

# Chapter 1

## Manasvin Warmech (1) - 1:06

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

## Pantheron & PSICOM Warden - 0:16

Camera Trick on the ramp and hope Sazh is nice.

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

19% chance of a **Phoenix Down**

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

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

- Hand Grenade PSICOM Warden A
  - Repeat PSICOM Warden B
  - Repeat Pantheron A
  - Hand Grenade or Auto-battle until victory
- 19% chance of a **Phoenix Down**

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

## Beta Behemoth - 0:51

- Potion
- Auto-battle twice
- Attack x1 at 1 ATB
- Potion
- Auto-battle until victory

Save prompt after cut-scene #1

## Myrmidon - 0:43

- Auto battle, execute at 1.5 ATB
  - Auto-battle
  - Auto-battle 1 Attack
  - Auto-battle x2
  - Potion
  - Auto-battle 1 Attack
  - Hover Potion for SSS, Auto-battle
- 25% chance of a **Polymer Emulsion**

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

## MENU

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

Run through and fight if you fail it.

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

- Attack Left Aerial Recon C (↑↑)
  - Hand Grenade Right Aerial Recon A (↑↑)
  - Hand Grenade max targets
- 27.1% chance of a **Phoenix Down**

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

27.1% chance of a **Phoenix Down**

Save prompt after cut-scene #1

# Chapter 2

## Pantheron - 0:10

- Attack x2
- Repeat

## MENU

- **Settings**
  - Battle Speed: Slow

Farm both 100% Deceptisols by waiting 23 seconds.

## Zwerg Scandroid x3 (1 2) - 0:23

100% chance of a **Deceptisol**

## (Failed dodge battle speed slow) Pantheron - 0:27

- Attack x3, Hover Potion until
  - After Hope's 3rd string kill w/ 1 Attack after 27s
- 100% chance of a **Deceptisol**

## BACKUP YOLO Pantheron x2 - 0:24

- Auto-battle Pantheron B
- Hover Pantheron B until Hope attacks, then Auto-battle Pantheron A
- *If Hope didn't get hit before 2nd string he will stagger*
- When Hope starts his string Auto-battle 2-3 Attacks on Pantheron B

## MENU

- **Settings**
  - Battle Speed: Normal

## Pantheron x2 - 0:16

- Hand Grenade x3, Attack x2 if not dead
  - Target Pantheron A while ATB is charging, switch to Pantheron B after 1.3 ATB for each Grenade
- 12% chance of a **Fortisol**

Camera trick the dogs after prompt.

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

- Attack x2 after 32 seconds have passed
- 96% chance of a **Deceptisol** if got the 0 stars

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

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

12% chance of a **Fortisol**

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

## MENU

- **Equipment**
  - Lightning
    - \* Optimize: Offensive (Gladius)

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

12% chance of a **Deceptisol**

Zwerg Scandroid x4 (Vanille Lead) **Don't Pre-Empt** - 0:12

- Auto-battle, right before ATB fills target ↑ and confirm
  - Auto-battle 1 attack on droid Hope doesn't target
- 12% chance of a **Fortisol**

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

## MENU

- **Settings**
  - Battle Speed: Normal

Ghoul x3 - 0:12

12% chance of a **Fortisol**

Check shrouds

Ghoul hallway: **FDDEFD**

Ghoul - 0:41

- Wait 41 seconds before attacking or let Sazh finish the battle.

**Fortisol** on the elevator.

Anima - 0:54

- Blitz twice
- Potion
- Blitz Anima while dodging his swipes, Potion if necessary
- Attack Anima until 50%, kill the Right Manipulator
- Auto-battle until victory.

Save prompt after cut-scene #2

Save prompt after cut-scene #3

Ghost x3 - 0:12

- [1] - Relentless Assault (**COM**/**RAV**/**RAV**)
    - Skip Tutorial, Auto-battle non-default Ghost (↑)
    - Select Attack x1, switch targets and execute
    - Quickly Auto-battle, switch targets. Attack x3, switch targets again
    - If Blitz didn't hit 3rd Ghost, Attack x1 / SSS
- 8% chance of a **Deceptisol**

## MENU

- **Equipment**
  - Lightning
    - \* Optimize: Balanced
  - Snow
    - \* Optimize: Balanced

SHOP 3000 GIL

- B&W Outfitters
  - Sell
    - \* Items
      - Phoenix Down up to 2
    - \* Weapons
      - Power Circle
    - \* *If only sold 1 Phoenix Down:*
    - \* Components
      - Credit Chip
  - Buy
    - \* Power Wristband
    - \* Magician's Mark x2

## 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**
  - Lightning
    - \* Optimize: Offensive (Power Wristband)
  - Vanille (→→)
    - \* Optimize: Offensive (Magician's Mark)
  - Sazh (→)
    - \* Optimize: Offensive (Magician's Mark)

### PSICOM Warden x7 - 0:02

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

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

### Manasvin Warmech (2) - 0:52

- [3] Aggression (**COM/COM/RAV**)
    - Libra
    - Auto-battle, shift when Lightning executes the third attack or gets hit
  - [4] Aggression (**COM/COM/RAV**)
    - Auto-battle, shift after Vanille's third Aero
  - [1] Tri-Disaster (**RAV/RAV/RAV**)
    - Execute 1 Thunder
    - When Vanille starts her animation Potion for SSS
    - Execute 2 Thunders, **COM**-buffer 2nd
  - [3] Aggression (**COM/COM/RAV**)
    - Auto-battle, shift after Vanille's third Aero
  - [2] Solidarity (**COM/SEN/MED**)
    - Shift after Provoke
  - [1] Tri-Disaster (**RAV/RAV/RAV**)
    - Auto-chain, RAC Snow (2nd Froststrike?)
  - [4] Aggression (**COM/COM/RAV**)
    - Auto-battle 2 Attacks
    - Auto-battle twice
  - [3] Aggression (**COM/COM/RAV**)
    - Auto-battle
- 8% chance of a **Deceptisol**

### MENU

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

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

### Alpha Behemoth - 0:40

- [1] Relentless Assault (**COM/RAV/RAV**)
    - Auto-battle, shift after swipe connects
  - [2] Tri-Disaster (**RAV/RAV/RAV**)
    - Auto-chain
    - Libra
    - Auto-chain 2 Thunders, refresh Sazh
  - [4] Tri-Disaster (**RAV/RAV/RAV**)
    - Auto-chain
    - Shift after Vanille's third Water
  - [1] Relentless Assault (**COM/RAV/RAV**)
    - Auto-battle
    - **STAGGER**. Try to time shift so that it happens during this animation.
  - [3] Relentless Assault (**COM/RAV/RAV**)
    - Auto-battle until victory.
- 8% chance of a **Deceptisol**

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

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

### Garuda Interceptor - 1:19

- [1] Relentless Assault (**COM/RAV/RAV**)
  - Attack x3, shift mid-air
- [3] Relentless Assault (**COM/RAV/RAV**)
  - Libra
  - **STAGGER**
  - Auto-battle
  - Auto-battle 2 Attacks
- [1] Relentless Assault (**COM/RAV/RAV**)
  - Auto-battle
  - Skip 2 cutscenes
  - Attack-Ruin, execute at 2.5 ATB
  - Shift mid-air
- [2] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain
  - Auto-chain, shift on 3rd Thunder
- [4] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain, RAC Sazh
- [2] Tri-Disaster (**RAV/RAV/RAV**)
  - Auto-chain twice
  - Shift after Sazh and Vanille finished their strings
- [1] Relentless Assault (**COM/RAV/RAV**)
  - **STAGGER**
  - Auto-battle x2, RAC Sazh's 6th Fire
- [3] Relentless Assault (**COM/RAV/RAV**)
  - Auto-battle cancel after 1, Auto-battle

8% chance of a **Fortisol**

Save prompt after cut-scene #1

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

- [1] Commando (**COM**)
  - Attack x3 PSICOM Ranger C (←)
  - Repeat on whichever Ranger is at full HP
- Skip cutscene
- [1] Commando (**COM**)
  - Attack-Ruin-Attack
- [3] Ravager (**RAV**)
  - Froststrike x3
  - Repeat 2 Froststrikes
- [2] Sentinel (**SEN**)
  - Shift after ATB Charge attacks end
- [1] Commando (**COM**) if not launch otherwise
  - Repeat. If interrupted, cancel and repeat again.
- [3] Ravager (**RAV**)
  - Repeat
  - Repeat one Froststrike
- Repeat between [1] and [3] until ATB Charge attacks, then switch to [2]
- X when Gestalt fills, Select skips animation

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

Save prompt after cut-scene #5

# Chapter 4

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

## Pantheron x4 - 0:09

- [1] Relentless Assault (**COM**/**RAV**/**RAV**)
    - Blitz Pantheron C (←)
    - Hover Repeat on Pantheron D briefly (↓), then A, then
    - Execute Repeat on Pantheron B
- 6% chance of a **Fortisol**

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

## MENU

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

## Pulsework Solider & Watchdrone x3 - 0:41

- [5] Undermine (**RAV**/**SAB**)
    - Select Libra, hover over Pulsework Soldier (↓); Libra on Watchdrone C after Vanille starts casting
    - Auto-chain and shift after Sazh's third Fire
  - [2] Tide Turner (**SYN**/**SAB**)
    - Auto-support twice (Vanille then Sazh)
    - Shift after Vanille's string
  - *If Pulsework Soldier staggered with Vanille's first cast*
    - [1] Dualcasting (**RAV**/**RAV**)
      - \* Auto-chain 2 Fires
      - \* Shift after Vanille finishes
    - [4] Dualcasting (**RAV**/**RAV**)
      - \* Auto-chain
      - \* When the second Watchdrone will die to Vanille, let her start the string and Auto-chain the Soldier
      - \* ATB refresh with [1]
  - *Else if it staggered with the second cast*
    - [1] Dualcasting (**RAV**/**RAV**)
      - \* After Vanille starts casting, Auto-chain the Pulsework Soldier
      - \* ATB refresh with [4]
- 6% chance of a **Aegisol**

Look forward before jump to avoid bad camera.

## Pulsework Soldier Pre-Empt - 0:20

- [1] Tri-disaster (**RAV**/**RAV**/**RAV**)
    - Auto-chain 1 Fire, shift immediately
  - [4] Variety (**RAV**/**SAB**/**MED**)
    - Shift immediately. Vanille will be casting Deshell
  - [1] Tri-disaster (**RAV**/**RAV**/**RAV**)
    - Auto-chain
  - [3] Thaumaturgy (**RAV**/**MED**/**RAV**)
    - Auto-chain one spell, wait for 1 Hope
  - [1] Tri-disaster (**RAV**/**RAV**/**RAV**)
    - Auto-chain
- 6% chance of a **Aegisol**

## 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 +10
    - 2 nodes, HP +15 after Water
- Vanille
  - \* Saboteur
    - 5 nodes, Magic +4

### • Equipment

- Hope
  - \* Optimize: Balanced (Ninurta, Silver Bangle)

## Incubus x2 & Succubus - 0:30

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

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

### Dreadnought - 2:17

- [4] Smart Bomb (**RAV/RAV/SAB**)
    - Auto-chain, execute two Fires early. Shift when Dreadnought hits you
  - [5] Tri-Disaster (**RAV/RAV/RAV**)
    - Auto-chain 2 Fires.
  - [6] Malevolence (**SYN/RAV/RAV**)
    - Auto-support (Bravery on Lightning). Shift after Lightning's third spell
  - [4] Smart Bomb (**RAV/RAV/SAB**)
    - Auto-chain until Deprotect and Deshell land. Shift after Lightning's third spell
  - [5] Tri-Disaster (**RAV/RAV/RAV**)
    - Auto-chain
    - Libra
    - Potion for SSS
    - **STAGGER**
    - Auto-chain. RAC Lightning's 3rd spell
  - [1] Relentless Assault (**RAV/COM/RAV**)
    - Potion again if needed
    - Auto-chain
    - ATB refresh after Lightning's second full string
  - Skip cutscene
- 
- Auto-chain. Shift after Lightning's third Attack
  - [6] Malevolence (**SYN/RAV/RAV**)
    - Auto-support (Bravery Lightning)
    - Auto-support Vanille (↑) (Faith)
    - Faith Sazh. Shift after Vanille's string
  - [5] Tri-Disaster (**RAV/RAV/RAV**)
    - Auto-chain twice. If Chain is above 164.5% after the first string, only do two Fires in the second string. Shift after Vanille's string
  - [4] Smart Bomb (**RAV/RAV/SAB**)
    - Potion
    - Auto-chain 1 spell
    - **STAGGER**
  - [3] Relentless Assault (**RAV/COM/RAV**)
    - Auto-chain, shift after Light's backflip
  - [1] Relentless Assault (**RAV/COM/RAV**)
    - Auto-chain twice, RAC Light
  - [2] Bully (**SYN/COM/SAB**)
    - Shift after Lightning's third attack (Vanille will Deshell)
  - [1] Relentless Assault (**RAV/COM/RAV**)
    - Auto-chain twice
    - Shift after Lightning's third attack in her second string
  - [3] Relentless Assault (**RAV/COM/RAV**)
    - Auto-chain until victory

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

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

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

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

### PSICOM Tracker x2 - 0:13

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

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

3 Soldier dodge:

Slow → Right

Fast → Left

### MENU

#### • Paradigm

	Lightning	Hope	
	<b>COM</b>	<b>RAV</b>	
–	<b>COM</b>	<b>SYN</b>	← <i>Default</i>
	<b>MED</b>	<b>MED</b>	
	<b>RAV</b>	<b>RAV</b>	
	[ <b>RAV</b> ]	<b>RAV</b>	

#### • Equipment

– Lightning

\* Power Wristband Lv. 1 → Doctor's Code

### Odin - 0:52

- [2] Supersoldier (**COM/SYN**)
  - Attack x2
- [1] Slash & Burn (**COM/RAV**)
  - Repeat
- [4] Dualcasting (**RAV/RAV**)
  - Potion
  - Auto-chain
  - Potion (time so it heals after Hope got hit twice)
  - Auto-chain 2 spells
- [1] Slash & Burn (**COM/RAV**) (*Optional*)
  - Ruin x3
- [5] Dualcasting (**RAV/RAV**)
  - *If Odin is targeting Lightning*
    - \* Potion on knockups, chain when safe
  - *Else if targeting Hope*
    - \* Auto-chain
    - \* Potion
    - \* Auto-chain
    - \* Refresh with [4]/[5]

### (AEGISOL) Odin - 0:36

- [1] Slash & Burn (**COM/RAV**)
  - Ruin x3, try to RAC Hope
- [5] Dualcasting (**RAV/RAV**)
  - Auto-chain
  - Potion after Odin's 3rd attack
  - Auto-chain (if possible cut Hope's string?)
- [4] Dualcasting (**RAV/RAV**)
  - Repeat above pattern
- [5] Dualcasting (**RAV/RAV**)
  - Repeat to finish

Run backwards to trigger cutscene

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

- [2] Supersoldier (**COM**/**SYN**)
  - Auto-battle PSICOM Ranger C (↓)
- [5] Dualcasting (**RAV**/**RAV**)
  - Auto-chain
  - Summon
  - Auto-chain 1 spell
  - Auto-chain
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain the other Uhlan
  - Thunder-Water-Thunder-Thunder
- [5] Dualcasting (**RAV**/**RAV**)
  - Repeat
  - X - Gestalt
  - B - Thunderfall if needed (less than 275% or Odin missed a lot post-stagger)
  - Y - Zantetsuken

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

Save prompt after cut-scene #1

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

### MENU

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

### SHOP 8 350 GIL

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

### UPGRADE

- Upgrade
  - Accessories
    - \* Power Wristband
      - 23 Thickened Hides + Wicked Fangs
      - *If it's not at 2x EXP, keep using organics*
      - Polymer Emulsion - x27 (\*)
    - \* Magician's Mark
      - Polymer Emulsion - x7 (Level 2)

Camera trick stuff

### Bomb x2 - 0:11

- *If Pre-Empty*
  - [2] Tide Turner (**SYN**/**SAB**)
    - \* Bravery Sazh
  - [1] Slash & Burn (**COM**/**RAV**)
    - \* Attack x3
    - \* Attack x1 to kill any survivors
- *Else*
  - [2] Tide Turner (**SYN**/**SAB**)
    - \* Bravery Sazh, shift immediately
  - [1] Slash & Burn (**COM**/**RAV**)
    - \* Attack x3 default unless both Self-Destructing
    - \* If so then Attack closest and pray

6% chance of a **Aegisol**

### Bomb & Pulsework Soldier (NW) Pre-Empty - 0:20

- [2] Tide Turner (**SYN**/**SAB**)
  - Bravery Sazh, shift immediately
- [4] Dualcasting (**RAV**/**RAV**)
  - Auto-chain PW, shift to [3] SSS
- [3] Divide & Conquer (**COM**/**SAB**)
  - Attack x3 Bomb, cancel on kill (can hover PW for Deprotect)
  - Repeat on Deprotect
- [1] Slash & Burn (**COM**/**RAV**)
  - Repeat

6% chance of a **Aegisol**

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

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

6% chance of a **Aegisol**

### Bomb & Pulsework Soldier (SE) Pre-Empty - 0:19

- [2] Tide Turner (**SYN**/**SAB**)
  - Bravery Sazh, shift immediately
- [3] Divide & Conquer (**COM**/**SAB**)
  - Auto-battle hover
  - If 1st cast stagger, switch to Bomb and execute
  - Else 2 Attacks on PW then switch to Bomb
  - Shift after 5 Attacks
- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-battle

6% chance of a **Deceptisol**



## MENU

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

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

## Chapter 5

## MENU

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

Camera Trick after the fourth dodge after the second elevator.

## Silver Lobo x2 - 0:34

- [1] Slash & Burn (**RAV/COM**)
    - Libra
    - Auto-chain two Fires
    - Shift after Lightning's second attack
  - [4] Dualcasting (**RAV/RAV**)
    - Auto-chain
  - [6] Slash & Burn (**RAV/COM**)
    - Fira-Fire, shift when Lightning starts her fourth attack
  - [1] Slash & Burn (**RAV/COM**)
    - Auto-chain
  - [4] Dualcasting (**RAV/RAV**)
    - Auto-chain 2 Fires
    - Hover a Potion, shift after Lightning's fourth strike
  - [6] Slash & Burn (**RAV/COM**)
    - Repeat
- 1% chance of a **Fortisol**

## Crawler x4 Pre-Empt - 0:05

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

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

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

- [1] Slash & Burn (**RAV/COM**)
    - Libra
    - Aero-Water
  - [4] Dualcasting (**RAV/RAV**)
    - Auto-chain
    - Potion if Hope is below 159 HP
    - Repeat if Potion, otherwise Aero-Water-Water
    - RAC Light's 2nd Aquastrike
  - [5] Dualcasting (**RAV/RAV**)
    - Auto-chain, Auto-chain 1 Water twice for interruption
    - **COM**-buffer Light's 1st Aquastrike or Water
  - [6] Slash & Burn (**RAV/COM**)
    - Auto-chain, RAC Light's 3rd Attack
  - [1] Slash & Burn (**RAV/COM**)
    - Auto-chain
- 1% chance of a **Fortisol**

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

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

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

- [1] Slash & Burn (**COM/RAV**)
  - Auto-Battle 1 Attack (Powerchain)
- [4] Dualcasting (**RAV/RAV**)
  - Auto-chain, cancel after 2nd Aquastrike
  - Aquastrike x4, RAC Hope's 3rd Water (tight)
- [5] Dualcasting (**RAV/RAV**)
  - Repeat 3 strikes, then 2 for interruption. Shift after 1 Hope Water
- [4] Dualcasting (**RAV/RAV**)
  - Repeat 3 strikes and shift
- [5] Dualcasting (**RAV/RAV**)
  - Repeat, **COM**-buffer the last strike to kill. *if it doesn't just attack*

**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 - 0:34

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

1% chance of a **Aegisol**

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

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

### MENU

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

Activate **Fortisol**.

### Aster Protoflorian - 1:45

- [1] Slash & Burn (**COM**/**RAV**)
  - Ruin x4
- [3] Supersoldier (**COM**/**SYN**)
  - Libra
  - Repeat
- [4] Dualcasting (**RAV**/**RAV**)
  - Potion during **Efflorescence**
  - Fire-Thunder-Fire-Thunder
- [5] Dualcasting (**RAV**/**RAV**)
  - Repeat while potioning as needed. Physicals min is 170 HP, seed burst is 260 HP
  - Refresh with [4] after every third of Hope's strings
- **Exo Fire:**
  - S&B until 190% chain, stall in Supersoldier (Attack x3) till next Exo
- **Exo Lightning or Exo Water:**
  - Stay in DC, Strikes in stagger (try to get 10 in)
- **Exo Ice:**
  - S&B until 190% chain, back to DC before stagger
  - Go to S&B at >500% chain
  - RAC Hope's 4th string if into refresh
  - Attack x3, can 4, 3-1 or 3-2 if about to RAC Hope

### 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 15 880 GIL

- Lenora's Garage
  - Sell
    - \* Weapons
      - Belladonna Wand
      - Gladius
  - Buy
    - \* Polymer Emulsion x63
- Creature Comforts
  - Buy
    - \* Sturdy Bone x41

## UPGRADE

- Upgrade
  - Weapons
    - \* Vega 42s
      - Sturdy Bone x36 (Level 3, 3x EXP)
      - Polymer Emulsion all (Level 19)

## MENU

- **Paradigm**
  - If you're using a **Fortisol** on Enki and Enlil, don't change the second paradigm and make [3] default.
  - Generate Balanced: [2]
  - Generate Offensive: [6], [5]
- **Crystarium**
  - Vanille
    - \* Saboteur
      - 7 nodes, Poison
    - \* Medic
      - 8 nodes, Magic +5
  - Sazh
    - \* Synergist
      - 7 nodes, Enwater
    - \* Ravager
      - 1 node, HP +30
- **Equipment**
  - Vanille
    - \* Doctor's Code
  - Sazh
    - \* Power Wristband

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

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

## Enki & Enlil - 1:39

- [1] Slash & Burn (**RAV/COM**)
  - Shift immediately
- [2] Symbiosis (**MED/SYN**)
  - Auto-heal
  - Hover Librascope, use when Sazh casts the third buff on himself (Bravery)
  - Potion, DO NOT eat Sazh's ATB
- [5] Undermine (**SAB/RAV**)
  - Deprotect x3
  - Repeat don't RAC Sazh
- [4] Dualcasting (**RAV/RAV**)
  - Auto-chain 1-2 spells, shift to [1] for SSS
- [1] Slash & Burn (**RAV/COM**)
  - Potion if needed
  - Auto-chain 2-3 spells, RAC Sazh's 3rd Attack
- [6] Divide & Conquer (**SAB/COM**)
  - Auto-hinder (switch target to Enki) Poison x3 after Sazh's 3rd Attack
  - Potion
  - RAC Sazh's 3rd Attack to [1]
- [1] Slash & Burn (**RAV/COM**)
  - Shift after Sazh's 2nd Attack (unless Enki still alive)
- [2] Symbiosis (**MED/SYN**)
  - Potion if needed, shift on Sazh's Enwater
- [5] Undermine (**SAB/RAV**)
  - Deprotect x3
  - Shift on Sazh's 3rd Fire RAC
- [4] Dualcasting (**RAV/RAV**)
  - Auto-chain
  - Potion if needed
  - *If no Deprotect yet, cut short go to [5] and Repeat*
- [1] Slash & Burn (**RAV/COM**)
  - Potion if needed
  - Auto-chain 2-3 spells, shift to [6] for refresh and SSS
- [6] Divide & Conquer (**SAB/COM**)
  - Auto-hinder Poison x3 after Sazh's 3rd Attack for interruption
  - Auto-hinder 1 Deshell, RAC Sazh's 3rd Attack
- [1] Slash & Burn (**RAV/COM**)
  - Auto-chain to kill

3% chance of a **Aegisol**

## Enki & Enlil - FORTISOL - 1:23

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

## MENU

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

## SHOP 29 080 GIL

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

## UPGRADE

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

## MENU

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

# Chapter 7

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

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

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

Pick up the **3 Thrust Bearings** located in the hidden alcove.  
Pick up the **Vidofnir** located on the right after the hidden alcove.

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

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

Ushumgal Subjugator 1 (Snow Lead) - 1:25

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

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

Ushumgal Subjugator 2-1 (Hope Lead)

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

Retry the fight.

MENU

- **Paradigm**
  - Generate Offensive [1] [2] [3] (**default**)

Fang	Lightning	Hope
<b>COM</b>	<b>COM</b>	<b>RAV</b>
<b>COM</b>	<b>RAV</b>	<b>RAV</b>
– <i>SAB</i>	<i>RAV</i>	<i>RAV</i> ← <i>Default</i>
<i>SEN</i>	( <i>RAV</i> )	( <i>RAV</i> )
<i>SAB</i>	( <i>RAV</i> )	<b>SYN</b>
[ <b>COM</b> ]	<b>COM</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
      - 6 nodes, Thundara
- **Equipment**
  - Fang
    - \* Optimize: Offensive (Power Wristband \*)
  - Hope (←)
    - \* Optimize: Defensive (Silver Bangle)
  - Lightning (←)
    - \* Optimize: Offensive (Magician's Mark Lv2)
  - Hope (→)
    - \* Optimize: Offensive (Tungsten Bangle)

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

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

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

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

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

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

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

- [1] Aggression (COM/COM/RAV)
  - Blitz-Blitz PSICOM Bombardier (↓) try to RAC Fang
- [6] Aggression (COM/COM/RAV)
  - Repeat
  - Repeat or Ruin x4, try to RAC Fang
- [1] Aggression (COM/COM/RAV)
  - Repeat

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

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

Activate a **Fortisol**.

### Havoc Skytank - 1:36

- [1] Aggression (COM/COM/RAV)
  - Attack x4 Starboard Hull (↑)
- [6] Aggression (COM/COM/RAV)
  - Repeat
  - Summon
  - Repeat, refresh between [1] and [6] until all are dead, targeting the Hulls first (↓).
- Until the second Main Cannon, after Odin Leaves:
  - Repeat in [1] and [6]
  - Potion as needed
- When Main Cannon starts:
  - [2] Relentless Assault (RAV/COM/RAV)
    - \* Auto-chain twice
  - [1] Aggression (COM/COM/RAV)
    - \* **STAGGER**
    - \* Repeat twice, refresh with [5] until dead.

Save prompt after cut-scene #1

# Chapter 8

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

## MENU

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

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

## Zwerg Metroid - 0:06

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

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

## Midlight Reaper - 1:10

- [1] Slash & Burn (**COM**/**RAV**)
  - Auto-battle Ruin, instashift
- [5] Undermine (**RAV**/**SAB**)
  - Auto-chain, shift after 2nd Fire and Vanille's 3rd debuff
- [3] Tide Turner (**SYN**/**SAB**)
  - Bravery
  - Enfrost, shift after Vanille's 3rd debuff
- [5] Undermine (**RAV**/**SAB**)
  - Auto-chain 3 Fires
  - Potion and shift
- [6] Divide & Conquer (**COM**/**SAB**)
  - Wait till Vanille starts casting then Blitz
  - *RAV*buffer only if already Deprotect or no buffs
- [5] Undermine (**RAV**/**SAB**)
  - If Deprotect shift to [1] after 2 Fires, else do 2 strings
  - Alternate between [5] and [6] until Deprotect
  - Prioritize [1] then [6], go to [2] if healing needed
  - Refresh every 3 Blitz

## Brynhildr - 0:52

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

Save prompt after cut-scene #2

# Chapter 9

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

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

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

### MENU

- Paradigm**
  - Generate Offensive: [2], [1], [6], [5] x2, [4], [3]

## PSICOM Infiltrator x2 & PSICOM Raider - 0:15

- [1] Smart Bomb (**RAV/RAV/SAB**)
  - Summon
  - Potion
  - Thundara-Thundara
- [6] Relentless Assault (**RAV/RAV/COM**)
  - Repeat
  - Gestalt
  - Thunderfall until chain >185%
  - Zantetsuken
  - Repeat

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

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

### MENU

- Paradigm**
  - Swap the first and third paradigms
 

Sazh	Vanille	
<b>SYN</b>	<b>SAB</b>	← Default
<b>COM</b>	<b>MED</b>	
<b>COM</b>	<b>RAV</b>	
<b>RAV</b>	<b>RAV</b>	
[ <b>RAV</b> ]	<b>SAB</b>	
[ <b>COM</b> ]	<b>SAB</b>	
- Crystarium**
  - Sazh
    - \* Synergist
      - 1 node, Haste
    - \* Ravager
      - (↓) 2 nodes right 2, Aero
      - 7 nodes left 1, Overwhelm
      - 3 nodes, Strength: +4
- Equipment**
  - Sazh
    - \* Remove Doctor's Code if no Fortisol

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

- [1] Tide Turner (**SYN/SAB**)
    - If Pre-empt:
      - Bravery-Enwater Sazh
      - Shift when Vanille starts swinging her arm
    - Else:
      - Vigilance-Haste Sazh
      - Bravery-Enwater Sazh
  - [6] Divide & Conquer (**COM/SAB**)
    - Blitz-Blitz
    - Repeat until win, refresh to [3] if needed.
- 1.25% chance of a **Deceptisol**

## Thermadon & Vespid Soldier - 1:15

- [1] Tide Turner (**SYN/SAB**)
    - Bravery-Enthunder Sazh
  - [6] Divide & Conquer (**COM/SAB**)
    - Blitz-Blitz Vespid Soldier, repeat if not dead
    - Potion if Aeroga goes off
  - [1] Tide Turner (**SYN/SAB**)
    - Potion if Sazh is targeted by Photon Burst
    - Haste-Enwater Sazh
    - Auto-support (Vanille Haste)
  - [6] Divide & Conquer (**COM/SAB**)
    - Repeat 1 Blitz, **RAV**-buffer into
  - [4] Dualcasting (**RAV/RAV**)
    - Fire-Aero-Fire-Aero
    - Repeat until **STAGGER**
    - ATB refresh with [5] until Deprotect is inflicted
    - Potion in [2] if Photon Burst will kill
  - [2] War and Peace (**COM/MED**)
    - Wait for Thermadon to come close, Repeat
  - [3] Slash & Burn (**COM/RAV**)
    - Repeat until victory
- 1.25% chance of a **Aegisol**

Camera trick for this entire section.



## SHOP 34 390 GIL

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

## UPGRADE

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

## MENU

- Crystarium
  - Lightning
    - \* Commando
      - 1 node up 1, 7 nodes side 1, 12 nodes
  - Fang
    - \* Saboteur
      - 1 down, Accessory
      - 4 nodes, Curse
- Equipment
  - Lightning
    - \* Remove
      - All Accessories
  - Fang (→→)
    - \* Power Wristband \*
    - \* Brawler's Wristband
  - Lightning (←←)
    - \* Magician's Mark
    - \* Doctor's Code

## Kalavinka Striker 1 - 0:52

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

## Kalavinka Striker 2 - 1:25

- [1] Smart Bomb (**RAV/RAV/SAB**)
  - Potion
  - Auto-chain 2 spells
  - Shift after Fang finished her string
- [3] Smart Bomb (**RAV/RAV/SAB**)
  - *Lightning targeted:*
    - \* Potion
    - \* Auto-chain 2 spells
    - \* Potion
    - \* Auto-chain
  - *Hope targeted:*
    - \* Potion twice
    - \* Auto-chain
  - *Fang targeted:*
    - \* Auto-chain
    - \* Potion
    - \* Auto-chain
  - Relentless after Slow & Curse, try to RAC Hope
- [5] Relentless Assault (**RAV/RAV/COM**)
  - Auto-chain twice, a few spells and RAC Hope
  - Potion if Hope isn't lowest HP
  - RAC Hope to [6] till Stagger
  - Phoenix Down and Potion if Hellstorm Bolt
  - after **STAGGER** go to [4]
- [4] Aggression (**COM/RAV/COM**)
  - Auto-battle, refreshing with [2] as needed
  - Potion when needed

1.25% chance of a **Aegisol**

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

## MENU

### • Paradigm

#### – Battle Team

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

Lightning	Sazh	Snow	
<b>COM</b>	<b>SYN</b>	<b>(COM)</b>	← Default
<b>(RAV)</b>	<b>RAV</b>	<b>RAV</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
  - 2 nodes left, Quake out of ring

#### – Snow

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

### • Equipment

#### – Fang

- \* Remove
  - All accessories

#### – Snow (←)

- \* Optimize: Defensive (Soulfont)

#### – Lightning (←←)

- \* Optimize: Defensive (DC, WW8)

#### – Snow (→→)

- \* Optimize: Offensive (PW\*)

#### – Sazh (←)

- \* Optimize: Offensive (BT/ST, SM)
- \* BT/ST → Magician's Mark

Activate the bridge in front.

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

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

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

Activate the bridge ahead.

## Bridge 2 - PSICOM Reaver PSICOM Huntress x2 & PSICOM Destroyer - 0:45

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

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

## (DECEPTISOL) Bridge 2 - 0:32

- [1] Strike Team (**COM/SYN/COM**)
  - Target the Reaver (↑)
  - Quake
  - Blitz-Blitz, Potion as needed
  - Repeat until Bravery on Light, Repeat
- [5] Cerberus (**COM/COM/COM**)
  - Repeat / Auto-battle until victory

Bridge skip

## MENU

### • Crystarium

- Sazh
  - \* Synergist
    - 5 nodes, Enfire
- Snow
  - \* Ravager
    - (↓) 1 nodes up 1, Overwhelm
- Fang
  - \* Saboteur
    - 1 node, HP +40
- Vanille
  - \* Saboteur
    - 5 nodes down 1, Accessory
  - \* Medic
    - 20 nodes, Strength +4

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

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

1.25% chance of a **Aegisol**

Save prompt after cut-scene #2

## MENU

• **Paradigm**

- Battle Team
    - \* Swap Vanille with Sazh (3 ↔ 5)
- |   | Lightning      | Snow           | Sazh           |           |
|---|----------------|----------------|----------------|-----------|
|   | ( <b>RAV</b> ) | <b>SEN</b>     | <b>SYN</b>     | ← Default |
|   | ( <b>RAV</b> ) | <b>RAV</b>     | <b>RAV</b>     |           |
| * | ( <b>RAV</b> ) | ( <b>RAV</b> ) | <b>SYN</b>     |           |
|   | [ <b>RAV</b> ] | ( <b>RAV</b> ) | ( <b>RAV</b> ) |           |
|   | <b>COM</b>     | <b>COM</b>     | [ <b>RAV</b> ] |           |
- No 2nd Tri-D if Aegisol Cid

## Pulsework Knight x2 - 0:37

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Thundara x2, cancel 2nd Thundara
  - Potion
  - Repeat
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
  - Repeat 3 times total ideally to stagger both
- [3] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat, **COM**-buffer 2nd Thundara
- [5] Aggression (**COM**/**COM**/**RAV**)
  - Blitz-Blitz until dead

1% chance of a **Aegisol**

Pick up the **Alicanto** located after the elevator when the room opens up. Pick up the **Ethersol** located before Cid.

## Cid Raines - 1:35

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Sparkstrike-Aquastrike-Sparkstrike-Aquastrike
  - Repeat, shift before last hit on Snow, want RAC
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat, delay a bit
  - Potion
  - Repeat, RAC Snow
- [3] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat
  - Potion, shift after Snow's 4th strike
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat, RAC Snow
- [3] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat, shift once Snow has Bravery
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
  - Repeat, execute at 3, RAC Snow
- [4] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat to maintain interruption
  - Potion twice if can't stagger before next Cid attack
  - RAC Snow after **STAGGER**
- [6] Relentless Assault (**RAV**/**RAV**/**COM**)
  - Auto-battle after Snow's fourth attack, keep him in the air until victory

- [1] Riot Shield (**RAV**/**SEN**/**SYN**)
  - Quake
  - Sparkstrike-Aquastrike-Sparkstrike-Aquastrike
  - Repeat, shift before last hit on Snow, want RAC
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat, delay a bit
  - Potion
  - Repeat, RAC Snow
- [3] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
  - Repeat as many as possible
- [3] Malevolence (**RAV**/**RAV**/**SYN**)
  - Repeat, shift after Light's string
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
  - Repeat
  - Repeat, keep the interruption
  - Post **STAGGER** RAC Snow unless Cid is mid-physical
- [4] Aggression (**COM**/**COM**/**RAV**)
  - Attack until victory

## MENU

- **Equipment**
  - Lightning
    - \* Remove all
  - Snow (→)
    - \* Remove all
  - Sazh (→)
    - \* Power Wristband \*
    - \* Warrior's Wristband Lv. 8
  - Vanille (→→)
    - \* Soulfont Talisman
    - \* Shield Talisman
  - Fang (→)
    - \* Silver Bangle
    - \* Doctor's Code
  - Lightning (→)
    - \* Optimize: Offensive
    - \* (if no BT) Entite Ring → Magician's Mark

Pick up the **Feymark** located before the bird elevator.

## Bahamut - 0:50

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

# Chapter 11

## Alexander - 1:29

- [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 Hope (↓)
- *Until Gestalt*:
  - [6] Relentless Assault (**RAV/RAV/COM**)
    - \* Repeat, Shift when Fang gets close
    - \* If Lofty Challenge, shift in and out of [5] to refresh ATB
    - \* Repeat twice, Shift when Fang gets close
  - [1] Entourage (**RAV/MED/SEN**)
    - \* Repeat
    - \* If Fang is too close to Hope, throw Potion
    - \* Shift when Fang will survive Alex's second attack

## MENU

- **Paradigm**
    - Battle Team
      - \* Swap Hope with Sazh (1 ↔ 4)
      - \* Swap Fang with Snow (3 ↔ 5)
      - \* Swap Lightning with Vanille (2 ↔ 6)
- | Sazh           | Vanille        | Snow                        |
|----------------|----------------|-----------------------------|
| <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 - 0:26

- [5] Bully (**SYN/SAB/COM**)
    - Bravery-Enfire Sazh
    - Shift after Snow and Vanille start casting
  - [2] Ruthless (**COM/SAB/RAV**)
    - Blitz-Blitz Megistotherian
    - Target BK, after Vanille and Snow start switch to Megistotherian, Blitz, RAC Snow
  - [4] Devastation (**COM/SAB/COM**)
    - Libra
    - Repeat and cast when Sazh won't miss, until victory
- 0.3% chance of a **Aegisol**

## SHOP 112 460 GIL

- B&W Outfitters
  - Sell
    - \* Weapons
      - Alicanto
      - Feymark
      - Hauteclaire
    - \* Accessories
      - Magician's Mark (if unequipped)
      - Entite Ring
      - Tetradic Crown
    - \* Components
      - Everything except any Superconductors
  - Buy
    - \* Black Belt (→↑)
    - \* Warrior's Wristband x2 (↑↑↑↑)
- Creature Comforts
  - Buy
    - \* Sturdy Bone x72
    - \* Barbed Tail x72 (or 81 Wicked Fangs if good gil)
- Lenora's Garage
  - Buy
    - \* Superconductor x91 (or until out)

## UPGRADE

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

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

## MENU

### • Paradigm

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

Sazh	Vanille	Snow
( <b>SYN</b> )	<b>SAB</b>	<b>RAV</b>
<b>COM</b>	<b>SAB</b>	<b>COM</b>
– <b>SYN</b>	<b>MED</b>	<b>COM</b>
<b>COM</b>	<b>MED</b>	<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
    - 4 nodes up 1, Quake to the side
    - 15 nodes up 1 right 1, Jeopardize
    - 6 nodes, HP +80
- Vanille
  - \* Medic
    - 18 nodes, Strength +4
- Snow
  - \* Ravager
    - 8 nodes, HP+80
  - \* Sentinel
    - (↓) 2 back left 1, Fringeward on stage 1
    - 9 nodes up 1, Accessory to the side
    - 6 nodes up 1, Challenge to the side

### • Equipment

- Lightning
  - \* Unequip everything
- Hope (←←)
  - \* Unequip everything
- Fang (→)
  - \* Doctor's Code → Black Belt \*
- Snow (←←)
  - \* Warrior's Wristband \*
  - \* Warrior's Wristband \*
- Vanille (←)
  - \* Tungsten Bangle
  - \* Doctor's Code
- Sazh (←)
  - \* Power Wristband → Shield Talisman

## Rust Pudding x2 - 0:24

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

0.3% chance of a **Aegisol**

## MENU

### • Crystarium

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

## Hecatoncheir - 1:40

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

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

Elevator to **Second Tier**.

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

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

0.3% chance of a **Aegisol**



## MENU

### • Paradigm

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

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

- [2] Relentless Assault (RAV/COM/RAV)
  - Fira-Aerora on Ambling Bellows (↓)
  - Repeat if Interrupted
  - Summon when **STAGGER**
  - Repeat
  - X - Gestalt
  - B
  - Up+A 3 times
  - B
  - If not *Gaian Salvo Lv.3*:
    - \* Up+A
  - Y
  - Retry if Ambling Bellows didn't die

0.3% chance of a **Deceptisol**

## MENU

### • Paradigm

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

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

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

0.3% chance of a **Fortisol**

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

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

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

0.3% chance of a **Fortisol**

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

## SHOP 64 240-65 080 GIL

Make sure to take note of your Gil after buying everything.

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

## MENU

### • Paradigm

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

### • Crystarium

- Sazh
  - \* Ravager
    - 26 nodes, Magic +5
- Vanille
  - \* Ravager
    - 1 node, Role Level 2
  - \* Medic
    - 1 node, 1 side HP +100
- Snow
  - \* Sentinel
    - 14 nodes, HP +100

### • Equipment

- Sazh
  - \* Equip
    - Shield Talisman → Soulfont Talisman
    - WW Lv. 8 → WW Lv.1
- Vanille
  - \* Equip
    - Doctor's Code → Sorcerer's Mark

## UPGRADE

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

Make note of your Gil.

Activate **Ethersol**.

## Mission 25: Vetala - 0:38

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

0.3% chance of a **Aegisol**

## MENU

- **Paradigm**

	Sazh	Vanille	Snow	
	<b>SYN</b>	( <b>RAV</b> )	( <b>SEN</b> )	
	<b>COM</b>	<b>RAV</b>	<b>RAV</b>	← Default
–	( <b>RAV</b> )	( <b>RAV</b> )	( <b>SEN</b> )	
	<b>COM</b>	( <b>RAV</b> )	<b>COM</b>	
	<b>RAV</b>	SAB	( <b>SEN</b> )	
	<b>COM</b>	<b>RAV</b>	<b>COM</b>	
- Battle Team
  - Switch Sazh with Vanille (1 ↔ 2)

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

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

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

## MENU

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

Take the elevator to the **Sixth Tier**.

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

## Dahaka - 1:30

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

0.3% chance of a **Fortisol**

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

MENU

- Paradigm

	Sazh	Snow	Vanille	
	SYN/(RAV) <i>fort</i>	(RAV)	(SAB)	
–	COM	RAV	(MED)	
	RAV	(RAV)	RAV	
	COM	COM	(MED)	
	RAV	(RAV)	SAB	← Default
	COM	COM	RAV	
- Crystarium
  - Sazh
    - \* Ravager
      - 13 nodes, Magic +15
  - Snow
    - \* Ravager
      - 11 nodes, HP +100
  - Vanille
    - \* Medic
      - 1 node left, HP +100 out of ring
      - 7 nodes, HP +100

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

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

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

0.3% chance of a **Deceptisol**

Save prompt after cut-scene #2

# Chapter 12

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

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

## MENU

### • Paradigm

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

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

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

0.38% chance of a Aegisol

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

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

0.38% chance of a Aegisol

## MENU

### • Crystarium

- Vanille
  - \* Commando
    - 11 nodes, Ruin
  - \* Medic
    - Right 2, Accessory
    - 6 nodes left 1, Magic +22
- Snow
  - \* Ravager
    - 5 nodes down 2, Accessory
  - \* Sentinel
    - 12 nodes, ATB segment
- Sazh
  - \* Ravager
    - (→) 14 nodes, HP +100

### • Equipment

- Vanille
  - \* Diamond Bangle → Silver Bangle
  - \* Blank → Shield Talisman
- Snow
  - \* Blank → Warrior's Wristband Lv. 8

### • Paradigm

	Vanille	Snow	Sazh	
	(COM)	(COM)	COM	
	(COM)	(COM)	COM	← Default
–	(SAB)	SEN	SYN	
	MED	RAV	[SYN]	
	MED	RAV	[RAV]	
	[RAV]	RAV	RAV	
–	Switch Vanille with Sazh (1 ↔ 3)			

## Behemoth King - 0:55

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

## Prouclad 1 - 1:31

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

0.38% chance of a **Deceptisol**

## (FORTISOL)Prouclad 1 - 1:16

- [2] Cerberus (**COM/COM/COM**)
  - Attack-Blitz asap, buffer into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Fire-Thunder-Fire-Thunder
  - Repeat
- [5] Thaumaturgy (**RAV/RAV/MED**)
  - Repeat
  - Librascope
  - Shift to Tri-D after Snow's 5th strike (4th if interrupted)
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Cold Blood, shift after Snow & Vanille are done
- [5] Thaumaturgy (**RAV/RAV/MED**)
  - Repeat, shift when Snow lands
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Shift after Snow's 5th strike
- [1] Cerberus (**COM/COM/COM**)
  - Repeat
  - Renew
  - Blitz-Blitz
- [2] Cerberus (**COM/COM/COM**)
  - Repeat
  - Blitz-Attack

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

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

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



## UPGRADE

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

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

## Proudclad 2 - 2:03

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

# Chapter 13

## SHOP 162 000 GIL

- Eden Pharmaceuticals
  - Sell
    - \* Weapons: Everything
    - \* Accessories: Everything but Warrior's Wristband
    - \* Components: Everything
  - Buy
    - \* Deceptisol x3 (2 if not enough gil)
    - \* Fortisol x3
    - \* Aegisol x3

## MENU

- **Paradigm**
  - Battle Team
 

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

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

## Bandersnatch & Jabberwocky - 0:55

- [5] Smart Bomb (SAB/RAV/RAV)
    - Imperil x5 Bandersnatch
    - Repeat until Imperil is inflicted
  - [6] Tri-Disaster (RAV/RAV/RAV)
    - Fira-Aerora Bandersnatch
    - Summon when Bandersnatch is at 410%
    - Repeat
    - X - Gestalt
    - If below 485% chain: B - Force Blasters
    - Y - Gaian Salvo
    - Retry if not dead
    - Auto-chain
    - Shift after Snow's fifth Attack
  - [5] Smart Bomb (SAB/RAV/RAV)
    - If Breath of the Beast, shift to [3] until the attack is done
    - Deprotect-Poison-Deprotect-Poison-Poison
    - Cancel and repeat if the second Deprotect doesn't land
    - Shift when Snow finishes his second string
  - [6] Tri-Disaster (RAV/RAV/RAV)
    - Fire-Water-Aerora
    - Fire-Water-Fire for interruption
    - Shift to cancel Snow's ready animation
  - [2] Cerberus (COM/COM/COM)
    - Repeat if no Deprotect else Poison x5
    - Repeat until victory
- 0.13% chance of a **Aegisol**

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

## MENU

- **Paradigm**
  - Battle Team
 

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

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

### Wladislaus - 0:45

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

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

### MENU

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

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

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

### Tiamat Eliminator - 1:55

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

### SHOP 44 000 GIL

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

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

- [2] Aggression (**COM/COM/RAV**)
  - Librascope
  - Blitz-Blitz, **RAV**-buffer the first Blitz
- [5] Smart Bomb (**RAV/RAV/SAB**)
  - Fire-Thunder-Fire-Thunder
  - Repeat
  - Repeat two spells if no Imperil or was inflicted late
  - Shift at 200% chain (no Imperil) or 220% chain (Imperil)
- [3] Consolidation (**SEN/SEN/MED**)
  - Potion twice, Renew if Vanille is likely to die to Ultima
  - *If no Imperil*
    - \* Potion
    - \* Shift after Ultima
    - \* [5] Smart Bomb (**RAV/RAV/SAB**)
      - Throw Potions until Imperil inflicts
      - If **STAGGER** Retry
    - \* [4] Tireless Charge (**COM/COM/MED**)
      - Repeat until close to Ultima
    - \* [3] Consolidation (**SEN/SEN/MED**)
      - Throw Potions
      - Shift after Ultima hits
  - *If Imperil and no Deprotect*
    - \* [5] Smart Bomb (**RAV/RAV/SAB**)
      - Renew
      - Shift after Deprotect
- [6] Tri-Disaster (**RAV/RAV/RAV**)
  - Renew if anyone is yellow health
  - Cold Blood
  - Shift towards the end for ATB refresh
- [2] Aggression (**COM/COM/RAV**)
  - Repeat twice, Shift after Snow's ready animation (don't animation cancel)
- [4] Tireless Charge (**COM/COM/MED**)
  - Repeat until Laughter
  - If Snow would jump before Laughter hits, shift to [2] and back to [1] to have him stay on the ground
  - Repeat after Laughter
- [2] Aggression (**COM/COM/RAV**)
  - Repeat until victory
- *If stagger ends:*
- [3] Consolidation (**SEN/SEN/MED**)
  - Renew if you still have one
  - Potion after Ultima
- *If Bart is close to death:*
  - [4] 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] Malevolence (**SYN/RAV/RAV**)
    - \* Repeat until victory

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>• [2] Aggression (<b>COM/COM/RAV</b>)             <ul style="list-style-type: none"> <li>– Attack x1</li> <li>– Shift after the bullets hit Orphan</li> </ul> </li> <li>• [1] Malevolence (<b>SYN/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-support Vanille (↓, Haste)</li> <li>– Auto-support Sazh (Haste)</li> <li>– Haste-Enthunder Snow</li> <li>– Shift after Snow's fifth spell</li> </ul> </li> <li>• [6] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Auto-chain, shift after the third spell</li> </ul> </li> <li>• [1] Malevolence (<b>SYN/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– Bravery-Enthunder Sazh, shift Immediately</li> </ul> </li> </ul> | <ul style="list-style-type: none"> <li>• [6] Tri-Disaster (<b>RAV/RAV/RAV</b>)             <ul style="list-style-type: none"> <li>– <i>If you hear Orphan starting to slap:</i> <ul style="list-style-type: none"> <li>* Potion immediately</li> <li>* Auto-chain</li> </ul> </li> <li>– <i>Else:</i> <ul style="list-style-type: none"> <li>* Auto-chain 2 spells</li> </ul> </li> <li>– Shift after Snow's fifth spell</li> </ul> </li> <li>• [5] Smart Bomb (<b>RAV/RAV/SAB</b>)             <ul style="list-style-type: none"> <li>– Cold Blood, should <b>STAGGER</b>during the animation</li> <li>– Wait for Deprotect and Imperil</li> </ul> </li> <li>• [4] Tireless Charge (<b>COM/COM/MED</b>)             <ul style="list-style-type: none"> <li>– Blitz-Blitz, make sure to not miss Bullets</li> <li>– Auto-battle 2-3 Attacks if just Launched</li> <li>– Repeat this pattern until victory</li> </ul> </li> </ul> |
|---|--|