To win the battles in the Town Square area with ease, simply press Auto-battle function do the rest of the work.

Your next objective is to investigate the impact site in the far north of the map. You can speak to New Bodhum residents with speech bubble icons above their heads before you set out, but there’s nothing else to do in the Town Square for the time being. Head to the north to speak with Noel in the Beachfront area. This conversation is followed by an introduction to the Mog Clock system. You can find further information on this core component of combat in Final Fantasy XIII-2 on page 11 of the Primer chapter.

Once the battle is over, run up the wooden path, then the natural rock ramp that follows. Whenever you see a small blue circle on the path, this indicates that Sarah and Noel can make a special jump to reach a higher or lower elevation. You will now regularly encounter enemies as you travel to the waypoint marker. When you fight groups of Nekton or Spacianions, stick to the Double Trouble Paradigm for short battle times; for all other enemy types that follows (particularly the Pulsework Soldier), switch to Slash & Burn. When you reach a fork in the path, head left and open the treasure sphere to obtain the Map Series. The battle is followed by the award of Gogmagog Fragment Alpha (see “Fragments” below) Approach the object at the center of the crater and press \( \text{-} x \) to interact with it.

As soon as the confrontation with Gogmagog begins, \( \text{L} \), switch to the Slash & Burn Paradigm to drive up the monster’s Chain Gauge and inflict maximum damage. You can reduce the injuries that Sarah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is poised to launch its powerful Swepe attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the items menu whenever your party’s HP gauges fall below the 50% mark.

In Final Fantasy XIII-2 there are 160 Fragments to collect in total, spread across every location that you can visit. The accumulation of Fragments is covered in great depth in the Tour Guide chapter. As a rule, we only mention them in the walkthrough if they lie directly in your path, or are given as rewards for hitting milestones in the main narrative.

- Fragments can be obtained through core story progression, as rewards for completing side quests and optional tasks, and occasionally as collectibles placed (though usually hidden) in a particular location. Whenever you accept a side quest or receive a main story objective that concerns the acquisition of a Fragment, a new entry appears in the Fragments menu. This features a short description of your task, and a small screenshot that offers a visual clue – usually a view of a location where an object (potentially the Fragment itself) or a relevant point of interactivity can be found.
- Picking up a Fragment leads to an additional reward of Crystogram Points. Many Fragments cannot be collected until you reach set progression benchmarks, acquire new abilities, or advance your party to an appropriate level of strength to complete a connected challenge. There are a number that cannot be unlocked until you have finished the main storyline. You can use the Completion Timeline and Tour Guide chapters to plan an efficient path to 100% completion.

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**Live Triggers**

Live Triggers are special events that occur during conversations or cutscenes where you have the opportunity to select one of up to four different responses. In most instances, your choice will influence the dialogue that ensues immediately afterwards. There are also periodic Live Trigger Rewards, where you receive items based on your decisions in recent Live Trigger events. These can either appear in a treasure box that materializes once you reach a specific point in the story, or may be awarded automatically when you leave an area to travel to a new destination.

Some Live Trigger moments will be missed if you fail to speak to a particular individual at the appropriate juncture; others may be bypassed entirely if you skip conversations or forgo the opportunity to engage in one of all Live Trigger opportunities – and the rewards you can potentially obtain – on page 299.

**Maps**

Almost every location in Final Fantasy XIII-2 has a map that can be acquired by opening a particular treasure container, speaking to an NPC or completing a story requirement. However, it may not be possible to visit all areas in a location until you complete certain objectives or even acquire new abilities. New Bodhum, for example, cannot be fully explored until you reach the final stages of the main storyline objectives in the region.
Once the cinematics end, you restart in the NORA House. Even though you can now create your own Paradigm, the default Double Trouble and Slash & Burn abilities will be more than sufficient until you level New Bodhim. You should, however, visit the Crystarium immediately to advance Serah and Noel; see the page to your right for advice.

Open the treasure box that appears to claim your Live Trigger Reward before you leave New Bodhim. You can speak with any New Bodhim residents marked with speech bubbles. Most of these provide ambient conversations, but there are two particular points of interest. Talking to Lidrauz outside the NORA-House will provide a quick recap of events that happened after the end of Final Fantasy XIII. You can also speak to Nali in the northeast of the Town Square area to begin the Heart Prism side quest. (See the page to your right for advice.)

Once the box opens, you receive the Snow’s Necklace key item and begin a cutscene. When this ends, head to the south and talk to Nell in the northeast of the Town Square area to begin the Heart Prism side quest. Talking to Lebreau outside the NORA House will provide a quick recap of events that happened after the end of Final Fantasy XIII. You can also speak to Nali in the northeast of the Town Square area to begin the Heart Prism side quest. (See the page to your right for advice.)

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Approach the rocks highlighted by a waypoint marker in the north of the Town Square area, then examine them to obtain the Lightning’s Bangle accessory that increases HP by 10%. We advise you to equip this on Serah.

Enter the NORA House and head to Serah’s bedroom. Examine the mirror; when the cinematic ends, you receive the Gante’s Artifact – the item you need to activate the Gate at the Meteorite Impact Site. A treasure box will appear opposite the mirror; this contains your reward for your recent Live Trigger choices. Leave the building, then head for the waypoint in the Meteorite Impact Site zone. You can now take the path on the east side of the map (the Tidal Shallows area) as both a shortcut and an opportunity to collect previously inaccessible treasure spheres. The first of these contains an Iron Bangle, an accessory that increases HP by 10%. We advise you to equip this on Serah.

Spend your accumulated Crystogen Points before you reach the Meteorite Impact Site, as Gogmagog will attack once again when you approach the area. This time, the monster will employ the Caustic Barrier ability to significantly reduce its susceptibility to both magical and physical damage. Use the Slash & Burn Paradigm to rapidly drive up the Chain Gauge. Staggering the abomination will remove its shield and enable you to end the battle swiftly. If you have fought a number of enemies, you should be able to end the confrontation within the first Stagger. You can also use Potions to heal when required rather than drawing out the confrontation by employing Sentinel-based strategies. You will obtain Gogmagog Fragment Beta when the battle ends. Approach and interact with the Gate in the Meteorite Impact Site to visit the Historia Crux for the first time.

Once you defeat Gogmagog for the first time, you unlock the ability to visit the Crystarium Expansion for the first time. This new feature will allow you to refine and evolve weapons, equipment, and magical items. You can access the Crystarium Expansion by visiting the Historia Crux and selecting the Crystarium Expansion option. Once you have unlocked the Crystarium Expansion, you can use it to improve your party’s weapons, equipment, and magical items to a greater extent than was previously possible.

Once you have completed the fourth and final Live Trigger story quest, you can return to the Historia Crux to visit the Crystarium Expansion. You can use the Crystarium Expansion to refine and evolve weapons, equipment, and magical items. You can access the Crystarium Expansion by visiting the Historia Crux and selecting the Crystarium Expansion option.

At the conclusion of every battle your party will regularly obtain Spoils, items dropped by opponents and transferred directly to your inventory when you leave the post-battle information screens. Almost every monster has a common drop and a rare drop. You can increase the number of either item type that you obtain by securing a perfect five-star rating for each battle (see page 50 for details). This strategy involves using the use of an awakening or Crystarium Expansion, which is generally considered to be the best strategy for maximizing rewards. However, this strategy does require a significant amount of time, and it is not always possible to achieve a perfect five-star rating for every battle.

The optimum order in which to unlock new roles, Role Bonuses, ATB gauge segments and other perks available at each Crystarium Expansion milestone.

Diagrams that illustrate the growth of Serah and Noel in all six roles. As a very general rule, we recommend that you aim to achieve one Crystarium Expansion for Serah and Noel per main story destination visited. This should make them powerful enough to beat all generic enemies with relative ease, and remove the need for slower, more technical strategies in boss fights.

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Spoils & Treasure Containers

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After the opening cinematic, you jump straight into a fight against Paradox Alpha. Switch to Slash & Burn immediately to increase the damage that you inflict to the entity. This boss battle features two breaks for Stagger your colossal opponent. Switch to the Double Trouble Paradigm at this time to fill the circle.

When the boss battle ends, walk with your captains until you reach the Captain with a speech bubble above his head; speak to him to advance to the next scene. In the cell, talk with Noel and the guard outside. After Alyssa arrives, speak to the guard again to secure your release. Follow Alyssa and speak to her until you obtain the Academy Communicator and the Map of the Bresha Ruins.

At this point, a Primer for the Change Leader option will appear. Only Serah and Noel can act as party leader, with your choice primarily a matter of personal preference. However, it can occasionally be useful to switch leaders to get the most out of a particular Paradigm setup. For example, there may be times when you need to adopt a less dramatic role (such as Medic) to ensure that abilities are used with maximum efficiency during a tough battle. Your party leader is changed automatically if your current leader is knocked out during a fight. After reviving either Serah or Noel, you can restore your previous leader immediately with the Change Leader option in the Battle Menu.

MONSTER CRYSTALS & PARADIGM PACK

Almost every monster you face in Final Fantasy XIII-2 is tameable—and therefore a potential addition to your Paradigm Pack. To recruit a new creature, you must defeat it and receive a Monster Crystal at the end of the battle. This system is a complicated and absorbing part of the combat system. You can turn to page 220 of the Strategy & Analysis chapter for a comprehensive overview of all related topics.

- Press ( or as Spoils, so save your precious gil for specific purchases. Both the Walkthrough and Tour Guide chapters will make comments on notable areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are generally unique to the location where they appear.

- Chocolina’s inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are generally unique to the location where they appear.

- Chocolina will also buy surplus objects from your party at half their standard purchase cost. We suggest that you ignore this feature and stockpile all items without incident. This leads directly to a Primer that introduces Monster Crystals, the Paradigm Pack, and monster customization. You can take a tutorial on the Paradigm Pack mechanic that leads directly into another tutorial for the Feral Link ability. See “Monster Crystals & Paradigm Pack” for tips on these topics.

WOUNDS

After the dramatic opening cinematics, Paradox Alpha’s first blow leads to a brief tutorial on Wounding attacks. These reduce the target’s maximum potential HP. If you study an afflicted party member’s HP gauge, you will notice that the red bar that represents depleted health is reduced. The “empty space” at the base of the bar represents HP drained by Wounds.

Wounds cannot be healed with standard Potions or healing spells. The only way to restore “lost” HP in protracted combat encounters is to use a Wound Potion (or a costly Elixir). Wound Potions can be purchased later in the story for 300 gil per unit.

CHOCOLINA

This exuberant individual and her mobile store can be found in the majority of locations that you visit during the main story, and in many destinations far from the beaten path.

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- Chocolina will also buy surplus objects from your party at half their standard purchase cost. We suggest that you ignore this feature and stockpile all items until later in the story, when you can acquire a special ability that enables you to sell her items at a higher price.

- Many of the items that Chocolina sells can be obtained in treasure spheres or as Spoils, so save your precious gil for specific purchases. Both the Walkthrough and Tour Guide chapters will make comments on notable acquisitions when they become available.

3 Cinematic Action Sequences

Very occasionally, certain battles (or the cutscenes that follow them) feature special Cinematic Action sequences that challenge you to press specific buttons or stick directions to accompany actions made by Serah or Noel. You can obtain minor bonuses by successfully completing all possible interactions. This is acknowledged by a pop-up message and a Cinematic Bonus item on the subsequent Spoils screen.

Bresha Ruins (005 AF)

WALKTHROUGH

Visit Chocolina’s Shop (see below) in the Excavation Site area. Purchase the Meteoriteaxe and Howling Soul weapons, then equip them on Sarah and Noel respectively to boost their effectiveness in battles by a small but currently significant degree. If you are short on funds, there are treasure spheres in the area that can be opened to obtain the necessary gil.

Head up the steps in the northeast of the Excavation Site area to reach Echoes of the Past, the largest zone in Bresha Ruins. Enemies appear throughout this area, so be prepared to fight at all times during your travels. A mandatory battle against a Cait Sith and a Zwerg Scandaron will begin not long after you first arrive (1). Use Slash & Burn to focus your assaults on the Cait Sith first (to prevent it from employing its healing ability), and the encounter should end without incident. This leads directly to a Primer that introduces Monster Crystals, the Paradigm Pack, and monster customization. You can take a tutorial on the Paradigm Pack mechanic that leads directly into another tutorial for the Feral Link ability. See “Monster Crystals & Paradigm Pack” for tips on these topics.
When you reach the Gate, speak to the nearby soldier to unlock the Moogle Hunt ability and bring up a Primer on its use. After reading the introduction, press to perform a Moogle Hunt to reveal the Wild Artifact, then collect it. You can also speak to other individuals in this area to begin the Unio Mystica and Ghast Fragment side quests. Examining the Gate leads to a brief conversation and a Live Trigger.

While entering the tunnel on the west side of the Echoes of the Past area isn’t mandatory, you can pick up items and encounter different enemy varieties inside. We specifically recommend that you scour these tunnels until you defeat and capture a Pulsework Knight (enemy varieties inside). We recommend that you scour these tunnels until you defeat and capture a Pulsework Knight (enemy varieties inside).

When you approach a separate tunnel entrance in the northwest of the area, a catcus will begin. This introduces the possibility to weaken Atlas before you confront him. As it happens, this is the only realistic way to defeat this colossal opponent at the present time. Enter the northern tunnels and head to the new waypoint.

When you reach the room with the “Can we control Atlas?” waypoint marker, the party will be sucked into a Temporal Rift. To escape, you must solve three puzzles, and head to the new waypoint.

The ability to capture and deploy individual monsters as party members necessitates a reshuffle of your Paradigm Deck, as you can now have three active combatants take part in battles. You can study a comprehensive overview of all Paradigms and their tactical applications on page 202 of the Strategy & Analysis chapter.

As mentioned in entry of the walkthrough, we advise that you make it a priority to capture a Pulsework Knight to add a monster Sentinel to your roster. You will also need to recruit a more powerful Ravager than the Zwerg Scandroid in the not-too-distant future – see “Recommended Activities” overview for details. For the present time, consult the accompanying table for a collection of Paradigms that should cover all your needs for the challenges that lie directly ahead.

<table>
<thead>
<tr>
<th>PARADIGM DECK</th>
<th>SUGGESTED PARADIGM DECK</th>
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<tbody>
<tr>
<td>Relentless Assault</td>
<td>RAW COM RAV</td>
</tr>
<tr>
<td>Delta Attack</td>
<td>RAW COM SEN</td>
</tr>
<tr>
<td>Tri-disaster</td>
<td>RAW RAV RAV</td>
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<tr>
<td>Diversity</td>
<td>RAW COM MED</td>
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<tr>
<td>Mystic Tower</td>
<td>RAW RAV SEN</td>
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<tr>
<td>Consolidation</td>
<td>SEN SEN MED</td>
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</table>

Set this as your default Paradigm for the majority of combat encounters. With two RAVs driving up the Chain Bonus, Noel can slow the rate of Chain Gauge depletion and use his great strength to inflict maximum damage.

Once you have a Pulsework Knight in your Paradigm Deck, Delta Attack is a staple for fights against hard-hitting opponents.

When a strong opponent’s Chain Gauge is partly filled, this Paradigm can be used to accelerate the arrival of an imminent Stagger and drive up the Chain Bonus at great speed.

If you are using Relentless Assault or Delta Attack and need to heal, this Paradigm sacrifices a single RAV or SEN for a MED who can address the party’s ailments and injuries.

If you are using Delta Attack, this Paradigm can be used to greatly accelerate the growth of the Chain Bonus, Noel can slow the rate of Chain Gauge depletion and use his great strength to inflict maximum damage.

If you are using Relentless Assault or Delta Attack and need to heal, this Paradigm sacrifices a single RAV or SEN for a MED who can address the party’s ailments and injuries.

A vital strategy for tougher bosses in Final Fantasy XIII-2 is to specializes “turtle up” with Sentinels when you receive warning that an attack is imminent. This variant introduces a MED for immediate healing, though you could alternatively opt for the ultra-defensive SEN SEN SEN “Turtleneck” Paradigm instead.

If you are using Relentless Assault or Delta Attack and need to heal, this Paradigm sacrifices a single RAV or SEN for a MED who can address the party’s ailments and injuries.
**FERAL LINK ABILITIES**

Every monster that you capture and employ to fight alongside Serah and Noel can unleash a special attack known as a Feral Link ability.

- Each monster in your party has a Feral Link gauge that appears in the bottom right-hand corner of the screen whenever they are active in combat. Unlike the HP gauge, the Feral Link gauge is unique to each monster in your Paradigm Deck.

- The Feral Link gauge gradually charges for all monsters in your Paradigm Deck during a battle. The fastest way to fill the gauge is to build large Chain bonuses against your opponents.

- When the Feral Link gauge is full, press \( \text{A} \) to initiate the move. Most (but not all) monsters have a special set of button commands for their Feral Link ability. If applicable, swiftly follow the on-screen button presses and/or stick movements.

- Feral Link abilities have two secondary properties. This first is to increase the probability that you will capture a tamable monster if the skill is used to successfully defeat them. Secondly, using a Feral Link attack can sometimes interrupt or cancel an enemy ability or assault—a useful trick in encounters against powerful opponents.

**RECOMMENDED ACTIVITIES**

Though not mandatory, the following optional tasks will be of great benefit to your party:

- Once you have activated the control device and defeated Atlas, we recommend that you travel to Yushtas Massif and complete the Prophecy of Hope episode. However, taking a brief detour to Sunleth Waterscape via the Gate in the tunnel to the west for completing a handful of early objectives can be extremely advantageous. If you have a fully leveled Pulse Knight to act as a Sentinel, the opening battle against the Royal Knights can be tough, but ultimately beatable. If you then follow the walkthrough on page 48 until you obtain the Moogle Hunt ability (which only takes a few minutes), you can leave immediately via the Return to Historia Crux option; your progress to this point (including your precise position) will be stored for your later return.

- Armed with the Moogle Hunt and a Pulse Knight in your Paradigm Deck, return to Bresha Ruins (005 AF) and turn to page 46 of the Tour Guide to learn how to access the "secret" sealed area in the southwest of the map. On arrival, you can find a treasure sphere that contains the Butterfly Bow for Serah—a weapon far superior to anything else you can acquire at this stage. Perhaps more importantly, you can also hunt and capture the rare Albino Lobo enemy type. These usually appear in pairs close to the southwest Gate, or outside \( \text{G} \), and will make a powerful addition to your Paradigm Deck as a Ravager.

**PART 2**

**PART 1**

**CHAPTER 2**

**CHAPTER 3**

**CHAPTER 4**

**CHAPTER 5**

**EPILOGUE**