

FF13 Any%

Mr.Tyton

July 1, 2019

# Contents

- 1 Chapter 1
- 2 Chapter 2
- 3 Chapter 3
- 4 Chapter 4
- 5 Chapter 5
- 6 Chapter 6
- 7 Chapter 7
- 8 Chapter 8
- 9 Chapter 9
- 10 Chapter 10
- 11 Chapter 11
- 12 Chapter 12
- 13 Chapter 13

## Acknowledgements

Everyone in the FF13 Discord. In no particular order: **Roostalol**, **LewdDolphin**, **Flux**, **Yeswally1**, **LilSharkie**, **xJakeDreamerx**, **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 1 000 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>	← Default
	[ <b>COM</b> ]	<b>COM</b>	<b>RAV</b>	
- 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.

Manasvin Warmech (2)

- [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>	← Default
-	<b>COM</b>	<b>MED</b>	<b>RAV</b>	
	[ <b>RAV</b> ]	<b>RAV</b>	<b>RAV</b>	
	[ <b>RAV</b> ]	<b>RAV</b>	<b>RAV</b>	
	[ <b>COM</b> ]	<b>RAV</b>	<b>RAV</b>	

**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>	<b>SAB</b>	
	<b>RAV</b>	<b>MED</b>	
	<b>RAV</b>	[ <b>SAB</b> ]	← Default
	[ <b>RAV</b> ]	<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>
	<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 +106
    - 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

- [4] Smart Bomb (**RAV/RAV/SAB**)
  - Auto-chain, execute two Fires early. Shift when Dreadnought hits you
- [5] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain, shift after two Fires.
- [6] Malevolence (**SYN/RAV/RAV**)
  - Auto-support (Bravery on Lightning). Shift after Lightning's third spell
- [4] Smart Bomb (**RAV/RAV/SAB**)
  - Auto-chain until Deprotect and Deshell land. Shift after Lightning's third spell
- [5] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain
  - Libra
  - Potion
  - **STAGGER**
  - Auto-chain. Shift after Lightning's third spell post-stagger. (Don't cancel animation)
- [1] Relentless Assault (**RAV/COM/RAV**)
  - Auto-chain
  - ATB refresh after Lightning's second string
- Skip cutscene

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

MENU

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

- [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**

PSICOM Tracker x2

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

Odin	
<ul style="list-style-type: none"> <li>• [2] Supersoldier (<b>COM</b>/<b>SYN</b>)               <ul style="list-style-type: none"> <li>– Attack x2</li> <li>– Repeat, shift to prevent Lightning's backflip</li> </ul> </li> <li>• [4] Dualcasting (<b>RAV</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– Potion</li> <li>– Auto-chain</li> <li>– Potion</li> <li>– Water-Thunder-Water</li> </ul> </li> <li>• [1] Slash &amp; Burn (<b>COM</b>/<b>RAV</b>) (<i>Optional if losing chain</i>)               <ul style="list-style-type: none"> <li>– Ruin x3</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• [5] Dualcasting (<b>RAV</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– <i>If Odin is targeting Lightning</i> <ul style="list-style-type: none"> <li>* Potion when he uses Seismic Strike or Skyward Swing</li> <li>* Repeat in Ullr's Shield only</li> </ul> </li> <li>– <i>Else if targeting Hope</i> <ul style="list-style-type: none"> <li>* Repeat</li> <li>* Potion</li> <li>* Repeat</li> <li>* Refresh with [4]/[5]</li> </ul> </li> </ul> </li> <li>• X when gestalt is filled, Select to skip animation</li> </ul>

MENU		
• Paradigm	Lightning	Hope
	COM	RAV
	COM	SYN
	MED	MED
	RAV	RAV
• Equipment	[RAV]	RAV
	← Default	
	– Lightning	
	* Accessory → Doctor's Code	

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- 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*
        1. Cie'th Tear - All
        2. Tear of Frustration - All
        3. Whatever organics are left
      - Polymer Emulsion - x27 (\*)
    - \* Magician's Mark
      - Polymer Emulsion - x7 (Level 2)

Odin	
<ul style="list-style-type: none"> <li>• [2] Supersoldier (<b>COM</b>/<b>SYN</b>)               <ul style="list-style-type: none"> <li>– Attack x2</li> <li>– Repeat, shift to prevent Lightning's backflip</li> </ul> </li> <li>• [4] Dualcasting (<b>RAV</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– Potion</li> <li>– Auto-chain</li> <li>– Potion</li> <li>– Water-Thunder-Water</li> </ul> </li> <li>• [1] Slash &amp; Burn (<b>COM</b>/<b>RAV</b>) (<i>Optional if losing chain</i>)               <ul style="list-style-type: none"> <li>– Ruin x3</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• [5] Dualcasting (<b>RAV</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– <i>If Odin is targeting Lightning</i> <ul style="list-style-type: none"> <li>* Potion when he uses Seismic Strike or Skyward Swing</li> <li>* Repeat in Ullr's Shield only</li> </ul> </li> <li>– <i>Else if targeting Hope</i> <ul style="list-style-type: none"> <li>* Repeat</li> <li>* Potion</li> <li>* Repeat</li> <li>* Refresh with [4]/[5]</li> </ul> </li> </ul> </li> <li>• X when gestalt is filled, Select to skip animation</li> </ul>

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>	<b>SAB</b>	← Default
–	<b>COM</b>	( <b>SAB</b> )	
	<b>RAV</b>	<b>RAV</b>	
	[ <b>RAV</b> ]	( <b>SAB</b> )	
	[ <b>COM</b> ]	<b>RAV</b>	

##### • 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

- [2] Supersoldier (**COM**/**SYN**)
  - Auto-support
- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-battle Bomb B

- [2] Supersoldier (**COM**/**SYN**)
  - Bravery Sazh, Immediately Shift
- [1] Slash & Burn (**COM**/**RAV**)
  - If neither Bomb is self-destructing, Auto-battle
  - If one is self-destructing, Auto-battle it
  - If both are self-destruction, Auto-battle closest, if they're both close split and pray.

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>	← <i>Default</i>
	( <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
  - Lightning
    - \* Commando
      - Back 2 Up 2, Lifesiphon
    - \* 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 ( <b>RAV/COM</b> )	
– Libra	
– Auto-chain two Fires	
– Shift after Lightning's third attack	
• [4] Dualcasting ( <b>RAV/RAV</b> )	
– Auto-chain	
• [6] Slash & Burn ( <b>RAV/COM</b> )	
– Fira-Fire	
– Shift after Lightning's fourth attack	
• [1] Slash & Burn ( <b>RAV/COM</b> )	
– Use Auto-chain if Lightning doesn't immediately powerchain, else shift	
• [4] Dualcasting ( <b>RAV/RAV</b> )	
– Auto-chain until <b>STAGGER</b>	
• [6] Slash & Burn ( <b>RAV/COM</b> )	
– Repeat until victory	
1% chance of a <b>Fortisol</b>	

Crawler x4 Pre-Empt
• [1] Slash & Burn ( <b>RAV/COM</b> )
– Ready Fira, execute when Lightning starts attacking
1% chance of a <b>Aegisol</b>

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

Feral Behemoth (Hope Lead)
• [1] Slash & Burn ( <b>RAV/COM</b> )
– Libra
– Auto-chain two Waters
• [4] Dualcasting ( <b>RAV/RAV</b> )
– Auto-chain twice
– Shift after Lightning's fourth attack, Water
• [5] Dualcasting ( <b>RAV/RAV</b> )
– Auto-chain twice
– Shift after Lightning's fourth attack, Water, try to COM-buffer into
• [6] Slash & Burn ( <b>RAV/COM</b> )
– Auto-chain until victory, execute early if need to interrupt
1% chance of a <b>Fortisol</b>

Crawler x10 No Pre-Empt
• [1] Slash & Burn ( <b>RAV/COM</b> )
– Fire-Fira Crawler E (↓↓↓↓)
– Shift after Lightning's second Blitz, try to cancel ready animation
• [6] Slash & Burn ( <b>RAV/COM</b> )
– Potion
– Repeat
– Repeat/Potion as needed
– Shift after Lightning's final attack in the third string
• [1] Slash & Burn ( <b>RAV/COM</b> )
– Continue the pattern until victory
1% chance of a <b>Fortisol</b>

### 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**

### MENU

- **Crystarium**
  - Lightning
    - \* Ravager
      - 3 nodes, Fire
    - \* Commando
      - 1 node 1 up, Magic +6
  - Hope
    - \* Ravager
      - 1 node up 1, Fearsiphon

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

### Aster Protoflorian

- [1] Slash & Burn (**RAV**/**COM**)
  - Shift Immediately
- [3] Supersoldier (**SYN**/**COM**)
  - 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 (**RAV**/**COM**)
  - Repeat once or twice for duration
- [4] Dualcasting (**RAV**/**RAV**)
  - Repeat
  - **STAGGER**
- **Exo Lightning** or **Exo Water**:
  - Aquastrike x4 if *Exo Lightning* else Sparkstrike x4
  - Repeat in pattern of 4-4-1 or 4-3-2, Refresh with [5]
  - Continue until Victory, COM-Buffer if needed on last Strike to kill.
- **Exo Ice**:
  - Refresh with [5] until 500% chain
  - [6] Slash & Burn (**RAV**/**COM**)
    - \* Auto-battle, cancel after 3 Attacks, time to maintain interruption
    - \* Refresh with [1] after 9 attacks
    - \* Repeat until stagger about to end, or chain is about 800% and Proto's HP is to the left of E in TARGET
    - \* Summon
    - \* X - Gesetalt
    - \* Y - Zantetsuken
- If failed to kill, retry

### MENU

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

Save prompt after cut-scene #1

Save prompt after cut-scene #3

# Chapter 6

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
–	(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 Enthunder)
- [3] Tide Turner (**SAB/SYN**)
  - Debuff as above
  - Debuff as above
  - Potion when both are red. Shift after Sazh casts Vigilance on himself.
- [2] Tide Turner (**SAB/SYN**)
  - Debuff as above
  - Potion. Shift after Sazh has Bravery
- [4] Dualcasting (**RAV/RAV**)
  - Auto-chain 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>
	<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
      - 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
[ <b>COM</b> ]	<b>COM</b>	<b>RAV</b>
<b>COM</b>	<b>RAV</b>	( <b>RAV</b> )
– (SAB)	( <b>RAV</b> )	<b>RAV</b>
<b>SEN</b>	( <b>RAV</b> )	( <b>RAV</b> )
<b>SAB</b>	( <b>RAV</b> )	<b>SYN</b> ← Default
<b>COM</b>	<b>RAV</b>	<b>RAV</b>

#### • Crystarium

- Fang
  - \* Commando
    - 3 nodes, Adrenaline
  - \* Saboteur
    - 5 nodes, HP +20
- Lightning
  - \* Ravager
    - 1 node up 1, Magic +10
    - 10 nodes, Thundara
- Hope
  - \* Ravager
    - 7 nodes, Thundara

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

- Fang
  - \* Accessory: Power Wristband \*
- Hope (←)
  - \* 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]→[6]→[2]→[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>
	( <b>COM</b> )	<b>COM</b>	( <b>MED</b> )

← Default

#### • Crystarium

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

#### • Equipment

- Lightning
  - \* Magician's Mark Lv 2 → 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.

MENU

• Paradigm

Sazh	Vanille	
COM	RAV	← Default
(COM)	(MED)	
– SYN	SAB	
RAV	RAV	
RAV	SAB	
COM	SAB	

• Crystarium

– Sazh

\* Commando

· 3 nodes, Blitz

\* Synergist

· 4 nodes 1 side, Accessory

· 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)

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

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

• [2] War & Peace (COM/MED)

– 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
(RAV)	SYN	SAB
(RAV)	RAV	(SAB)
– (RAV)	(RAV)	SEN
RAV	RAV	COM ← Default
[COM]	RAV	COM
[COM]	RAV	COM

- 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>
<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> )

 ← *Default*
- **Crystarium**
  - Sazh
    - \* Synergist
      - 1 node, Haste
    - \* Ravager
      - 2 nodes right 2, Aero
      - 7 nodes left 1, Overwhelm
- **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

- Lenora's Garage
  - Sell
    - \* Weapons
      - Spica Defenders
      - Lifesaber
      - Pandoran Spear
    - \* Accessories
      - Star Pendant
      - Ember Ring
    - \* Components
      - Everything except for:
      - Abominable Wings
      - Superconductors
      - Uraninte
      - Vibrant Oozes
  - Buy
    - \* Crankshaft x32
- Creature Comforts
  - Buy
    - \* Vibrant Ooze x25 if you have at least 1 **Fortisol** else Vibrant Ooze x35
- If short on Gil, stop here
- B&W Outfitters
  - Buy
    - \* Shaman's Mark
- Unicorn Mart
  - Buy
    - \* Potion x31
    - \* Painkiller x4
    - \* Mallet x4

UPGRADE

- Upgrade
  - Accessories
    - \* Brawler's Wristband
      - Vibrant Ooze x25 (2x EXP)
      - Abominable Wing x9 (3x EXP)
      - Crankshaft x32 (\*)
      - Uraninite (Warrior's Wristband Level 8)
    - \* *If you don't have a Fortisol*
    - \* Doctor's Code
      - Vibrant Ooze x10 (\*)
  - *If you don't have a Fortisol:*
    - Dismantle
      - \* Accessories
        - Doctor's Code \* (Fortisol, Aegisol, Ethersol, Elixir)

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

### Thermadon & Vespid Soldier

- [1] Relentless Assault (**RAV/RAV/COM**)
    - Bravery-Enthunder Sazh
    - If interrupted, repeat whatever is missing
  - [6] Relentless Assault (**COM/RAV/RAV**)
    - Blitz-Blitz Vespid Soldier, repeat as needed to kill
    - Potion if Aeroga goes off
  - [1] Relentless Assault (**RAV/RAV/COM**)
    - Potion if Sazh is targeted by Photon Burst and have time to prevent launch
    - Haste-Enwater Sazh
    - Auto-support Vanille (Haste)
  - [5] Aggression (**COM/RAV/COM**)
    - Fire-Aero-Fire-Aero
    - Potion in [2] if Photon Burst will kill
    - Repeat until Deprotect, ATB refresh with [4] if needed
  - [4] Relentless Assault (**RAV/RAV/COM**)
    - Repeat until **STAGGER**
  - [2] Delta Attack (**COM/RAV/SEN**)
    - Wait for Thermadon to come close then Repeat
  - [3] Smart Bomb (**SAB/RAV/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
<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

#### – Snow

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

### • Equipment

#### – Fang

- \* Remove
  - All accessories

#### – Snow (←)

- \* Optimize: Defensive (Soulfont)

#### – Lightning (←←)

- \* Optimize: Defensive (DC, WW8)

#### – Snow (→→)

- \* Optimize: Offensive (PW\*)

#### – Sazh (←)

- \* Optimize: Offensive (PW1, SM)
- \* Power Wristband → Magician's Mark (Mash Confirm)

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
    - 2 nodes up 1, Overwhelm
- 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
  - \* Medic
    - 17 nodes, HP +10

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

## Barthandelus 1

- 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>
	( <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</b>/<b>SEN</b>/<b>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</b>/<b>SEN</b>/<b>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</b>/<b>SEN</b>/<b>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</b>/<b>RAV</b>/<b>SYN</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Repeat 2 spells</li> </ul> </li> <li>• [2] Tri-Disaster (<b>RAV</b>/<b>RAV</b>/<b>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</b>/<b>SEN</b>/<b>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</b>/<b>RAV</b>/<b>RAV</b>)                   <ul style="list-style-type: none"> <li>* Thundara-Thudnara</li> </ul> </li> </ul> </li> <li>• [6] Aggression (<b>COM</b>/<b>COM</b>/<b>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</b>/<b>SEN</b>/<b>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</b>/<b>SEN</b>/<b>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</b>/<b>SEN</b>/<b>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</b>/<b>RAV</b>/<b>SYN</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> <li>– Repeat 2 spells</li> </ul> </li> <li>• [2] Tri-Disaster (<b>RAV</b>/<b>RAV</b>/<b>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</b>/<b>SEN</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat</li> </ul> </li> <li>• [2] Tri-Disaster (<b>RAV</b>/<b>RAV</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– Repeat until <b>STAGGER</b></li> </ul> </li> <li>• [6] Aggression (<b>COM</b>/<b>COM</b>/<b>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>– Vanille (→→)               <ul style="list-style-type: none"> <li>* Shield Talisman</li> <li>* Soulfont Talisman</li> </ul> </li> <li>– Hope (←)</li> <li>– Fang (→→)               <ul style="list-style-type: none"> <li>* Silver Bangle → Tungsten Bangle</li> <li>* Doctor's Code</li> <li>* Silver Bangle</li> </ul> </li> <li>– Lightning (→)               <ul style="list-style-type: none"> <li>* Magician's Mark Lv. 2</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</b>/<b>RAV</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– Shift immediately</li> </ul> </li> <li>• [5] Ruthless (<b>SAB</b>/<b>COM</b>/<b>RAV</b>)               <ul style="list-style-type: none"> <li>– Auto-hinder</li> </ul> </li> <li>• [4] Combat Clinic (<b>SEN</b>/<b>MED</b>/<b>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</b>/<b>RAV</b>/<b>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> ← <i>Default</i>
[ <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 111 100 GIL

- Lenora's Garage
  - Sell
    - \* Weapons
      - Alicanto
      - Feymark
      - Hauteclaire
    - \* Accessories
      - Entite Ring
      - Blessed Talisman
      - Tetric 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*
- 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 Bone 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
( <b>SYN</b> )	SAB	<b>RAV</b>
<b>COM</b>	<b>MED</b>	<b>COM</b>
– <b>SYN</b>	<b>MED</b>	<b>COM</b>
<b>COM</b>	SAB	<b>COM</b>
<b>SYN</b>	<b>SAB</b>	<b>COM</b> ← Default
<b>COM</b>	<b>RAV</b>	<b>COM</b>
- **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

- [5] Bully (**SYN**/**SAB**/**COM**)
    - Enthunder-Bravery Snow
    - Shift after Snow's third Attack (when he jump/smashes)
  - [3] Hero's Charge (**SYN**/**MED**/**COM**)
    - Repeat Sazh
    - Shift after Snow's fourth Attack
  - [2] Tireless Charge (**COM**/**MED**/**COM**)
    - Blitz-Blitz
    - Shift after Snow's fourth Attack
  - [6] Aggression (**COM**/**RAV**/**COM**)
    - Blitz-Blitz
- 0.3% chance of a **Aegisol**

## 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

- [1]
  - Shift immediately
- [3] Hero's Charge (**SYN/MED/COM**)
  - Deprotect-Deshell-Imperil-Deshell
  - Repeat
  - Shift after Fang's third action to cancel her ready animation
- [4]
  - Repeat
  - Throw a potion after Fang has taken 300 points of damage
  - Repeat
  - Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath

- Repeat until Gestalt is maxed:
  - [3] Hero's Charge (**SYN/MED/COM**)
    - \* Repeat
    - \* Renew or Potion
    - \* Repeat
    - \* Shift after Fang's fourth attack to cancel ready animation
  - [4]
    - \* Repeat
    - \* Potion or Renew
    - \* Repeat
    - \* Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath

Pick up the **Perfect Conductor x3** located behind the stairs. 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	
	SYN	SAB	RAV	← Default
	COM	MED	COM	
–	SYN	MED	COM	
	COM	SAB	COM	
	(RAV)	SAB	(RAV)	
	COM	RAV	COM	
- 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	
	SYN	(RAV)	(SEN)	
	COM	(RAV)	(RAV)	← Default
–	(RAV)	(RAV)	(SEN)	
	COM	(RAV)	COM	
	RAV	SAB	(SEN)	
	COM	RAV	COM	
- Battle Team
  - Switch Sazh with Vanille (1 ↔ 2)

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

- Lenora's Garage
  - Sell
    - \* Weapons
      - Simurgh
      - Unsetting Sun
    - \* Accessories
      - *Everything unequipped except for:*
      - Diamond Bangle
      - Warrior's Wristband Lv. 1
      - Black Belt \*
      - Doctor's Codes
    - \* Components
      - *Everything except for:*
      - Particle Accelerators
      - Super Conductor x1
  - Buy
    - \* Superconductor x42 + 1 for each Doctor's Code remaining

- Creature Comforts
  - Buy
    - \* Sturdy Bone x72
    - \* Vibrant Oozes x36
- B&W Outfitters
  - Buy
    - \* Warrior's Wristband
    - \* Sorcerer's Mark
- *If were you short on gil during Mah'habara Shop:*
- Unicorn Mart
  - Buy
    - \* Holy Water x4
    - \* Foul Liquid x4

## MENU

- **Paradigm**
  - Battle Team
    - \* Switch Vanille with Sazh (1 ↔ 2)
    - \* Switch Vanille with Snow (2 ↔ 3)
- **Equipment**
  - Sazh
    - \* Soulfont Talisman → Warrior's Wristband Lv. 1
  - Vanille (→→)
    - \* Diamond Bangle
    - \* Sorcerer's Mark

## UPGRADE

- Upgrade
  - Accessories
    - \* Warrior's Wristband Lv. 1
      - Sturdy Bone x36 (3x EXP)
      - Superconductor x37 (\*)
    - \* Warrior's Wristband Lv. 1
      - Barbed Tail x36 (3x EXP)
      - Particle Accelerator x3 (Level 10)
      - Superconductor x1 (\*)
    - \* Doctor's Codes (All)
      - Superconductor x1 (\*)
- Dismantle
  - Accessories
    - \* All Doctor's Codes (Fortisol, Aegisol, Ethersol, Elixir)

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**



• Paradigm

	Sazh	Snow	Vanille	
	(COM)	(COM)	(MED)	
	(RAV)	RAV	RAV	
–	RAV	(RAV)	(SAB)	← Default
	COM	COM	RAV	
	(SYN)	(RAV)	SAB	
	COM	COM	RAV	

• 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

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

- [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
      - 2 nodes right 2, Accessory
      - 6 nodes, Magic +20
  - Snow
    - \* Sentinel
      - 4 nodes, ATB segment
    - \* Ravager
      - 16 nodes down 2, Accessory
  - 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> )	← Default
–	<b>SYN</b>	<b>SEN</b>	( <b>SAB</b> )	
	[ <b>SYN</b> ]	<b>RAV</b>	( <b>MED</b> )	
	<b>RAV</b>	<b>RAV</b>	[ <b>MED</b> ]	
	<b>RAV</b>	<b>RAV</b>	[ <b>RAV</b> ]	
- **Equipment**
  - Snow
    - \* Blank → Warrior's Wristband \*
  - Vanille
    - \* Blank → Black Belt \*

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

### Proudelad 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 if needed. 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 if needed. 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
      - Superconductor x5 (\*)
- 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
( <b>RAV</b> )	<b>COM</b>	<b>COM</b>
<b>COM</b>	<b>COM</b>	<b>COM</b>

← Default

    - (**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
      - 2 left, Curaja
- **Equipment**
  - Snow
    - \* Warrior's Wristband \* → Power Glove \*
  - Vanille
    - \* Diamond Bangle → Tungsten Bangle
  - 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)	(SYN)
(SAB)	(RAV)	RAV
RAV	RAV	RAV

← Default
- Crystarium
  - Vanille
    - \* Medic
      - X nodes, HP +100 out of ring on stage 9
  - 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 **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

- Crystarium
  - Sazh
    - \* Commando
      - First node after Role Level 4, HP +90
    - \* Sentinel
      - Provoke
  - Snow
    - \* Commando
      - Until out, Strength +30
- Paradigm
  - Battle Team
    - \* Switch Vanille with Sazh (1 ↔ 3)

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

- [2] Aggression (COM/COM/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
- [4] Malevolence (SYN/(RAV)/RAV)
  - Shift
- [6] Tri-Disaster (RAV/RAV/RAV)
  - Repeat
- [2] Aggression (COM/COM/RAV)
  - 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] Aggression (COM/COM/RAV)
  - Blitz-Blitz
  - Repeat until Victory

### SHOP 44 000 GIL

- Eden Pharmaceuticals
  - Sell
    - \* Accessories
      - Imperial Armlet
  - Buy
    - \* Librascope x2
    - \* Fortisol x1
    - \* Aegisol x1

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



- [2] Aggression (**COM/COM/RAV**)
    - Librascope
    - Blitz-Blitz, **RAV**-buffer the first Blitz
  - [5] Smart Bomb (**RAV/RAV/SAB**)
    - Fire-Thunder-Fire-Thunder
    - Repeat
    - Repeat two spells if no Imperil or was inflicted late
    - Shift at 200% chain (no Imperil) or 220% chain (Imperil)
  - [3] Consolidation (**SEN/SEN/MED**)
    - Potion twice
    - *If no Imperil*
      - \* Potion
      - \* Shift after Ultima
      - \* [5] Smart Bomb (**RAV/RAV/SAB**)
        - Throw Potions until Imperil inflicts
        - If **STAGGER**Retry
      - \* [1] Tireless Charge ((**COM**)/**COM/MED**)
        - Repeat until Ultima
      - \* [3] Consolidation (**SEN/SEN/MED**)
        - Potions
        - Shift after Ultima hits
    - *If Imperil and no Deprotect*
      - \* [5] Smart Bomb (**RAV/RAV/SAB**)
        - Renew
        - Shift after Deprotect
  - [6] Tri-Disaster (**RAV/RAV/RAV**)
    - Renew if anyone is yellow health
    - Cold Blood
    - Shift towards the end for ATB refresh
  - [2] Aggression (**COM/COM/RAV**)
    - Repeat twice
  - [1] Tireless Charge ((**COM**)/**COM/MED**)
    - Repeat
    - Repeat after Laughter, try to get one in during Laughter
    - ATB refresh if possible
  - [2] Aggression (**COM/COM/RAV**)
    - Repeat until victory or stagger end
- *If stagger ends:*
  - [3] Consolidation (**SEN/SEN/MED**)
    - Renew
    - Potion after Ultima
  - *If Bart is close to death:*
    - [1] Tireless Charge ((**COM**)/**COM/MED**)
      - \* Repeat until victory
  - *Else:*
    - [6] Tri-Disaster (**RAV/RAV/RAV**)
      - \* Fire-Thunder-Fire-Thunder
      - \* Repeat until **STAGGER**
      - \* Use [5] to inflict any missing debuffs
    - [1] Tireless Charge ((**COM**)/**COM/MED**)
      - \* Repeat until victory

## Orphan 1

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| <ul style="list-style-type: none"> <li>• [2] Aggression (<b>COM/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Librascope, Shift immediately</li> </ul> </li> <li>• [3] Consolidation (<b>SEN/SEN/MED</b>)             <ul style="list-style-type: none"> <li>– <b>MERCILESS JUDGMENT</b></li> <li>– Renew</li> <li>– Quake</li> <li>– <b>SLAP</b>, Shift immediately</li> </ul> </li> <li>• [4] Malevolence (<b>SYN/(RAV)/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-support (Haste Sazh)</li> <li>– Auto-support (Haste Snow)</li> <li>– Auto-support (Haste Vanille)</li> <li>– Vigilance Sazh</li> <li>– Shift to tank slap</li> </ul> </li> <li>• [3] Consolidation (<b>SEN/SEN/MED</b>)             <ul style="list-style-type: none"> <li>– <b>SLAP</b>, Shift after Challenge lands</li> </ul> </li> <li>• [4] Malevolence (<b>SYN/(RAV)/RAV</b>)             <ul style="list-style-type: none"> <li>– Bravery-Enthunder Sazh</li> <li>– Repeat Snow</li> <li>– Shift to tank slap</li> </ul> </li> <li>• [3] Consolidation (<b>SEN/SEN/MED</b>)             <ul style="list-style-type: none"> <li>– <b>SLAP</b>, Shift after Challenge lands</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>– Renew</li> <li>– Shift to tank next attack</li> </ul> </li> <li>• [3] Consolidation (<b>SEN/SEN/MED</b>)             <ul style="list-style-type: none"> <li>– <b>SLAP/REQUIEM</b>, Shift after Challenge lands</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• From now until Tireless Charge, shift to [3] whenever Orphan attacks and shift back after re-provoke</li> <li>• [5] Smart Bomb (<b>RAV/RAV/SAB</b>)             <ul style="list-style-type: none"> <li>– Repeat or use Potions until Deprotect, Imperil, Poison</li> <li>– Tank in [3]</li> <li>– After <b>STAGGER</b> use Cold Blood</li> <li>– Shift after all 3 debuffs have landed and used Cold Blood</li> </ul> </li> <li>• [1] Tireless Charge ((<b>COM</b>)/<b>COM/MED</b>)             <ul style="list-style-type: none"> <li>– Repeat until <b>Merciless Judgement</b></li> <li>– Phoenix Down Vanille if needed</li> <li>– <b>MERCILESS JUDGMENT</b></li> <li>– <b>OPPOSITE EXTREMES</b></li> <li>– Elixir, if locked into Blitz buffer into [6] and Elixir there</li> <li>– Repeat a Blitz and <b>RAV</b>-buffer</li> </ul> </li> <li>• [6] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Fire-Thunder-Fire-Thunder</li> </ul> </li> <li>• [4] Malevolence (<b>SYN/(RAV)/RAV</b>)             <ul style="list-style-type: none"> <li>– Renew, Haste Sazh, depend order depending on if Sazh was hit</li> </ul> </li> <li>• <i>If Orphan uses Vile Exploitation:</i> <ul style="list-style-type: none"> <li>– Repeat while Sazh is still healthy</li> <li>– Summon</li> </ul> </li> <li>• <i>If Orphan uses Dies Irae or Progenitorial Wrath:</i> <ul style="list-style-type: none"> <li>– Summon, execute when the hand swings up</li> </ul> </li> <li>• [1] Tireless Charge ((<b>COM</b>)/<b>COM/MED</b>)             <ul style="list-style-type: none"> <li>– Blitz-Blitz</li> <li>– Repeat with ATB refresh with [2] until victory</li> <li>– Gestalt mode to poison stall to kill if things go sideways</li> </ul> </li> </ul> |
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## Orphan 2

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| <ul style="list-style-type: none"> <li>• [2] Aggression (<b>COM/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Blitz, <b>SYN</b>-buffer</li> </ul> </li> <li>• [4] Malevolence (<b>SYN/(RAV)/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-support Vanille (Down, Haste)</li> <li>– Auto-support Sazh (Haste)</li> <li>– Auto-support Snow (Haste)</li> </ul> </li> <li>• [6] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Fire-Thunder-Fire-Thunder</li> </ul> </li> <li>• [4] Malevolence (<b>SYN/(RAV)/RAV</b>)             <ul style="list-style-type: none"> <li>– Enthunder Snow</li> <li>– If Slap, try to use Potion or Renew to not get launched</li> <li>– Enthunder-Bravery Sazh</li> <li>– Shift after Snow's fifth spell</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• [5] Smart Bomb (<b>RAV/RAV/SAB</b>)             <ul style="list-style-type: none"> <li>– Repeat until <b>STAGGER</b></li> <li>– Aerora-Aero</li> <li>– Repeat until Deprotect and Imperil</li> </ul> </li> <li>• [1] Tireless Charge ((<b>COM</b>)/<b>COM/MED</b>)             <ul style="list-style-type: none"> <li>– Blitz-Blitz if in Blitz Range</li> <li>– Auto-battle single attack if just Launched</li> <li>– Cancel second Blitz to make sure that they land after landing if needed</li> <li>– Repeat until victory</li> </ul> </li> </ul> |
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