Final Fantasy XIII-2 is a vast, open-ended RPG where no two players might approach its many challenges in quite the same order or fashion. The purpose of the Walkthrough chapter is simply to chart an easy-to-follow course from the start of the story to its denouement for those who are most interested in FFXIII-2's narrative. It presents a "realistic" first playthrough, covering all main story tasks and the strategies you need to overcome individual challenges, but is by no means the "optimal" path in terms of rewards or experiences.

To get the most out of your first run through the story, we strongly advise that you regularly use the Tour Guide chapter to explore new areas, advance your party, and enjoy secondary plotlines that are only loosely connected to the main story. This, for us, is the best way to experience FFXIII-2. You should also note that it is easy to replay individual sections of the story whenever you like, which means there is never really a "wrong" way to approach an objective – just different ways.

Before you continue, take a few moments to familiarize yourself with the structure and systems used in the Walkthrough chapter.

Main walkthrough: These numbered sections have been written to provide a balanced range of step-by-step instructions and tips to complete the main storyline while minimizing the amount of time you spend travelling back and forth between locations. By avoiding extraneous or unnecessary details, we aim to offer players concise guidance that won’t spoil set-pieces or gameplay surprises. For ease of reference, all maps (including details on collectible items and monsters) can be found in the Tour Guide chapter.

New features, tactics and points of interest: Throughout the Walkthrough, you will find that we will offer additional advice on subjects or features pertinent to your current position in the storyline. These asides usually appear on the right-hand page of each double-page spread. For example, whenever you acquire an ability or encounter something new within the game world, we offer an appropriate selection of insights, advice and trivia to help you master or understand it, or provide a page reference to a complete overview elsewhere in the guide.

Completion Timeline chapter (page 68): Bridging the gap between the story-focused Walkthrough chapter and the information-rich Tour Guide, the Completion Timeline chapter offers a concise visual guide to 100% completion.

Tour Guide chapter (page 80): The Tour Guide covers each game location in every time period, complementing the Walkthrough chapter by examining all optional activities available there: from side quests to minigames, maps to treasure sphere contents, power-leveling opportunities to rare monsters. It can be used in conjunction with the Walkthrough to reach 100% completion, or as a stand-alone source of reference.

Primer chapter (page 6): The majority of game features that are inherited from Final Fantasy XIII (or are available during the opening hours of play) are introduced in the Primer chapter. If you are unfamiliar with the Final Fantasy XIII universe, you may want to make this your first port of call.

CHAPTER INTERACTIONS

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