FF13 Any%

Mr.Tyton

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Contents

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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.

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 beind 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	
(**RAV**)	**RAV**	**RAV**	
COM	**SEN**	**MED**	
*[**COM**]*	***COM***	***RAV***	← *Default - 3*
[**COM**]	**COM**	**RAV**	

- **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	
COM	***RAV***	***RAV***	← *Default - 1*
COM	**MED**	**RAV**	
[**RAV**]	**RAV**	**RAV**	
[**RAV**]	**RAV**	**RAV**	
[**COM**]	**RAV**	**RAV**	

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 shfit 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
- 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	
RAV	**RAV**	
SYN	**SAB**	
RAV	**MED**	
RAV	*[SAB]*	← *Default - 4*
[**RAV**]	**RAV**	

- **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-Empt

- [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	
	RAV	**COM**	**RAV**	
	SYN	**COM**	**SAB**	
–	**RAV**	**COM**	(**RAV**)	
	RAV	***RAV***	***SAB***	← *Default - 4*
	RAV	[**RAV**]	**RAV**	
	[**SYN**]	[**RAV**]	**RAV**	

- **Crystarium**
  - Sazh
    - Synergist
      - 6 Nodes, All of them
  - Lightning
    - Commando
      - 2 nodes, Powerchain
    - Ravager
      - 3 nodes, 1 Up, Strength +10 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 shfit
- [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

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
    - Weapon → Blazefire Saber
    - Accessory → Doctor's Code

SHOP 10 350 GIL

- Lenora's Garage
  - Sell
    - Weapons
      - Power Circle
      - Airwing
      - Gladius
  - Buy
    - Polymer Emulsion up to x49
- Unicorn Mart
  - Potion x11

UPGRADE

- Upgrade
  - Weapons
    - Blazefire Saber
      - 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 Frustation - All
        3. Whatever organics are left
      - Polymer Emulsion - All (Level 13)

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
- [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, cancel after first Blitz. If too slow on this input then you will probably die
  - Ruin
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Summon
  - Auto-chain
  - Auto-chain the other Ulhan twice
- [4] Dualcasting (**RAV**/**RAV**)
  - Water x4, COM-buffered into:
- [1] Slash & Burn (**COM**/**RAV**)
  - Blitz x2
  - ATB refresh with [2] until victory

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

Save prompt after cut-scene #1

MENU

- **Paradigm**

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

- **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] Tide Turner (**SYN**/**SAB**)
  - Auto-support
- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-battle Bomb B

- [2] Tide Turner (**SYN**/**SAB**)
  - Auto-support Vanille (Faith)
- [1] Slash & Burn (**COM**/**RAV**)
  - If neither Bomb is self-destructing, Auto-battle
  - If at least one is self-destructing, use single attacks to move Sazh away

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	
RAV	***COM***	← *Default - 1*
(**MED**)	(**COM**)	
– **SYN**	(**COM**)	
RAV	**RAV**	
RAV	[**RAV**]	
[**RAV**]	**COM**	

- **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**
  - Lightning
    - Optimize: Balanced (Blazefire Saber, 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.

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
- [1] 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**)
  - Repeat
  - Potion
  - Repeat
  - 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
- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-battle

Deceptisol on the cutscene, cancel on the bike. Pick up the **Ethersol** located treasure chest before bike.

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 430%
  - 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
- **Equipment**
  - Hope
    - Accessory: Magician's Mark
  - Lightning
    - Accessory: Doctor's Code

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
- [4] Dualcasting (**RAV**/**RAV**)
  - Repeat while potioning as needed. If Hope is hit at any point, Potion, if it's Lightning can wait for second attack.
  - Refresh with [5] when needed
- Until chain is 180%:
  - **Exoproofing Fire** : Water-Thunder-Water-Thunder, then chill in [2] until changes Exoproof
  - **Exoproofing Ice** : Auto-chain
  - **Exoproofing Lightning** : Water x4
  - **Exoproofing Water** : Thunder x4
- [2] War & Peace (**COM**/**MED**)
  - Repeat
- [4] Dualcasting (**RAV**/**RAV**)
  - Repeat
  - **STAGGER**
  - Repeat
  - ATB Refresh with [5] to maximize Hope's damage until chain is about 610%-650%
  - Summon
  - Repeat
  - ATB Refresh
  - Repeat until stagger is about to expire, or chain is about 810% and Odin's HP ends to the left of the T
  - X - Gestalt
  - Y - Zantetsuken
- If failed to kill, retry

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 21 960 min pref 22 960 GIL

- Creature Comforts
  - Sell
    - Weapons
      - Belladonna Wand
    - Accessories
      - Auric Amulet
    - Components
      - Everything except Sturdy Bones, Turbojets
    - Items
      - Phoenix Downs
  - Buy
    - Sturdy Bone up to 72
- Lenora's Garage
  - Buy
    - Polymer Emulsion x86 (at max do what you can)

UPGRADE

- Upgrade
  - Accessories
    - Power Wristband
      - Sturdy Bone x36 (Level 2, 3x EXP)
      - Polymer Emulsion x17 (*)
  - Weapons
    - Vega 42s
      - Study Bone all (Level 3, 3x EXP)
      - Polymer Emulsion all (Level 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 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 afte rSazh's third Attafck 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**
  - Vanille
    - Remove
      - Doctor's Code
  - 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 22 720 GIL

- Unicorn Mart
  - Sell
    - Weapons
      - Vidofnir
    - Accessories
      - Riptide Ring
      - Fulmen Ring
      - Warding Talisman
      - Guardian Amulet
    - Components
      - Incentive Chip - All
  - Buy
    - Potion x21
- B&W Outfitters
  - Power Wristband
- Creature Comforts
  - Sturdy Bone x72
- Lenora's Garage
  - Turbojet x17

UPGRADE

- Upgrade
  - Weapons
    - Wild Bear
      - Sturdy Bone x36 (Level 3, 3x EXP)
      - Turbojet x16 (Level 21)
  - Accessories
    - Magician's Mark
      - Study Bone x36 (Level 2, 3x EXP)
      - Thrust Bearing x3 (Level 5)
      - Turbojet x1 (*)

MENU

- **Paradigm**

Snow	Hope	
COM	***RAV***	← *Default - 1*
COM	**MED**	
– **SEN**	**MED**	
SEN	**SYN**	
[**RAV**]	**RAV**	
[**RAV**]	**RAV**	

- **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
      - 8 nodes, Thundara
    - Synergist
      - 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: Magician's Mark *

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 PSCIOM 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	
	COM	**COM**	**RAV**	
	RAV	**COM**	**RAV**	
–	(**COM**)	(**COM**)	**RAV**	
	(**COM**)	(**COM**)	(**MED**)	
	(COM)	***(COM)***	***SYN***	← *Default - 5*
	(**COM**)	**COM**	(**MED**)	

- **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 *
  - 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, Strenght +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**
  - Sazh
    - Equip
      - Accessory: Doctor's Code Lv. 1
      - Accessory: Shield Talisman Lv. 1
  - Vanille
    - Equip
      - Tungsten Bangle Lv. 1

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	
(**RAV**)	**SYN**	**SAB**	
(**RAV**)	**RAV**	(**SAB**)	
(**RAV**)	(**RAV**)	**SEN**	
RAV	***RAV***	***COM***	← *Default - 4*
[**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
  - Repea tuntil 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	
SYN	***SAB***	← *Default - 1*
COM	**MED**	
– **COM**	**RAV**	
RAV	**RAV**	
[**RAV**]	(**SAB**)	
[**COM**]	(**SAB**)	

- **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

- 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] Tide Turner (**SYN**/**SAB**)
  - Bravery-Enthunder Sazh
  - If interupted, repeat whatever is missing
- [6] Divide & Conquer (**COM**/**SAB**)
  - Blitz-Blitz Vespid 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	
COM	***SYN***	*(**COM**)*	← *Default - 1*
(**RAV**)	**RAV**	**RAV**	
(**COM**)	**SYN**	**SEN**	
[**RAV**]	(**RAV**)	(**RAV**)	
COM	[**COM**]	**COM**	
COM	[**COM**]	**COM**	

- **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**
  - Vanille
    - Remove
      - All accessories
  - 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 PISCOM 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**.

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

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

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Fire-Water-Fire-Water
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
  - Potion
  - Repeat
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
  - Potion
  - Repeat if the next attack if Physical
- [5] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat
  - Repeat 2 spells
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat three times
  - Potion in between if needed
  - Shift when Cid goes to Offensive Shift
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat, Potion when needed, refresh to [4], until **STAGGER**
- If Cid is in Defensive Shift
  - [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
    - Thundara-Thudnara
- [6] Aggression (**COM**/**COM**/**RAV**)
  - Auto-battle after Snow's fourth attack, keep him in the air until victory

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Fire-Water-Fire-Water
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat twice
  - Shift after Sazh's fourth spell in his second string
- [4] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
  - Potion
  - Repeat if the next attack if Physical
- [5] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat
  - Repeat 2 spells
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat three times
  - Potion in between if needed
  - Shift when Cid goes to Offensive Shift
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
  - Repeat
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat until **STAGGER**
- [6] Aggression (**COM**/**COM**/**RAV**)
  - Auto-battle after Snow's fourth attack, keep him in the air until victory

MENU

- **Equipment**
  - Lightning
    - Remove
      - All Accessories
  - Snow (→)
    - Power Wristband * → Power Wristband Lv 1
  - Sazh (→)
    - Power Wristband *
    - Warrior's Wristband Lv. 8
  - Hope (→)
    - Silver Bangle → Tungsten Bangle
  - Vanille (→)
    - Shield Talisman
    - Soulfont Talisman
  - Fang (→)
    - Doctor's Code
    - Silver Bangle
  - Lightning (→)
    - Magician's Mark *
    - Shaman's Mark Lv. 1

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

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

Save prompt after cut-scene #3

Chapter 11

Alexander

- [1] Entourage (**RAV**/**MED**/**SEN**)
  - Shift immediately
- [6] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Shift when Fang has run foward enough, before she jumps
- [2] Protection (**SYN**/**MED**/**SEN**)
  - Shift after Fang Provokes
- [1] Entourage (**RAV**/**MED**/**SEN**)
  - Auto-chain
- [6] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Thunder-Water-Thunder
- [2] Protection (**SYN**/**MED**/**SEN**)
  - Auto-support Fang
  - Auto-support 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	
COM	**MED**	(**COM**)	
COM	(**SAB**)	**RAV**	
SYN	**MED**	(**COM**)	
[**COM**]	(**SAB**)	**COM**	
SYN	*[SAB]*	***COM***	← *Default - 5*
[**COM**]	**RAV**	**COM**	

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 113 400 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 on the right side of the Y out of ring
      - 6 nodes, HP +80
  - 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 (Left 2)
    - Unequip everything
  - Fang (Right 1)
    - Accessory
      - Doctor's Code → Black Belt *
  - Snow (Left 2)
    - Accessory
      - Power Wristband Lv. 1 → Warrior's Wristband *
      - Warrior's Wristband *
  - Vanille (Left 1)
    - Weapon
      - Pearlwing Staff
    - Accessory
      - Tungsten Bangle
      - Doctor's Code
  - Sazh (Left 1)
    - 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
      - 7 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] Slash & Burn (**RAV**/**COM**)
  - Shift immediately
- [3] Divide & Conquer (**SAB**/**COM**)
  - Deprotect-Deshell-Imperil-Deshell
  - Repeat
  - Shift after Fang's third action to cancel her ready animation
- [4] Stumbling Block (**SAB**/**SEN**)
  - Repeat
  - Throw a potion after Fang has taken 300 points of damage
  - Repeat
  - Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath
- *Repeat until Gestalt is maxed*:
  - [3] Divide & Conquer (**SAB**/**COM**)
    - Repeat
    - Renew or Potion
    - Repeat
    - Shift after Fang's fourth attack to cancel ready animation
  - [4] Stumbling Block (**SAB**/**SEN**)
    - Repeat
    - Potion or Renew
    - Repeat
    - Shift after Hecatoncheir is done attacking, which is Counter, 7th ATB, or Looming Wrath

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	
SYN	***SAB***	***RAV***	← *Default - 1*
COM	**MED**	**COM**	
SYN	**MED**	**COM**	
COM	**SAB**	**COM**	
(**RAV**)	**SAB**	(**RAV**)	
COM	**RAV**	**COM**	

- **Crystarium**
  - Sazh
    - Ravager
      - 25 nodes, Magic +5
  - Vanille
    - Saboteur
      - 15 nodes, Magic +8
  - 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 - 2*
(**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.

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
  - Y - Gaian Salvo

Take the elevator to the **Fourth Tier**

SHOP 91 320 GIL

- Lenora's Garage
  - Sell
    - Weapons
      - Binding Rod
      - Simurgh
      - Unsetting Sun
    - Accessories
      - *Everything unequipped except for*:
      - Warrior's Wristband Lv. 1
      - Black Belt *
      - Doctor's Codes
    - Components
      - *Everything except for*:
      - Perfect Conductors
      - Particle Accelerators
  - Buy
    - Superconductor x54
- Creature Comforts
  - Buy
    - Sturdy Bone x72
    - Barbed Tail x76 + 10 for each Doctor's Code remaining
- B&W Outfitters
  - Buy
    - Warrior's Wristband
    - Sorcerer's Mark
- *If were you short on gil during Mah'habara Shop*:
- Up in Arms
  - Buy
    - Pearlwing Staff
- 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 (→→)
    - Doctor's Code → Sorcerer's Mark
    - Weapon: Pearlwing Staff if just bought

UPGRADE

- Upgrade
  - Weapons
    - Pearlwing Staff
      - Sturdy Bone x36 (Level 2, 3x EXP)
      - Superconductor x17 (*)
  - 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)
      - Perfect Conductor x1 (*)
    - Doctor's Codes (All)
      - Barbed Tail x10 (*)
- 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**

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

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	(**COM**)	(**COM**)	(**MED**)	
	(**RAV**)	**RAV**	**RAV**	
–	***RAV***	*(**RAV**)*	*(**SAB**)*	← *Default - 3*
	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 1, First HP +100 node out of ring
    - Saboteur
      - 5 nodes down 2, Two HP +100 node out of ring

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**

Barthandelus 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
- [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 until **STAGGER**
- Y

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 - Gaian Salvo

0.38% chance of a **Aegisol**

MENU

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

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

- **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
- [5] Thaumaturgy (**RAV**/**RAV**/**MED**)
  - Repeat, Shift when would be interrupted.
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
- [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
- [3] Premeditation (**SYN**/**SEN**/**SAB**)
  - Bravery-Enfire Sazh
  - Repeat Snow
  - Faith-Enfire Vanille
  - Shift after Deprotect and Imperil
- [2] Cerberus (**COM**/**COM**/**COM**)
  - Blitz-Blitz

0.38% chance of a **Aegisol**

MENU

- **Crystarium**
  - Sazh
    - Ravager
      - right 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.
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**.

Proudclad 2

- [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***	← *Default - 5*
RAV	**RAV**	**RAV**	

- **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**

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

SHOP 44 000 GIL

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

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

Barthandelus 3

- [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

- [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 reprovoke
- [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

Orphan 2

- [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