

Chapters 1-10

- In Ch.2, farm **8 Deceptisols** and **2 Fortisols**.
 - Ghoul hallway is **FDDFD**
- Pick up the **PW**
- Ch.3 Shop – only sell Power Circle, buy 2 MM
- Proceed with Any% strats until Alexander

Archylte Steppe, pt. I

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

• Crystarium

- Sazh
 - * **COM**
 - 4 nodes, up 1 (Quake)
 - 15 nodes, up & right 1 (Jeopardize)
- Snow
 - * **SEN**
 - backtrack 2, left 1 (Fringeward)
 - 9 nodes, right 1 (Accessory)
 - 5 nodes, right 2 (Deathward)
 - 1 node, right 1 (Challenge)

• Equipment

- Lightning
 - * Unequip everything
- Fang (←)
 - * Unequip everything
- Hope (←)
 - * Unequip everything
- Vanille (←←)
 - * Blessed Talisman Lv.1
 - * Tungsten Bangle Lv.1
- Snow (→)
 - * Shaman's Mark Lv.1
 - * Shield Talisman Lv.1

Activate Mission 1 and pre-empt Ectopudding.

Mission 1: Ectopudding – Pre-Empt

- [3] Premeditation (**SYN**/SAB/**SEN**)
 - Faith-Enthunder Snow (↓)
 - Shift immediately
- [4] Bully (**SYN**/SAB/**COM**)
 - Repeat Sazh, shift after Snow's string
- [5] Devastation (**COM**/SAB/**COM**)
 - Auto-chain Ruin x2

Activate Mission 2. Head NW and use a **Deceptisol** to pre-empt the fight.

Mission 2: Uridimmu & Gorgonopsid x4 – Pre-Empt

- [3] Premeditation (**SYN**/SAB/**SEN**)
 - Quake
 - Bravery-Haste Sazh
 - [6] Dirty Fighting (**COM**/SAB/**SEN**)
 - Blitz-Blitz, hit as many as possible
 - Repeat
 - [1] Solidarity (**COM**/**MED**/**SEN**)
 - Repeat
 - Repeat, ATB refresh with [6] until Gorgonopsids die
- If Uridimmu has significant HP left:*
- [4] Bully (**SYN**/SAB/**COM**)
 - Enthunder Sazh
 - [6] Dirty Fighting (**COM**/SAB/**SEN**)
 - Blitz-Blitz if in range, else Attack x4
 - Repeat until victory

Activate Mission 3 (visible on the minimap) and go to the Vallis Media (stick to the right wall).

Vallis Media & Yaschas Massif

Hug the left wall as you're approaching to pre-empt Ugallu.

Mission 3: Ugallu – Pre-Empt

- [3] Premeditation (**SYN**/SAB/**SEN**)
 - Potion
 - Bravery-Enfrost Snow (↓)
 - * Shift after Snow launches
- [4] Bully (**SYN**/SAB/**COM**)
 - Repeat Sazh
- [5] Devastation (**COM**/SAB/**COM**)
 - Blitz
 - Blitz-Blitz until victory, can refresh with [6]

Activate Mission 4 and use a **Deceptisol** to pre-empt it.

Mission 4: Adroa x4 & Verdelet x2 – Pre-Empt

- [3] Premeditation (**SYN**/SAB/**SEN**)
 - Summon once Snow Challenges
- [5] Devastation (**COM**/SAB/**COM**)
 - Blitz-Blitz Verdelet A (↓↓) until **STAGGER**
 - X – Gestalt
 - * Side+A x5/6 (270%)
 - * Y – Finisher

Head towards the Paddraean Archaeopolis (jump up on the right). Turn left at the fork.

MENU

• Paradigm

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

• Crystarium

- Sazh
 - * COM
 - left 1 (Scourge)
 - 5 nodes (Role Level 3)
 - * RAV
 - 13 nodes (Role Level 2)
- Vanille
 - * MED
 - 19 nodes (ATB Segment)
- Snow
 - * SEN
 - 2 nodes, up 1 (Mediguard)
 - 6 nodes (HP+80)

• Equipment

- Sazh
 - * Warrior's Wristband Lv.8 → Doctor's Code Lv.1
 - * Power Wristband* → Tetradic Crown Lv.1
- Vanille (→)
 - * Blessed Talisman Lv.1 → Platinum Bangle Lv.1
- Snow (→)
 - * Shield Talisman Lv.1 → Magician's Mark Lv.2

Activate Mission 7 (between the columns) and use an **Aegisol** for it.

Mission 7: Bituitus

Count his attacks after Miasma, after 5th shift to [6], be liberal with Potions, [3] in emergency

- [4] Hero's Charge (SYN/MED/COM)
 - Haste-Faith Sazh
 - Repeat Vanille (↑)
 - Repeat Snow (↓)
- [3] Smart Bomb (RAV/SAB/RAV)
 - Fire-Thunder-Fire-Thunder
- [1] Mystic Tower (RAV/RAV/SEN)
 - Potion, if enough HP Repeat
 - Shift after Levinbolt
- [3] Smart Bomb (RAV/SAB/RAV)
 - Potion
 - Repeat until Deshell and Imperil
 - * can refresh with [2]
 - * Potion when needed
 - * **Switch to [1] if needed for Levinbolt**
- [2] Tri-Disaster (RAV/RAV/RAV)
 - Repeat until **STAGGER**
- [5] Aggression (COM/RAV/COM)
 - Ruin x4 until victory

MENU

• Paradigm

– Switch [3] and [4]			
	Sazh	Vanille	Snow
	(SYN)	(MED)	SEN
	RAV	(SAB)	RAV
–	SYN	MED	COM
	(SYN)	SAB	RAV
	COM	(SAB)	COM
	COM	SAB	SEN ← Default

• Equipment

- Sazh
 - * Doctor's Code Lv.1 → Warrior's Wristband Lv.8
 - * Tetradic Crown Lv.1 → Power Wristband*

Activate Mission 6 and try to pre-empt it. If it takes too long, just fight.

Mission 6: Munchkin Maestro & Munchkin x4 – Pre-Empt

- [6] Dirty Fighting (COM/SAB/SEN)
 - Quake
- [1] Protection (SYN/MED/SEN)
 - Auto-Support
 - Bravery-Enfrost Sazh
- [6] Dirty Fighting (COM/SAB/SEN)
 - Blitz-Blitz, hit as many as possible
 - * Hit the ones using Goblin Punch to interrupt
 - Repeat, refresh with [5] until victory

Pick up the **Mythril Bangle**. Activate Mission 5.
Make your way towards the mission and use a **Deceptisol** for the dodges and a pre-empt.

Mission 5: Edimmu – Pre-Empt

- [6] Dirty Fighting (COM/SAB/SEN)
 - Blitz, RAV-buffer into [2] (↓↓)
- [2] Smart Bomb (RAV/SAB/RAV)
 - Shift after Snow and Vanille are done
- [4] Guerilla (SYN/SAB/RAV)
 - Haste-Faith Snow (↓), RAC Snow into [5]
- [5] Devastation (COM/SAB/COM)
 - Ruin x4
 - * If late debuffs, refresh Snow into [3]

Make your way back to the Archylte Steppe.

Archylte Steppe, pt. II

Activate Mission 9 to the left. Use a **Deceptisol** to pre-empt the mission.

Mission 9: Kaiser Behemoth – Pre-Empt

- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Immediately shift
- [4] Guerilla (**SYN**/**SAB**/**RAV**)
 - Potion
 - Bravery-Haste Snow (↓), RAC after his 2nd Froststrike
- [3] Hero's Charge (**SYN**/**MED**/**COM**)
 - Enfire Snow (↓)
 - Enfire-Bravery Sazh
- [5] Devastation (**COM**/**SAB**/**COM**)
 - Attack x3

Go to the nearby save point.

SHOP 90 300 GIL

- R&D Depot
 - Sell
 - * Weapons
 - Alicanto
 - Feymark
 - * Accesories
 - Soulfont Talisman
 - Silver Bangle
 - Entite Ring
 - Pearl Necklace
 - Fulmen Ring
 - * Components
 - Incentive Chips
 - Credit Chips
 - Buy
 - * Particle Accelerator x6
- Lenora's Garage
 - Buy
 - * Crankshaft x5
- Creature Comforts
 - Buy
 - * Wicked Fang x81
 - * Sturdy Bone x99
- Moogleworks
 - Buy
 - * Whistlewind Scarf
- B&W Outfitters
 - Buy
 - * Black Belt
- Up in Arms
 - Buy
 - * Deneb Duellers
 - * Pearlwing Staff

UPGRADE

- Upgrade
 - Weapons
 - * Deneb Duellers
 - Wicked Fang x41
 - Particle Accelerator x2
 - * Pearlwing Staff
 - Wicked Fang x40
 - Particle Accelerator x1
 - Accesories
 - * Sorcerer's Mark
 - Sturdy Bone x19
 - Sturdy Bone x33
 - Particle Accelerator x3
 - * Black Belt
 - Sturdy Bone x36
 - Crankshaft x4
 - * Whistlewind Scarf
 - Crankshaft
 - Rhodochrosite
 - * Doctor's Code
 - Sturdy Bone x11
- Dismantle
 - Accesories
 - * Doctor's Code

MENU

- **Paradigm**

	Sazh	Vanille	Snow	
	SYN	MED	(COM)	← <i>Default</i>
–	RAV	(RAV)	RAV	
	SYN	MED	COM	
	SYN	SAB	RAV	
	COM	(RAV)	COM	
	(RAV)	(RAV)	(COM)	
- **Crystarium**
 - Sazh
 - * **RAV**
 - 10 nodes, up 1 (Fira)
 - 1 node (HP+40)
 - Vanille
 - * **MED**
 - 2 nodes (Magic+18)
 - Snow
 - * **RAV**
 - 5 nodes (Role Level 3)
 - * **SEN**
 - 3 nodes (HP+80)
- **Equipment**
 - Snow
 - * Magician's Mark Lv.2 → Sorcerer's Mark*
 - Vanille (←)
 - * Pearlwing Staff Lv.20
 - * Tungsten Bangle Lv.1 → Mythril Bangle Lv.1
 - Sazh (←)
 - * Deneb Duellers*
 - * Tungsten Bangle Lv.1
 - * Black Belt*

Activate Mission 12 (NW, blocking entrance to the Font of Namva). Pick up the **Librascope x5** chest (hug left).

Use an **Aegisol** for the mission.

Mission 12: Geiseric

- [1] Hero's Charge (**SYN**/**MED**/**COM**)
 - Auto-Support twice*If Geiseric does not target Snow:*
 - Potion*Else:*
 - Shift immediately
- [3] Hero's Charge (**SYN**/**MED**/**COM**)
 - Auto-Support
 - Faith-Enwater Snow (↓)
- [4] Guerilla (**SYN**/**SAB**/**RAV**)
 - Repeat Sazh
 - Repeat Vanille (↑)
 - Potion if necessary
- [2] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Thunder-Fire-Fire-Aero
 - Shift as soon as *Aero* appears
- [6] Relentless Assault (**RAV**/**RAV**/**COM**)
 - Repeat*If Geiseric gets an attack off:*
 - Repeat a few spells while waiting for Snow to do his string
 - Shift after Snow casts third Ruin to refresh into [5]*Else:*
 - Shift as soon as *Aero* appears
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Ruin x4
 - Repeat until victory while keeping him in the air

Head east and activate Mission 13.

MENU

- Paradigm**

	Sazh	Vanille	Snow	
	SYN	(SAB)	COM	
	RAV	(SAB)	(SEN)	
–	SYN	MED	(SEN)	← <i>Default</i>
	(COM)	(MED)	(SEN)	
	COM	RAV	COM	
	(COM)	(SAB)	(SEN)	
- Equipment**
 - Sazh
 - Remove Black Belt*
 - Vanille (→)
 - Platinum Bangle Lv.1 → Aurora Scarf Lv.1
 - Snow (→)
 - Black Belt*
 - Shield Talisman Lv.1
 - Sazh (←←)
 - Shaman's Mark Lv.1
 - Sorcerer's Mark*

Pre-empt the mission.

Mission 13: Goblin Chieftain & Goblin x3 – Pre-Empt

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support twice
 - Libra Goblin
 - Faith-Enfire Sazh
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Quake
 - Fira-Fira, hit as many Goblins as possible
 - * **COM**-buffer into [6]
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Shift immediately
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Repeat, continue buffering into [6] until victory

MENU

- Paradigm**
 - Default [1]
- Equipment**
 - Snow
 - Warrior's Wristband Lv.8
 - Power Wristband*

Activate Mission 17 (near BK+M) and pre-empt the mission.

Mission 17: Pulsework Champion – Pre-Empt

- [1] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Haste Snow (↓)
 - Haste-Faith Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Ruin x4 until victory

Activate Mission 14 by the nearby lake.

MENU

- Paradigm**
 - Default [3]
- Equipment**
 - Snow
 - Black Belt*
 - Shield Talisman Lv.1
 - Sazh (←←)
 - Power Wristband*
 - Warrior's Wristband Lv.8

Head to the Font of Namva (area past M12 stone) and engage Mission 14.

Mission 14: Sahagin x2 & Ceratosaur x2

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Auto-Support twice
 - Bravery-Enfire Sazh
- [4] Solidarity (**COM**/**MED**/**SEN**)
 - Blitz-Blitz, hit as many as possible
 - Repeat
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Repeat, refresh with [4] until victory

Get on the chocobo. Try to dig a **Gold Nugget**. Grab **Mnar Stone x2** from the chest on the lake, then activate Mission 15 on the nearby plateau and grab the **Scarletite** chest next to it. On

the way to the mission area, pick up the **Gold Nugget** behind the Adamanchelid.

MENU

- **Equipment**
 - Sazh
 - * Shaman’s Mark Lv.1
 - * Sorcerer’s Mark*

Use a **Deceptisol** on Mission 15.

Mission 15: Goblin Chieftain & Goblin x6 – Pre-Empt

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support twice
 - Faith-Enfire Sazh
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Quake
 - Fira-Fira, hit as many Goblins as possible
 - * **COM**-buffer into [6]
- [6] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Shift immediately
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Repeat, continue buffering into [6] until victory

Buffer into [4] if healing is needed

Activate Mission 11 and mount the chocobo near the lake (turn around from the stone and continue straight). Run to the mission area.

MENU

- **Paradigm**

	Sazh	Vanille	Snow
	SYN	SAB	COM
	RAV	SAB	SEN
–	SYN	MED	(COM)
	COM	MED	(COM) ← <i>Default</i>
	COM	RAV	COM
	COM	SAB	SEN
- **Equipment**
 - Sazh
 - * Power Wristband*
 - * Warrior’s Wristband Lv.8

Pre-empt the fight.

Mission 11: Adroa x6 – Pre-Empt

- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Quake
- [1] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Haste Sazh
- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Blitz-Blitz
 - Repeat, refresh with [5] until victory

Activate Mission 10 (on the plateau after the platform with dogs and the chest). Warp to the Northern Highplains (↑↑). Pre-empt the mission (wait for Ambling Bellows to turn around).

Mission 10: Ambling Bellows – Pre-Empt

- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Attack-Blitz, **RAV**-buffer into [2]
- [2] Matador (**RAV**/**SAB**/**SEN**)
 - Shift when Vanille and Snow **STAGGER**
- [1] Bully (**SYN**/**SAB**/**COM**)
 - Faith-Enwater Snow (↓)
 - Auto-Support
 - Repeat Sazh
- [5] Aggression (**COM**/**RAV**/**COM**)
 - Auto-battle until victory, can refresh with [4]

Head into the Mah’habara Subterra.

Mah’habara Subterra & Sulyya Springs

Pick up the **Hauteclaire**. Access the next save point.

SHOP 92 840 GIL

- B&W Outfitters
 - Sell
 - * Weapons
 - Vega 42s
 - Binding Rod
 - Hauteclaire
 - * Accesories
 - Frost Ring x2
 - Royal Armlet
 - * Components
 - Everything except for Perfect or Superconductors, Catalysts
 - Buy
 - * Warrior’s Wristband x2
- Creature Comforts
 - Buy
 - * Wicked Fang x81
 - * Sturdy Bone x21
- Lenora’s Garage
 - Buy
 - * Superconductor x77 (up to 81)

UPGRADE

- Upgrade
 - Accesories
 - * Warrior’s Wristband Lv.1
 - Wicked Fang x41
 - Superconductor x37
 - * Warrior’s Wristband Lv.1
 - Wicked Fang x40
 - Superconductor x37
 - Scarletite
 - * Survivalist Catalog
 - Superconductor x2
- Dismantle
 - Accesories
 - * Survivalist Catalog

MENU

- **Equipment**
 - Vanille
 - * Aurora Scarf Lv.1 → Blessed Talisman Lv.1
 - Snow (→)
 - * Warrior's Wristband*
 - * Power Glove Lv.9
 - Fang (→→)
 - * Black Belt*
 - * Shield Talisman Lv.1
 - Lightning (→)
 - * Platinum Bangle Lv.1
 - * Tetradic Crown Lv.1

Rust Pudding x2

- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Shift immediately
- [3] Hero's Charge (**SYN**/**MED**/**COM**)
 - Enthunder-Bravery Snow (↓)
 - Repeat Sazh
- [4] Tireless Charge (**COM**/**MED**/**COM**)
 - Blitz-Blitz
 - Repeat until victory

MENU

- **Paradigm**
 - Battle Team
 - * Swap Sazh with Lightning (1 ↔ 6)

	Lightning	Vanille	Snow	
–	(RAV)	MED	SEN	← Default
	RAV	RAV	COM	
	MED	MED	SEN	

Activate Mission 18. Use an **Ethersol** and pre-empt the mission (dodge and re-enter from the other side, retry and immediately run into the fight again).

Mission 18: Ambling Bellows & Hoplite x4 – Pre-Empty

- [1] Entourage (**RAV**/**MED**/**SEN**)
 - Quake
 - Summon
 - Thundara-Thundara Ambling Bellows (↓)
 - Repeat until full Gestalt
 - X – Gestalt
 - * B – Thunderfall x4
 - * Side+A x3 – Razor Gale (should be above 750% chain)
 - * Y – Zantetsuken

Hecatoncheir

- *Can only use 1 Renew here*
- Any% strat but heal manually in [2] if necessary

Pick up the **Perfect Conductor x3** chest on the way to the Sulyya Springs. Activate Mission 19 after riding Atomos.

MENU

- **Paradigm**
 - Battle Team
 - * Swap Lightning with Sazh (1 ↔ 6)

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

Pre-empt Mission 19 by running past the battlezone with a Deceptisol and entering the fight from the other side. Retry and immediately re-enter (similar to Mission 18).

Mission 19: Uridimmu x4 – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Bravery-Enthunder Snow (↓)
- [4] Devastation (**COM**/**SAB**/**COM**)
 - Blitz-Blitz targets not hit by Snow until victory

Taejin's Tower

Activate Mission 20.

MENU

- **Equipment**
 - Sazh
 - * Sorcerer's Mark*
 - * Shaman's Mark Lv.1
 - Lightning (←)
 - * Unequip everything
 - Fang (←)
 - * Unequip everything

Use a **Deceptisol** before engaging Mission 20.

Mission 20: Goblin Chieftain, Goblin x2, Munchkin Maestro & Munchkin – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support twice
 - Faith-Enfire Sazh
- [5] Matador (**RAV**/**SAB**/**SEN**)
 - Quake
 - Fira-Fira Goblin B (↓), **COM**-buffer into [1]
- [1] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Immediately shift
- [5] Matador (**RAV**/**SAB**/**SEN**)
 - Repeat, **COM**-buffer into [1]
 - Repeat loop until victory
 - * Priority: Goblin, Munchkin, Goblin Chieftain, Munchkin Maestro

Pick up the **Sinister Fang x20** chest after the fight. Make your way into the tower and use the elevator to get to the Second Tier.

MENU

- Paradigm

Sazh	Vanille	Snow	
(SYN)	SAB	(COM)	
COM	RAV	RAV	
– SYN	(SAB)	(RAV)	← <i>Default</i>
COM	(RAV)	COM	
RAV	SAB	(RAV)	
COM	MED	COM	
- Equipment
 - Sazh
 - * Power Wristband*
 - * Warrior's Wristband Lv.8
 - Vanille (→)
 - * Blessed Talisman Lv.1 → Sorcerer's Mark*

Accept Mission 21 and pre-empt Gelatitan.

Mission 21: Gelatitan – Pre-Empty

- Any% strat

Activate Mission 22.

MENU

- Paradigm
 - Default [2]
 - Battle Team
 - * Swap Sazh with Vanille (1 ↔ 2)

Use an **Ethersol** and pre-empt Ambling Bellows.

Mission 22: Ambling Bellows – Pre-Empty

- Any% strat

Activate Mission 23.

MENU

- Paradigm
 - Default [3]
 - Battle Team
 - * Swap Vanille with Sazh (1 ↔ 2)

Pre-empt Gurangatch.

Mission 23: Gurangatch – Pre-Empty

- Any% strat

Pick up the **Simurgh** chest. Activate Mission 24 and pre-empt it.

Mission 24: Mushussu – Pre-Empty

- Any% strat

MENU

- Crystarium
 - Sazh
 - * **RAV**
 - 18 nodes, up 2 (Firaga)
 - Vanille
 - * **RAV**
 - 14 nodes, right 2 (Blizzara)
 - * **SAB**
 - 13 nodes, right 2 (Deprotega)
 - 2 nodes, left 1 (Jinx)
 - * **MED**
 - back 1, left 2 (HP+100 x2)
 - 1 node, down 3 (Curasa)
 - Snow
 - * **SEN**
 - 13 nodes (Strength+18)

Activate Mission 25. Pick up the **Unsetting Sun**.

Mission 25: Vetala

- Any% strat

Pick up the **Librascope**.

UPGRADE

- Upgrade
 - Accesories
 - * Warrior's Wristband Lv.1
 - Sinister Fang x11
 - Sinister Fang all
 - Particle Accelerator x3

MENU

- Paradigm
 - Battle Team
 - * Swap Vanille with Snow (2 ↔ 3)

Sazh	Snow	Vanille	
SYN	(SEN)	(RAV)	
COM	RAV	RAV	← <i>Default</i>
– (RAV)	(SEN)	(RAV)	
COM	COM	RAV	
RAV	(SEN)	SAB	
COM	COM	(RAV)	
- Equipment
 - Sazh
 - * Power Wristband* → Warrior's Wristband*

Activate Mission 26 and use a **Deceptisol** to pre-empt it.

Mission 26: Penanggalan – Pre-Empt

- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Quake
 - Target Penanggalan (↑↑)
 - Shift immediately
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Firaga
 - Repeat, **COM**-buffer into [4]
- [4] Aggression (**COM**/**COM**/**RAV**)
 - Blitz x2
 - * Early execute if Aeroga to interrupt
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat, **COM**-buffer into [4]
- [4] Aggression (**COM**/**COM**/**RAV**)
 - Repeat until victory

Use an **Ethersol** before Dahaka.

Dahaka

- Any% strat

Activate the statue at the Apex (opposite to the Oerba elevator). Use the elevator to access the Seventh Tier. Activate the statue there (Deceptisol to dodge the birds) and pick up the **Collector Catalog**. Use the central elevator to get back to the Apex.

Pick up **Ethersol** near the Oerba elevator.

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	SYN	(RAV)	(SAB)	
	COM	RAV	RAV	
–	RAV	SEN	(MED)	← <i>Default</i>
	COM	(SEN)	(MED)	
	RAV	(RAV)	SAB	
	COM	(RAV)	(MED)	
- **Crystarium**
 - Sazh
 - * **RAV**
 - 6 nodes (HP+100)
 - Snow
 - * **COM**
 - 2 nodes, right 2 (Scourge)
 - 15 nodes (Strength+18)
 - * **SEN**
 - 2 nodes (ATB Segment)
 - Vanille
 - * **MED**
 - 5 nodes, right 2 (Accessory)
- **Equipment**
 - Sazh
 - * Sorcerer's Mark Lv.1
 - * Tetradic Tiara Lv.1
 - Snow (→)
 - * Black Belt*
 - * Shield Talisman Lv.1
 - Vanille (→)
 - * Blank → Shaman's Mark Lv.1

Pick up the **Pervoskite**. Activate Mission 28. Talk to Bhakti. Pre-empt the Vampire by the tree roots for the **first Bhakti part**.

Vampire – Pre-Empt

- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Shift immediately
- [1] Guerilla (**SYN**/**RAV**/**SAB**)
 - Faith-Enfire Sazh
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Fire-Firaga, **COM**-buffer into [2]
- [2] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Ruin x4 until victory

Missions 28: Ceratosaur

- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Quake
 - Firaga, hit as many as possible
 - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Shift immediately
- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Repeat
 - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Quake
- [3] Entourage (**RAV**/**SEN**/**MED**)
 - Repeat
 - Repeat, **COM**-buffer into [4]
- [4] Solidarity (**COM**/**SEN**/**MED**)
 - Shift immediately
- Repeat the pattern until victory

Head to the schoolhouse, use a Deceptisol and pick up the **second Bhakti part** through the wall. Pick up the **Moogles Puppet** and the **Pleiades Hi-Powers** up top. Cancel the Deceptisol and access the next save point.

UPGRADE

- Upgrade
 - Accesories
 - * Collector Catalog
 - Sturdy Bone x21
 - Superconductor x1
 - Mnar Stone

SHOP 198 120 GIL

- Unicorn Mart
 - Sell
 - * Weapons
 - Simurgh
 - Unsetting Sun
 - * Accesories
 - Tungsten Bangle
 - Platinum Bangle
 - Power Wristband
 - Connoisseur Catalog
 - Giant's Glove
 - * Components
 - Moonblossom Seeds
 - Moogle Puppet
 - Rhodochrosites
 - Cobaltites
 - Buy
 - * Holy Water x11
 - * Painkiller x11
 - * Foul Liquid x11
 - * Mallet x11
- R&D Depot
 - Buy
 - * Ultracompact Reactor x3
- Lenora's Garage
 - Buy
 - * Superconductor x31
 - * Perfect Conductor x4
- Creature Comforts
 - Buy
 - * Wicked Fang x41
 - * Sturdy Bone x42
 - * Barbed Tail x58

UPGRADE

- Upgrade
 - Weapons
 - * Pleaides Hi-Powers
 - Sturdy Bone x42
 - Perfect Conductors x10
 - Perovskite
 - Barbed Tail x58
 - Ultracompact Reactor x3
 - Superconductor x29

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	SYN	RAV	SAB	
	COM	RAV	RAV	
–	RAV	SEN	MED	
	COM	(RAV)	(RAV)	
	RAV	RAV	SAB	← <i>Default</i>
	COM	RAV	MED	
- **Equipment**
 - Sazh
 - * Hyades Magnums*
 - * Power Glove Lv.9
 - * Diamond Bangle Lv.1
 - Snow (→)
 - * Warrior's Wristband*
 - * Warrior's Wristband*
 - Vanille (→)
 - * Shaman's Mark Lv.1 → Sorcerer's Mark Lv.1

Grab the **third Bhakti part** before the Seeker dodge. Pick up the **Ethersol** before Bart. Use an **Ethersol** and an **Aegisol**.

Barthandelus 2

- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Fire-Thunder-Fire-Thunder
 - *If Fortisol was used, shift to [6] instead*
- [1] Guerilla (**SYN/RAV/SAB**)
 - Bravery-Haste Sazh
 - Haste-Faith Vanille (↑)
- [6] Diversity (**COM/RAV/MED**)
 - Blitz-Blitz
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat until **STAGGER** and debuffs have landed
- [2] Relentless Assault (**COM/RAV/RAV**)
 - Repeat until head split
 - **Summon to dodge Laughter**
 - Blitz until Apoptosis
 - X – Gestalt to avoid it
 - Y – Finisher immediately
 - Renew when needed
- [5] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat until **STAGGER** and debuffs have landed
- [6] Diversity (**COM/RAV/MED**)
 - Repeat until victory

Chapter 12

Anavatapta Warmech

- Any% strat

Use a **Deceptisol** to dodge the second soldier group and pre-empt the Bulwarker.

MENU

- Battle Team
 - Swap Lightning with Vanille (1 ↔ 3)
 - Swap Lightning with Sazh (3 ↔ 4)
- Default [2]

Bulwarker & Sanctum Seraph x2 – Pre-Empt

- Any% strat

MENU

- Crystarium**
 - Vanille
 - * **COM**
 - 11 nodes (Ruin)
 - * **MED**
 - 6 nodes, left 2 (Curaja)
 - 1 node (Role Level 4)
 - * **RAV**
 - 3 nodes (Role Level 3)
 - Snow
 - * **COM**
 - left 2 (Blitz)
 - 4 nodes (HP+100)
 - * **RAV**
 - 9 nodes, left 1 (HP+100)
 - 10 nodes, down 2 (Accessory)
 - Sazh
 - * **COM**
 - 13 nodes (Strength+13)
 - * **RAV**
 - 8 nodes, left 1 (Cold Blood)
- Paradigm**
 - Battle Team
 - * Swap Vanille with Sazh (1 ↔ 3)

Sazh	Snow	Vanille
COM	(COM)	MED
COM	(COM)	(COM)
* SYN	SEN	(SAB)
[SYN]	(RAV)	(MED)
RAV	(RAV)	[MED]
RAV	[RAV]	RAV
- Equipment**
 - Sazh
 - * Warrior's Wristband Lv.8
 - * Shield Talisman Lv.1
 - Snow (→)
 - * Blank → Power Glove Lv.9
 - Vanille (→)
 - * Mythril Bangle Lv.1 → Diamond Bangle Lv.1

Behemoth King

- Any% strat

Deceptisol once the bird comes through the ceiling, **cancel** it.

Proudelad 1

- Any% strat

MENU

- Paradigm**
 - Battle Team
 - * Default [6]
 - * Swap Sazh with Snow (1 ↔ 2)

Adamanchelid

- Any% strat

Pick up **Punisher**, **Particle Accelerator x6**, **Mistilteinn** and the **Power Glove**.

UPGRADE

- Upgrade
 - Accessories
 - * Power Glove
 - Wicked Fang x41
 - Particle Accelerator x6
 - * Goddess's Favor
 - Particle Accelerator x1
- Dismantle
 - Accessories
 - * Goddess's Favor
 - * Ribbon
- Upgrade
 - Accessories
 - * Warrior's Wristband* on Snow
 - Scarletite

MENU

- Paradigm**
 - Battle Team
 - * Swap Snow with Sazh (1 ↔ 2)
 - * Swap Snow with Vanille (2 ↔ 3)

Sazh	Vanille	Snow
(RAV)	(COM)	COM
COM	COM	COM
(RAV)	(RAV)	SEN
(COM)	MED	(COM)
RAV	(RAV)	(COM)
RAV	RAV	RAV
- Equipment**
 - Snow
 - * Warrior's Wristband* → Power Glove*
 - Sazh (←←)
 - * Deneb Duellers*
 - * Shield Talisman → Warrior's Wristband*

Use **Ethersol**, **Fortisol** and **Aegisol**.

- Any% strat

Orphan's Cradle

Access the shop.

SHOP 121 960 GIL

- Eden Pharmaceuticals
 - Sell
 - Weapons
 - Mistilteinn
 - Punisher
 - Accessories
 - Mythril Bangle
 - Royal Armlet
 - Components
 - Dusklight Dew
 - Perfume
 - Gold Dust (if gotten)
 - Buy
 - Deceptisol up to x2 (1 more if Gold Nugget dig)
 - Fortisol up to x2
 - Aegisol up to x2
- B&W Outfitters
 - Buy
 - Warrior's Wristband
- Creature Comforts
 - Buy
 - Wicked Fang x41
- Lenora's Garage
 - Buy
 - Superconductor up to x37

UPGRADE

- Accessories
 - Warrior's Wristband
 - Wicked Fang x41
 - Superconductor x37

MENU

- Paradigm**
 - Battle Team
 - Swap Sazh with Vanille (1 ↔ 2)

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

← Default
- Crystarium**
 - Vanille
 - RAV
 - 14 nodes, right 1 (Fearsiphon)
 - 8 nodes (Role Level 4)
 - Sazh
 - COM
 - up 2 (Adrenaline)
 - 3 nodes, right 2 (Accessory)
 - 5 nodes (Role Level 4)
 - Snow
 - COM
 - 8 nodes, left 2 (Ruinga)
 - 2 nodes (Role Level 4)
- Equipment**
 - Sazh
 - Blank → Warrior's Wristband*

Cancel **ALL Deceptisols** in this part. Use **Fortisol** and **Aegisol** before the next fight, **Ethersol** if needed. If no Ethersol, dismantle a Doctor's Code (1 Superconductor) or Energy Sash (4 Superconductors).

Bandersnatch & Jabberwocky

- Any% strat

MENU

- Paradigm**
 - Battle Team
 - Swap Vanille with Sazh (1 ↔ 2)

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

← Default
- Equipment**
 - Sazh
 - Unequip everything
 - Snow (→→)
 - Warrior's Wristband*
 - Black Belt*
 - Tetradic Tiara Lv.1
 - Sazh (←←)
 - Hyades Magnums*
 - Shield Talisman Lv.1
 - Power Glove Lv.9
 - Power Glove*

Wladislaus

- [4] Premeditation (**SYN**/**SAB**/**SEN**)
 - Librascope
 - Auto-Support twice
 - Bravery-Enfire Sazh
- *Shift to [5] if already Deprotected and back to [3] after every Mounting Contempt*
- [3] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Blitz-Blitz or Attack x4, whichever is better
 - Repeat
- [5] Solidarity (**COM**/**MED**/**SEN**)
 - Repeat
 - Shift once Vlad loses Deprotect
- [3] Dirty Fighting (**COM**/**SAB**/**SEN**)
 - Repeat
 - Refresh with [5] until victory

MENU

• Paradigm

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

• Crystarium

- Sazh
 - * **SYN**
 - 12 nodes, left 1 (HP+70)
 - 10 nodes (ATB Level)
- Vanille
 - * **SEN**
 - 6 nodes (Provoke)
 - * **SAB**
 - 5 nodes, down 2 (HP+100 x2)
 - 4 nodes (HP+100)
- Snow
 - * **RAV**
 - 3 nodes (Role Level 4)
 - * **SEN**
 - back 3 nodes, up 3 (Reprieve)
 - 3 nodes (Role Level 4)

• Equipment

- Sazh
 - * Shield Talisman Lv.1 → Power Glove Lv.9
- Snow (→→)
 - * Warrior's Wristband*
 - * Warrior's Wristband*
 - * Warrior's Wristband Lv.8

Use **Fortisol** and **Aegisol**.

Tiamat Eliminator

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Attack-Attack-Blitz
 - Shift after Snow's fourth strike
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Cold Blood
 - Libra
 - Auto-Chain if Tail Hammer was used
 - Repeat just before **STAGGER**, shift as soon as Sazh begins shooting
- [5] Thaumaturgy (**RAV**/**MED**/**RAV**)
 - Shift immediately
- [6] Tri-Disaster (**RAV**/**RAV**/**RAV**)
 - Repeat and shift immediately
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Shift towards the end of Cold blood for an ATB Refresh
- [2] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz
 - Repeat until victory with refreshes to [1]

Use the gate to warp back to Gran Pulse.

Return to Gran Pulse

MENU

• Paradigm

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

Activate Mission 8.

Mission 8: Rakshasa & Flan x2

- [3] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Shift immediately
- [4] Bully (**SYN**/**SAB**/**COM**)
 - Bravery-Enfire Snow (↓)
 - Auto-Support
 - Ethunder-Bravery Sazh
- [2] Devastation (**COM**/**SAB**/**COM**)
 - Attack x4 Rakshasa (↓)
 - Repeat until victory

Head to the Yaschas Massif and warp to the Central Expanse (↓↓). Ride a chocobo to the stone circle and activate Mission 58 (back middle). Warp to the Northern Highplain (↓↓↓). Enter Mah'habara and run to the mission area. Use a **Deceptisol** to pre-empt the mission.

Mission 58: Humbaba & Pulsework Champion – Pre-Empt

- [3] Relentless Assault (**COM/RAV/RAV**)
 - Select Attack-Blitz, hover over Centurion until others start casting
 - * Execute on Humbaba, **RAV**-buffer into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Immediately shift
 - * can wait for **STAGGER** if preferred
- [4] Bully (**SYN/SAB/COM**)
 - Bravery-Haste Sazh
- [2] Devastation (**COM/SAB/COM**)
 - Blitz-Blitz
 - * If Centurion isn't dead, kill it first
 - Repeat until victory

Make your way to the Juggernaut guarding Mission 29 (side path behind you).

MENU

- Crystarium
 - Sazh
 - * **COM**
 - back 9, up 1 (HP+70)
 - back 4, left 1 (HP+70)
 - * **SEN**
 - 6 nodes (Provoke)
 - * **SYN**
 - 3 nodes (HP+100)
 - Vanille
 - * **RAV**
 - back 5, up 2 (Blizzaga)
 - * **SAB**
 - 5 nodes (HP+100)
 - Snow
 - * **COM**
 - back 4, down 1 (HP+100)
 - back 3, right 2 (HP+100 x2)
 - 4 nodes (Strength+30)
- Paradigm

	Sazh	Vanille	Snow	
	COM	COM	COM	
	(SEN)	SAB	(SEN)	
–	(SEN)	(MED)	(SEN)	
	SYN	SAB	COM	← Default
	RAV	(MED)	(SEN)	
	RAV	RAV	RAV	
- Equipment
 - Vanille
 - * Diamond Bangle Lv.1 → Imperial Armlet Lv.1
 - Sazh (←)
 - * Power Glove Lv.9 → Tetradic Tiara Lv.1
 - * Power Glove Lv.9 → Diamond Bangle Lv.1
 - Snow (→)
 - * Warrior's Wristband* → Power Glove Lv.9
 - * Warrior's Wristband Lv.8 → Power Glove Lv.9

Juggernaut

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
- [1] Cerberus (**COM/COM/COM**)
 - Attack-Blitz, **RAV**-buffer into [5]
- [5] Entourage (**RAV/MED/SEN**)
 - Cold Blood, shift immediately
- [2] Overcaution (**SEN/SAB/SEN**)
 - Shift once Sazh stops shooting
- [5] Entourage (**RAV/MED/SEN**)
 - Repeat, shift immediately
- [2] Overcaution (**SEN/SAB/SEN**)
 - Shift once 2 debuffs have landed
- [3] Consolidation (**SEN/MED/SEN**)
 - Wait for the slam dunk, then shift
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
 - Shift when done
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Repeat, Juggernaut should **STAGGER**
- [4] Bully (**SYN/SAB/COM**)
 - Bravery-Enfire Sazh
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Activate Mission 29 and pick up the **Platinum Bangle** from the chest. Go back to the warp stone at BK+M and warp to Taejin's (↑↑↑). Pre-empt the Juggernaut.

Mission 29: Juggernaut – Pre-Empt

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
 - Bravery-Enfire Snow (↓)
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Cold Blood, shift after Snow and Vanille finished
- [4] Bully (**SYN/SAB/COM**)
 - Repeat Sazh, shift as soon as you see Enfire (eat ATB)
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Warp back to the Central Expanse (↓↓↓), mount the chocobo and activate Mission 61 at the stone circle (front right). Warp to Oerba (↑↑).

Fight the Vetala (Juggernaut first if in good position) in the shed for the **fourth Bhakti part**.

Vetala

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
 - Bravery-Enfire Sazh
 - * Wait for Vanille's fifth cast before shifting
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-Chain until **STAGGER**
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz until victory

Pre-empt the Juggernaut.

Mission 61: Juggernaut – Pre-Empt

- [4] Bully (**SYN/SAB/COM**)
 - Auto-Support
 - Bravery-Enfire Snow (↓)
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Cold Blood, shift after Snow and Vanille finished
- [4] Bully (**SYN/SAB/COM**)
 - Repeat Sazh, shift as soon as you see Enfire (eat ATB)
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz
 - Repeat until victory

Pick up the **final Bhakti part** after the fight and go talk to Bhakti to get **Deceptisol x10**, **Ultracompact Reactor x2**, **Gold Nugget**, **Perfume x5** and **Platinum Ingot x3**.

Activate Mission 55 in the schoolhouse and warp back to the Central Expanse (↓↓↓). Mount the chocobo and head to Aggra's Pasture (right side of the stone circle, jump up). Dismount and access the save point.

SHOP ? GIL

- R&D Depot
 - Sell
 - * Components
 - Gold Nugget(s)
 - Perfume x5
 - Platinum Ingot x3
 - Moon-/Starblossom Seeds
 - Buy
 - * Particle Accelerator up to x6
- Lenora's Garage
 - Buy
 - * Superconductor up to x99
- The Motherload
 - Buy
 - * Scarletite
- Creature Comforts
 - Buy
 - * Wicked Fang x81
 - * Sturdy Bone x79
 - * Barbed Tail x51
- B&W Outfitters
 - Buy
 - * General's Belt (R1)
- Plautus's Workshop
 - Buy
 - * Paladin
 - * Umbra
 - * Belladonna Wand
- Eden Pharmaceuticals
 - Buy
 - * Aegisol up to x2
 - * Fortisol up to x2
 - * Deceptisol up to x18 (17 if not enough money)

UPGRADE

- Weapons
 - Paladin
 - * Sturdy Bone x36
 - * Particle Accelerator x4
 - * Scarletite
 - Belladonna Wand
 - * Wicked Fang x41
 - * Particle Accelerator x2
 - * Uraninite
 - * Barbed Tail x51
 - * Ultracompact Reactor x1
 - * Superconductor x27
- Accessories
 - Diamond Bangle
 - * Sturdy Bone x43
 - * Ultracompact Reactor x1
 - * Superconductor x49
 - General's Belt
 - * Wicked Fang x40
 - * Superconductor x23

MENU

- Paradigm
 - Swap [2] and [4]

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

 ← Default
- Crystarium
 - Sazh
 - * **COM**
 - 1 node (HP+90)
 - * **RAV**
 - back 18, left 1 (HP+70 before Fearsiphon)
 - Vanille
 - * **RAV**
 - back 7, down 1 (HP+100)
 - back 2, down 1 (HP+100)
 - Snow
 - * **COM**
 - 1 node (HP+230)
- Equipment
 - Sazh
 - * Tetradic Tiara Lv.1 → Speed Sash Lv.1
 - * Diamond Bangle Lv.1 → Speed Sash Lv.1
 - Vanille (→)
 - * Malboro Wand*
 - * Imperial Armlet Lv.1 → Diamond Bangle*
 - Snow (→)
 - * Winged Saint
 - * Black Belt*
 - * General's Belt*
 - * Aurora Scarf Lv.1

Activate **Fortisol** and **Aegisol** before Mission 55.

Mission 55: Neochu & Picochus

5 Attacks until Screech, retry if can't kill in time

- [4] Tortoise (**SEN/SEN/SEN**)
 - Shift immediately after Neochu's attack
- [1] Solidarity (**COM/MED/SEN**)
 - If Sazh and/or Vanille are in yellow HP or lower after healing string
 - * Renew
 - Blitz-Attack-Blitz Neochu (↑↑↑), **RAV**-buffer the last Blitz into [5]
- [5] Entourage (**RAV/MED/SEN**)
 - Cold blood, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
 - Shift once the animation is over
- [1] Solidarity (**COM/MED/SEN**)
 - Repeat, **RAV**-buffer the first Blitz into [5]
- [5] Entourage (**RAV/MED/SEN**)
 - Repeat, shift immediately
- [3] Consolidation (**SEN/MED/SEN**)
 - Continue loop until **STAGGER**
 - * if Screech, retry
- [2] Dirty Fighting (**COM/SAB/SEN**)
 - Repeat, shift as soon as Vanille casts Imperil (will inflict)
- [1] Solidarity (**COM/MED/SEN**)
 - Blitz-Blitz
 - Repeat
 - * Refresh between [1] and [6] until Neochu is dead
 - Repeat Picochus, hit as many as possible
 - * Refresh between [1] and [6] until victory
 - *Renew is also usable here if necessary*

Get on the chocobo and activate Mission 30 (blocking the ruins). Go to the warp stone in the Steppe and warp to Sulyya Springs (↑↑↑↑). Ride Atomos and make your way into Mah'habara. Take the right at the fork and pick up the Perovskite along the way.

MENU

• Paradigm

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

• Equipment

- Vanille
 - * Diamond Bangle* → Platinum Bangle Lv.1
 - * Socerer's Mark* → Growth Egg Lv.1
- Sazh (←)
 - * Speed Sash Lv.1 → Diamond Bangle*
- Snow (→→)
 - * Socerer's Mark*
 - * Shaman's Mark Lv.1
 - * Speed Sash Lv.1

Engage the mission with a Deceptisol used for the dodges and retry the fight to despawn the enemies behind you. Re-engage the fight.

Mission 30: Syphax

- [3] Protection (**SYN/MED/SEN**)
 - Auto-Support x2
 - Haste-Faith Snow (↓)
 - Bravery-Enfire Sazh
- [6] Tireless Charge (**COM/MED/COM**)
 - Blitz-Blitz until Syphax spawns
 - * If in danger, go to [2]
 - Repeat Syphax, **RAV**-buffer the first Blitz into [6]
- [5] Smart Bomb (**RAV/SAB/RAV**)
 - Fira-Firaga
 - Renew when needed
 - Repeat until **STAGGER** and Syphax is debuffed
 - If things get sketchy, do the following:
 - * [1] Solidarity (**COM/MED/SEN**) for heals
 - * [2] Matador (**RAV/SAB/SEN**) for debuffs + aggro
- [6] Tireless Charge (**COM/MED/COM**)
 - Repeat until victory
 - * Stagger can run out as long as he's deprotected

Pick up the **Particle Accelerator x2** on the right. Backtrack to where you came from, head into the right tunnel.

MENU

• Paradigm

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

• Equipment

- Sazh
 - * Diamond Bangle* → Power Glove Lv.9
 - * Speed Sash Lv.1 → Power Glove Lv.9
- Snow (→→)
 - * General's Belt*
 - * Diamond Bangle*
 - * Tetradic Tiara Lv.1

Turn left at the fork and fight the Tyrant.

Tyrant

- [3] Protection (**SYN/MED/SEN**)
 - Auto-Support twice
 - Bravery-Enthunder Sazh
- [2] Dirty Fighting (**COM/SAB/SEN**)
 - Blitz-Blitz the Blade until dead
 - * If in danger, go to [2]
- [1] Solidarity (**COM/MED/SEN**)
 - Repeat, let Vanille heal before shifting
- [2] Dirty Fighting (**COM/SAB/SEN**)
 - Repeat
 - * Refresh into [1] once debuffs have landed
 - Repeat until victory

Accept Mission 53 and backtrack. Jump over Atomos and warp to the Paddraean Archaeopolis (↓). Use a **Deceptisol** for the dodges and to pre-empt the mission.

Mission 53: Zirnitra & Alraunes – Pre-Empty

- [3] Protection (**SYN**/**MED**/**SEN**)
 - Quake
 - Auto-Support
 - Bravery-Enfire Sazh
- [1] Solidarity (**COM**/**MED**/**SEN**)
 - Attack x4
 - Attack-Blitz, **RAV**-buffer into [6]
- [5] Smart Bomb (**RAV**/**SAB**/**RAV**)
 - Cold Blood, shift towards the end
- [4] Devastation (**COM**/**SAB**/**SEN**)
 - Physicals until victory

Make your way back to the warp stone and warp to the Central Expanse (↓↓). Get on the chocobo and head towards the Haerii Archaeopolis (right of the stone circle, jump up). Activate Mission 31 (left side, behind Ghast, jump up).

MENU

- Paradigm
 - Battle Team
 - * Swap Vanille with Snow (2 ↔ 3)

Sazh	Snow	Vanille	
(SYN)	(RAV)	(SAB)	← Default
COM	SEN	SAB	
 - | | | | |
|---|------------|------------|------------|
| – | SYN | SEN | MED |
| | COM | COM | SAB |
| | RAV | RAV | SAB |
| | COM | COM | MED |
 - Equipment
 - Snow
 - * Tetradic Tiara Lv.1 → Warrior's Wristband*
 - Sazh (←)
 - * Power Glove Lv.9 → Tetradic Tiara Lv.1

Activate a **Deceptisol** before the mission.

Mission 31: Pulsework Champion & Seekers – Pre-Empty

- [1] Guerilla (**SYN**/**RAV**/**SAB**)
 - Quake
- [4] Devastation (**COM**/**COM**/**SAB**)
 - Blitz-Blitz, target Seekers first
 - Repeat until victory

Activate and engage Mission 34 (blocking the way after jumping up).

Mission 34: Tonberry

- [1] Guerilla (**SYN**/**RAV**/**SAB**)
 - Haste-Bravery all
- [5] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Fire-Thunder-Fire-Thunder-Fire until debuffs land
 - If party is low HP shift to [3] instead
- [1] Guerilla (**SYN**/**RAV**/**SAB**)
 - Bravery-Enfire Sazh
 - Repeat Snow (↑)
- [6] Tireless Charge (**COM**/**COM**/**MED**)
 - Blitz-Blitz
 - Repeat until victory

Head into Faultwarrens.

Faultwarrens

UPGRADE

- Upgrade
 - Accessories
 - * Hermes Sandals
 - Perfect Conductor
 - Perovskite
 - * Collector Catalog
 - Perfect Conductor x2
 - Mnar Stone

MENU

- Switch [1] and [6]
- **Paradigm**

	Sazh	Snow	Vanille
	COM	COM	MED
	COM	SEN	SAB
–	SYN	SEN	(SAB)
	COM	COM	SAB ← <i>Default</i>
	RAV	(SEN)	(RAV)
	(RAV)	RAV	(RAV)
- **Crystarium**
 - Sazh
 - * **COM**
 - back 2, down 1 (HP+70 OoR)
 - * **RAV**
 - back 2, down 1 (Dispelga)
 - 2 OoR HP nodes in Stage 8
 - * **SAB**
 - 6 nodes (Deprotect)
 - * **SYN**
 - 3 OoR HP nodes in Stage 8
 - 3 nodes, down 1 (Protect & Shell)
 - 1 node, 1 left (HP+80)
 - Snow
 - * **SEN**
 - 4 nodes, 3 up (HP+100)
 - 2 nodes, up 1 (HP+100)
 - 4 nodes(HP+100)
 - Vanille
 - * **MED**
 - 3 nodes, down 1 (HP+80)
 - 2 nodes, left 3 (Stopga)
 - 1 node, left 1 (HP+50)
 - * **SAB**
 - 3 nodes, left 1 (HP+100)
 - right 1 (Role Level 4)
- **Equipment**
 - Sazh
 - * Tetradic Tiara Lv.1 → Sprint Shoes Lv.1
 - Snow (→)
 - * Wild Bear
 - * Diamond Bangle* → Power Glove Lv.9
 - * General's Belt* → Aurora Scarf Lv.1
 - Vanille (→)
 - * Platinum Bangle Lv.1 → Blessed Talisman Lv.1

FW Loop 1: 35 → 37 → 40 → 43 → 48 (Right → Right → Left → Left)

Use a **Deceptisol** for every Gurangatch fight.

Mission 35: Gurangatch – Pre-Empt

- [4] Devastation (**COM/COM/SAB**)
 - Blitz, **RAV**-buffer into [4]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Shift immediately
- [4] Devastation (**COM/COM/SAB**)
 - Attack x4
 - Repeat enough Attacks to kill

Activate Mission 37 on the right. Try to pre-empt it.

Mission 37: Rafflesia x5 – Pre-Empt

Pre-Empt:

- [4] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz until victory

No Pre-Empt:

- [4] Devastation (**COM/COM/SAB**)
 - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
- [4] Devastation (**COM/COM/SAB**)
 - Blitz-Blitz until victory

Activate Mission 40 on the right path.

Mission 40: Verdelet x2

- [4] Devastation (**COM/COM/SAB**)
 - Attack x4 on the same target as Snow
 - Repeat until victory

Activate Mission 43 on the left path. Go to the right side. Use a **Deceptisol** before the fight.

Mission 43: Borgbears, Goblins & Munchkins – Pre-Empt

- [2] Dirty Fighting (**COM/SEN/SAB**)
 - Quake
 - Blitz-Blitz, **RAV**-buffer the second Blitz into [6]
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fira-Firaga Borgbear
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
- [2] Dirty Fighting (**COM/SEN/SAB**)
 - Repeat until victory, refresh with [1]
 - *If Borgbear Hero survives, restagger in [6] and kill with [2] and [1]*

Continue and activate Mission 48 on the right side.

Mission 48: Verdelet x4

- [2] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz, prioritizing those that Summon
 - Repeat until victory, refresh with [1]

FW Loop 2: 35 → 37 → 40 → 43 → 49 (Right → Right → Left → Right)

Deceptisol M35 and M43 again. After M43, go back and activate Mission 49 on the left.

Mission 49: Tyrant

- [4] Devastation (**COM/COM/SAB**)
 - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Protect Sazh
 - Enthunder Sazh
- [2] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz until the Blade is dead
- [4] Devastation (**COM/COM/SAB**)
 - Repeat until Deprotect inflicts
- [1] Tireless Charge (**COM/COM/MED**)
 - Repeat until victory

FW Loop 3: 35 → 37 → 40 → 44 → 50 (Right → Right → Right → Left)

Deceptisol M35. After M40, activate M44 on the right. **Deceptisol** the fight.

Mission 44: Corrosive Custard, Monstrous Flan & Hybrid Flora – Pre-Empt

- [4] Devastation (**COM/COM/SAB**)
 - Quake
 - Summon to dodge Quake/Slap from Custard
 - Blitz-Blitz Corrosive Custard
 - Repeat until full Gestalt
 - X – Gestalt
 - * Side+A x6
 - * Y – Finisher

Activate Mission 50 on the left.

Mission 50: Humbaba

- [4] Devastation (**COM/COM/SAB**)
 - Shift immediately
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfire Sazh
 - Repeat Snow (↑)
 - Auto-Support Snow
- [6] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Thunder-Fire-Thunder-Fire
 - Repeat until ~375-400% chain
 - * Chain more if he is far from Sazh but don't overdamage (60% HP)
 - * Don't cancel Snow's ready animation
- [1] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz until victory

FW Loop 4: 35 → 37 → 39 → 42 → 47 (Right → Left → Left → Left)

Deceptisol M35. After M37, activate Mission 39 on the left.

MENU

• Paradigm

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

Mission 39: Ochu & Microchu x2

- [3] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [2] Countermeasure (**SAB/SEN/SAB**)
 - Auto-Hinder (Deprotect) Ochu
 - * Shift back to [3] if need to rebuff
- [1] Solidarity (**COM/SEN/MED**)
 - Blitz-Blitz Ochu until dead
- [4] Devastation (**COM/COM/SAB**)
 - Repeat until victory, refresh with [1]

Activate Misson 42 on the left path. Go right at each fork to begin the mission.

Mission 42: Borgbear Hero & Borgbear x4

- [3] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [2] Countermeasure (**SAB/SEN/SAB**)
 - Auto-Hinder (Deprotect) all Borgbears
- [1] Solidarity (**COM/SEN/MED**)
 - Quake
- [5] Mystic Tower (**RAV/SEN/RAV**)
 - Fira-Firaga until all Borgbears are staggered
- [1] Solidarity (**COM/SEN/MED**)
 - Blitz-Blitz
 - *Leave Borgbear Hero for last*
- [4] Devastation (**COM/COM/SAB**)
 - Repeat until victory

Activate Mission 47 on the left.

MENU

• Paradigm

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

• Crystarium

- Sazh
 - * **COM**
 - All Stage 9 HP nodes
 - 1 node Str+20 OoR
- Snow
 - * **RAV**
 - All Stage 9 nodes (until end)
 - * **SEN**
 - 1 node (HP+100)
- Vanille
 - * **RAV**
 - HP+100 OoR near the end of stage 8
 - All Stage 9 HP nodes
 - Magic+30 in final branch

• Equipment

- Sazh
 - * Sprint Shoes Lv.1 → Diamond Bangle*
- Snow (→)
 - * Umbra
 - * Aurora Scarf Lv.1 → Witch's Bracelet Lv.1

Activate **Fortisol** and **Aegisol** before the battle.

Mission 47: Raktavija

- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Attack-Blitz, **RAV**-buffer into [6]
- [5] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Cold Blood, immediately shift
- [3] Consolidation (**SEN**/**SEN**/**MED**)
 - Shift at ~120% chain
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat, **RAV**-buffer into [6]
- [5] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat, immediately shift
- [3] Consolidation (**SEN**/**SEN**/**MED**)
 - Shift immediately after **STAGGER**
- [4] Devastation (**COM**/**COM**/**SAB**)
 - Blitz-Blitz until victory
 - * Alternate with Snow to keep up interruption

MENU

• Paradigm

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

• Equipment

- Sazh
 - * Diamond Bangle* → Sprint Shoes Lv.1
- Snow (→)
 - * Winged Saint
 - * Witch's Bracelet Lv.1 → Aurora Scarf Lv.1

FW Loop 5: 35 → 37 → 39 → 42 → 46 (Right → Left → Left → Right)

Deceptisol M35. After M37, change the default paradigm. Activate Mission 39 on the left.

MENU

• Paradigm

- Default [3]

Mission 39: Ochu & Microchu x2

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [2] Countermeasure (**SAB**/**SEN**/**SAB**)
 - Auto-Hinder (Deprotect) Ochu
 - * Shift back to [3] if need to rebuff
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz-Blitz Ochu
 - Repeat until Ochu is dead
- [4] Devastation (**COM**/**COM**/**SAB**)
 - Repeat until victory, refresh with [1]

Activate Misson 42 on the left path. Go right at each fork to begin the mission.

Mission 42: Borgbear Hero & Borgbear x4

- [3] Premeditation (**SYN**/**SEN**/**SAB**)
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
- [2] Countermeasure (**SAB**/**SEN**/**SAB**)
 - Auto-Hinder (Deprotect) all Borgbears
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Quake
- [5] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Fira-Firaga until all Borgbears are staggered
- [1] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz-Blitz
 - *Leave Borgbear Hero for last*
- [4] Devastation (**COM**/**COM**/**SAB**)
 - Repeat until victory

After M42, backtrack and go right to activate Mission 46.

MENU

• Paradigm

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

• Crystarium

- Sazh
 - * **RAV**
 - Stage 9 HP nodes
 - Magic+16 after HP+120 x2
- Snow
 - * **COM**
 - back 3, right 2 (HP+100)
 - 2 OoR nodes up (HP+100)
 - 2 nodes (HP+230)
 - * **SEN**
 - 2 nodes (HP+200)
- Vanille
 - * **MED**
 - All HP nodes in Stage 9

• Equipment

- Snow
 - * General's Belt*
 - * Black Belt*
 - * Tetradic Tiara Lv.1
- Vanille (→)
 - * Blessed Talisman Lv.1 → Sorcerer's Mark*
- Sazh (←←)
 - * Sprint Shoes Lv.1 → Aurora Scarf Lv.1

Mission 46: Zirnitra

- [2] Countermeasure (**SAB/SEN/SAB**)
 - Auto-Hinder, let the string finish
 - * Shift after Vanille inflicts at least 1 debuff (Imperil preferred)
- [3] Protection (**SYN/SEN/MED**)
 - Auto-Support
 - Auto-Support Vanille (↑)
 - Bravery-Enfire Sazh
 - Renew during/immediately after Feeding Stoop
- [1] Mystic Tower (**RAV/SEN/RAV**)
 - Fire-Aero-Fire-Aero-Fire
 - Repeat, refresh with [1] until **STAGGER**
 - If Snow gets dazed/low shift to [4] instead
 - * Quake for duration if needed
 - * Shift back to [1]/[6] if healthy and not dazed anymore
- [5] Mystic Tower (**RAV/SEN/RAV**)
 - Cold Blood at stagger
- [4] Devastation (**COM/COM/SAB**)
 - Physicals until victory

MENU

• Paradigm

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

• Equipment

- Sazh
 - * Unequip Aurora Scarf Lv.1
- Snow (→)
 - * Aurora Scarf Lv.1
 - * Power Glove Lv.9
 - * Warrior's Wristband*
- Sazh (←)
 - * Blank → Tetradic Tiara Lv.1

FW Loop 6: 35 → 36 → 38 → 41 → 45 (Left → Left → Left → Left)

Deceptisol M35. Activate Mission 36 on the left. **Deceptisol** on the jump before the mission.

Mission 36: Amam x2 – Pre-Empt

- [6] Relentless Assault (**COM/RAV/RAV**)
 - Immediately Attack x1 the other Amam
 - * Retry if Sazh and/or Snow got inflicted with Pain
- [3] Premeditation (**SYN/SEN/SAB**)
 - Bravery-Enfrost Sazh
- [2] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz
 - Repeat until victory

Activate Mission 38 on the far stone.

Mission 38: Verdelet x3 & Adroa

- [6] Relentless Assault (**COM/RAV/RAV**)
 - Shift immediately
- [1] Cerberus (**COM/COM/COM**)
 - Blitz-Blitz until victory, prioritizing those that Summon

Activate Mission 41 on the left side (first one). **Deceptisol** the fight.

Mission 41: Tonberry x3 – Pre-Empt

- [6] Relentless Assault (**COM/RAV/RAV**)
 - Quake
- [3] Premeditation (**SYN/SEN/SAB**)
 - Auto-Support
 - Bravery-Enfire Sazh
- [2] Dirty Fighting (**COM/SEN/SAB**)
 - Blitz-Blitz
 - Repeat until two Tonberries are dead
- [1] Cerberus (**COM/COM/COM**)
 - Repeat until victory

Activate Mission 45 (in front).

SHOP 294880 GIL

- Eden Pharmaceuticals
 - Sell
 - * Accessories
 - Platinum Bangle
 - Diamond Bangle Lv.1
 - Royal Armlet
 - Imperial Armlet
 - Tetradic Crown
 - Connoisseur Catalog
 - Twenty-sided Die
 - Buy
 - * Fortisol x3
 - * Aegisol x3
- R&D Depot
 - Buy
 - * Adamantite x1
- Creature Comforts
 - Buy
 - * Wicked Fang x41

If dismantled Energy Sash before B&J
- Moogleworks
 - Buy
 - * Speed Sash

UPGRADE

- Upgrade
 - Weapons
 - * Umbra
 - Wicked Fang x41
 - Particle Accelerator x4
 - Adamantite
 - Accessories
 - * Warrior's Wristband*
 - Scarletite
 - * Doctor's Code
 - Bomb Shell x1
- Dismantle
 - Doctor's Code

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	COM	COM	COM	
	COM	(SEN)	(MED)	← <i>Default</i>
–	(COM)	SEN	(RAV)	
	(SYN)	(SEN)	(MED)	
	RAV	SEN	RAV	
	(SEN)	(SEN)	(SEN)	
- **Crystarium**
 - Sazh
 - * **RAV**
 - HP+120 OoR
 - * **SYN**
 - HP nodes (end on HP+100 before Str+20)
 - Snow
 - * **COM**
 - All HP nodes in Stage 9
 - 2 Strength+20 OoR nodes
 - Vanille
 - * **SAB**
 - HP nodes (HP+100 in T branch)
- **Equipment**
 - Sazh
 - * Diamond Bangle*
 - * Speed Sash Lv.1
 - * Speed Sash Lv.1
 - Snow (→)
 - * Solaris
 - * General's Belt*
 - * Black Belt*
 - * General's Belt Lv.1
 - Vanille (→)
 - * Sorcerer's Mark Lv.1 → Speed Sash Lv.1
 - * Sorcerer's Mark* → Energy/Speed Sash Lv.1

Activate **Fortisol** and **Aegisol**.

Mission 45: Neochu

- [2] Solidarity (**COM**/**SEN**/**MED**)
 - Librascope
 - Attack-Blitz, **RAV**-buffer into [4]
- [5] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Cold Blood
- [3] Delta Attack (**COM**/**SEN**/**RAV**)
 - Repeat
 - * Continue this loop until Screech
 - * Tank Screech in [6]
- [6] Tortoise (**SEN**/**SEN**/**SEN**)
 - Wait for Screech to finish
- [4] Protection (**SYN**/**SEN**/**MED**)
 - Bravery-Haste Sazh
- [2] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat, **RAV**-buffer into [4]
- [5] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat
 - Pollen should happen around here
- [4] Protection (**SYN**/**SEN**/**MED**)
 - Dispelga
 - Repeat Sazh
 - Auto-Support Vanille (↑)
 - * Continue the loop until RIC triggers
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz, *keep him interrupted if Snow fails to launch*
 - Repeat until victory

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	COM	(SEN)	COM	
	COM	(COM)	(SAB)	← <i>Default</i>
–	(RAV)	SEN	RAV	
	SYN	SEN	(SAB)	
	RAV	(RAV)	RAV	
	(SAB)	SEN	(SAB)	
- **Equipment**
 - Sazh
 - * Power Glove*
 - * Power Glove Lv.9
 - * Power Glove Lv.9
 - Snow (→)
 - * Winged Saint
 - Vanille (→)
 - * Speed Sash Lv.1 → Sorcerer's Mark*
 - * Energy Sash Lv.1 → Blessed Talisman Lv.1

FW Loop 7: 35 → 37 → 40 → 43 → 51 (Right → Right → Left → Left)

Deceptisol M35. After M40, go left and activate M43.
Deceptisol M43.

Mission 43: Borgbears, Goblins & Munchkins – Pre-Empt

- [2] Devastation (**COM**/**COM**/**SAB**)
 - Quake
- [6] Countermeasure (**SAB**/**SEN**/**SAB**)
 - Auto-Hinder (Deprotect) Borgbears & Goblins
- [4] Premeditation (**SYN**/**SEN**/**SAB**)
 - Bravery-Enfire Sazh
- [2] Devastation (**COM**/**COM**/**SAB**)
 - Blitz-Blitz, prioritize Borgbear
 - Repeat until victory, refreshing with [1]

Activate Mission 51 on the path ahead.

MENU

- **Paradigm**

	Sazh	Snow	Vanille	
	COM	SEN	COM	
	COM	(SEN)	SAB	← <i>Default</i>
–	RAV	SEN	RAV	
	SYN	SEN	(MED)	
	(SEN)	(SEN)	(COM)	
	(SEN)	(RAV)	SAB	
- **Crystarium**
 - Sazh
 - * **COM**
 - 2 nodes (Strength+30)
 - * **SYN**
 - HP nodes
 - Stopga at end OoR
 - Snow
 - * **SYN**
 - 16 nodes (Shell)
 - Vanille
 - * **SAB**
 - 3 nodes (HP+200)
- **Equipment**
 - Vanille
 - * Power Glove Lv.9
 - * Warrior's Wristband*
 - * Warrior's Wristband Lv.8

Activate **Fortisol** and **Aegisol**.

Mission 51: Attacus

- [2] Dirty Fighting (**COM**/**SEN**/**SAB**)
 - Shift immediately
- [6] Matador (**SEN**/**RAV**/**SAB**)
 - Provoke and tank 2-3 hits for yellow/red HP
 - * Ideally the third one connects after shifting
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Cold Blood, immediately shift
- [5] Guarded Assault (**SEN**/**SEN**/**COM**)
 - Shift back after Sazh is done shooting
- [3] Mystic Tower (**RAV**/**SEN**/**RAV**)
 - Repeat, immediately shift to [5] again
 - * Continue the loop until ~550% chain
- [2] Dirty Fighting (**COM**/**SEN**/**SAB**)
 - Blitz-Blitz
 - * Shift once Deprotect has inflicted
- [1] Offensive Screen (**COM**/**SEN**/**COM**)
 - Repeat, refreshing with [2] for Deprotect reinfliction until victory

• *If buffs wear off or Snow is low go to [4] and rebuff/heal (Protect-Shell Snow, Bravery-Haste Sazh/Vanille) **making sure not to lose chain***

Leave Faultwarrens.

Gran Pulse Cleanup

Activate Mission 33 (next to green goblins on the right). Warp to the Central Expanse (↓↓↓).

MENU

• Paradigm

	Sazh	Snow	Vanille
	COM	(COM)	COM
	COM	(COM)	SAB
–	(COM)	SEN	(MED)
	SYN	SEN	MED
	(SYN)	(RAV)	(SAB)
	(RAV)	RAV	SAB ← <i>Default</i>
–	Battle Team		
	* Swap Sazh with Snow (1 ↔ 2)		

Ride the chocobo to the mark (by the flying enemies' pass).

Mission 33: Adamanchelid

- Same as in Chapter 12. Use [6] and [5] and yolo Wheelie

Grab the nearby chocobo (turn around and at the plateau where the Scarletite/M15 were) and activate Mission 57 (back green at the circle). Warp to Yaschas Massif - Tsubaddran Highlands (mash A).

MENU

• Paradigm

- Battle Team
 - * Swap Snow with Sazh (1 ↔ 2)

• Equipment

- Snow
 - * Black Belt* → Aurora Scarf Lv.1
 - * General's Belt Lv.1 → Tetradic Tiara Lv.1
- Vanille (→)
 - * Sorcerer's Mark*
 - * Witch's Bracelet Lv.1
 - * Witch's Bracelet Lv.1

Run to the Vallis Media and engage the battle.

Mission 57: Sahagins & Alraunes

- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Immediately shift
- [4] Protection (**SYN**/**SEN**/**MED**)
 - Bravery-Enfire Sazh
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz
 - Repeat until victory

Run back and warp to the Base Camp (↓). Activate Mission 32 (up a bit) and warp to the Northern Highplain (↓↓↓). Mount the chocobo behind BK+M and run to the mission area by the lake. Pre-empt the Amam.

Mission 32: Amam – Pre-Empt

- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Flamestrike x1 (↑) immediately
 - Let Snow stagger, then shift
- [5] Guerilla (**SYN**/**RAV**/**SAB**)
 - Bravery-Enfrost Sazh
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz

Grab the chocobo and activate Mission 52 nearby (plateau where Geiseric was).

MENU

• Paradigm

- Default [4]

Use a **Deceptisol** before the fight.

Mission 52: Zirnitra – Pre-Empt

- [4] Protection (**SYN**/**SEN**/**MED**)
 - Auto-Support
 - Bravery-Enfire Sazh
- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz-Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Cold Blood
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz
 - Repeat until victory, refreshing with [2]

Activate Mission 59 at the circle (first purple from the left) and grab the nearest chocobo. Warp to Sulyya Springs (↑↑↑). Use a **Deceptisol** before the fight.

Mission 59: Zirnitra & Frogs – Pre-Empt

- [4] Protection (**SYN**/**SEN**/**MED**)
 - Quake
 - Auto-Support
 - Bravery-Enfire Sazh
- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Blitz-Attack-Blitz, **RAV**-buffer into [6]
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Cold Blood
- [2] Devastation (**COM**/**COM**/**SAB**)
 - Attack x4
 - Shift after Zirnitra has debuffs
- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat until Zirnitra dies
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Repeat until victory

Activate Mission 63 (in front) and warp to the Northern High Plains (↓↓↓↓). Take a chocobo to the mission and trigger the Cactuar cutscene on the way to keep your chocobo for after the mission.

MENU

• Paradigm

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

If you have < 3 TP, use an **Ethersol**.

Mission 63: Adamantortoise

- [5] Guerilla (**SYN**/**RAV**/**SAB**)
 - Summon
 - Librascope
 - Bravery-Haste Sazh
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Fire-Fira-Thunder-Fire
- [4] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Blitz-Blitz, **RAV**-buffer the first Blitz into [6]
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Repeat
- [4] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Repeat the first Blitz, **RAV**-buffer into [6] again
- [6] Smart Bomb (**RAV**/**RAV**/**SAB**)
 - Repeat
 - * Continue until ~215% chain
- [2] Devastation (**COM**/**COM**/**SAB**)
 - Repeat until Bryn uses Arise
- [5] Guerilla (**SYN**/**RAV**/**SAB**)
 - Repeat Snow (↓)
 - Haste-Faith Vanille (↑)
- [3] Ruthless (**COM**/**RAV**/**SAB**)
 - Repeat until all debuffs have landed
- [4] Relentless Assault (**COM**/**RAV**/**RAV**)
 - Repeat twice
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Repeat until victory, refreshing with [2]

Get back on the chocobo behind you and activate Mission 16 (on the same platform).

MENU

• Paradigm

– Swap [3] and [4]			
	Sazh	Snow	Vanille
	COM	COM	COM
	COM	(SEN)	(MED)
–	COM	(SEN)	(MED)
	(SYN)	(SEN)	(MED)
	SYN	RAV	SAB
	RAV	RAV	SAB

← Default

Run to the Font of Namva and enter the battle.

Mission 16: Sahagins & Frogs

- [4] Protection (**SYN**/**SEN**/**MED**)
 - Auto-Support
 - Bravery-Enfire Sazh
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz Ceratoraptors
 - Repeat until victory, refresh with [2]/[4] when needed

MENU

• Paradigm

- Battle Team
 - * Swap Sazh with Snow (1 ↔ 2)

Get on the chocobo and activate Mission 54 (left of BK+M). Run into the cutscene and retry the fight. Use a **Fortisol** and engage the fight on the chocobo to keep it for after the fight.

Mission 54: Gigantuar

- [4] Protection (**SYN**/**SEN**/**MED**)
 - Summon
 - Librascope
 - Auto-Cover until Challenge lands
 - X – Gestalt
 - * Y – Diamond Dust
 - Steelguard x5
 - Wait for Enfire on Sazh
- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Use Painkillers to get rid of Pain
 - Use Steelguards to tank attacks
 - Refresh Sazh and Vanille so that damage/healing can get done quickly

Get on the chocobo and activate Mission 56 (circle, green stone). Warp to Yaschas Massif - Tsubaddran Highlands (mash A).

If 0 Deceptisols because only bought 17 before M55, do the next shop on the next save point and finish the menu for M62 afterwards.

MENU

• Paradigm

- Battle Team
 - * Swap Snow with Sazh (1 ↔ 2)

Run to the place from M4. Use a **Deceptisol** before the fight.
Check Ethersol count for the next shop.

Mission 56: Ugallu & Munchkins – Pre-Empt

- [4] Protection (**SYN**/**SEN**/**MED**)
 - Bravery-Enfrost Sazh
- [1] Cerberus (**COM**/**COM**/**COM**)
 - Blitz-Blitz until victory

SHOP ? GIL

- R&D Depot
 - Sell
 - * Accessories
 - Growth Egg
 - Buy
 - * Particle Accelerator up to x6
- Creature Comforts
 - Buy
 - * Wicked Fang x41
 - * Sturdy Bone x72
 - * Barbed Tail x72
- B&W Outfitters
 - Buy
 - * Witch’s Bracelet x3
 - * Sorcerer’s Mark
- Eden Pharmaceuticals
 - Buy
 - * Deceptisol x1
 - * Fortisol up to x3
 - * Aegisol up to x3
 - * Deceptisol until out (minimally up to x3)

UPGRADE

- Upgrade
 - Accessories
 - * Witch’s Bracelet x5
 - Sturdy Bone/Barbed Tail/Wicked Fang
 - Particle Accelerator x2/Bomb Core x17/Bomb Shell x44
 - * If < 2 Ethersols, Energy Sash
 - Bomb Core x3/Bomb Shell x7
 - Dismantle it

MENU

- Paradigm

	Sazh	Snow	Vanille	
	COM	(RAV)	(SAB)	
	COM	(RAV)	MED	
–	COM	SEN	MED	← Default
	SYN	SEN	MED	
	(RAV)	(SEN)	(MED)	
	(SEN)	(SEN)	(MED)	
- Equipment
 - Sazh
 - * Power Glove Lv.9 → Witch’s Bracelet*
 - * Power Glove Lv.9 → Witch’s Bracelet*
 - Snow (→)
 - * Solaris
 - * Power Glove*
 - * Power Glove Lv.9
 - * Power Glove Lv.9
 - Vanille (→)
 - * Sorcerer’s Mark* → Witch’s Bracelet*

Warp to the Central Expanse (↓↓). Activate Mission 62 (stone circle). Use **Fortisol**, **Aegisol** and **Ethersol** before the fight.

Mission 62: Raktavija x2

- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Attack-Blitz, **RAV**-buffer into [3]
- [5] Entourage (**RAV**/**SEN**/**MED**)
 - Quake
 - Cold Blood and shift
- [6] Consolidation (**SENSEN****MED**)
 - Shift once Cold Blood is over
- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat on the other Raktavija, **RAV**-buffer into [3]
- [5] Entourage (**RAV**/**SEN**/**MED**)
 - Quake
 - Repeat and shift
- [6] Consolidation (**SENSEN****MED**)
 - Shift once Cold Blood is over
- [3] Solidarity (**COM**/**SEN**/**MED**)
 - Repeat on both with **RAV**-buffer until one is staggered and the other is close
 - * if both stagger it’s fine
- [5] Entourage (**RAV**/**SEN**/**MED**)
 - Repeat (can shift to [6] for safety)
 - Shift once Multicast resolves
 - * if Cold Blood is over and they haven’t used Dispelga, shift
- [1] Ruthless (**COM**/**RAV**/**SAB**)
 - Blitz-Blitz
 - Repeat until Deprotect/Imperil
- [2] Diversity (**COM**/**RAV**/**MED**)
 - Repeat until dead and other Raktavija barriers
- [4] Protection (**SYN**/**SEN**/**MED**)
 - Haste-Shell all
 - Bravery-Vigilance Sazh
- Repeat the same process as before and kill the second Raktavija
 - Keep him interrupted post-stagger to prevent Dispelga

Get on a chocobo and activate Mission 60 (stone circle). Warp to Oerba (↑↑). Run back to Taejin's and use the elevator.

MENU

• Paradigm

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

• Equipment

- Snow
 - * Shaman's Mark Lv.1
 - * Sorcerer's Mark Lv.1
 - * Sorcerer's Mark*
- Vanille (→)
 - * Witch's Bracelet* → Aurora Scarf Lv.1
 - * Witch's Bracelet* → Sprint Shoes Lv.1

Use a **Deceptisol** to dodge the Amphisbaena and for the fight.

Mission 60: Gelatitan x3 – Pre-Empty

- [1] Smart Bomb (RAV/RAV/SAB)
 - Quake
- [4] Premeditation (SYN/SEN/SAB)
 - Auto-Support
 - Bravery-Enthunder Sazh
 - Enthunder-Faith Snow (↑)
- [6] Tireless Charge (COM/COM/MED)
 - Blitz-Blitz
 - Repeat
- [2] Cerberus (COM/COM/COM)
 - Repeat until victory

Activate Mission 27.

MENU

• Paradigm

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

• Equipment

- Sazh
 - * Deneb Duellers*
 - * Diamond Bangle*
 - * Sorcerer's Mark Lv.1
 - * Tetradic Tiara Lv.1

Take the elevator to the ground floor (skip the cutscene).

Mission 27: Mithridates

- [3] Solidarity (COM/SEN/MED)
 - Blitz to cancel Miasma, then shift
- [4] Riot Shield (SYN/SEN/RAV)
 - Haste-Vigilance all
- [1] Tri-Disaster (RAV/RAV/RAV)
 - Fire-Aero-Fire-Aero-Fire
 - Repeat
- [4] Riot Shield (SYN/SEN/RAV)
 - Faith-Enfire all
- [5] Thaumaturgy (RAVRVAVMED)
 - Repeat until **STAGGER**, can refresh with [1]
 - Cold Blood
- [6] Tireless Charge (COM/COM/MED)
 - Auto-battle (Ruin x5), RAC Snow
- [2] Cerberus (COM/COM/COM)
 - Repeat until victory, maintain interruption

Take the elevator back to the top and make your way to Oerba to activate Mission 64 (where Bart 2 was). On the way back, Decept and kill the Seekers if no space to dodge.

Seeker x2 & Varcolaci x2

- [3] Solidarity (COM/SEN/MED)
 - Shift immediately
- [2] Cerberus (COM/COM/COM)
 - Ruin x5 until victory

Warp to Paddraean Archaeopolis (↓).

MENU

• Paradigm

- Battle Team
 - * Swap Sazh with Vanille (1 ↔ 3)
- | | Vanille | Snow | Sazh | |
|---|---------|-------|-------|-----------|
| | RAV | RAV | RAV | ← Default |
| | COM | COM | COM | |
| – | (SAB) | SEN | (RAV) | |
| | (SAB) | SEN | RAV | |
| | MED | (SYN) | (SYN) | |
| | COM | COM | MED | |

• Equipment

- Sazh
 - * Diamond Bangle* → Witch's Bracelet*
- Snow (←)
 - * Black Belt*
 - * General's Belt*
 - * Witch's Bracelet*
- Vanille (←)
 - * Aurora Scarf Lv.1 → Diamond Bangle*
 - * Sprint Shoes Lv.1 → Witch's Bracelet*

Use **Fortisol**, **Aegisol** and **Ethersol** before the fight.

Phase 1

- [4] Matador (SAB/SEN/RAV)
 - Poison x5
 - Summon
 - Repeat until Verci's sixth attack
 - X – Gestalt
 - * Up+A to stall
 - * Let the last point run out

Phase 2

- [4] Matador (SAB/SEN/RAV)
 - Stopga
- [2] Cerberus (COM/COM/COM)
 - Elixir
 - Let Snow get close
- [3] Matador (SAB/SEN/RAV)
 - Repeat
 - Shift to the other Matador when Verci comes out of Aura for Challenge
 - Repeat
 - Summon
 - Repeat until Verci's eighth attack
 - X – Gestalt
 - * Up+A to stall
 - * Let the last point run out

Phase 3/4

- *Rebuff in 5 if needed until Haste, Protect, Shell on all*
- [5] Recuperation (MED/SYN/SYN)
 - Stopga
- [2] Cerberus (COM/COM/COM)
 - Elixir
 - Let Snow get close
- [3] Matador (SAB/SEN/RAV)
 - Repeat
 - Shift to the other Matador when Verci comes out of Aura for Challenge
 - * *If Snow didn't Challenge before Whicked Whirl, Summon to tank it*
 - Summon
 - Repeat until Verci's eighth attack
 - X – Gestalt
 - * Up+A to stall
 - * Let the last point run out

Warp to the Base Camp (↓), then back to Orphan's Cradle.

MENU

• **Paradigm**

	Vanille	Snow	Sazh	
	RAV	RAV	RAV	
	COM	COM	COM	← Default
–	SAB	(RAV)	RAV	
	(MED)	SEN	(SYN)	
	(RAV)	(RAV)	SYN	
	COM	COM	MED	
–	Battle Team			
	* Swap Vanille with Sazh (1 ↔ 3)			

• **Equipment**

- Sazh
 - * Hyades Magnums*
 - * Power Glove*
 - * Power Glove Lv.9
 - * Genji Glove Lv.1
- Snow (→)
 - * Power Glove Lv.9
 - * Power Glove Lv.9
 - * Genji Glove Lv.1

Pick up the **Ethersol** chest. Activate all shrouds before Bart 3.

Barthandelus 3

- [2] Cerberus (COM/COM/COM)
 - Librascope
 - Blitz-Blitz, RAV-buffer the first Blitz into [3]
- [3] Smart Bomb (RAV/RAV/SAB)
 - Fire-Thunder-Fire-Thunder-Fire
 - Repeat until Deprotect/Imperil
- [1] Tri-Disaster (RAV/RAV/RAV)
 - Renew before Ultima
 - * Shift to [5] if low HP
 - Cold Blood before **STAGGER**
- [6] Tireless Charge (COM/COM/MED)
 - Blitz-Blitz
 - Repeat
- [2] Cerberus (COM/COM/COM)
 - Repeat until victory

Orphan 1

- [2] Cerberus (**COM/COM/COM**)
 - Librascope, then shift
- [4] Protection (**SYN/SEN/MED**)
 - Haste-Vigilance Sazh
 - Repeat Snow (↑)
 - Shift after Slap
- [5] Malevolence (**SYN/RAV/RAV**)
 - Auto-support
 - Bravery-Enthunder Sazh
 - * Shift before next Slap
- [4] Protection (**SYN/SEN/MED**)
 - Repeat Snow (↑)
- [6] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz, **RAV**-buffer first Blitz into [3]
- [3] Smart Bomb (**RAV/RAV/SAB**)
 - Auto-chain, shift before next attack (Slap/Requiem)
- [4] Protection (**SYN/SEN/MED**)
 - Shift after Challenge
- [6] Tireless Charge (**COM/COM/MED**)
 - Repeat, **RAV**-buffer first Blitz into [3]
- [3] Smart Bomb (**RAV/RAV/SAB**)
 - Fire-Thunder-Fire-Thunder-Fire
 - * shift before next attack (Slap/Requiem)
- [4] Protection (**SYN/SEN/MED**)
 - Shift after Challenge
- [3] Smart Bomb (**RAV/RAV/SAB**)
 - Repeat or Potion, wait for at least one debuff
 - Cold Blood before **STAGGER**
 - *If waiting for other debuffs, tank attacks in [5] and go back to [3], else*
- [6] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz
 - Repeat until Merciless Judgement
 - Renew
 - Repeat, **RAV**-buffer first Blitz into [1]
- [1] Tri-Disaster (**RAV/RAV/RAV**)
 - Fire-Thunder-Fire-Thunder-Fire until ~200% chain
 - Renew at any point
- [6] Tireless Charge (**COM/COM/MED**)
 - *If Dies Irae*, Summon to avoid
 - Repeat until victory
 - * Summon if needed to survive and for another refresh

Orphan 2

- [2] Cerberus (**COM/COM/COM**)
 - Attack x1, then shift
- [5] Malevolence (**SYN/RAV/RAV**)
 - Auto-Support Vanille (↓)
 - Auto-Support
 - Haste-Enthunder Snow
 - Refresh Snow into [1]
- [1] Tri-Disaster (**RAV/RAV/RAV**)
 - Auto-chain, shift after 3rd spell
- [5] Malevolence (**SYN/RAV/RAV**)
 - Bravery-Enthunder Sazh, shift immediately
- [1] Tri-Disaster (**RAV/RAV/RAV**)
 - *If you hear Orphan starting to Slap:*
 - * Potion immediately
 - * Auto-chain
 - *Else:*
 - * Auto-chain 2 spells, RAC Snow
- [3] Smart Bomb (**RAV/RAV/SAB**)
 - Cold Blood, should **STAGGER** during the animation
 - Wait for Deprotect and Imperil
- [6] Tireless Charge (**COM/COM/MED**)
 - Blitz-Blitz/Attack until victory