV**)
  - Repeat twice, executing early to interrupt if needed
  - 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

- [1] Slash & Burn (**COM/RAV**)
  - Ruin
- [5] Dualcasting (**RAV/RAV**)
  - Auto-chain
  - Summon
  - Auto-chain, refreshing with [4], until Milvus Velocycle's chain is 426%, 521% if Deceptisol was used.
  - X - Gestalt
  - Y - Zantetsuken

1% chance of a **Aegisol**

Activate the elevator before doing the menu.

#### MENU

- **Crystarium**

- Lightning
  - \* Ravager
    - 3 nodes, Fire
  - \* Commando
    - 1 node 1 up, Magic +6 on the side

- Hope
  - \* Ravager
    - 1 node up 1, Fearsiphon on the side

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

#### Aster Protoflorian

- [1] Slash & Burn (**COM/RAV**)
  - Shift Immediately
- [3] Supersoldier (**COM/SYN**)
  - Libra
  - Ruin x4
- [4] Dualcasting (**RAV/RAV**)
  - Fire-Thunder-Fire-Thunder
  - **Efflorescence**
  - Potion
  - Repeat
- [5] Dualcasting (**RAV/RAV**)
  - Repeat while potioning as needed. Physicals min is 180 dmg, seed burst is 250 dmg
  - Refresh with [4] when needed
- Until chain is 180% (for **Fire** 190%):
  - **Exo Fire** : Water-Thunder-Water-Thunder, then chill in [2] until changes Exo, potion as needed.
  - **Exo Ice** : Auto-chain
  - **Exo Lightning** : Water x4
  - **Exo Water** : Thunder x4

- [1] Slash & Burn (**COM/RAV**)
  - Repeat once or twice for duration
- [4] Dualcasting (**RAV/RAV**)
  - Repeat
  - **STAGGER**
- **Exo Lightning** or **Exo Water**:
  - Aquastrike x4 if *Exo Lightning* else Spark-strike 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.
- **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
    - \* 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

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

SHOP 15 480 min pref 16 680 GIL

- Creature Comforts
  - Sell
    - \* Weapons
      - Belladonna Wand
      - Gladius
  - Buy
    - \* Sturdy Bone up to 36

- Lenora’s Garage
  - Buy
    - \* Polymer Emulsion up to 69 (63 for level 19)

UPGRADE

- Upgrade
  - Weapons
    - \* Vega 42s
      - Sturdy Bone all (Level 3, 3x EXP)
      - Polymer Emulsion all (Level 19/20)

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

MENU

- Paradigm

	Vanille	Sazh	
	RAV	COM	
	SAB	SYN	← Default - 2
–	(SAB)	SYN	
	RAV	RAV	
	[SAB]	(RAV)	
	[SAB]	COM	

- Crystarium
  - Vanille
    - \* Saboteur
      - 7 nodes, Poison
    - \* Ravager
      - 6 nodes up 1, Fire on the side
  - Sazh
    - \* Synergist
      - 7 nodes, Enwater
    - \* Ravager
      - 1 node, HP +30
- Equipment
  - Vanille
    - \* Accessory: Doctor’s Code
  - Sazh
    - \* Power Wristband

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

### Enki & Enlil | Fortisol

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

3% chance of a **Aegisol**

### MENU

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

# Chapter 7

Pick up the **Warding Talisman** located after the 3 Flans, in the corner before the 2 Flans.

Corps Pacifex x2 & Corps Tranquifex x2 & Orion & PSICOM Predator x2

- Right+A
- Loop 3 times:
  - Up + A
  - Down + A
  - B
- Y

43.2% chance of a **Phoenix Down** 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 after you round the corner, cancel on the Bike after ladder.

SHOP 31 530 GIL

- Unicorn Mart
  - Sell
    - \* Weapons
      - Vidofnir
    - \* Accessories
      - Auric Armlet
      - Riptide Ring
      - Fulmen Ring
      - Warding Talisman
      - Guardian Amulet
    - \* Components
      - Everything except Sturdy Bones, Turbo Jets, Thrust Bearings
  - Buy
    - \* Potion x21

- Lenora's Garage
  - Turbojet x27
- Creature Comforts
  - Sturdy Bone x85
- B&W Outfitters
  - Power Wristband

## UPGRADE

- Upgrade
  - Weapons
    - \* Blazefire Saber
      - Sturdy Bone x36 (Level 3, 3x EXP)
      - Sturdy Bone x13 (Level 3)
      - Thrust Bearing x3 (Level 9)
      - Turbojet x11 (Level 20)
    - \* Wild Bear
      - Sturdy Bone x36 (Level 3, 3x EXP)
      - Turbojet x16 (Level 21)

## MENU

- **Paradigm**

	Snow	Hope	
	<b>COM</b>	<b>RAV</b>	← <i>Default</i> - 1
	<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
    - \* Commando
      - 5 nodes up 1, Adrenaline to the side
      - 4 nodes, Strength +10
- **Equipment**
  - Snow
    - \* Accessory
      - Power Wristband Lv. 1

## Ushumgal Subjugator 1 (Snow Lead)

- [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**)
  - Froststrike x4, execute when Ushumgal Subjugator uses Overdrive
  - Potion, use when Ushumgal Subjugator uses Tail Hammer
  - Repeat
  - **STAGGER**
- [6] Dualcasting (**RAV/RAV**)
  - Repeat
- [1] Slash & Burn (**COM/RAV**)
  - Repeat with ATB refresh with [2] until victory.

Save prompt after cut-scene #2

**Deceptisol** on the large area if camera-trick doesn't work.

## Ushumgal Subjugator 2-1 (Hope Lead)

- [1] Ravager (**RAV**)
- [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
SEN	(RAV)	(RAV)
SAB	(RAV)	SYN ← Default - 5
COM	RAV	RAV

#### • Crystarium

- Fang
  - \* Commando
    - 3 nodes, Adrenaline
  - \* Saboteur
    - 5 nodes, HP +20
- Lightning
  - \* Ravager
    - 1 node up 1, Magic +10 to the side
    - 10 nodes, Thundara
- Hope
  - \* Ravager
    - 7 nodes, Thundara
  - \* Synergist (Optional)
    - 17 nodes up 1, Accessory to the side
    - 1 node, HP +10

#### • Equipment (Always the first item)

- Fang
  - \* Accessory: Power Wristband \*
- Hope (left 1)
  - \* Accessory: Magician's Mark \* → Silver Bangle
- Lightning
  - \* Accessory: Tungsten Bangle → Magician's Mark Lv 2

## Ushumgal Subjugator 2-2 (Fang Lead)

- [5] Guerilla (SAB/RAV/SYN)
  - Slow x3
  - Potion
  - Repeat
  - Shift after Hope casts his last Protect
- [3] Smart Bomb (SAB/RAV/RAV)
  - Repeat twice
  - Potion
- [2] Relentless Assault (COM/RAV/RAV)
  - Potion
  - **STAGGER**
  - Auto-battle twice
  - Shift after Lightning's second Thundara
- [6] Relentless Assault (COM/RAV/RAV)
  - Auto-battle twice
  - Shift after Lightning's second Thundara
- [2] Relentless Assault (COM/RAV/RAV)
  - Auto-battle
  - COM-buffer Lightning's second Thundara (approximately 900+ chain)
- [1] Aggression (COM/COM/RAV)
  - Auto-battle, try to land Smite
- [3] Smart Bomb (SAB/RAV/RAV)
  - Repeat twice
- [4] Mystic Tower (SEN/RAV/RAV)
  - Auto-defend
  - Potion
  - Potion if Fang's HP isn't green, otherwise Provoke x3
- **STAGGER**
- [2] Relentless Assault (COM/RAV/RAV)
  - Repeat the sequence again, [2]-i[6]-i[2]-i[1]

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

## PSICOM Aerial Sniper x2 & PSICOM Scavenger x2

- [1] Aggression (COM/COM/RAV)
  - Blitz x2 PSICOM Aerial Sniper B
  - Summon
  - Repeat one Blitz
  - Repeat on whatever wasn't hit by the first Blitzes
  - Gestalt when things have chain duration, or someone is about to die
  - B - Thunderfall on the PSICOM Scavengers until out
  - 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

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

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



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

#### MENU

##### • Paradigm

	Lightning	Fang	Hope
	<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> ← <i>Default</i> - 5
	( <b>COM</b> )	<b>COM</b>	( <b>MED</b> )

##### • Crystarium

- Lightning
  - \* Medic
    - 4 nodes down 1, Accessory to the side
  - \* Commando
    - 3 nodes, HP +25

##### • Equipment

- Lightning
  - \* Magician's Mark \* → Brawler's Wristband Lv 1
- Fang
  - \* Power Wristband \* → Magician's Mark Lv 2
- Lightning
  - \* Accessory → Power Wristband \*

Activate a **Fortisol**.

#### Havoc Skytank

- [5] Strike Team (**COM/COM/SYN**)
  - Attack x4 Portside Turret
  - Repeat 2 Attacks
  - Potion
  - Repeat twice
- [4] Tireless Charge (**COM/COM/MED**)
  - Repeat with ATB refreshes with [4] and [6] until all Turrets and Hulls are dead
- Until the second Main Cannon:
  - Repeat in [4] or [6] if anyone is not green HP
  - Repeat in [1] or [3] otherwise
- When Main Cannon starts:
  - [2] Relentless Assault (**RAV/COM/RAV**)
    - \* Auto-chain
  - [1] Aggression (**COM/COM/RAV**)
    - \* **STAGGER**
    - \* Repeat with ATB refreshes with [3] until victory.

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

MENU

- **Paradigm**

Sazh	Vanille	
COM	RAV	← Default - 1
(COM)	(MED)	
– SYN	SAB	
RAV	RAV	
RAV	SAB	
COM	SAB	
- **Crystarium**
  - Sazh
    - \* Commando
      - 3 nodes, Blitz
    - \* Synergist
      - 4 nodes 1 side, Accessory to the side
      - 8 nodes, Enfrost
    - \* Ravager
      - 2 nodes, Strength +7
  - Vanille
    - \* Ravager
      - 11 nodes up 1, Overwhelm
      - 2 nodes down 1, Fira
      - 2 nodes, Role Level 2
    - \* Saboteur
      - 2 nodes up 1, Quake
      - 4 nodes, Role Level 2
    - \* Medic
      - 10 nodes, Magic +3

- **Equipment**
  - Vanille
    - \* Optimize: Balanced (Tungsten Bangle)
  - Sazh
    - \* Optimized: Balanced (Shield Talisman, Doctor’s Code)

Zwerg Metrodoid

- 1.25% chance of a **Aegisol**

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

## Midlight Reaper

- [1] Slash & Burn (**COM**/**RAV**)
  - Blitz
- [3] Tide Turner (**SYN**/**SAB**)
  - Bravery
  - Enfrost
- [6] Divide & Conquer (**COM**/**SAB**)
  - Repeat
  - Shift after Vanille's third spell
- [5] Undermine (**RAV**/**SAB**)
  - Auto-chain
  - Shift after Vanille's third spell
- [6] Divide & Conquer (**COM**/**SAB**)
  - Potion
  - Repeat
  - Shift after Vanille's third spell
- Repeat until Deprotect is inflicted
- **STAGGER**
- *While Poison is not inflicted:*
  - [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

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

Save prompt after cut-scene #2

# Chapter 9

PSICOM Infiltrator & PSICOM Raider x2

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

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

MENU

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

Lightning	Hope	Fang
( <b>RAV</b> )	<b>SYN</b>	<b>SAB</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>COM</b>
[ <b>COM</b> ]	<b>RAV</b>	<b>COM</b>
[ <b>COM</b> ]	<b>RAV</b>	<b>COM</b>

← Default - 4
- **Crystarium**
  - Lightning
    - \* Commando
      - 1 node up 1, 7 nodes side 1, 9 nodes, Smite
  - Fang
    - \* Saboteur
      - 1 side, Accessory
      - 4 nodes, Curse
    - \* Sentinel
      - 1 node, HP +40

- **Equipment**
  - Lightning
    - \* Remove
      - All Accessories
  - Snow (Left 1)
    - \* Remove
      - All Accessories
  - Fang (Left 1)
    - \* Equip
      - Power Wristband \*
      - Brawler's Wristband
  - Lightning (Left 2)
    - \* Equip
      - Magician's Mark
      - Doctor's Code

## PSICOM Infiltrator x2 & PSICOM Raider

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

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

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	
<b>SYN</b>	<b>SAB</b>	← <i>Default</i> - 1
<b>COM</b>	<b>MED</b>	
– <b>COM</b>	<b>RAV</b>	
<b>RAV</b>	<b>RAV</b>	
[ <b>RAV</b> ]	( <b>SAB</b> )	
[ <b>COM</b> ]	( <b>SAB</b> )	

### • Crystarium

- Sazh
  - \* Synergist
    - 1 node, Haste
  - \* Ravager
    - 2 nodes right 2, Aero to the side
    - 7 nodes left 1, Overwhelm to the side

### • Equipment

- Sazh
  - \* Doctors Code → Power Wristband Lv 1

## Flanborg & Flanitor

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

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

## SHOP 35 030 GIL

- |  |  |
|--|--|
| <ul style="list-style-type: none"> <li>• Lenora's Garage             <ul style="list-style-type: none"> <li>– Sell                 <ul style="list-style-type: none"> <li>* Weapons                     <ul style="list-style-type: none"> <li>· Spica Defenders</li> <li>· Lifesaber</li> <li>· Pandoran Spear</li> </ul> </li> <li>* Accessories                     <ul style="list-style-type: none"> <li>· Star Pendant</li> <li>· Ember Ring</li> </ul> </li> <li>* Components                     <ul style="list-style-type: none"> <li>· Everything except for:</li> <li>· Abominable Wings</li> <li>· Superconductors</li> <li>· Uraninte</li> <li>· Vibrant Oozes</li> </ul> </li> </ul> </li> <li>– Buy                 <ul style="list-style-type: none"> <li>* Crankshaft x32</li> </ul> </li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• Creature Comforts             <ul style="list-style-type: none"> <li>– Buy                 <ul style="list-style-type: none"> <li>* Vibrant Ooze x25 if you have at least 1 <b>Fortisol</b> else Vibrant Ooze x35</li> </ul> </li> </ul> </li> <li>• If short on Gil, stop here</li> <li>• B&amp;W Outfitters             <ul style="list-style-type: none"> <li>– Buy                 <ul style="list-style-type: none"> <li>* Shaman's Mark</li> </ul> </li> </ul> </li> <li>• Unicorn Mart             <ul style="list-style-type: none"> <li>– Buy                 <ul style="list-style-type: none"> <li>* Potion x31</li> <li>* Painkiller x4</li> <li>* Mallet x4</li> </ul> </li> </ul> </li> </ul> |
|--|--|

## UPGRADE

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>• Upgrade             <ul style="list-style-type: none"> <li>– Accessories                 <ul style="list-style-type: none"> <li>* Brawler's Wristband                     <ul style="list-style-type: none"> <li>· Vibrant Ooze x25 (2x EXP)</li> <li>· Abominable Wing x9 (3x EXP)</li> <li>· Crankshaft x32 (*)</li> <li>· Uraninite (Warrior's Wristband Level 8)</li> </ul> </li> <li>* <i>If you don't have a Fortisol</i></li> <li>* Doctor's Code                     <ul style="list-style-type: none"> <li>· Vibrant Ooze x10 (*)</li> </ul> </li> </ul> </li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• <i>If you don't have a Fortisol:</i> <ul style="list-style-type: none"> <li>– Dismantle                 <ul style="list-style-type: none"> <li>* Accessories                     <ul style="list-style-type: none"> <li>· Doctor's Code * (Fortisol, Aegisol, Ethersol, Elixir)</li> </ul> </li> </ul> </li> </ul> </li> </ul> |
|--|---|

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

## Thermadon & Vespide Soldier

- [1] Tide Turner (**SYN**/SAB)
  - Bravery-Enthunder Sazh
  - If interrupted, repeat whatever is missing
- [6] Divide & Conquer (**COM**/SAB)
  - Blitz-Blitz Vespide Soldier, repeat as needed to kill
  - Potion if Aeroga goes off
- [1] Tide Turner (**SYN**/SAB)
  - Potion if Sazh is targeted by Photon Burst and have time to prevent launch
  - Haste-Enwater Sazh
  - Auto-support Vanille (Haste)
- [5] Undermine (**RAV**/SAB)
  - Fire-Aero-Fire-Aero
  - Potion in [2] if Photon Burst will kill
  - Repeat until Deprotect, ATB refresh with [4] if needed
- [4] Dualcasting (**RAV**/RAV)
  - Repeat until **STAGGER**
- [2] War and Peace (**COM**/MED)
  - Wait for Thermadon to come close then Repeat
- [3] Slash & Burn (**COM**/RAV)
  - Repeat until victory

1.25% chance of a **Aegisol**

Camera trick for this entire section.

## Kalavinka Striker 1

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

## Kalavinka Striker 2

- [1] Guerilla (**RAV**/**SYN**/SAB)
  - Potion
  - *Lightning targeted:*
    - \* Auto-chain two spells
    - \* Potion
    - \* Auto-chain two spells
    - \* Potion
  - *Hope targeted:*
    - \* Auto-chain
    - \* Potion
    - \* Auto-chain
  - *Fang targeted:*
    - \* Auto-chain twice
    - \* Potion
- [2] Smart Bomb (**RAV**/**RAV**/SAB)if not Slow and Curse else [4] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-chain twice, Potion if needed
- [3] Mystic Tower
  - Auto-chain until Hellstorm Bolt starts
  - Cast whatever is queued, Potion right after the attack goes off
- [2] Smart Bomb (**RAV**/**RAV**/SAB)if not Slow and Curse else [4] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-chain until **STAGGER**
  - Auto-chain, try to COM-buffer into:
- [5] Aggression (**COM**/**RAV**/**COM**)
  - Auto-battle with refreshes with [6] until victory

1.25% chance of a **Aegisol**

## MENU

### • Paradigm

#### – Battle Team

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

Lightning	Sazh	Snow	
<b>COM</b>	<b>SYN</b>	<b>(COM)</b>	← Default - 1
<b>(RAV)</b>	<b>RAV</b>	<b>RAV</b>	
<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

- \* Commando
  - 3 nodes left 2, Quake to the side

#### – Snow

- \* Commando
  - 1 node, Role level 2
- \* Sentinel
  - 2 back left 1, Fringeward on stage 1
- \* Ravager
  - 4 nodes left 1, Water to the side
  - 1 node up 1, Aquastrike to the side
  - 8 nodes, Strength +3

### • Equipment

#### – Fang

- \* Remove
  - All accessories

#### – Lightning (←←←)

- \* Magician's Mark → Warrior's Wristband

#### – Sazh (→)

- \* Power Wristband → Magician's Mark
- \* Shield Talisman → Shaman's Mark

#### – Snow (→)

- \* Power Wristband \*

Activate the bridge in front.

### Bridge 1 - PSICOM Destroyer & PSICOM Infiltrator x3

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

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

Activate the bridge to the left. Pick up the **Librascope** located on the next platform. Activate the bridge to the right.

### Bridge 2 - PSICOM Destroyer & PSICOM Dragoon x3

- [1] Strike Team (**COM**/**SYN**/**COM**)
  - Shift immediately
- [3] Strategic Warfare (**COM**/**SYN**/**SEN**)
  - Blitz-Blitz PSICOM Destroyer (↓)
  - Repeat until Sazh casts Bravery-Vigilance on Snow
- [5] Cerberus (**COM**/**COM**/**COM**)
  - Repeat until victory. If only one target is left, use Attack x4.

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

Activate the bridge in front. Pick up the **3600 Gil** located on the platform. Activate the bridge on the right



### Bridge 3 - PSICOM Raider & Thermadon

- Use Painkiller (Pain) and Mallet (Fog) if needed.
- [1] Strike Team (**COM**/**SYN**/**COM**)
  - Quake
  - Blitz-Blitz Thermadon
  - Repeat one Blitz on PSICOM Raider A
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Thundara-Thundara PSICOM Raider A
  - Hover over PSICOM Raider B
  - Potion if Thermadon is targeting Lightning
  - Potion to recover HP after the Photon Burst hits
  - Repeat if need to stagger PSICOM Raider B
  - Repeat Thermadon
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat until Thermadon **STAGGER**
- [1] Strike Team (**COM**/**SYN**/**COM**)
  - Auto-battle Thermadon
  - Shift after everyone has Enwater
- [5] Cerberus (**COM**/**COM**/**COM**)
  - Auto-battle until victory

43.8% chance of a **Incentive Chip** 34% chance of a **Credit Chip** 1.25% chance of a **Aegisol**

Activate the bridge to the right, heading toward the entrance. Deceptisol while waiting for the bridge, cancel on the fight at the top. Continue down, activating bridges in front.

### MENU

- **Crystarium**
  - Sazh
    - \* Synergist
      - 5 nodes, Enfire
    - \* Commando
      - 4 nodes, Magic +3
  - Snow
    - \* Ravager
      - 1 node up 1, Overwhelm to the side
  - Fang
    - \* Commando
      - 1 back up 1, HP +20
      - 1 node, HP +20
    - \* Saboteur
      - 1 back left 1, HP +30
      - 1 node, HP +40
  - Vanille
    - \* Saboteur
      - 5 nodes down 1, Accessory to the side
    - \* Medic
      - 17 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 3 attacks on Right Pauldron
  - Input Attack x4, execute only 3 of them
  - Repeat, continue until all buffs have been applied
- [6] Cerberus (**COM**/**COM**/**COM**)
  - Repeat 3 Attacks
  - Potion
  - Repeat 3 Attacks
  - Potion
  - Repeat 4 Attacks
- [5] Cerberus (**COM**/**COM**/**COM**)
  - Repeat 3 attacks until Right Pauldron dies
- [1] Strike Team (**COM**/**SYN**/**COM**)
  - Potion
  - When Lightning has Enwater, Repeat 3 attacks on Right Ailette
  - Repeat 3 Attacks until the Ailette is dead
  - Hover over Barthandelus until Snow start attacking Left Pauldron, then swap and Attack it
  - Kill the Left Pauldron, Hover over Barthandelus to make snow do it
  - 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
  - Repeat
  - Potion
  - Repeat
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Thundara x2
  - Potion
  - Repeat and Potion until chain is about 650%-700%
- [5] Cerberus (**COM**/**COM**/**COM**)
  - Ready Repeat, execute so that there's no gap between Snow's fourth Attack and Lightning's Attack
  - Continue this stunlock until Barthandelus is dead. Can refresh to [6]
- *If stunlock fails and Destrudo*
  - If HP is low enough, use Attacks x4
  - Else re-stagger in [2] and [4], Potioning if HP is not maxed, then [5] Repeats to kill

1.25% chance of a **Aegisol**

Save prompt after cut-scene #2

# Chapter 10

MENU

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

Lightning	Snow	Sazh	
( <i>RAV</i> )	<i>SEN</i>	<i>SYN</i>	← <i>Default</i> - 1
( <i>RAV</i> )	<i>RAV</i>	<i>RAV</i>	
* ( <i>RAV</i> )	<i>SEN</i>	( <i>RAV</i> )	
[ <i>RAV</i> ]	( <i>SEN</i> )	( <i>RAV</i> )	
[ <i>RAV</i> ]	( <i>RAV</i> )	<i>SYN</i>	
<i>COM</i>	<i>COM</i>	[ <i>RAV</i> ]	

Pulsework Knight x2

- [1] Riot Shield (*RAV*/*SEN*/*SYN*)
  - Quake
  - Thundara x2, cancel the second Thundara
  - Repeat a single Thundara twice
  - Potion if both Knights aren't provoked
- [3] Mystic Tower (*RAV*/*SEN*/*RAV*)
  - Repeat
  - Repeat a single Thundara
  - Libra non-current target
  - Repeat
- [4] Mystic Tower (*RAV*/*SEN*/*RAV*)
  - Repeat
  - Target whatever isn't **STAGGER**
- [5] Malevolence (*RAV*/*RAV*/*SYN*)
  - Repeat until Enfire on Lightning and Snow
- [6] Aggression (*COM*/*COM*/*RAV*)
  - Blitz x2
  - Auto-battle if any survive

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 in the room at the hallway before Cid.

If you have 2 or more **Aegisols**, can use it here

### Cid Raines | Aegisol

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• [1] Riot Shield (<b>RAV/SEN/SYN</b>)               <ul style="list-style-type: none"> <li>– Quake</li> <li>– Fire-Water-Fire-Water</li> </ul> </li> <li>• [3] Mystic Tower (<b>RAV/SEN/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Potion</li> <li>– Repeat</li> </ul> </li> <li>• [4] Mystic Tower (<b>RAV/SEN/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Potion</li> <li>– Repeat if the next attack if Physical</li> </ul> </li> <li>• [5] Malevolence (<b>RAV/RAV/SYN</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Repeat 2 spells</li> </ul> </li> <li>• [2] Tri-Disaster (<b>RAV/RAV/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat three times</li> <li>– Potion in between if needed</li> <li>– Shift when Cid goes to Offensive Shift</li> </ul> </li> <li>• [3] Mystic Tower (<b>RAV/SEN/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat, Potion when needed, refresh to [4], until <b>STAGGER</b></li> </ul> </li> <li>• If Cid is in Defensive Shift               <ul style="list-style-type: none"> <li>– [2] Tri-Disaster (<b>RAV/RAV/RAV</b>)                   <ul style="list-style-type: none"> <li>* Thundara-Thudnara</li> </ul> </li> </ul> </li> <li>• [6] Aggression (<b>COM/COM/RAV</b>)               <ul style="list-style-type: none"> <li>– Auto-battle after Snow's fourth attack, keep him in the air until victory</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• [1] Riot Shield (<b>RAV/SEN/SYN</b>)               <ul style="list-style-type: none"> <li>– Quake</li> <li>– Fire-Water-Fire-Water</li> </ul> </li> <li>• [3] Mystic Tower (<b>RAV/SEN/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat twice</li> <li>– Shift after Sazh's fourth spell in his second string</li> </ul> </li> <li>• [4] Mystic Tower (<b>RAV/SEN/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Potion</li> <li>– Repeat if the next attack if Physical</li> </ul> </li> <li>• [5] Malevolence (<b>RAV/RAV/SYN</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Repeat 2 spells</li> </ul> </li> <li>• [2] Tri-Disaster (<b>RAV/RAV/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat three times</li> <li>– Potion in between if needed</li> <li>– Shift when Cid goes to Offensive Shift</li> </ul> </li> <li>• [3] Mystic Tower (<b>RAV/SEN/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> </ul> </li> <li>• [2] Tri-Disaster (<b>RAV/RAV/RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat until <b>STAGGER</b></li> </ul> </li> <li>• [6] Aggression (<b>COM/COM/RAV</b>)               <ul style="list-style-type: none"> <li>– Auto-battle after Snow's fourth attack, keep him in the air until victory</li> </ul> </li> </ul> |
|---|---|

### MENU

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>• <b>Equipment</b> <ul style="list-style-type: none"> <li>– Lightning                   <ul style="list-style-type: none"> <li>* Remove</li> <li>· All Accessories</li> </ul> </li> <li>– Snow (→)                   <ul style="list-style-type: none"> <li>* Power Wristband * → Power Wristband Lv 1</li> </ul> </li> <li>– Sazh (→)                   <ul style="list-style-type: none"> <li>* Power Wristband *</li> <li>* Warrior's Wristband Lv. 8</li> </ul> </li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>– Hope (→)               <ul style="list-style-type: none"> <li>* Silver Bangle → Tungsten Bangle</li> </ul> </li> <li>– Vanille (→)               <ul style="list-style-type: none"> <li>* Shield Talisman</li> <li>* Soulfont Talisman</li> </ul> </li> <li>– Fang (→)               <ul style="list-style-type: none"> <li>* Doctor's Code</li> <li>* Silver Bangle</li> </ul> </li> <li>– Lightning (→)               <ul style="list-style-type: none"> <li>* Magician's Mark *</li> <li>* Shaman's Mark Lv. 1</li> </ul> </li> </ul> |
|--|---|

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 the birds. **Deceptisol** on the bridge with the birds, cancel on the the last bird.

### Bahamut

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>• [1] Relentless Assault (<b>COM/RAV/RAV</b>)               <ul style="list-style-type: none"> <li>– Shift immediately</li> </ul> </li> <li>• [5] Ruthless (<b>SAB/COM/RAV</b>)               <ul style="list-style-type: none"> <li>– Auto-hinder</li> </ul> </li> <li>• [4] Combat Clinic (<b>SEN/MED/MED</b>)               <ul style="list-style-type: none"> <li>– Potion if lead with 2 Physicals to prevent launch, Auto-cover</li> <li>– Otherwise try to Potion to prevent launch</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• Repeat [4] and [5] to until Slow is inflicted, tanking in [4]</li> <li>• [1] Relentless Assault (<b>COM/RAV/RAV</b>)               <ul style="list-style-type: none"> <li>– Attack-Ruin-Attack</li> <li>– Potion as needed, Repeat until Gestalt, tank in [4]</li> </ul> </li> </ul> |
|--|---|

Save prompt after cut-scene #3

# Chapter 11

## Alexander

- [1] Entourage (**RAV**/**MED**/**SEN**)
    - Shift immediately
  - [6] Relentless Assault (**RAV**/**RAV**/**COM**)
    - Shift when Fang has run forward 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 Lightning
- *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                     |
|---|----------------|----------------|--------------------------|
|   | <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> )           |
|   | [ <b>COM</b> ] | ( <b>SAB</b> ) | <b>COM</b>               |
|   | <b>SYN</b>     | [ <b>SAB</b> ] | <b>COM</b> ← Default - 5 |
|   | [ <b>COM</b> ] | <b>RAV</b>     | <b>COM</b>               |

## Behemoth King & Megistotherian

- [5] Bully (**SYN**/**SAB**/**RAV**)
    - Bravery-Enfire Sazh
    - Shift after Snow and Vanille start casting
  - [2] Ruthless (**COM**/**SAB**/**RAV**)
    - Blitz-Blitz Megistotherian
    - Repeat one Blitz
  - [4] Devastation (**COM**/**SAB**/**COM**)
    - 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 113400 GIL

- Lenora's Garage
  - Sell
    - \* Weapons
      - Alicanto
      - Feymark
      - Hauteclaire
    - \* Accessories
      - Entite Ring
      - Blessed Talisman
      - Tetradic Crown
    - \* Components
      - Everything except any Superconductors
  - Buy
    - \* Superconductor x87 (88 if Lv. 19)

- Creature Comforts
  - Buy
    - \* Sturdy Bone x72
    - \* Barbed Tail x87
- B&W Outfitters
  - Warrior's Wristband x2
  - Black Belt
- *If short on Gil, stop here*
- Up in Arms
  - Buy
    - \* Pearlwing Staff
- Unicorn Mart
  - Buy
    - \* Holy Water x4
    - \* Foul Liquid x4

## UPGRADE

- Upgrade
  - Weapons
    - \* Vega 42s Lv. 19/20
      - Sturdy Bone x36 (3x EXP)
      - Superconductor x5 (6 if Lv. 19)(\*)
    - \* Wild Bear Lv. 21
      - Sturdy Bonel x36 (3x EXP)
      - Superconductor x4 (\*)

- Accessories
  - \* Warrior's Wristband Lv. 1
    - Barbed Tail x36 (3x EXP)
    - Superconductor x37 (\*)
  - \* Warrior's Wristband Lv. 1
    - Barbed Tail x36 (3x EXP)
    - Superconductor x37 (\*)
  - \* Black Belt Lv. 1
    - Barbed Tail x15 (1.75x EXP)
    - Superconductor x4 (\*)

## MENU

- Paradigm
  - Move the first paradigm to the second slot
 

Sazh	Vanille	Snow
(SYN)	SAB	RAV
COM	MED	COM
  - **SYN** **MED** **COM** ← *Default* - 3
 

COM	SAB	COM
SYN	SAB	COM
COM	RAV	COM
- Crystarium
  - Sazh
    - \* Commando
      - 1 up, Quake to the side
      - 15 nodes up 1 right 1, Jeopardize
      - 6 nodes, HP +80
    - \* Ravager
      - 4 nodes, Magic +4
  - Vanille
    - \* Medic
      - 18 nodes, Strength +4 before ATB gauge segment
  - Snow
    - \* Ravager
      - 8 nodes, HP+80
    - \* Sentinel
      - 9 nodes up 1, Accessory to the side
      - 6 nodes up 1, Challenge to the side

- Equipment
  - Lightning
    - \* Unequip everything
  - Hope (←←)
    - \* Unequip everything
  - Fang (→)
    - \* Accessory
      - Doctor's Code → Black Belt \*
  - Snow (←←)
    - \* Accessory
      - Power Wristband Lv. 1 → Warrior's Wristband \*
      - Warrior's Wristband \*
  - Vanille (←)
    - \* Weapon
      - Pearlwing Staff
    - \* Accessory
      - Tungsten Bangle
      - Doctor's Code
  - Sazh (←)
    - \* Accessory
      - Power Wristband → Shield Talisman

## Rust Pudding x2

- [3] Hero's Charge (**SYN**/**MED**/**COM**)
  - Enthunder-Bravery Snow
  - Repeat Sazh
  - Shift after Snow's fourth Attack
- [2] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz all the bullets will connect or they're close, Auto-battle otherwise
  - Do that until victory

0.3% chance of a **Aegisol**

## MENU

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

Pick up the **Saint's Amulet x2** located in the hallway after the lone Rust Pudding dodge.

## Hecatoncheir

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• [1] Slash &amp; Burn (<b>RAV</b>/<b>COM</b>)           <ul style="list-style-type: none"> <li>– Shift immediately</li> </ul> </li> <li>• [3] Divide &amp; Conquer (<b>SAB</b>/<b>COM</b>)           <ul style="list-style-type: none"> <li>– Deprotect-Deshell-Imperil-Deshell</li> <li>– Repeat</li> <li>– Shift after Fang's third action to cancel her ready animation</li> </ul> </li> <li>• [4] Stumbling Block (<b>SAB</b>/<b>SEN</b>)           <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Throw a potion after Fang has taken 300 points of damage</li> <li>– Repeat</li> <li>– Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• <i>Repeat until Gestalt is maxed:</i> <ul style="list-style-type: none"> <li>– [3] Divide &amp; Conquer (<b>SAB</b>/<b>COM</b>)               <ul style="list-style-type: none"> <li>* Repeat</li> <li>* Renew or Potion</li> <li>* Repeat</li> <li>* Shift after Fang's fourth attack to cancel ready animation</li> </ul> </li> <li>– [4] Stumbling Block (<b>SAB</b>/<b>SEN</b>)               <ul style="list-style-type: none"> <li>* Repeat</li> <li>* Potion or Renew</li> <li>* Repeat</li> <li>* Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath</li> </ul> </li> </ul> </li> </ul> |
|---|---|

Pick up the **Perfect Conductor x3** located behind the stairs being hidden.  
 Deceptisol the second dog and past that as needed, cancel on what you need to.  
 Elevator to **Second Tier**.

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

- [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

0.3% chance of a **Aegisol**

## MENU

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

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

- [6] Aggression (**COM**/**RAV**/**COM**)
  - Hover over Ambling Bellows (↓)
  - Summon either when Sazh's Blitz connects with Ambling Bellows or a physical is about to hit Vanille
  - Aerora
  - Aerora-Fira
  - X - Gestalt
  - B 4 times
  - Y
  - Retry if the Bellows didn't die

0.3% chance of a **Deceptisol**

## MENU

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

## Mission 23: Gurangatch Pre-Empt

- [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**)
  - Auto-battle or Blitz Blitz depending on position and launch
  - Repeat that one more time

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**.

**Deceptisol** on Mushussu.

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

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

0.3% chance of a **Fortisol**



## MENU

### • Paradigm

	Sazh	Vanille	Snow	
	<b>SYN</b>	<b>SAB</b>	<b>RAV</b>	← <i>Default</i> - 1
	<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
  - \* Ravager
    - 25 nodes, Magic +5
- Vanille
  - \* Saboteur
    - 12 nodes, HP +55
- Snow
  - \* Sentinel
    - 14 nodes, HP +100

### • Equipment

- Sazh
  - \* Equip
    - Shield Talisman → Soulfont Talisman
- Fang (←←)
  - \* Remove everything

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.

## Mission 25: Vetala

- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Auto-support Sazh (Haste)
  - Bravery-Enthunder Snow
- [5] Smart Bomb (**RAV**/**SAB**/**RAV**)
  - Renew
  - Fire-Thunder-Fire-Thunder
  - Repeat until **STAGGER**
  - Phoenix Down Vanille if she dies to Vetala's second attack. Retry if out and no Imperil.

- [1] Guerilla (**SYN**/**SAB**/**RAV**)
  - Repeat Sazh
  - Shift after Vetala has Deprotect
- [2] Tireless Charge (**COM**/**MED**/**COM**)
  - Blitz-Blitz
  - Repeat until victory

0.3% chance of a **Aegisol**

## MENU

### • Paradigm

	Sazh	Vanille	Snow	
	<b>SYN</b>	( <b>RAV</b> )	( <b>SEN</b> )	← <i>Default</i> - 2
	<b>COM</b>	( <b>RAV</b> )	( <b>RAV</b> )	
–	( <b>RAV</b> )	( <b>RAV</b> )	( <b>SEN</b> )	
	<b>COM</b>	( <b>RAV</b> )	<b>COM</b>	
	<b>RAV</b>	<b>SAB</b>	( <b>SEN</b> )	
	<b>COM</b>	<b>RAV</b>	<b>COM</b>	

### • Battle Team

- Switch Sazh with Vanille (1 ↔ 2)

Pick up the **Librascope** located left of the hallway entrance. Activate **Ethersol Deceptisol** on Penanggalan.

## Mission 26: Chonchon x4 & Penanggalan

- [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**

#### SHOP 91 320 GIL

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>• Lenora's Garage<ul style="list-style-type: none"><li>– Sell<ul style="list-style-type: none"><li>* Weapons<ul style="list-style-type: none"><li>· Binding Rod</li><li>· Simurgh</li><li>· Unsetting Sun</li></ul></li><li>* Accessories<ul style="list-style-type: none"><li>· <i>Everything unequipped except for:</i></li><li>· Tungsten Bangle</li><li>· Diamond Bangle</li><li>· Warrior's Wristband Lv. 1</li><li>· Black Belt *</li><li>· Doctor's Codes</li></ul></li><li>* Components<ul style="list-style-type: none"><li>· <i>Everything except for:</i></li><li>· Perfect Conductors</li><li>· Particle Accelerators</li></ul></li></ul></li><li>– Buy</li></ul></li></ul> | <ul style="list-style-type: none"><li><ul style="list-style-type: none"><li>* Superconductor x54</li></ul></li><li>• Creature Comforts<ul style="list-style-type: none"><li>– Buy<ul style="list-style-type: none"><li>* Sturdy Bone x72</li><li>* Barbed Tail x76 + 10 for each Doctor's Code remaining</li></ul></li></ul></li><li>• B&amp;W Outfitters<ul style="list-style-type: none"><li>– Buy<ul style="list-style-type: none"><li>* Warrior's Wristband</li><li>* Sorcerer's Mark</li></ul></li></ul></li><li>• <i>If were you short on gil during Mah'habara Shop:</i></li><li>• Up in Arms<ul style="list-style-type: none"><li>– Buy<ul style="list-style-type: none"><li>* Pearlwing Staff</li></ul></li></ul></li><li>• Unicorn Mart<ul style="list-style-type: none"><li>– Buy<ul style="list-style-type: none"><li>* Holy Water x4</li><li>* Foul Liquid x4</li></ul></li></ul></li></ul> |
|---|--|

#### MENU

- |   |   |
|---|---|
| <ul style="list-style-type: none"><li>• <b>Paradigm</b><ul style="list-style-type: none"><li>– Battle Team<ul style="list-style-type: none"><li>* Switch Vanille with Sazh (1 ↔ 2)</li><li>* Switch Vanille with Snow (2 ↔ 3)</li></ul></li></ul></li></ul> | <ul style="list-style-type: none"><li>• <b>Equipment</b><ul style="list-style-type: none"><li>– Sazh<ul style="list-style-type: none"><li>* Soulfont Talisman → Warrior's Wristband Lv. 1</li></ul></li><li>– Vanille (→→)<ul style="list-style-type: none"><li>* Diamond Bangle</li><li>* Sorcerer's Mark</li><li>* Weapon: Pearlwing Staff if just bought</li></ul></li></ul></li></ul> |
|---|---|

#### UPGRADE

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>• Upgrade<ul style="list-style-type: none"><li>– Weapons<ul style="list-style-type: none"><li>* Pearlwing Staff<ul style="list-style-type: none"><li>· Sturdy Bone x36 (Level 2, 3x EXP)</li><li>· Superconductor x17 (*)</li></ul></li></ul></li><li>– Accessories<ul style="list-style-type: none"><li>* Warrior's Wristband Lv. 1<ul style="list-style-type: none"><li>· Sturdy Bone x36 (3x EXP)</li><li>· Superconductor x37 (*)</li></ul></li><li>* Warrior's Wristband Lv. 1<ul style="list-style-type: none"><li>· Barbed Tail x36 (3x EXP)</li><li>· Particle Accelerator x3 (Level 10)</li><li>· Perfect Conductor x1 (*)</li></ul></li><li>* Doctor's Codes (All)<ul style="list-style-type: none"><li>· Barbed Tail x10 (*)</li></ul></li></ul></li></ul></li></ul> | <ul style="list-style-type: none"><li>• Dismantle<ul style="list-style-type: none"><li>– Accessories<ul style="list-style-type: none"><li>* All Doctor's Codes (Fortisol, Aegisol, Ethersol, Elixir)</li></ul></li></ul></li></ul> |
|---|--|

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

## Dahaka

- [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 Imperil else [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
    - Repeat
  - [1] Riot Shield (**SYN**/**SEN**/**RAV**)
    - Repeat Snow, delay if Foul Utterance is being cast
  - [5] Matador (**RAV**/**SEN**/**SAB**)
    - Repeat until Deprotect
    - If very early, repeat in [3]
    - Shift if Deprotect and close to **STAGGER**, if Deprotect lands after **STAGGER** then skip the next shift
  - [2] Relentless Assault (**COM**/**RAV**/**RAV**)
    - Blitz-Blitz
    - Shift so that Snow doesn't jump while Dahaka is falling
  - [4] Aggression (**COM**/**COM**/**RAV**)
    - Repeat with refreshes with [6] until victory
- 0.3% chance of a **Fortisol**

Pick up the **Ethersol** located next to the auto-jump.

## MENU

### • Paradigm

	Sazh	Snow	Vanille	
	( <b>COM</b> )	( <b>COM</b> )	( <b>MED</b> )	
	( <b>RAV</b> )	<b>RAV</b>	<b>RAV</b>	
–	<b>RAV</b>	( <b>RAV</b> )	( <b>SAB</b> )	← Default - 3
	<b>COM</b>	<b>COM</b>	<b>RAV</b>	
	( <b>SYN</b> )	( <b>RAV</b> )	<b>SAB</b>	
	<b>COM</b>	<b>COM</b>	<b>RAV</b>	

### • Crystarium

- Sazh
  - \* Ravager
    - 13 nodes, Magic +15
- Snow
  - \* Sentinel
    - 8 nodes, Strength +18
- Vanille
  - \* Medic
    - 1 node left 2, HP +100 out of ring twice
    - Until out

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.

- [3] Smart Bomb (**RAV/RAV/SAB**)
  - Fire-Thunder-Fire-Thunder
  - Shift after Vanille has finished her string
- [5] Guerilla (**SYN/RAV/SAB**)
  - Haste-Bravery Sazh
  - Haste-Faith Vanille
  - Bravery Snow
  - Renew when needed
- [3] Smart Bomb (**RAV/RAV/SAB**)
  - Repeat
  - Librascope
  - Renew when needed
  - Repeat until **STAGGER**, then use Thunder-Aerora
  - ALWAYS Shift when Deprotect and Imperil are inflicted, use items/heals as needed after shift.
- [2] Tri-Disaster (**RAV/RAV/RAV**)
  - Repeat FTFT pre-stagger, Thunder-Aerora post-stagger
  - Shift after second Thunder-Aerora and Vanille finished her string
- [1] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz
  - Shift after Snow's fourth Attack
- [6] Aggression (**COM/COM/RAV**)
  - Repeat until head-split. ATB refresh as needed to [4], [1] as needed
  - Sazh/Snow Pain use Painkiller
  - Vanille Fog use Mallet
  - Daze on anyone that isn't Sazh first, then Sazh, use Foul Liquid
  - Curse Snow first, then Sazh, use Holy Water
  - Try to shift during head-split
- [3] 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
      - Potion if needed
      - 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 if not in Tireless
- [3] 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
- [5] Guerilla (**SYN/RAV/SAB**)
  - Haste Sazh
  - Repeat Vanille
- [3] Smart Bomb (**RAV/RAV/SAB**)
  - Fire-Thunder-Fire-Thunder
  - Elixir when needed
  - Repeat until **STAGGER**, then use Thunder-Aerora
  - ALWAYS Shift when Deprotect and Imperil are inflicted
- [2] Tri-Disaster (**RAV/RAV/RAV**)
  - Repeat FTFT pre-stagger, Thunder-Aerora post-stagger
  - Shift after second Thunder-Aerora and Vanille finished her string
- [1] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz
  - Shift after Snow's fourth Attack
- [6] Aggression (**COM/COM/RAV**)
  - Repeat until head-split. ATB refresh as needed to [4], [1] as needed
- If second stagger ends, **STAGGER** with Fire-Thunder-Fire-Thunder in [2], then use the **COM** paradigms to kill

0.3% chance of a **Deceptisol**

Save prompt after cut-scene #2

# Chapter 12

## Anavatapta Warmech

- Down+A
  - Side+A
  - *If Chain died:*
    - Side+A until **STAGGER**
    - Y - Zantetsuken
- *Otherwise:*
    - Side+A, waiting for the meter to reset before triggering
    - Down+A when 18 Gestalt points remain
    - Side+A, waiting for meter to reset before triggering.

**Deceptisol** on the the maze, cancel on the the circling Bulwarker.  
**Deceptisol** between the two battle zones, don't cancel.

## MENU

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

## Bulwarker & Sanctum Seraph x2

- 2 Relentless Assault (**RAV**/**RAV**/**COM**)
- Quake
  - Summon
  - Fira-Aerora
  - X - Gestalt
  - B - Force Blasters
  - Y - Gaiian Salvo
- 0.38% chance of a **Aegisol**

## MENU

- **Crystarium**
    - Vanille
      - \* Commando
        - 11 nodes, Ruin
      - \* Medic
        - X nodes right 2, Accessory on side
        - 2 nodes, Magic +18
    - Snow
      - \* Sentinel
        - 4 nodes, ATB segment
      - \* Ravager
        - 16 nodes down 2, Accessory on side
    - Sazh
      - \* Ravager
        - 14 nodes, HP +100
- **Paradigm**
    - Switch Vanille with Sazh (1 ↔ 3)

Sazh	Snow	Vanille
<b>COM</b>	( <b>COM</b> )	( <b>COM</b> )
<b>COM</b>	( <b>COM</b> )	( <b>COM</b> )
– <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> ]
    - **Equipment**
      - Snow
        - \* Blank → Warrior's Wristband \*
      - Vanille
        - \* Blank → Black Belt \*
- ← Default - 2

## Behemoth King

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

0.38% chance of a **Aegisol**

## MENU

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

**Deceptisol** on the battle zone, cancel on the big dog at the third encounter. Determine pickups with the chart.

Taejin's Gil	Rebel Heart	Punisher		Mistilteinn	
Gold Dust?	N/A	N	Y	N	Y
<b>&gt;=36100</b>	N	N	N	N	N
<b>30600-36099</b>	Y	N	N	N	N
<b>15600-30599</b>	Y	Y	N	N	N
<b>15100-15599</b>	Y	Y	Y	N	N
<b>9600-15099</b>	Y	Y	Y	Y	N
<b>100-9599</b>	N	N	Y	N	Y

Pick up the **Rebel Heart** located on the right if needed. **Deceptisol** when the bird falls through the ceiling, don't cancel it.

## Proudclad 1

- [2] Cerberus (**COM/COM/COM**)
  - Blitz-Blitz, **RAV**-buffer the first Blitz
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder
- [4] Coordination (**SYN/RAV/MED**)
  - Haste-Bravery Snow
  - Repeat Sazh
  - Haste-Faith Vanille
  - Shift after Snow's fifth strike
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Repeat
  - Shift after Snow's fourth strike
- [1] Cerberus (**COM/COM/COM**)
  - Repeat, **RAV**-buffer the first Blitz
- [5] Thaumaturgy (**RAV/RAV/MED**)
  - Librascope
  - Cold Blood when Snow is about to Stagger, about 47%
  - Shift after Sazh started shooting FIRST BULLET
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Shift
- [5] Thaumaturgy (**RAV/RAV/MED**)
  - Repeat, shift when Sazh starts Cold Blood
- [1] Cerberus (**COM/COM/COM**)
  - ATB Refresh after Snow's fifth Attack
- [2] Cerberus (**COM/COM/COM**)
  - Repeat
  - Renew
  - Repeat, Shift when the second Blitz starts
- [1] 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

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

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

Pick up the **Punisher** located forward and to the right.  
Push the Vernal Harvest and Tyrant 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 the middle of the long hallway..  
 Pick up the **Power Glove** located up the steps.

## UPGRADE

- Upgrade
  - Accessories
    - \* Power Glove
      - Barbed Tail x36 (3x EXP)
      - Particle Accelerator x6 (\*)
    - \* Goddess's Favor
      - Barbed Tail x4 (1.25x EXP)
      - 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 - 2

  - | (RAV) | SEN   | (RAV) |
|-------|-------|-------|
| (COM) | (SEN) | MED   |
| RAV   | (COM) | (RAV) |
| RAV   | RAV   | RAV   |
- **Crystarium**
  - Sazh
    - \* Commando
      - 5 nodes, HP +70
  - Snow
    - \* Commando
      - 11 nodes, HP +30 end of stage 7
  - Vanille
    - \* Medic
      - Up 2, HP +125 out of ring
- **Equipment**
  - Snow
    - \* Warrior's Wristband \* → Power Glove \*
  - Sazh
    - \* Warrior's Wristband Lv. 8 → Warrior's Wristband \*

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



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

Save prompt after cut-scene #1

# Chapter 13

## SHOP 132 000 GIL

- Eden Pharmaceuticals
  - Sell
    - \* Weapons: Everything
    - \* Accessories: Everything but Warrior's Wristband
    - \* Components: Everything
  - Buy
    - \* Deceptisol x1
    - \* Fortisol x3
    - \* Aegisol x3
    - \* Deceptisol x2

## MENU

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

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

← Default - 5
- Crystarium
  - Vanille
    - \* Medic
      - Curaja out of ring
      - Role level 4
      - Two nodes afterwards, HP +80
  - Snow
    - \* Commando
      - Role level 4
  - Sazh
    - \* Commando
      - Adrenaline out of ring
      - Accessory out of ring
      - HP +100
- Equipment
  - Sazh
    - \* Blank → Warrior's Wristband Lv. 8

Activate **Ethersol** while elevator is moving.

Activate **Deceptisol** during the jump to the left, don't cancel.

Activate **Fortisol**, **Aegisol** before the statue.

## Bandersnatch & Jabberwocky

- [5] Smart Bomb (SAB/RAV/RAV)
  - Imperil x5 Bandersnatch
  - Repeat if didn't inflict
- [6] Tri-Disaster (RAV/RAV/RAV)
  - Summon
  - Fira-Aerora Bandersnatch
  - Repeat until Jabberwocky takes an action, then X - Gestalt
  - B - Force Blasters
  - Y - Gaian Salvo
  - Retry if not dead
  - Auto-chain
  - Shift after Snow's fifth Attack
- [5] Smart Bomb (SAB/RAV/RAV)
  - Use Renew/Potion to prevent interruption if needed
  - Deprotect-Poison-Deprotect-Poison-Deprotect
  - Shift when Snow finishes his second string
- [6] Tri-Disaster (RAV/RAV/RAV)
  - Auto-chain
  - If Breath of the Beast shift to [3] and hope
  - Shift to cancel Snow's ready animation
- [5] Smart Bomb (SAB/RAV/RAV)
  - Repeat *if no Deprotect else* Poison x5
- [2] Devastation (SAB/COM/COM)
  - Repeat as needed to maintain interruption until victory

0.13% chance of a **Aegisol**

Counter-clockwise towards destination marker.

**Deceptisol** on the while jumping, cancel on the back of the Megrim Thresher. If had 3 Deceptisols, skip the cancel.

## MENU

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

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

## Wladislaus

- [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 after Deprotect is removed via 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.

## MENU

### • Paradigm

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

Sazh	Snow	Vanille
COM	COM	MED
COM	COM	(COM)
(RAV)	(RAV)	(MED)
COM	RAV	(SAB) ← Default - 4
RAV	RAV	SAB
RAV	RAV	RAV

### • Crystarium

- Sazh
  - \* Commando
    - First node after Role Level 4, HP +90
  - \* Ravager
    - 1 node, Strength +14
  - \* Sentinel
    - Provoke
- Snow
  - \* Commando
    - Until out, Strength +30

### • Equipment

- Snow
  - \* Remove
    - All Power Gloves
- Sazh
  - \* Optimize: Offensive
- Snow
  - \* Optimize: Offensive

Ethersol on the elevator, Deceptisol first jump, Fortisol second jump, Aegisol last jump.

## Tiamat Eliminator

- [4] Relentless Assault (COM/RAV/RAV)
  - Attack-Attack-Blitz, RAV-buffer the Blitz
- [6] Tri-Disaster (RAV/RAV/RAV)
  - Cold Blood
  - Libra
  - Auto-chain if Tail Hammer
  - Repeat just before Stagger, shift after Sazh fires the first bullet
- [3] Thaumaturgy (RAV/RAV/MED)
  - Repeat
  - Shift towards the end of Cold Blood for an ATB refresh
- [2] Cerberus (COM/COM/COM)
  - Blitz-Blitz
  - Repeat, ATB refresh with [1] until stagger ends
  - Attack-Attack-Blitz when Tiamat drops to the ground, RAV-buffer the Blitz
- [5] Smart Bomb (RAV/RAV/SAB)
  - Repeat until stagger, refresh with [6]
  - Renew if Pinpoint Beam
  - Shift to [6] if Imperil and Deprotect
- [2] Cerberus (COM/COM/COM)
  - Blitz-Blitz
  - Repeat until Victory

## MENU

### • Paradigm

- Battle Team
 

Sazh	Snow	Vanille
COM	COM	MED
COM	COM	(RAV) ← Default - 2
(SEN)	(SEN)	MED
(SYN)	RAV	RAV
SAB	RAV	RAV
RAV	RAV	RAV

### • Crystarium

- Sazh
  - \* Ravager
    - Next Strength Node
    - Two out of ring Strength Nodes
  - \* Synergist
    - Role Level 3
    - 4 ndoes, Strength +5

- 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

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• [2] Aggression (<b>COM/COM/RAV</b>)           <ul style="list-style-type: none"> <li>– Librascope</li> <li>– Blitz-Blitz, <b>RAV</b>-buffer the first Blitz</li> </ul> </li> <li>• [5] Smart Bomb (<b>RAV/RAV/SAB</b>)           <ul style="list-style-type: none"> <li>– Fire-Thunder-Fire-Thunder</li> <li>– Repeat</li> <li>– Repeat two spells if no Imperil or was inflicted late</li> <li>– Shift at 200% chain (no Imperil) or 220% chain (Imperil)</li> </ul> </li> <li>• [3] Consolidation (<b>SEN/SEN/MED</b>)           <ul style="list-style-type: none"> <li>– Potion twice</li> <li>– <i>If no Imperil</i> <ul style="list-style-type: none"> <li>* Potion</li> <li>* Shift after Ultima</li> <li>* [5] Smart Bomb (<b>RAV/RAV/SAB</b>)               <ul style="list-style-type: none"> <li>· Throw Potions until Imperil inflicts</li> <li>· If <b>STAGGER</b>Retry</li> </ul> </li> <li>* [1] Tireless Charge (<b>COM/COM/MED</b>)               <ul style="list-style-type: none"> <li>· Repeat until Ultima</li> </ul> </li> <li>* [3] Consolidation (<b>SEN/SEN/MED</b>)               <ul style="list-style-type: none"> <li>· Potions</li> <li>· Shift after Ultima hits</li> </ul> </li> </ul> </li> <li>– <i>If Imperil and no Deprotect</i> <ul style="list-style-type: none"> <li>* [5] Smart Bomb (<b>RAV/RAV/SAB</b>)               <ul style="list-style-type: none"> <li>· Renew</li> <li>· Shift after Deprotect</li> </ul> </li> </ul> </li> </ul> </li> <li>• [6] Tri-Disaster (<b>RAV/RAV/RAV</b>)           <ul style="list-style-type: none"> <li>– Renew if anyone is yellow health</li> <li>– Cold Blood</li> <li>– Shift towards the end for ATB refresh</li> </ul> </li> <li>• [2] Aggression (<b>COM/COM/RAV</b>)           <ul style="list-style-type: none"> <li>– Repeat twice</li> </ul> </li> <li>• [1] Tireless Charge (<b>COM/COM/MED</b>)           <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Repeat after Laughter, try to get one in during Laughter</li> <li>– ATB refresh if possible</li> </ul> </li> <li>• [2] Aggression (<b>COM/COM/RAV</b>)           <ul style="list-style-type: none"> <li>– Repeat until victory or stagger end</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• <i>If stagger ends:</i></li> <li>• [3] Consolidation (<b>SEN/SEN/MED</b>)           <ul style="list-style-type: none"> <li>– Renew</li> <li>– Potion after Ultima</li> </ul> </li> <li>• <i>If Bart is close to death:</i> <ul style="list-style-type: none"> <li>– [1] Tireless Charge (<b>COM/COM/MED</b>)               <ul style="list-style-type: none"> <li>* Repeat until victory</li> </ul> </li> </ul> </li> <li>• <i>Else:</i> <ul style="list-style-type: none"> <li>– [6] Tri-Disaster (<b>RAV/RAV/RAV</b>)               <ul style="list-style-type: none"> <li>* Fire-Thunder-Fire-Thunder</li> <li>* Repeat until <b>STAGGER</b></li> <li>* Use [5] to inflict any missing debuffs</li> </ul> </li> <li>– [1] Tireless Charge (<b>COM/COM/MED</b>)               <ul style="list-style-type: none"> <li>* Repeat until victory</li> </ul> </li> </ul> </li> </ul> |
|---|---|

- [2] Aggression (**COM/COM/RAV**)
  - Librascope, Shift immediately
- [3] Consolidation (**SEN/SEN/MED**)
  - **MERCILESS JUDGMENT**
  - Renew
  - Quake
  - **SLAP**, Shift immediately
- [4] Malevolence (**SYN/RAV/RAV**)
  - Auto-support (Haste Sazh)
  - Auto-support (Haste Snow)
  - Auto-support (Haste Vanille)
  - Vigilance Sazh
  - Shift to tank slap
- [3] Consolidation (**SEN/SEN/MED**)
  - **SLAP**, Shift after Challenge lands
- [4] Malevolence (**SYN/RAV/RAV**)
  - Bravery-Enthunder Sazh
  - Repeat Snow
  - Shift to tank slap
- [3] Consolidation (**SEN/SEN/MED**)
  - **SLAP**, Shift after Challenge lands
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Fire-Thunder-Fire-Thunder
  - Renew
  - Shift to tank next attack
- [3] Consolidation (**SEN/SEN/MED**)
  - **SLAP/REQUIEM**, Shift after Challenge lands
- 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
  - 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**)
  - Repeat 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
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder
- [4] Malevolence (**SYN/RAV/RAV**)
  - Renew, Haste Sazh, depend order depending on if Sazh was hit
- *If Orphan uses Vile Exploitation:*
  - Repeat while Sazh is still healthy
  - Summon
- *If Orphan uses Dies Irae or Progenitorial Wrath:*
  - Summon, execute when the hand swings up
- [1] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz
  - Repeat with ATB refresh with [2] until victory
  - Gestalt mode to poison stall to kill if things go sideways

- [2] Aggression (**COM/COM/RAV**)
  - Blitz, **SYN**-buffer
- [4] Malevolence (**SYN/RAV/RAV**)
  - Auto-support Vanille (Down, Haste)
  - Auto-support Sazh (Haste)
  - Auto-support Snow (Haste)
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder
- [4] Malevolence (**SYN/RAV/RAV**)
  - Enthunder Snow
  - If Slap, try to use Potion or Renew to not get launched
  - Enthunder-Bravery Sazh
  - Shift after Snow's fifth spell
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Repeat until **STAGGER**
  - Aerora-Aero
  - Repeat until Deprotect and Imperil
- [1] Tireless Charge (**COM/COM/MED**)
  - Blitz-Blitz if in Blitz Range
  - Auto-battle single attack if just Launched
  - Cancel second Blitz to make sure that they land after landing if needed
  - Repeat until victory