

FOREWORD

"Restore the outlook of FINAL FANTASY from that of a jaded champion, back to being an eager challenger, aiming to be an RPG that could truly be called AAA standard."

This was the target I set when the FFXV project started.

Looking back on my memories of playing FINAL FANTASY from before I started working on it, the series was always a challenger to the title that paved the way for new and exciting eras. So I thought about what FFXV needed to do in order to be that way once again.

Firstly, I made the idea of a "journey with your closest friends" the central axis of the player's experience, something that could only be realized using the latest technology.

I also decided to implement an open-world structure and action-based battle system, to create a completely free sense of adventure. On top of that, I decided to recreate all the classic FINAL FANTASY elements using cutting-edge technology. Finally, I decided that we would deliver this new full-spec FINAL FANTASY, worthy of the latest-generation, to players all over the world at the same time.

As I come to write these comments now, I can say that my many comrades and I are succeeding with all of the challenges that we took on during our own journey. We may have come up against obstacles on numerous occasions, but we were able to overcome them every time, growing and developing along the way to reach where we are right now. Nothing about this project did not present a challenge, and I believe that everyone involved was genuinely able to develop themselves through their involvement.

In that sense, you can say that FFXV truly is the latest installment in the series, as it was created by the same people who made the previous games what they are, but having matured and grown even further as creators than ever before. So it brings me great joy to be able to deliver this title to all our fans around the world with a simultaneous release.

Now let me say one thing about this book, or rather, about the way that the Piggyback team do their work. It was during the final phase of development that their job began – having to unravel an exceptionally unstable game that was full of flaws. At this stage, the balancing work was still incomplete and the game was far from what you could call playable. Even so, they stayed in Tokyo for several weeks and worked right there beside the development team, tenaciously playing unstable versions of the game without a day of rest.

I sincerely hold their work in high regard, and have come to see that this guide they have created is an exceptional piece of work, being the perfect partner for adventurers everywhere.

Finally, to all our fans who waited so long for this game – thank you very much for supporting us the whole time. We really did put everything we had into FFXV because of a simple desire to make everyone out there happy, so nothing would please me more than to know of you having fun with our game.

FINAL FANTASY XV Director, **Hajime Tabata**



FFを王者から挑戦者に戻し、AAAと呼ばれるRPGを目指す。

FFXVプロジェクトはこの目標を掲げてスタートさせました。

自分がユーザーとしてFFを見ていた頃、FFは時代を切り開く挑戦者でした。

FFXVがそういう存在になるために何をするべきか考えました。

まず、最新技術でしか実現できない“仲間との旅”を体験の軸に据えました。

そして自由な冒険のためにオープンワールドとアクションバトルを実現することにしました。

FFの伝統要素は、最新技術の上で再現することにしました。この新世代のフルスペックFFを、世界中のユーザーに、同じタイミングで届けることにしました。

コメントを書いている現在、多くの仲間と取り組んだこの挑戦は、成功しつつあります。

何度も壁にぶつかり、そのたびに成長して乗り越え、ようやく現在に至りました。

苦労しなかった事はなく、このプロジェクトを通じて関係者全員が本当に成長できました。

その意味でFFXVは、これまでのFFシリーズを担っていたメンバーが、更に大きく成長して作った最新作です。

この作品を、世界中のファンに同時に届けられることを、心の底から嬉しく思います。

そしてこの本について、いやPiggybackチームの仕事ぶりについて一言。

開発の最終局面、不具合が多く超不安定な状態のゲームを紐解くことから、彼らの仕事は始まりました。

この時期のゲームは、バランスも未調整で、とても遊べないものです。

彼らは東京に何週間も滞在し、開発チームのすぐ横で、1日も休まず、不安定なゲームを粘り強くプレイしていました。

私は彼らの仕事を心から尊敬しました。この攻略本が、彼らが生み出す偉大な作品であることを理解しました。

そんなバックボーンを持つこの本は、冒険者たちの最良のパートナーになると思います。

最後に、このタイトルを長い間、待ってくれていたファンの皆さん。これまで支えてくれて本当にありがとう。

皆さんに喜んで欲しくて、我々ができることを本当にすべて詰め込みました。楽しんでもらえたら幸いです。

FINAL FANTASY XV ディレクター 田畑 端

CONTENTS



An opening chapter designed to help you develop a good level of proficiency with the game's core systems, offering concise and accessible introductions to the features that matter most.



An all-in-one visual guide through the full *Final Fantasy XV* adventure, covering all available activities – from critical missions to optional challenges. With a flexible structure, this enables you to plot a course through the game that suits your playstyle.



A comprehensive directory of every sidequest available in the game, with all the details you might need to complete them.

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QUICKSTART

You will find a brief "Quickstart" section overleaf. This explains how you can use the guide in an optimal way.

UPDATE NOTICE

We have taken every step to ensure that the contents of this guide are correct at the time of press. Nevertheless, subsequent updates to the *Final Fantasy XV* game may contain adjustments, gameplay balancing, and even feature additions that could not have been included at press time. We will look to providing online updates and information on any such significant changes once these are notified by Square Enix. For details visit www.piggyback.com/en/ffxv.



An exhaustive appraisal of all equipment and items – everything that you can put your hands on in the game is covered here.



A fact-packed reference chapter featuring every enemy that you may encounter, detailing parameters, habitats, weaknesses, drops, and other notable characteristics.



A masterclass that decodes *FFXV*'s game systems and explains the underlying mechanics.



A short but interesting collection of miscellaneous articles, including a guide to unlocking all Achievements and Trophies.

QUICKSTART

Final Fantasy XV is a game that grants you an enormous amount of freedom. Throughout the adventure, you always have an objective that enables you to advance the main storyline. However, you are completely free to ignore this for hours at a time if you wish, venturing far and wide in search of sidequests, sights, and potential treasures.

With a game this vast, and hundreds of potential activities and challenges available, every player will arrive in the world with certain expectations. Some will want to focus on the main adventure to see how the story unfolds; others might spend most of their time exploring the vast expanses of Lucis. Meanwhile, expert players may seek ways to develop their party quickly in a rush to complete the game's most difficult optional challenges.

How you play the game will directly determine how to best use this guide.

Our guide is first and foremost a *facilitator*. No matter your playstyle or the level of assistance you require, you will find that this book offers the flexibility to suit your needs.

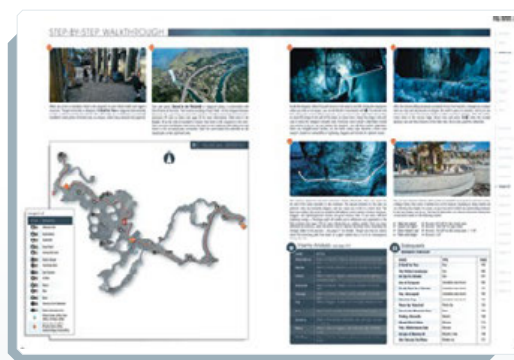
1 Getting Started Primer Chapter



This guide begins with a short **Primer** (see page 8). In this opening chapter, we introduce the game's essential concepts to enable you to start the adventure with confidence. If you are a newcomer to *Final Fantasy* games, this should be your first port of call. Even long-time fans will learn a lot by reading this chapter, as *Final Fantasy XV* is a distinct entry in the series; familiar in some ways, but very different in many others.

If you really can't wait and prefer to launch the game immediately, note that you will find a "crash course" at the beginning of the Walkthrough chapter (see page 31). This is a very brief introduction that will take you through the game's basics in no more than a few minutes.

2 All-in-one Playthrough Guidance Walkthrough Chapter



Our **Walkthrough** (see page 28) has been designed to suit your needs, no matter what these may be.

- ◇ Each region that you visit during the main storyline is covered with a large map featuring collectibles and points of interest, as well as caption call-outs pointing to all sidequests available in the area: essentially, this introduces everything you *can* do, with a minimum degree of assistance.
- ◇ This is followed by a traditional step-by-step walkthrough where we detail in a more linear fashion the path through each part of the journey.

All along the main storyline, this dual structure puts everything you need at your disposal: maps, collectibles, captions, checklists, monster analysis, annotated screenshots, advice... and much more. All the resources are there, leaving you free to shape your own tailor-made experience based on your personal play style and expectations.

3

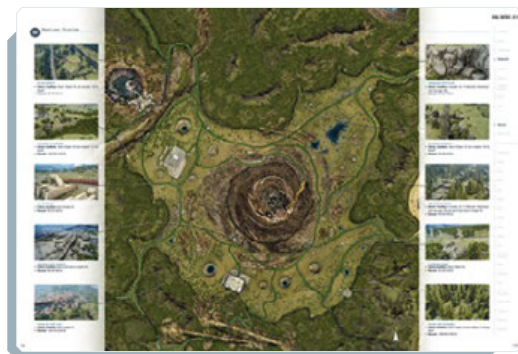
Specific Questions

Reference Chapters

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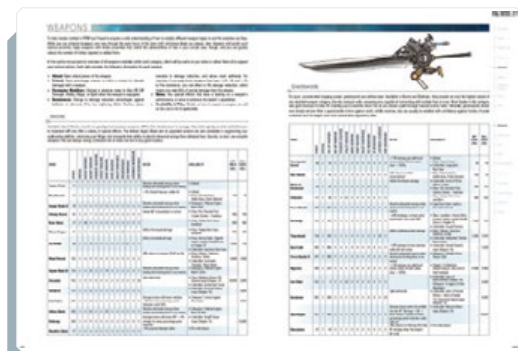
Whenever you have a question about a specific topic – systems, items, enemies, quests, you name it – you have access to a wealth of thematic reference chapters. These are all structured in a user-friendly way, making guide navigation a painless process.

You will also find a comprehensive index at the back of this book. Simply look for a key term and you will find a corresponding page reference, leading you straight to the answer you require.



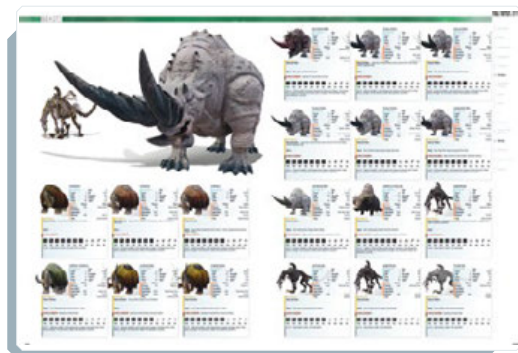
Sidequest-related Questions

Our **Sidequests Chapter** (page 112) offers a comprehensive directory of all optional missions available in the game, sorted by category and featuring all relevant details. For a large majority of these missions, our coverage is primarily visual and map-based: we do not just guide you; we *show* you.



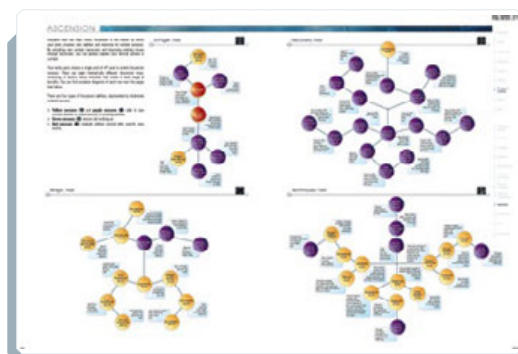
Item-related Questions

In the **Inventory Chapter** (page 200), we offer a comprehensive appraisal of all items, including where and how you can obtain them. If you are looking for better equipment, wondering what an intriguing accessory does, or craving new cooking recipes to receive superior party-wide attribute boosts, rest assured: we have the answers.



Monster-related Questions

This guide's **Bestiary Chapter** (page 228) details every enemy that you may encounter over the course of your journey. Each creature is covered with an individual sheet revealing habitats, drops, weaknesses, and other notable characteristics. Armed with such knowledge, you can develop efficient strategies against even the most resilient foe, and obtain all potential combat rewards.



System-related Questions

Our **Strategy & Analysis Chapter** (page 266) dissects all of the game's systems. For expert and curious players alike, this is a potential goldmine. From battle preparations to combat maneuvers, mini-games to character progression, this is the chapter where we lift the curtain on many of *FFXV*'s underlying mechanics.



Primer

PRIMER

This introductory chapter offers a general presentation of core features and concepts of significance in *Final Fantasy XV*. Either studied in preparation or consulted as required during the opening hours of your journey, this overview of the game's semi-open world and its many systems will enable you to begin your adventure with far greater confidence.

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GAME STRUCTURE

Final Fantasy XV features a vast continent that you gradually unlock by completing main storyline chapters. While not directly engaged with primary quests, you are generally free to explore its world and take part in secondary pursuits.

There is no right or wrong way to play. Some will choose to focus on advancing the storyline, while others will favor a more leisurely approach to completing critical missions in order to fully explore the grand world of Eos.

Broadly speaking, there are three main types of activities available in *Final Fantasy XV*:

- ◇ **Main Quests** (🔴): These missions advance the main storyline upon completion. By default they are selected automatically, meaning that their waypoints and markers are displayed in priority on your map and mini-map. Some main quests take place in specific, one-off locales that you cannot leave until your task is complete. In these instances, the game always warns you beforehand and offers the opportunity to defer the quest in order to finish any pending business that you have in the area before you proceed.
- ◇ **Sidequests & Optional Challenges** (🔵): These assignments are generally shorter than main quests and involve a relatively simple objective – finding a specific item, hunting a particular creature, and so forth. Whenever you wish to complete a sidequest, be sure to select it in the dedicated “Quest” menu: this will ensure that your active waypoints on the map, mini-map and main screen all point to the relevant location. The game provides a recommended level for each quest, and this is particularly useful whenever you weigh up the merits of taking on an optional mission. While you will rarely be underprepared for main quests, you will regularly encounter sidequests that are best left until a later visit to the area. If you do not exceed or match a level requirement, it is usually prudent to wait until a later date. Our Walkthrough chapter offers comprehensive advice on which optional tasks are feasible at each stage in the storyline. As a general rule, we strongly encourage you to complete as many sidequests as you can. This is the best way to ensure that you constantly stay ahead of the overall difficulty curve.

01



- ◇ **Free-Roaming**: Even if you are not working on a quest there is still a lot that you can do in *FFXV*, such as exploring the spectacular environments of Eos, participating in mini-games, and encounters with ambient enemies where you can refine combat techniques and strategies that will serve you well in more critical scenarios. As well as gradually accumulating rewards and resources, roaming freely in-between missions can be an absorbing activity in and of itself, and you will be surprised by how many times the vast expanses and mesmerizing vistas of *Final Fantasy XV* will draw you in (01).



Accessibility Options

Should you struggle with *Final Fantasy XV*'s fast-paced combat, you will be glad to know that there are three helpful accessibility options in the Pause menu (**OPTIONS** / 🎮) that have been designed to address this scenario:

- ◆ Firstly, you can activate Wait Mode, where the action freezes if you do not issue instructions, giving you ample time to plan your next move.
- ◆ Secondly, you have the option to lower the difficulty setting to Easy, making battles far less challenging. This is a good choice for players who wish to advance the storyline but have less interest in mastering the intricacies of the combat system.
- ◆ Thirdly, you may access a tutorial at any time from the Pause menu, enabling you to practice basic skills with helpful on-screen instructions.

You can find more details about these settings later in this chapter (see page 23).

One important thing to keep in mind regarding this game's difficulty is the day/night cycle. While the enemies you encounter during the day are, as a rule, within your level range, those that roam at night are far more dangerous. These “daemons” tend to be much more powerful, and can wipe out your entire party within seconds during the opening hours of the adventure. Until your characters are strong and well developed, it is therefore advisable that you attend to your missions in broad daylight, and consistently head for a camp or lodging in the evening. This simple tip will make your life much easier during the adventure's early chapters.



Saving

Final Fantasy XV employs an autosave system that automatically records your progress whenever you hit discrete story milestones, or when your party rests (such as when you make camp). The top two save slots in the Pause menu are dedicated to autosaves.

You can also save manually and create additional save files via the pause menu. These appear below the two entries dedicated to autosaves. We highly recommend that you make a habit of using this system to record your progress: it is quick and painless, and will help you avoid situations where you lose progress after a mistake or unanticipated difficulty spike.

Manual save functionality is usually suspended whenever you are in close proximity to assailants (and consistently so during active combat), while certain locations (such as dungeons) or main quest events may also enforce temporary restrictions. In these instances, the Save option will be gray.

Final Fantasy XV offers frequent opportunities to venture off the beaten track, with your exploration and accomplishments all being of direct benefit to your party (in the form of EXP and other bonuses accrued by defeating enemies, resources gathered and items found). Roaming the map is something that we strongly encourage – but until you have explored an area, you cannot be sure what lies in store. By saving regularly, you will insure yourself against unpleasant surprises.

COMMANDS

The following table offers a handy recap of the main commands you will use throughout the adventure.

Default Controls Summary

PS4	XBOX ONE	SUMMARY
		Used for basic movement.
		Used to control the game camera.
		Select which weapon to wield from the four available slots. Also used to navigate menus. While in the Regalia, play, pause or change the music.
		Jump. Used to interact with the environment and to confirm selection in menus. Hold to pull over while driving the Regalia.
		Hold to sprint while running. During combat, tap to attack and hold to perform automatic combos. Also used to cancel selection in menus.
		Used for warp-strike moves. Tap to warp forward; hold to point-warp to a suitable position (marked with a blue icon); with a target lock active, hold to blade-warp to an enemy.
		Roll. During combat, tap to roll-dodge and hold to defend or to rescue fallen allies. Hold when near large objects to take cover. While in the Regalia, perform a U-turn. While on a chocobo, sprint.
		Hold to lock on to the currently highlighted enemy target. You can change target by simultaneously tilting in the appropriate direction. While in the Regalia, cycle between camera views.
		Display the Item menu. While in the Regalia, accelerate. While on a chocobo, trot.
		During combat, once the gauge reaches a sufficient fill level, hold and select an ally's technique with to unleash it. While in the Regalia, cycle between camera views.
		While in the Regalia, brake/reverse. While on a chocobo, hold to halt, tap to slide.
		Press while running to sprint.
		Display the main map. While locked on with /, press to trigger target lock.
		Pause the game.
		Display the main menu.

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ON-SCREEN DISPLAY

A Time of Day

This icon reflects the current time of the day – hour by hour. Day hours are represented with a sun icon, and night hours with a moon icon. The time of day plays an important role in the game. Various creatures (including marks, your targets during hunting sidequests) can only be found during specific time windows, and monsters encountered at night tend to be far more dangerous than those you cross paths with during the day.

B Mini-Map

This illustrates Noctis's immediate surroundings, including essential details such as waypoints, collectibles and assorted points of interactivity. See page 14 for details.

C Information

The currently selected quest and its associated objectives are listed here, along with occasional contextual information.

D Party Data

The display in the bottom-right corner of the screen shows HP bars (Hit Points) for your party members. A character's HP corresponds to his or her physical integrity. If this gauge is depleted, the character enters Danger status and is on the brink of death (see page 24 for details). The character you control, Noctis, also has an MP bar (Magic Points). This corresponds to his available magic energy pool. Special skills that Noctis uses (such as phasing and warp-striking) deplete this gauge, though it will gradually recharge over time. If you deplete the gauge completely, Noctis enters Stasis, where his special moves are temporarily disabled.

E Interactions

Objects or individuals that you can interact with in the game world (using \otimes / \triangle) are highlighted by prompts such as "Talk" or "Pick up" when you move within range.

F Stamina Gauge

If you activate this setting in the pause menu, this represents how much energy you have left for effortful activities such as hanging from certain point-warp positions and sprinting. Once you curtail the activity, the gauge will refill quickly. If you fail to stop before the entire bar is exhausted, it will turn red and leave you unable to hang or sprint for several seconds until the gauge returns to green.

G Primary Arms & Armiger

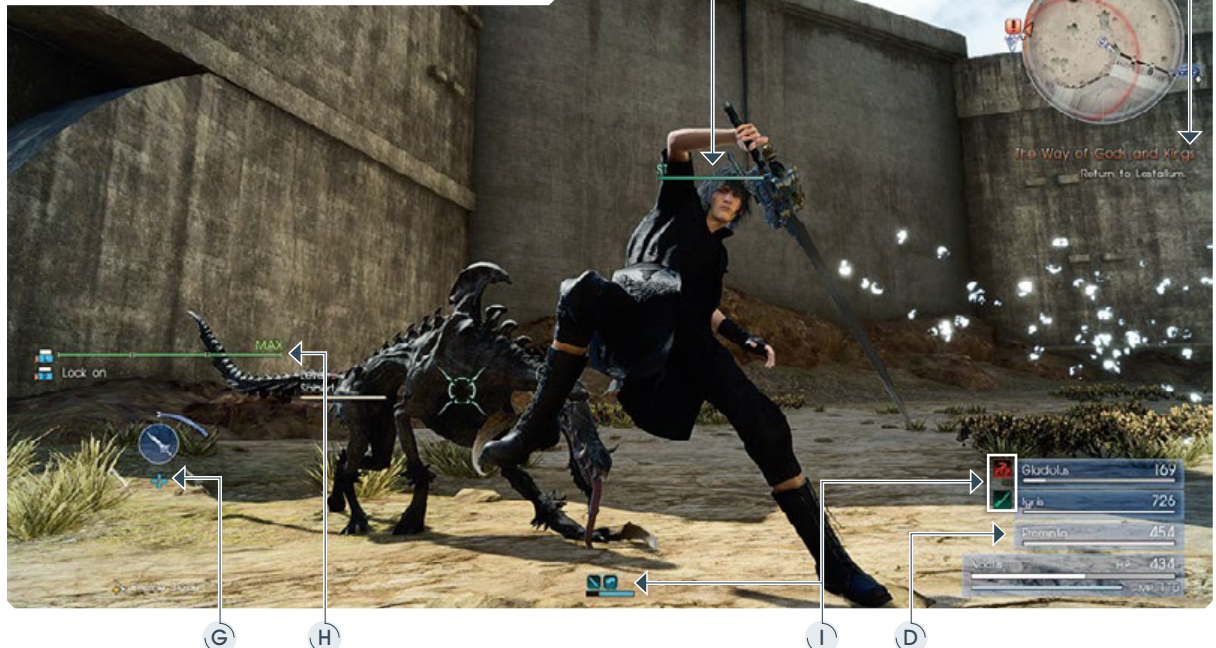
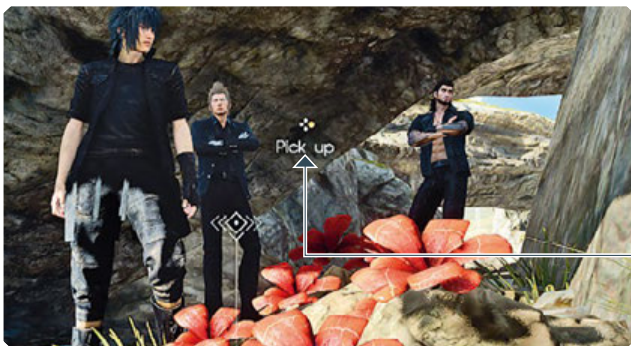
Noctis can have up to four primary arms equipped in the Gear menu, all assigned to \triangle . Simply press \triangle in the corresponding direction to wield the weapon of your choice. You can switch weapons at any time, even in the heat of battle. Once you reach a particular milestone in the storyline, a circular gauge surrounding the Primary Arms display is introduced. This fills as you fight enemies; when it is full, you can unleash Noctis's special Armiger ability (see page 287).

H Tech Bar

Each of Noctis's current allies can equip a technique from the Gear menu. As you attack enemies and defend against their assaults, this gauge gradually fills. Once you have filled a sufficient number of segments of the gauge, you can unleash a technique by holding \triangle / \square and pressing \triangle in the appropriate direction. A technique can require anything from a single segment to a full gauge.

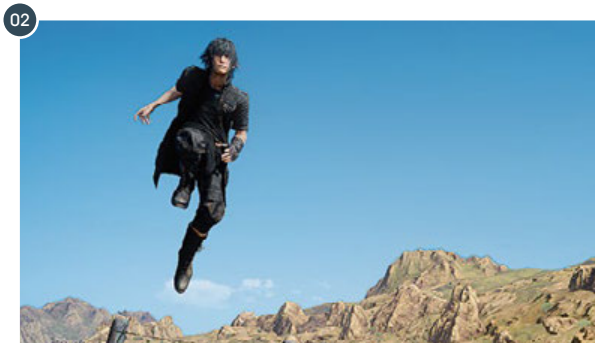
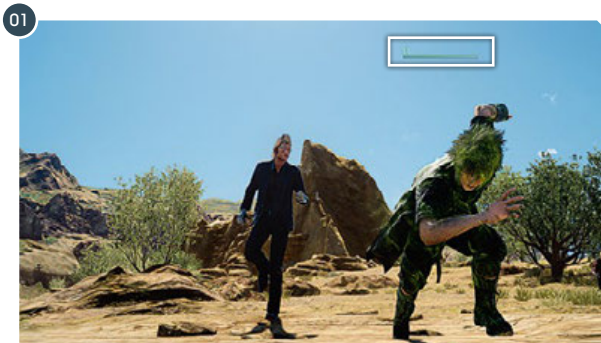
I Status Effects

Status effects are temporary beneficial or detrimental conditions. Food effects are represented by blue icons shown at the bottom of the screen. Combat effects appear next to the affected combatant's HP gauge (green icons for buffs, red icons for ailments).



EXPLORATION

Exploration is one of the most important activities in *Final Fantasy XV*. The game world is very large and features countless points of interest, characters to talk to, collectibles to acquire and quests to complete. Scouring every last inch of Eos for new things to find or do is one of the great pleasures in this game, and you will be surprised by how often your curiosity is rewarded.



Basic Movement

- ◇ Traveling from one destination to another on foot is extremely simple: you move Noctis around with **△** and control the camera with **R3**. Note that you can invert both the Y axis and the X axis via the pause menu's Options.
- ◇ While running, hold **○/B** or press **L3/Left Stick** to sprint and reduce the overall duration of your journeys. Sprinting gradually depletes your stamina bar. Stop sprinting and the gauge will refill gradually. If you deplete the entire bar, Noctis will be left out of breath and temporarily unable to sprint.
- ◇ There is a very useful trick to instantly refill your stamina while you are sprinting, though the way that you do this varies in accordance with your preferred method. If you activate the sprint with **L3/Left Stick**, press the stick again a fraction of a second before the stamina bar reaches zero; if you sprint by holding **○/B**, release the button at the same moment. If you succeed, Noctis will warp forward (01) and the gauge will be instantly replenished. This is not a technique that you can force by spamming button presses. It takes a little practice, but mastering it essentially enables you to sprint endlessly – a very welcome boon when navigating the vast expanses of *FFXV*.
- ◇ You can jump by pressing **×/A**. This can be used to vault over obstacles (02) and to climb when you encounter rocks or natural steps as you negotiate steep terrain (03). Note that falling from great heights will cause damage, so be careful when you attempt tricky leaps, and always pause to consider potential injuries whenever dropping from a cliff might offer a useful shortcut.



The Regalia & Fast Travel

After a handful of short opening quests you will gain access to the Regalia, a car that will be your principal method of long-distance transportation (04). There are two ways to use the Regalia:

- ◇ With the **Auto** option, you let Ignis do the driving – a feature that is only available during daylight hours. Simply choose a destination (from a list of discovered parking areas or current quests, or by manually pointing to a specific spot on the map) and you can then enjoy the ride. Note that you can actually override the car controls at any time. You can also hold **×/A** to instruct Ignis to pull over if you see something of interest that you wish to investigate. When selecting a location you have previously driven to (marked by this icon: **▶▶**), you can fast travel there for a nominal price, shortening the trip to mere seconds. This becomes an essential feature later on in the adventure, as you regularly travel back and forth across Lucis to complete sidequests.
- ◇ With the **Manual** option, Noctis – and, by extension, you – is in control of the car. The controls are straightforward: steer with **△**, accelerate with **R2/RT**, brake/reverse with **L2/LT**, make a U-turn with **○/X**, and hop out of the car by holding **×/A**.

Make a habit of regularly checking the fuel gauge in the bottom-left corner of the screen. Topping up your fuel tank every time you have access to a gas pump is the safest way to ensure that you will not run out of gas during a long journey. Should the Regalia coast to a stop after an unfortunate oversight, you will either need to push it manually to the next gas station (much like you do during the opening scene of Chapter 01), or you can pay Cindy to move it back to Hammerhead via the Tow option on the Map screen.

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Map & Mini-Map

Main Map: You can access the main map (05) at any time during active play from the main menu (□/Ⓜ) or by pressing R3/Ⓜ. Noctis's position is represented by a circle and an arrow pointing in his direction of view (▲). Once on the map screen, you can scroll with ⬅️, zoom in or out as required with 🔍, and drop a manual marker (referred to as "Destination") with ⊕/ⓧ (▼). Any area that you explore becomes unfogged, revealing any points of interest such as havens. If you are lost or just hopelessly isolated in the wilderness, the options on this screen may provide a solution: you can jump immediately to your last rest point, move instantly to the Regalia's current location (which can cut travel time after exploration), summon the vehicle to the nearest accessible road, call for Cindy to tow the car back to Hammerhead, or return to the entrance of a dungeon.

Mini-Map: The mini-map (06) shows a small portion of the main map that corresponds with your immediate surroundings. The "N" icon on the outer edge always points north. The white circle in the center represents your character, Noctis, while the white arrow pointing from it represents the direction he is currently facing. All places of interest, points of interactivity and active waypoints are marked by icons on the mini-map. These disappear once out of the mini-map's boundaries – with the exception of your currently selected quest waypoint, manual markers and the Regalia, which remain visible at all times. These appear either on the mini-map itself if you are close, or otherwise rest on its outer rim to indicate their approximate location over longer distances.

Altitude Markers: Whenever a point of interest or monster is at a different elevation to Noctis, its icon on both the main map and the mini-map features a small arrow in the bottom-right corner that indicates whether it is above (⬆️) or below (⬆️) your current position.

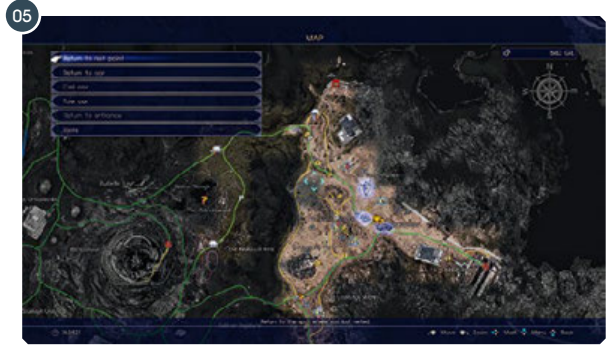
Collectibles & Points of Interactivity

As you explore the world of Eos you will regularly stumble across items. These appear as small shining objects (07) and can be picked up by pressing ⊕/ⓧ in close proximity. They can be anything from ingredients used to cook meals with ephemeral stat-boosting benefits while making camp at a haven, to treasures that can be sold in shops, to quest items that you must deliver to a particular recipient.



The maps in this guide reveal the locations of all noteworthy collectibles in the game. However, if you intend to complete a first playthrough with a minimum of assistance, the following treasure hunting tips will be useful:

- ◇ Scour the environment for noteworthy collectibles as you travel through new and old areas alike. Whenever you notice dead-ends or alternative routes, take the time to explore them: they will sometimes contain a reward to acknowledge your curiosity. This is especially true during main quests that take place in unique areas.



Map & Mini-Map Legend

ANNOTATION	MEANING	ANNOTATION	MEANING
!	Main Quest	📦	Treasure Spot
!	Sidequest	🍄 ⚒️	Food Spot/ Mineral Deposit
?	New Sidequest	🔥	Elemental Energy: Fire Deposit
●	Enemy	❄️	Elemental Energy: Ice Deposit
▼	Destination	⚡	Elemental Energy: Lightning Deposit
🐾	Hunt	🚫	Blockade
👹	Hunt (Hard)	🏰	Dungeon
🚗	Regalia	📡 🗡️	Imperial Base
🏠	Haven	🗿	Royal Tomb
🍴	Diner/Restaurant/ Tipster	🚗	Garage
🛏️	Lodging	P	Parking Spot
🛒	Shop	📖	Gas Pump
🔫	Arms Vendor	🎣	Fishing Spot
🛒	Grocer	🐔	Rent-a-Bird
🍜	Noodle Wagon	🐔	Chocobo Salon

- ◇ Deposits are found all over the game world and reward you with various items, including elemental energy required to craft spells, treasures with high resale value, and cooking ingredients. Make a point of collecting these whenever you encounter them to gradually increase your party's wealth and pool of resources.
- ◇ While searching for a quest item, do not forget to select the corresponding quest via the main menu. This will ensure that your destination is marked with a clear waypoint.

In addition to collectibles, you will encounter numerous points of interactivity throughout the game world. These include plot-critical devices that must be operated to advance the story, and non-playable characters (NPCs) who can be engaged in brief conversations. To interact with devices or NPCs, press **X/A**.

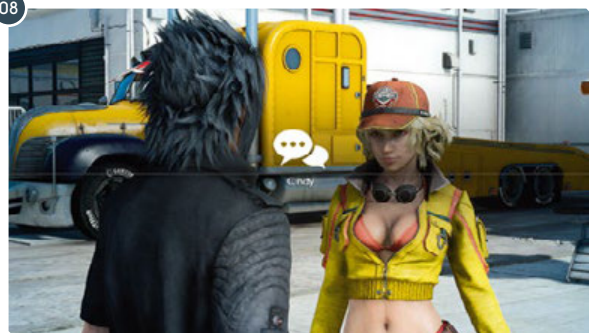
Interacting with certain NPCs or collectibles will initiate sidequests. Feel free to accept as many of these as you can. There is no limit to how many you can have active at one time, and no obligation to complete them immediately. When you are ready to undertake a quest, simply select it from the list in the corresponding menu.

Interactive Conversations

At regular intervals during the adventure, you will encounter situations where you are given a choice during a dialog. These interactive conversations, also referred to as "face-to-face" in the game, are all introduced via a screen that features a dialog bubble icon (08).

You are given a choice between two to four options during interactive conversations. Ultimately, events will unfold in the same manner no matter what line you select – there are no branching paths. However, this does not mean that your choices have no consequences: selecting certain responses leads to different rewards. In most cases, you can gain EXP or AP (two "currencies" used to develop attributes or abilities respectively – see page 26 for details).

Our walkthrough highlights all "face-to-face" instances that have such practical consequences (not all do), detailing in each case what the possible rewards are. As a general rule of thumb, we suggest you prioritize answers leading to AP rewards – a resource that is harder to accumulate than EXP.



Skiping Cutscenes

While most players will want to see every last story development, there are instances (particularly after failing a difficult boss battle, or while replaying the game) where you may wish to avoid revisiting a cinematic sequence. To skip cutscenes, press **OPTIONS** / **≡**, then tap **△/Y**. This option is occasionally unavailable during shorter interludes.

Gear & Gil

Every item that you collect or earn as a reward is automatically transferred to your inventory. You can find the complete list of all items in this guide's Inventory chapter (see page 200), along with all relevant details and availability conditions.

- ◇ Weapons, spells, and accessories are battle-oriented items that you can equip from the Gear menu.
- ◇ Spells have to be synthesized or crafted via the Elemancy menu. They require elemental energy, which you can absorb from deposits most commonly found around havens or by defeating enemies using weapons with energy-absorbing properties, such as Noctis's default sword.
- ◇ Treasures are regularly dropped by defeated foes or picked up as collectibles. Most of them are meant either to be sold to shopkeepers (offering a steady source of income) or to be used as catalysts capable of transmuting spells during the crafting process (see page 20). A few of them are required to complete sidequests.
- ◇ Ingredients are used by Ignis to cook dishes with temporary stat-boosting benefits when you make camp at havens.
- ◇ Leisure Goods are items tied to mini-games.
- ◇ Auto Parts are used to customize or upgrade the Regalia.
- ◇ Key Items are unique, quest-related objects.
- ◇ Gil is the primary currency in the Final Fantasy universe. You need Gil to make any purchase. Gil can be obtained by completing quests and by selling items that you do not need, particularly treasures.

Shops

There are several types of shop in the game, each offering unique varieties of goods or services. Note that the equipment sold differs from store to store.

Shops Overview

SHOP	SHOP TYPE	DESCRIPTION
	Restaurant/Diner/Tipster	Offer information (updating your map with points of interest in the surrounding area) and sell meals (providing temporary stat boosts); they also act as hunt sidequest vendors.
	Lodging	Rent rooms or caravans, restoring all of your HP and tallying up the EXP you have acquired.
	Shop	Sell assorted items, including consumables such as potions, cooking ingredients and auto parts.
	Arms Vendor	Sell combat-oriented gear, such as weapons and accessories.
	Garage	Provide maintenance and customization services for your vehicle.

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COMBAT

Stealth & Combat Initiative



Threat Meter: As you walk within range of enemies, a red threat meter appears at the top of the screen. This indicates that the foe in question is about to detect – and therefore attack – you. Some monsters react more quickly than others, but, generally speaking, expect early-game foes to be relatively slow (giving you ample time to take the initiative), whereas opponents in the later game will be swift to mount an assault. As long as potential assailants have not spotted you, in most cases because they are facing in a different direction, you can move stealthily and choose the best moment to strike.



Warp-Kill: During certain missions, if you approach a human enemy without being detected before the formal commencement of hostilities, you may take them down instantly with a warp-kill. Press **△/○** when the corresponding button prompt appears on-screen to teleport to the target and kill it in a single blow, irrespective of its HP or resistances. If you are still incognito after a warp-kill, you can repeat the maneuver.



Warp-Strike: In situations where a warp-kill is not a possibility (for instance, when your opponents are facing in your direction), a traditional warp-strike is a great way to commence your assault. This command enables you to teleport straight to a target, inflicting significant damage. The downside is that it can leave you isolated from your party members for a few seconds, and therefore subjected to the exclusive attention of all foes in proximity. This is a high-risk/high-reward strategy that you may usually find to be of merit.

Defensive Moves



Roll-Dodge: One very effective way to avoid incoming enemy attacks is to roll-dodge away from them, which is performed by tapping **○/X**. This move is useful not merely to evade assaults, but also to quickly reposition Noctis in a more advantageous position – for example, behind an opponent. If you are unsure of the timing or range of an imminent enemy assault, preemptive roll-dodging is often the safest way to avoid injury.



Defend/Phase: The defend command is the second staple defensive move. Simply hold **○/X** and Noctis will automatically evade enemy attacks. This command makes it easy to keep Noctis unharmed whenever you identify that an opponent is poised to hit you. There are, however, two limitations to this command. Firstly, phasing costs MP, so you need to monitor your gauge closely to avoid leaving yourself vulnerable at a critical moment. Secondly, some of the more powerful enemy blows cannot be phased through. With such attacks, you will need to either roll-dodge or perform a successful parry.



Parry: Certain specific enemy attacks trigger an on-screen button prompt inviting you to guard with **○/X**. At first glance, this works just like the defend command. However, this is followed by a second prompt shortly afterwards, inviting you to parry with **○/B**. If you press the button on time, the assault is deflected; if you fail, the attack will hit you even though you were holding the guard button. Your reactions need to be very sharp for the maneuver to succeed. Each and every time the prompt appears, hold the guard button and be ready to press **○/B** within a fraction of a second. Almost all of the more demanding battles in *Final Fantasy XV* will test your ability to perform this skill, and we cannot emphasize enough just how important it is to master it.

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Counter: A successful parry is sometimes followed by a counter opportunity. In practical terms, you need to press **○/B** a second time, moments after the initial parry. Just like the parry command itself, the timing window of this counterattack move is extremely tight and will require practice. An easy way to improve your strike rate early in the adventure is to press the button repeatedly after a successful parry; though a less than elegant solution, it should usually guarantee a counter.



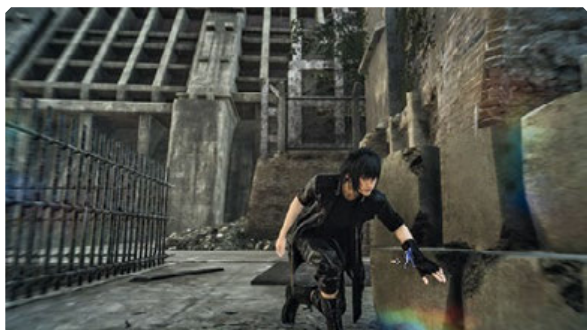
Stagger: If you manage to block an incoming enemy attack with the defend command while wielding a weapon of the shield type, you may briefly stagger the target in question. When facing particularly large creatures, the stagger effect might only occur if you achieve a “perfect defense” – in other words, should you initiate the defend command during the final animation frames before the enemy’s attack lands.



Crowd Management: A stalwart defense relies not only on parrying or dodging commands, but also on your ability to keep track of all enemies. You will often face large groups of foes where attacks can potentially arrive from any direction. Make good use of **△** to monitor opponents in the surrounding vicinity, paying special attention to swifter and more agile targets. Whenever you face four or more assailants at once, it usually pays to move to the periphery of the group, avoiding scenarios where you are quickly surrounded. It is also prudent to focus on eliminating foes one at a time, and to diligently target aggressors already weakened by your allies where possible. This enables you to more efficiently reduce the damage-dealing potential of enemy hordes.



Warp: Warping (**△/○**) can be used as a defensive move to swiftly escape an incoming assault. If you tap the button briefly, Noctis will teleport forward, remaining immune during the warp process. If you hold while locked on to a target, Noctis will instead blade-warp to it. If you point-warp to a blue marker on the surrounding scenery, Noctis’s MP is instantly restored.



Cover: Taking cover is a contextual move that has a few interesting applications. To take cover, simply hold **△/X** when the prompt appears in proximity to a suitable piece of scenery. Standing behind cover confers the benefit of faster regeneration of HP and MP.



Escape: In emergency situations or when time is of the essence, you can escape a skirmish simply by sprinting away from the battle zone. This is represented by a glowing red perimeter on your mini-map. The moment you step out of these boundaries, the battle ends; any incapacitated party members will automatically climb to their feet. You can then heal up and reformulate your strategy before making another attempt, or seek an alternative route to your destination. It is also perfectly reasonable to use this to skip encounters against weaker enemies who will offer little or nothing in the way of tangible rewards.

Offensive Moves

There are many techniques that you can employ to defeat enemies. To truly master combat you'll not only need to acquire a proficiency in all of them, but also an intuitive grasp of when each move is most appropriate.



Single Attacks: These are performed by pressing **○/△**. Each button press leads to a unique attack, though these can be repeated in rapid succession to perform combos.



Finisher: If at any point you stop in the middle of a combo, even after a single attack, there is a brief window during which you may perform a Finisher – a powerful attack that can have special properties. Simply release **○/△**, then press it again during the Finisher “window”. With most weapons, a Finisher opportunity is indicated by a clear visual cue: Noctis taking a step backward. For swords, you need to press the button when Noctis extends his right arm outward, just as the sword begins to disappear.



Automatic Combos: You can perform fluid combos by holding **○/△**. This leads to an automatic series of attacks aimed at the currently selected target and concluded with a powerful blow. Note that you can perform directional attacks after the first hit of a combo by tilting **○/△** while pressing or holding the attack button. Each weapon category has access to different directional attacks. For example, greatswords can unleash a devastating charged blow if you hold (and eventually release) the attack button while tilting the stick away from your target.



Break: Certain attacks have the ability to “break” the enemy. This system revolves around the fact that enemies have distinct body parts (also referred to as “appendages”). You can discern each distinct bodily target on an enemy by noting the appearance of a reticle; cycle through a foe’s body parts with **○/△** while you are locked on to it. Triggering a break on a body part can lead to many different but universally positive effects, though the precise result depends on the enemy in question. You can find a complete analysis of this complex system on page 284.



Lock On: You can lock on to any highlighted target by holding **R1/RB**. Once target lock has been activated, you can move it between adversaries within range with **○/△**. Locking on enables you to focus all your efforts on one foe at a time, which negates the need for constant directional adjustments and simplifies the process of thinning enemy numbers whenever you fight groups.



Switch Weapon: You are free to switch weapons in real time during combat by pressing **○/△** in the relevant direction. This feature is absolutely essential in that it enables you to exploit enemy weaknesses, as many opponents are actually vulnerable to specific weapon types. When you fight groups, two different species may very well be susceptible to different weapon types – so the ability to switch on the fly is pivotal.



Critical Hits: Critical hits occur randomly as you perform standard attacks or combos. For every blow you deal, there is a small chance that it will automatically turn into a critical version that inflicts significantly greater damage. Certain weapon-induced buffs can increase the probability of critical hits.



Warp-Strikes: Blade-warping is executed by locking on to a target and then holding **△/▼**. With this command, Noctis teleports straight to the target and inflicts a powerful blow, at the cost of MP. The damage inflicted by warp-strikes is determined by the distance traveled, with long-range assaults being most effective. You can also point-warp to certain elevated positions (in short, any vantage point highlighted by a distinctive blue marker) whenever they are available. This enables you to temporarily move away from your opponents, enjoying a brief moment of respite (and full MP regeneration) before you warp-strike back to them when the timing is right. If you hold the warp button, you can perform multiple strikes in quick succession. Beware, though: this will rapidly drain your MP gauge.



Aerial Combos: Combos performed while Noctis is airborne enable him to maintain his position until the attack sequence is complete, which is often essential against flying targets or specific body parts on giant opponents. The most convenient way to initiate these is usually to acquire target lock and then use a warp-strike. Once Noctis has unlocked certain abilities in his Ascension tree, aerial combos can be extended by tilting **○** in any direction.



Blindsides: These are special contextual attacks that Noctis automatically performs when he stands behind an enemy. Though the attendant animation sequence makes them slower than normal attacks, they inflict much more damage. When facing large and slow creatures, maneuvering with roll-dodges to stay behind them can be a very effective strategy – both leaving you out of range of their primary attacks and in a position where you can subject them to a constant barrage of normal attacks and Blindsides.



Link Attacks: These are special contextual moves that Noctis performs when he stands in close proximity to another party member as they both initiate an attack. If both characters are directly behind a monster, for example, they may execute a Blindside Link (two Blindsides combined in a single action). All of these moves prove more powerful than standard blows thanks to bonus damage multipliers that are displayed on-screen while the assault is performed.

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Libra

Both Noctis and Ignis have access to Libra-related abilities. These enable you to scan enemies and reveal their weaknesses (01).

By default, the Libra information of each opponent is sealed. To break this resistance, you need to lock on to the target while in Wait Mode. Given the importance of this system, we strongly suggest that you enable Wait Mode from the very beginning of the game (Pause menu → Options → Combat).

The Libra scanning process is not immediate. When you begin locking on to a target while in Wait Mode, you will see a circular gauge surrounding the enemy gradually fill. It is only once the gauge is full that the Libra information will be displayed on the screen, in the top-left corner. Availability of the Libra information is represented by an icon (🔒) that appears next to the enemy's name.

Ignis can also reveal enemy intel. This requires you to first acquire Ignis's "Analyze" ability in the Teamwork Ascension tree. Whenever he successfully uses this ability in battle (which is shown in a small window that briefly appears above your party's HP display), you can subsequently reveal the corresponding target's Libra details without having to go through the usual scanning process. The ability is single-target: it has to be applied to each enemy you face.



Though not an offensive move per se, the capacity to discover enemy strengths and weaknesses is critical in terms of combat strategy. Once you have identified which element or weapon type a creature is most susceptible to, you can subsequently equip weapons infused with the element in question, or craft a spell exploiting the same weakness, or switch to accessories offering enhanced resistance against the creature's strong element.

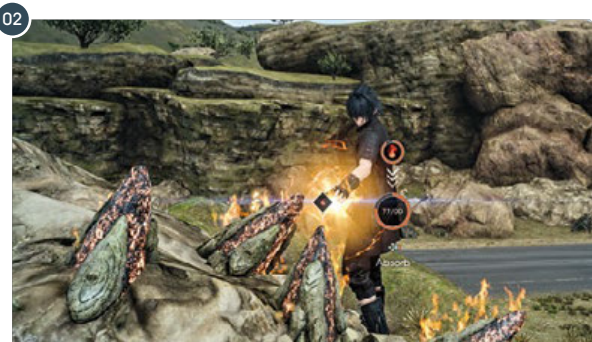


Spells

Unlike previous installments in the series, spells in *Final Fantasy XV* are considered as items.

To have access to a spell, you first need to collect elemental energy from deposits, most commonly found around havens: 🔥, ❄️, and ⚡. Hold ⓧ/△ while in close proximity to one of these resource nodes to absorb the energy (02). You also need a Magic Flask – the physical container in which the spell will be stored.

You can then craft any spell made from the element in question via the main menu's Elemancy entry. The more units of energy you use, the more powerful the spell will be – so a 30-unit Fire will be significantly stronger than a 10-unit Fire. You can even mix different elements together to create potent combinations. At any given time, you can only craft as many spells as you own Magic Flasks. When you cast a spell, only its components are consumed: the Magic Flask permanently remains in your inventory.





Additionally, you can create unique transmuted spells by combining a catalyst with elemental energy during the crafting process, each catalyst offering a unique added effect. For instance, combining 10 units of Fire energy with a potion will lead to the creation of a Fire spell that will damage enemies while healing you.

You can find a complete presentation of this rich and complex system in our Strategy & Analysis chapter (see page 274). For now, though, all you need to know is that there are three "tiers" of spells, as described in the following table. The higher the tier of a spell, the more potent its effects (both in terms of damage and effect radius).

Spell Tiers

TIER	ELEMENT	POWER REQUIRED	SPELL NAME
1	🔥 Fire	1 to 99	Fire
	❄️ Ice	1 to 99	Blizzard
	⚡ Lightning	1 to 99	Thunder
2 ("ra")	🔥 Fire	100 to 199	Fira
	❄️ Ice	100 to 199	Blizzara
	⚡ Lightning	100 to 199	Thundara
3 ("-ga")	🔥 Fire	200+	Firaga
	❄️ Ice	200+	Blizzaga
	⚡ Lightning	200+	Thundaga

Once you have a spell in your inventory, you must equip it via the Gear menu, either as Secondary Arms for your allies, or as Primary Arms (available as  shortcuts during combat) for Noctis. Hold the attack button and aim with : release the button to cast the spell. The spell will then be on cooldown for a short period before you can cast it again. If you run out of charges, the icon will disappear.

Spells are very powerful in *FFXV* and should be considered as a special move that you employ when it is strategically appropriate, not as a matter of course. The simple fact that they are fairly effortful to prepare is evidence of this, but their raw power rather underlines the theory.

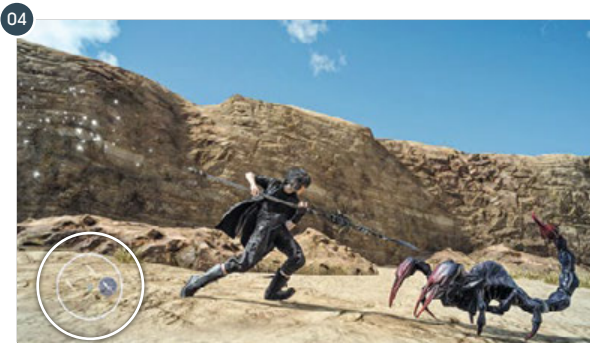
One interesting application of spells is to use them to initiate combat against strong foes that are vulnerable to an element, or to launch surprise attacks on large groups of creatures stationed in close proximity (03). Whenever you fail in a difficult battle, consider this strategy before you try again – it may ease the opening exchanges in a way that tips the odds in your favor.

Special Abilities

Armiger

Relatively early in the adventure (after you retrieve the Swords of the Wanderer during Chapter 03), Noctis obtains a special ability called Armiger. Its availability is represented by a circular gauge that surrounds the Primary Arms display in the bottom-left corner of your screen (04). The gauge fills gradually as you land blows and defend successfully.

Once the gauge is full, you can unleash Noctis's Armiger skill by pressing **(L)** + **(R)** / **(LB)** + **(RB)** simultaneously. This places Noctis in a heightened state where his stats are enhanced (05). Think of it as the equivalent of Limit Breaks used in previous Final Fantasy installments. The gauge rapidly depletes while this mode is active. Once it is completely empty, Noctis returns to his normal self and the benefits of Armiger end instantly.



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Techniques

Noctis's allies can deploy special abilities known as "techniques". These are activated by holding **(L1/LB)** and pressing **(X)**. Each of your allies is "mapped" to a direction on **(D-pad)**: Ignis to **(Up)**, Prompto to **(Left)**, Gladiolus to **(Right)**, and occasional guests to **(Down)**.

Techniques are unlocked in the Ascension menu by spending AP (a system that we cover in more detail later in this chapter: see page 26). Essentially, your feats in the game regularly reward you with AP that you can spend as you please at the Ascension screen. Each character's first technique is unlocked by default. More advanced techniques await in their dedicated Ascension branches and involve significant AP investments.

As a rule, techniques are very potent abilities with unique properties: some hit all enemies within a fixed radius (known as "area-of-effect" attacks, or AOE), while others have elemental properties, and so forth.

Techniques can only be used once the tech bar on the left of the screen is sufficiently filled (06). Early techniques consume a single segment of the gauge, but later ones can require a full three-segment bar. The gauge fills gradually during battles, with the rate slightly accelerated when you perform successful attacks and blocks.

In most battles, you can unleash techniques only rarely as the gauge is filled at a fairly ponderous crawl. This means that you need to make good use of these attacks once they are available. For example, Gladiolus's Tempest, a technique with area-of-effect damage, is perfect against groups of enemies as it affects all hostiles within a reasonably large area (07). Prompto's Piercer, meanwhile, is suitable for more resilient individual foes as it reduces their defense, increasing the damage dealt by the entire party. You can find a comprehensive explanation of this system on page 288.

Battle Items

Press **(R2/Rt)** at any moment during battle to freeze time and display the Items menu, where you can use consumables held in your inventory (08). This enables you to, among other things, heal your characters with various potions, cure status ailments such as Poison, or resurrect allies who have fallen in battle.

06



07



08



Combat Flow

At its core, combat in *Final Fantasy XV* is both intuitive and straightforward. You have access to two primary functions, which could even be described as “stances”: attack and defense. Each of these is associated to a controller button: you attack with / and defend with /.

This might sound rather simple, but the system is deeper than you might expect, as so much rests on your ability to adapt to the unique timing of each enemy attack. You need to be ready to guard with / whenever you identify that an enemy is about to strike – for example, when you recognize an animation that telegraphs a specific assault. However, you also need to spend as much time as you can on the offensive in order to bring the battle to an end, which rather impedes your ability to defend with precision. This almost plays like a dance between you and your foes – a dance in which you keep time with the (often irregular) beat by switching between stances in accordance with the movements of your opponents. It is the sharpness of your reactions and your capacity to adapt to the tempo of enemy attacks that determines your success or failure.

As you progress, new systems are gradually made available that serve to enrich this elementary yet engrossing system. Over time, and particularly if you intend to complete the harder optional activities, it becomes necessary to juggle all available moves simultaneously. Your objective is to constantly adapt to the situation and make decisions such as:

- ◇ Attacking enemies with the weapon types they are vulnerable to;
- ◇ Blocking and parrying their assaults with good timing;

- ◇ Making the most of warp-strikes, including when there are point-warp positions available on the battlefield;
- ◇ Keeping track of all foes, including those behind you;
- ◇ Constantly repositioning Noctis to limit your exposure to attacks from blind spots, to increase your chances of performing special moves such as Blindsides, and to exploit cover opportunities;
- ◇ Switching weapons on the fly, as required, to optimize your damage output;
- ◇ Unleashing techniques, spells or Armiger when you identify strategic openings;
- ◇ Consuming battle items to maintain party health whenever necessary.

It is vitally important that you adapt your strategy and actions to the enemies you face (reacting appropriately to their attack patterns and exploiting their weaknesses), while making the most of more contextual actions such as the activation of powerful attacks, all of which requires a constant “live” assessment of the current situation.

So: the system *seems* simple at first – but the process of evaluating available MP, techniques, spells and items, while keeping track of all active foes, and both planning then executing your actions, **all at the same time**, is anything but.

Wait Mode & Difficulty

The combat system in *Final Fantasy XV* is more action-oriented than those found in most of its predecessors. The pace of battles is typically fast and relentless, requiring you to manage and observe multiple factors simultaneously and in real time: attack, defense, Noctis’s position, ally behavior, enemy movements, camera orientation, and so forth.

If you struggle to cope and find the tempo of combat too intense for your liking, consider visiting the Pause menu to activate Wait Mode: select Options, then switch the Combat entry from Active to Wait.

Wait Mode affects the flow of time during battles. The principle is simple: when you issue commands with the controller (tilting or pressing buttons), time flows normally; when you are not making direct instructions, time stands still.

If you ever feel overwhelmed or unsure about what your next step should be, Wait Mode might be exactly what you need. While the action is frozen, you can still observe your opponents and change targets with . This enables you to get a clear sense of what is going on, where your allies and enemies are positioned, who is about to attack, and therefore what your best course of action might be. If you spot a group of monsters in close proximity, for instance, Wait Mode makes it much easier to fire off an area-of-effect spell or technique to take them all down before they disperse. In high-pressure situations, it removes the danger of scrutinizing your surroundings to locate and target the succor of a point-warp indicator, or to identify a rifleman firing at your party with impunity from an elevated vantage point and warp-strike to his position before his attacks take a toll.

In each battle, you can only stay in Wait Mode for a limited amount of time: this is represented by a Wait Timer at the bottom of the screen. This gauge gradually depletes over time. If it reaches zero, Wait Mode ends and you return to Active Mode automatically. The timer is fully restored at the beginning of each battle. Here is a list of the main advantages granted by Wait Mode:

- ◇ Wait Mode enables Noctis to access enemy intel using the Libra features (/), making it an essential tool to reveal their strengths and weaknesses.
- ◇ While in Wait Mode, you can see colored lines linking each combatant to its current target: blue for allies, red for enemies. You can use this information to identify enemies who are targeting other party members, then strike them from behind while their attention is elsewhere.
- ◇ During Wait Mode, you automatically lock on to targets.
- ◇ If you initiate an attack on a distant target while in Wait Mode, Noctis runs faster than usual.

The key to succeeding in battle often lies in your ability to assess situations accurately in order to enact the most appropriate strategy. The purpose of Wait Mode is to make that process less frantic – it gives you the time to observe and plan ahead. If Wait Mode is not enough and you still struggle with combat encounters in general, note that you can also lower the game’s difficulty. To do so, open the Pause menu, then select the Difficulty entry and switch to Easy. This gives you an edge by lowering the attributes of enemies and by multiplying the Wait Timer by 10 – a welcome accessibility setting for less experienced players.

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HP, Danger Status & Death

The four members of your party each have a **maximum HP** value – the amount of HP they have when at full health. As a rule, damage does not affect maximum HP: whenever a character sustains damage, only his **current HP** is lowered (his theoretical maximum HP value remains unchanged). Simply heal an injured character (for example with a consumable potion) or let him gradually recover over time and his current HP will be restored to the maximum HP limit.

There are two situations that can lead a character's maximum HP to be reduced:

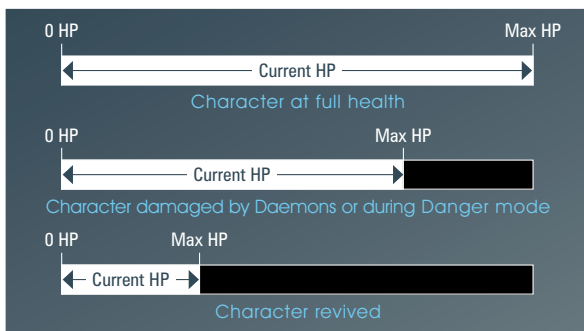
- ◇ If your current HP gauge is fully depleted by an enemy attack, your character enters **Danger** status. In this condition, your character's abilities are impaired: you cannot perform any action other than moving around at a slow pace (though you can still move marginally faster with **○/△**) and displaying the Items menu to heal with an item. More importantly, in Danger status your maximum HP bar gradually drains, and can be further reduced by any additional damage inflicted by your opponents. To recover from Danger status, you need to use a recovery item, or to be assisted by another party member, or to remain unharmed long enough for your character to recover automatically.
- ◇ A specific type of enemies, **Daemons**, deal damage that reduces both your current HP and maximum HP simultaneously, making them particularly dangerous. Daemons typically roam at night and in dark environments such as tombs and tunnels.

Whenever your maximum HP is reduced, your current HP can only be restored within the limit of your (diminished) maximum HP. In other words, your maximum HP is capped, putting you in a very tight spot for future encounters (09). To lift this penalty and restore your maximum HP back to normal, you will either need to rest at a camp or lodging, or to use powerful consumable items that are both rather expensive and generally scarce.

09



If a maximum HP bar reaches 0, the character in question dies. If this happens to Noctis, you only have a few seconds to quickly use a recovery item, such as a Phoenix Down, or you will experience a visit to the Game Over screen. Fallen allies can also be resurrected with items such as Phoenix Downs. Note that a revived character sees his max HP value set to a very low level.



MP

A feature only available to Noctis, MP (which stands for Magic Points), corresponds to his magic energy pool. Every time you perform technical combat skills (such as phasing or warp-striking), the move's cost is deducted from Noctis's MP gauge. The gauge is replenished in four ways:

- ◇ MP slowly refills automatically over time – a process that you can speed up by taking cover behind a large object.
- ◇ Point-warping to a blue marker on the surrounding scenery will instantly restore all of Noctis's MP.
- ◇ Once you learn the Osmostrike Ascension ability, aerial attacks that strike true provide a boost to the gauge fill rate, which rewards aggressive strategies.
- ◇ Last but not least, various consumable items (such as Ethers) enable you to instantly refill the gauge to a level determined by their efficacy.

When the MP gauge is exhausted, Noctis enters **Stasis** – a condition where all MP-based moves are temporarily disabled. During Stasis, Noctis briefly collapses if you try to perform MP-based moves. MP recovery will also stop for a few seconds, so it makes sense to avoid this condition entirely. Carefully monitor your MP gauge and be careful not to stack multiple costly techniques in quick succession (particularly warps, which tend to take a significant toll on MP). That one extra attack or action is rarely worth the punitive measures that Stasis inflicts.

Attributes

Attributes are parameters that have a strong influence on your character's combat efficiency. These can be viewed via the Main Menu, and in more specific detail in the Gear section (10).

You can increase your attributes with gear, and with meals that you eat at restaurants or while camping.










- ◇ Gear can be relatively hard to come by or expensive to purchase, but the bonuses obtained through equipment remain active for as long as it is equipped.
- ◇ Meal-induced boosts are easy to trigger. The bonuses they provide are temporary, but making camp at a haven is free and only consumes ingredients, which can be farmed with little effort.

Stat buffs are essential factors to take into account when preparing for battle. For example, if you are about to face a foe that uses Fire-infused attacks, equipping an accessory that buffs your resistance to this element will make a massive difference. Likewise, a boost to your magic stat will greatly enhance your performance if you plan to defeat an opponent with spells. More generally, having the party sit down for a suitable meal prior to attempting a tough battle (for instance, just before you face a fearsome hunt target) can be a very effective way to increase your chances of success.

10



Attributes: Overview

ICON	ATTRIBUTE	DESCRIPTION
	HP	Your maximum HP value, when your HP gauge is full.
	Attack	Base stat that determines the damage dealt by physical attacks.
	Defense	Base stat that determines the damage incurred from enemy physical attacks.
	Strength	Affects the damage you deal with physical attacks.
	Vitality	Affects how well you resist physical damage.
	Spirit	Affects how well you resist magic damage.
	Magic	Affects the damage you deal with spells.
	Fire Resistance	Ratio by which damage incurred from Fire-type attacks is adjusted.
	Ice Resistance	Ratio by which damage incurred from Ice-type attacks is adjusted.
	Lightning Resistance	Ratio by which damage incurred from Lightning-type attacks is adjusted.
	Dark Resistance	Ratio by which damage incurred from Dark-type attacks is adjusted.
	Shot Resistance	Ratio by which damage incurred from ballistic attacks is adjusted.

Status Effects

Status enhancements (also called buffs) are beneficial status effects that improve the defensive or offensive prowess of the user by boosting one or more of his or her attributes. Enhancements are most commonly bestowed by equipping specific pieces of gear (particularly accessories) or by eating meals. They are represented by square-shaped blue or green icons.

Status alterations are detrimental effects that can hamper a combatant's ability to fight, either by reducing one of more of his stats or by inflicting a debilitating condition. Alterations are represented by red square-shaped icons. When you are assailed by status alterations, you usually need to react quickly. The most common cure is to use a consumable item. There are also a number of accessories that can provide partial or complete protection against particular status alterations.

Final Fantasy XV features a very large number of status effects, each with very specific applications, so this is a topic that we cover in greater detail in our Strategy & Analysis chapter (see page 282).






Damage Types & Elements

All attacks in the game are either physical or magical in nature, the former dealing damage based on the Strength attribute (which applies to weapons), and the latter based on the Magic attribute (which applies to spells).








Physical attacks can be either non-elemental (neutral) or elemental – in other words, imbued with an element from a subset of five elemental varieties. Spells are always elemental by nature.

In addition, each weapon type inflicts a specific type of damage.

Elements

ICON	MEANING
	Fire
	Ice
	Lightning
	Light
	Dark

Damage Types

ICON	MEANING
	Swords
	Greatswords
	Polearms
	Firearms
	Daggers
	Shields
	Machinery

All enemies have a set of affinities, which determine the amount of damage they sustain from attacks. When you strike, the color of the damage values that appear on your screen indicates the nature of the target's affinity to the type of damage you're causing: white means standard damage; orange stands for increased damage (in other words, enemy weakness); purple denotes reduced damage (in other words, enemy resistance). Once you have identified a creature's weaknesses, it is up to you to adapt your gear accordingly to take advantage of them. For example, if a creature is weak to swords and to the Fire element, equipping a Fire-imbued sword (such as a Flame Tongue) will lead to optimal results.

This "damage type" system is one of the cornerstones of combat in *Final Fantasy XV*. We cover the properties of every single item and piece of equipment in our Inventory chapter. Though there is no need for you to explore this section of the guide for now, you will certainly come to rely on it for reference once you are further into the adventure.

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CHARACTER PROGRESSION

As you advance through the main storyline, your characters will become stronger and more resilient in many ways. Understanding and optimizing their progression is vital if you are to enjoy the game to its fullest and to remain on par with (or even ahead of) the difficulty curve.

In this section we introduce the handful of systems that character progression revolves around. A more comprehensive analysis is offered in our Strategy & Analysis chapter (see page 294), but it makes sense for you to wait until you have more hands-on experience with the game before you delve into that chapter.

Experience

One of the ways to permanently increase character attributes is via the accumulation of experience points (EXP). You gather EXP both by defeating enemies in battles and by completing quests. Typically, imposing foes and demanding tasks offer substantially better EXP rewards than the extermination of mangy curs and simple fetch quests. Interactive conversations can also be an additional (though marginal) source of EXP.

One important point to note is that you do not enjoy the benefits of your EXP gains immediately: you must first rest either at a lodging or by making camp at a haven. It is only then that you will see the EXP you have accumulated since your previous night of sleep added to each character's experience level (01).

Every time a character's EXP passes certain thresholds (every time the bar fills), he "levels up". Leveling up has multiple benefits, the most pertinent of which is that the character in question will experience attribute increases. Stat growth when you level up is automatic: you do not have to manually allot points into the different categories. You usually experience the more palpable benefits of leveling up immediately, especially during the opening hours of the story: whenever you face familiar monsters, you will notice how you inflict greater damage while sustaining less harm from their blows.

When you study your outstanding missions in the Quest menu, a level recommendation is always listed. As a general rule, it's wise to favor missions where you meet or exceed the level recommendation, and leave those two or more points above your current level until later.

Ascension

Another system that contributes significantly to permanently improving your combat performances is found in the Ascension menu, where you can study various development trees (02). These are sorted by themes (Magic, Recovery, Techniques, and so on) and can be cycled through with **L1** & **R1**/**LB** & **RB**. An Ascension tree is made of a series of interconnected nodes, each known as "nexus". As you unlock a nexus, it becomes active, immediately granting the character in question the promised bonus or new ability.

To unlock a nexus, you need to invest the specified AP cost. Early nexuses cost only a handful of AP, but the prices tend to rise sharply as you move further along the branches.

You can obtain AP primarily by leveling up, by completing quests, by making the dialogue selections that offer relevant bonuses during interactive conversations, by defeating enemies with specific moves (such as warp-strikes and parries), and by completing optional strategy objectives that are revealed at the beginning of certain battles. For example, one of your very first skirmishes in the game will challenge you to deal five blows on your enemies. Achieving this sub-goal will reward you with AP. Later, you will be asked to perform gradually more complicated feats — defend against multiple enemy assaults, perform a set number of link-strikes, and so forth.

As long as you have the required AP, you can purchase available Ascension nexuses in any order that you wish. The choices that you make will affect how you perform in battle, and overlooking valuable upgrades can put you at a disadvantage. For instance, you have the option to unlock Ignis's Enhancement technique very early on. This essential command enables you to imbue Noctis's weapon with the element that your current target is weakest to. Prioritizing this all-important ability over less critical ones can give you an edge at the beginning of the adventure. You can also benefit by unlocking nexuses that provide AP bonuses at an early stage.

As the various development trees open up, your options become more and more numerous. Prioritizing key unlocks that work well with your play style is of utmost importance, so take the time to study the descriptions of each one (and consult our advice) before you invest AP.



Gear

A third way to improve your party's performance is to acquire improved gear that offers attribute boosts. Strictly speaking, gear-induced bonuses are not permanent (unlike bonuses secured through leveling up and Ascension unlocks) as they only last for as long as you keep the item in question equipped. However, as you will usually only remove a piece of gear to replace it with something better or more suited to a specific task, equipment in general remains one of the most powerful ways to improve the performance of party members.

Shops are the most common source of gear. As you advance in the main storyline and explore the world of Eos you will regularly find new stores and merchants, with a gradual improvement in the quality of their products. Purchases are made by spending Gil, the in-game currency, which you accrue by selling monster drops and completing quests. As with Ascension unlocks, though, you will rarely be able to buy everything you could possibly want at any given time. Indeed, advanced equipment can prove expensive, so you will need to make strategic choices and prioritize the pieces that are likely to have the most impact on your combat prowess. If you are due to visit a dungeon guarded by creatures weak to Fire, a Fire-infused sword might make a world of a difference, whereas a defensive accessory of equivalent price would have an altogether



more subtle effect. If you are too short of funds to be able to afford a critical item, consider undertaking sidequests (particularly hunts) or “farming” local monsters until you have earned sufficient Gil.

You can find comprehensive analysis of all gear in our Inventory chapter (see page 200), including prices, availability conditions and stat boosts for every single item.

Skills

Each of your four party members has a unique skill. You can view their progression in their favored discipline at the level up screen when you rest at camps or lodgings. The following text offers a basic introduction to the system. You can, of course, find a complete presentation (with all related items, parameters and advice) in our Strategy & Analysis chapter on page 303.



Fishing

As you explore the vast expanses of Eos, you will gradually discover fishing spots where Noctis can practice his skill. You encounter the first one in the game’s opening chapter once you reach Galdin Quay.

The fishing mini-game is very straightforward to play, with all available commands listed on the screen. All you need is a line and a lure, and you are all set. Every fish that you catch rewards Noctis with a specific amount of skill points depending on its size and rarity. By leveling up, Noctis improves in various fields, from his actual fishing abilities to the efficiency of his equipment.



Survival

Gladiolus is the party’s survival expert. His skill increases as you run around in the world of Eos: the more steps you walk, the more skill points he obtains. Leveling up this skill is therefore very easy, and should happen steadily if you explore each region – even more so if you’re happy to go off the beaten track.

Gladiolus’s skill governs the quality and variety of items you obtain at the end of battles, regardless of their outcome. These items are not enemy drops, but special objects “found” by your ally. At low Survival levels, the items you receive are relatively basic (potions, for example), but they become far more valuable at higher levels (in the form of mighty elixirs, or ingots with tremendous resale value).



Cooking

Ignis is your party’s official cook. Whenever you make camp at a haven, he will offer to prepare a meal which grants a temporary buff to all allies. Available dishes depend on which recipes he has mastered so far, and the ingredients you currently have in stock.

◆ Ingredients can be dropped by defeated enemies, purchased from shops, and obtained as collectibles scattered around the world of Eos. These are clearly marked with icons on the in-game map (🍄 & 📦).

◆ Recipes are obtained in a variety of ways, such as eating new dishes in restaurants or by defeating specific enemy types.

Ignis obtains skill points by cooking, with higher totals available for more elaborate dishes. Leveling up enables him to unlock new recipes.



Photography

Prompto’s skill is photography. Every photo that he takes grants him skill points. Each standard picture is worth a small amount of skill points while quest-related pictures, such as those taken during “Photo Op” or “Tour” sidequests, are worth far more.

As he levels up, Prompto unlocks various color effects and techniques such as the ability to take selfies. You can review pictures when you rest at camps or lodgings.

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WALKTHROUGH

This chapter will guide you through the full *Final Fantasy XV* adventure, covering both the game's main quests and optional objectives. You can either follow it step-by-step to enjoy a streamlined path to 100% completion, or simply consult it as and when required: the choice is yours.

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INTRODUCTION

Final Fantasy XV features a vast continent that you can gradually unlock and explore, region by region, as you complete quests that advance the main storyline. Most locales have numerous sidequests and other assorted optional diversions to enjoy, so there are regular opportunities to leave the main narrative path to partake in profitable pursuits. This walkthrough covers all available activities, from critical missions to single-step interactions, to enable you to plot a course through the adventure that suits your playstyle.

Each region that you visit is introduced in the guide with a double-page spread that features a large area map as its focal point. This highlights:

- ◇ The collectibles and points of interest for the area in question.
- ◇ A visual representation of the path that you follow to complete primary quests.
- ◇ The various sidequests and optional objectives that you might feasibly complete while in the area, taking your likely current level into account, with caption call-outs detailing basic requirements and essential advice.

The pages that follow each map offer a traditional walkthrough for the main storyline events that occur on the corresponding map portion. This provides step-by-step guidance, with screenshots and captions detailing the actions you need to take. For ease of reference, each entry is identified by a clear number icon that links to the area map.

If you would like to complete the adventure with minimal assistance, the map-oriented pages offer an easy-to-follow directory of all available activities and collectibles. Expert players can use these to plan their path through the adventure without fear of missing potential rewards.



Enemy Analysis

Each walkthrough section includes a table that details potential adversaries that you may encounter during your travels through that area, with clear and concise overviews of their weaknesses and resistances. A quick glance at a pertinent entry will reveal which weapons and elements to use for best effect – and those to avoid. If you would like to read more about a specific foe, there are also page links to the enemy directory in our detailed Bestiary chapter.

MAP LEGEND

The following legend details annotations and icons that you will encounter throughout the Walkthrough chapter. Unless otherwise highlighted through a compass rose, our maps are oriented in accordance with the classic convention where “up” is always north, as with the main in-game map. Note that random collectibles are displayed exclusively on our map poster to avoid cluttering the Walkthrough maps.

ANNOTATION	MEANING	ANNOTATION	MEANING
	Player Movement		Accessory
	Walkthrough Step		Auto Part
	Haven		Leisure Good
	Diner/Restaurant/Tipster		Key Item
	Lodging		Blockade
	Shop		Dungeon
	Arms Vendor		Imperial Base
	Grocer		Royal Tomb
	Noodle Wagon		Garage
	Elemental Energy: Fire Deposit		Parking Spot
	Elemental Energy: Ice Deposit		Gas Pump
	Elemental Energy: Lightning Deposit		Fishing Spot
	Consumable Item		Rent-a-Bird
	Treasure		Chocobo Salon
	Weapon		Mineral Deposit

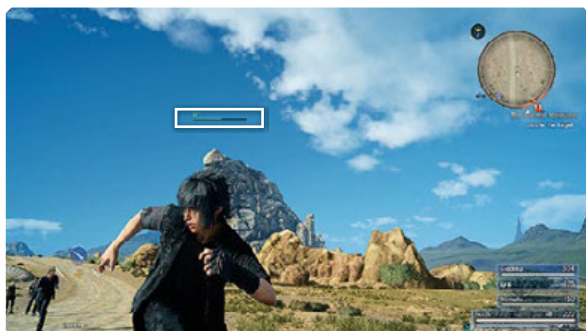


CRASH COURSE

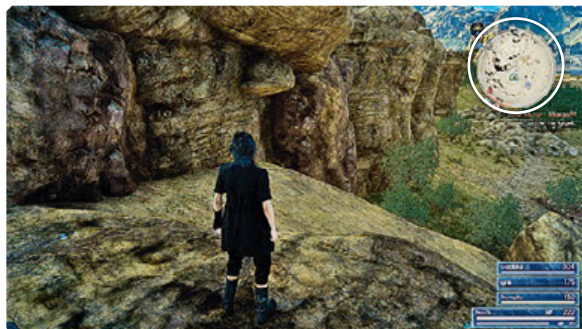
If you have not read our Primer chapter (see page 8), it might be a good idea to quickly digest these concise summaries of key features that you will encounter during the opening hours of the adventure.



Quest Waypoints (I & !): These markers show you the general direction of your current quest objective on the main screen, overview map, and mini-map. To change your current activity, press [L]/[R] and select one of the available assignments in the Quests menu. Even if you have a fairly good idea of where a quest takes place, it still makes sense to activate its unique markers before you set off. If you would like to plot a path to explore a specific location, you can manually add a custom destination by pressing [O]/[X] on the main map screen.



Movement & Stamina Bar: Basic movement controls are extremely user-friendly in *FFXV*. You move around with [L], adjust the camera with [R], and jump over obstacles with [X]/[A]. To speed up travel time on foot, sprint by holding [O]/[E] or by clicking [B]/[Y]. If you deplete the stamina gauge completely, Noctis will be unable to sprint and jump for a short period of time. There is, however, a very useful trick that you can apply to instantly refill your stamina gauge while sprinting, though the method varies in accordance with your preferred control style. If you activate the sprint with [B]/[Y], press the stick again a fraction of a second before the stamina bar reaches zero; if you sprint by holding [O]/[E], release the button at the same moment. If you succeed, Noctis will warp forward and the gauge will be instantly replenished.



Mini-Map: The mini-map shows a small portion of the main map. The "N" icon on the outer edge of the mini-map always points north. The white circle in the center represents your character, Noctis, while the accompanying arrow represents the direction he is currently facing. All places of interest and points of interactivity that you have discovered in your immediate vicinity are marked by icons on the mini-map, but disappear once outside its boundaries. Your currently selected quest waypoint, active manual destination marker, and the Regalia are always visible, appearing on the outer rim of the mini-map at medium to long distances to illustrate their approximate location.



Threat Meter & Enemies: Whenever you move within range of potential enemies, a red threat meter appears at the top of the screen. You can take this opportunity to strike first before your opponents spot you and attack, or to move to a safe distance if you wish to avoid conflict. The combat perimeter is represented on your mini-map with a red outline. If you run outside of these boundaries, your party will escape.

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Combat: There are two primary combat moves in *FFXV*. You **attack** with **○/△**, which you can hold for automatic assaults or tap to perform manual blows. To **defend**, use **△/×**: hold to defend continuously, or tap to roll-dodge away. These two buttons are all you will need to triumph in the early hours of the adventure, attacking your opponents with unfettered aggression with occasional brief interruptions to evade enemy assaults. Additional layers are gradually added to the combat system as you progress in the storyline, such as warp-strikes (performed by holding **△/Y**) to teleport directly to enemies, the tactical boon of changing weapons with **△**, and much more.



Point-Warp Positions: Whenever you notice a blue marker on an elevated position, you can point-warp to it by holding **△/Y**. From here, you can warp again to hit a highlighted enemy; use **R1/RB** and **R2** to pick your target. The further the distance that you travel, the higher the potential damage your attack will inflict. You can also use point-warp positions to gain brief respite during hectic confrontations and, more importantly, to instantly refill Noctis's MP gauge.



Rest Areas & Outposts: You reach your first rest area, Hammerhead, in the opening minutes of the adventure. Rest areas and outposts typically feature services and amenities such as:

- ◆ **Shops** (🛒) where you can purchase gear and items.
- ◆ **Restaurants** (🍴) where you can acquire information from tipsters to update your map, eat stat-boosting meals, and sign up for hunt sidequests.
- ◆ **Lodgings** (🛏️) where you can spend the night to heal wounds and, if you have accumulated sufficient experience points (EXP), level up your party. Though you cannot prepare meals at lodgings, and must pay a fee for their use, you gain an EXP bonus determined by the status of the establishment.

There are many optional activities that ask you to provide individuals with specific items. Some of those are sold in shops. If you quickly browse the requirements for each area's sidequests in the walkthrough, you will find many instances where you can cut down on travel time by purchasing the necessary supplies in advance.



Havens (🏠): As you explore the map you will encounter havens, highlighted over long distances by a thin column of smoke. Making camp at a haven enables you to "bank" the experience points (EXP) you have accrued and to prepare stat-boosting meals. Unlike most role-playing games, you do not level up automatically in *Final Fantasy XV*: you must spend the night at a haven or a lodging to unlock the benefits of experience accumulated while defeating enemies and completing assignments. You will also generally find deposits (💰, ⚡, 🌊, 🌬️) in the area around havens. You can interact with these to absorb elemental energy, which is required to craft spells from the Elemancy menu.

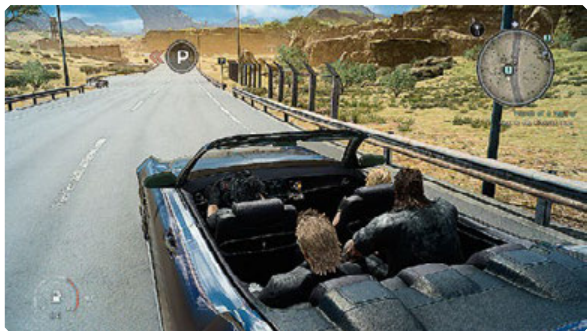
Making camp at certain havens for the first time triggers a short, story-oriented activity involving Noctis and one of his companions. It's a good idea to accept these opportunities when they are offered: they provide useful AP rewards.



Procurement Points (🍄, 🪨, 🗡️): Procurement points are scattered around the map. These are locations where you can find resources to collect, such as food ingredients, minerals, and treasures. Their icons are given a gray hue once you have plundered them. These resources will regenerate after a period of time.



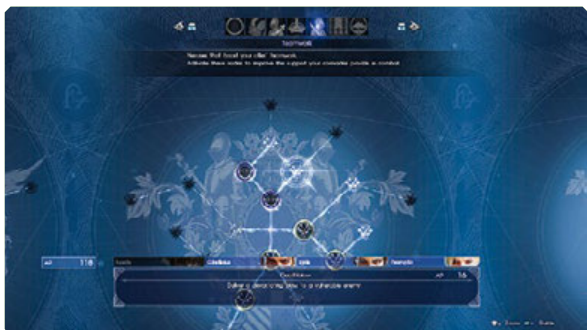
Regalia (🚗): Your car, the Regalia, is your primary mode of transportation. You can either choose the auto mode (where Ignis takes the wheel) or manual (where you drive yourself). In auto mode, you choose a destination in advance from available locations. If a fast travel icon is shown (🏠), select "Yes" to instantly complete the journey for a nominal fee.



Parking Spots (P): The presence of this icon usually suggests that there is something of interest in the vicinity, though you should bear in mind that some might be stopping points for a quest you have yet to unlock. Don't feel obliged to park in these designated bays; if you spot something of note, you can always pull over and park by the side of the road (even if Ignis is driving) by holding \otimes / \odot .



Rent-a-Bird (🐦): After completing a specific hunt (see page 51), you unlock the option to rent chocobos, offering a fast and convenient means of transportation for the entire party. This is not something that you need think about until Chapter 03 at the earliest.



Ascension: As you level up and complete quests and other objectives, you receive AP that you can spend in the Ascension menu. This enables you to unlock new abilities for all party members, including passive skills, offensive and defensive features, and special techniques.

Sidequests & Optional Challenges: Though you always have main quest objectives to pursue, we strongly recommend that you make time to explore optional activities, particularly sidequests and hunts. You can also fruitfully travel the world for the sheer pleasure of exploring and encountering new fauna, vistas, and hidden locations. Any additional EXP, AP, or equipment that you acquire will only serve to make you stronger for main quests and high-level optional challenges. However, be wary to avoid enemies with levels above your own, especially during the opening hours. It's prudent to make regular saves if you wander far from the beaten path.



Gear: Weapons and accessories that you acquire can be equipped from the Gear menu. Spells (which can be crafted in the Elemancy menu) and ally techniques (unlocked in the Ascension menu) are also assigned for use via this menu.



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CHAPTER 01

PART 1

LEIDE: HAMMERHEAD REGION

SIDEQUEST

"Highway Helper" (see page 121)

From Hammerhead, follow the road to the northwest to encounter a man who needs a repair kit to fix his broken car. You can purchase these from Hammerhead's Mini-mart; consider buying several for future instances of automobile failure. Deliver the item to the man to complete the quest.

SIDEQUEST

"Tired of Running" (see page 114)

If you go west from the location where you fight the Bloodhorn during the main adventure, you will find an exhausted man hiding among the containers. Give him a potion to complete this short side mission.

Daemons

As a rule, you should only complete missions and explore the world during day time in the opening hours of the adventure. At night, dangerous Daemons replace the usual beasts encountered in the game. It takes a well-developed party to stand any chance against these extremely dangerous creatures. For now, make camp or head to a lodging whenever dusk is near.

HUNT

Hammerhead: "Varmints of the Wastelands" (see page 136)

This hunt, activated at the diner, can be completed with ease from the beginning of the adventure. Your goal is to dispatch a group of Mesmenirs (vulnerable to Greatswords, Daggers, and Fire) a short walk to the southwest of Hammerhead, though you should note that they only appear during daylight hours.

SIDEQUEST

"Search and Rescue" (see page 115)

After completing **The Mutant Maurauder**, explore the vicinity of the junction between the dirt road and the highway to the northwest of Hammerhead to trigger this assignment. The man you need to rescue sits at the foot of a large rock right by the road. Hand over a potion to complete the quest.

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
<01>	-	Push the Regalia to Hammerhead.
<02> - <04>	The Pauper Prince	Speak to Cindy, visit any shop, then return to Cindy. Eliminate three groups of Reapertails west of Hammerhead.
<05> - <07>	Hunter Becomes the Hunted	Examine documents inside the shack to the west, then dispatch two packs of Sabertusks before speaking to Dave.
<08> - <09>	The Mutant Maurauder	Eliminate the Bloodhorn to the north.
<10>	The Errand Prince	Speak to Cindy at Hammerhead, then jump into the Regalia and head for Longwythe Rest Area.

SIDEQUEST

"Unlucky Driver" (see page 120)

If you follow the dirt road directly south of the shack where you rescue Dave during the main story, you will encounter a despairing driver at the position marked here. Bring him a repair kit (available from Hammerhead's Mini-mart) to complete the quest.



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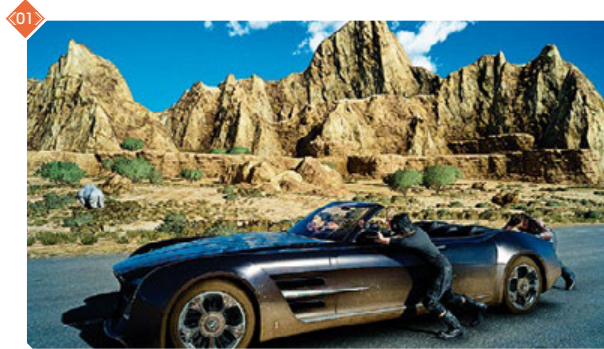
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*Only available after you finish the game

STEP-BY-STEP WALKTHROUGH



After the introductory scenes your first task as Prince Noctis is to push your car, the Regalia, by holding **R2/L1**. You can also familiarize yourself with camera movements (and, by extension, the striking environment) by tilting **PS** in any direction.



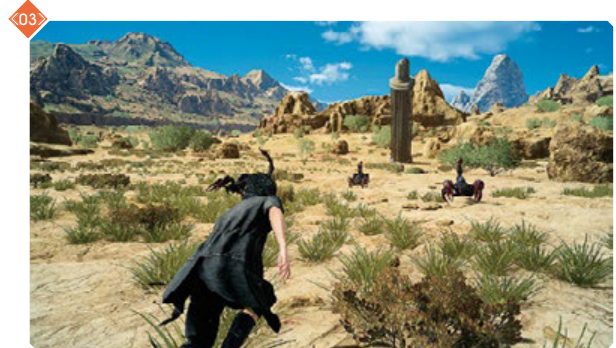
Once at Hammerhead, speak to Cindy to receive a map of the continent. You can then enter the store or diner to trigger **The Pauper Prince** quest. Ignis suggests that you consult Cindy, so return to her to explain the situation. In the interactive conversation that follows, you have three options:

- ◆ "Ask for a discount" ➔ Reward: 10 AP
- ◆ "Ask for a loan" ➔ Reward: 10 AP
- ◆ "Ask my friends" ➔ Reward: 10 AP



Enemy Analysis (see page 231)

NAME	NOTES
Reapertail	Weak to Swords, Greatswords, and Lightning; resistant to Ice and Light
Sabertusk	Weak to Daggers, Firearms, and Ice; resistant to Fire and Light
Bloodhorn	Very weak to Fire; weak to Polearms and Shields; resistant to Ice
Dualhorn	Weak to Polearms, Shields, and Fire; resistant to Ice and Light
Mesmenir	Weak to Greatswords, Daggers, and Fire; resistant to Ice and Light



Make a brief visit to the diner's tipster to inquire about information on the surrounding area before you set out to eliminate the groups of monsters outside of Hammerhead. The first enemies are found by the broken telegraph post a short walk to the southwest of the gas station, as shown here. You can use the **!** icon to guide you. Don't neglect to complete the optional challenge that appears at the start of the battle. Each of these Strategy challenges that you beat will reward you with extra AP, which you can spend to unlock new skills for your party members in the Ascension menu.



Sidequests

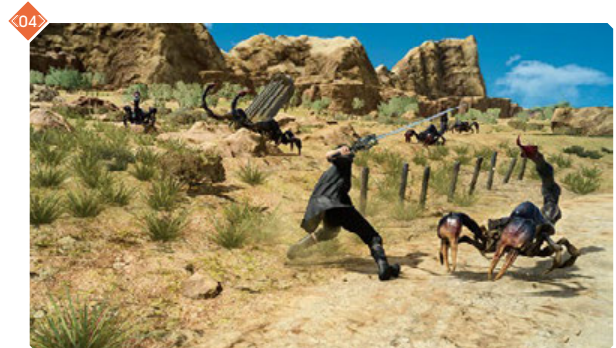
There are more sidequests to complete than you might suspect during the early chapters of **FFXV**. Though you may be tempted to focus on the main story to drive party development, it's actually the process of completing secondary tasks that will enable you to advance their skills beyond the gentle incline of the difficulty curve – and, moreover, bankroll the acquisition of superior gear, which can make a profound difference. Completing optional challenges grants you valuable rewards, upgrades, resources (both directly and indirectly as a consequence of exploration), and more besides.

For these (very pertinent) reasons, we strongly advise that you make it a habit to regularly venture off the beaten path – especially as you have this walkthrough to assist you in only straying as far as you really need to. For each section of the game you will find map-linked callouts highlighting the location and requirements for all sidequests that you undertake.

For this opening sequence in the Hammerhead region, any task that you fulfill before fighting the Bloodhorn **03** will make that encounter a little easier. The same is true for every critical challenge that follows in the story: a little extra legwork and effort in advance will pay dividends at the times when you really need your party to perform. Refer to the previous page for callouts highlighting available sidequests at this stage of the adventure.

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Varmints of the Wastelands	Hunt, Hammerhead diner	136
Howling Wind of Hunger	Hunt, Hammerhead diner	136
The Hallowed Hill of Hammerhead	Tour	145
Stirred, Not Shaken	Tour	145
Highway Helper	Broken car	121
Unlucky Driver	Broken car	120
Tired of Running	Rescue	114
Search and Rescue	Rescue	115



The second group awaits by another collapsed telegraph pole a short walk to the west. Use this opportunity to practice the art of defending: hold **PS/X** to defend against enemy attacks, then finish them off. The third and final group of Reapertails is found roaming further west. Simply run alongside the main road until you reach them. Once again, follow the instructions to earn AP. Taking down all foes completes **The Pauper Prince** quest.

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05



The **Hunter Becomes the Hunted** mission becomes active after the telephone conversation with Cindy. Head to the abandoned shack directly west of your position, as shown here. Examine the documents on the table in the far corner to trigger a battle against a rampaging mob of Sabertusks. A Greatsword's charged attack can work wonders in such close confines; alternatively, attacking with a Cocytus firearm can prove extremely effective here, as these creatures are vulnerable to Ice.

06



Move further west towards the next waypoint to find another group of monsters. To fulfill the strategy requirement, look at the windmill and hold **△/Y** when you see a blue marker on it. From your hanging position, hold **RT/RB** and press **△/Y**: Noctis will automatically warp-strike to the current target – a technique that you will need to use frequently throughout the adventure. It's a good idea to practice it whenever you have the opportunity.

07



Once all monsters are down, Dave appears outside the nearby shack. Speak to him to complete the **Hunter Becomes the Hunted** quest. Your choice during the interactive conversation leads to the following rewards:

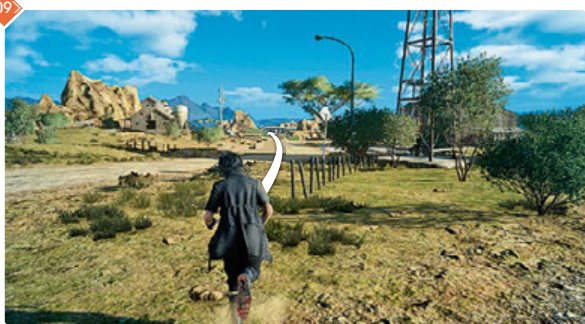
- ◆ *"Do it for free"* ➔ Reward: 30 EXP for the whole party
- ◆ *"Do it for a price"* ➔ Reward: 2 AP
- ◆ *"Ask my friends"* ➔ Reward: 150 EXP for Ignis alone

08



Your new mission is called **The Mutant Marauder**. Before you head to the destination, though, make a stop at the nearby Merrioth Haven, a short walk to the southeast of your current position. Havens are easy to spot from a distance: each one is signposted by a distinct column of smoke, as illustrated here. Collect elemental energy from the deposits surrounding the haven before you make camp: this will enable you to craft spells (see page 20 for details). When you rest, the experience points (EXP) that you have accumulated so far will be processed automatically, levelling up your characters and granting them status boosts. These stat increases will be of great benefit during an imminent battle.

09



You are now ready to face your next foe: a large creature that awaits to the north, beyond the pipeline shown here. To tip the odds in your favor, open the Ascension menu and make sure you have unlocked Ignis's Enhancement nexus; you could also consider making a minor detour to the west to collect the powerful, Fire-infused Blade of Brennaere, available at a treasure spot position (see page 34). When you are all set, create a manual save. Your priority in the battle that follows is to roll-dodge away (press **△/X**) or phase through your opponent's attacks (hold **△/X**), particularly when you are within range of the creature's horn. Try to remain to the rear of this beast to avoid most of its attacks and to increase your chances of performing link-strikes – situational special attacks that inflict bonus damage when you are in close proximity with at least one companion. A Polearm infused with Fire via Ignis's Enhancement technique will exploit both of the Bloodhorn's weaknesses, though the Blade of Brennaere will also work wonders. Terminating the Bloodhorn completes the **The Mutant Marauder** quest.

10



You can now head back to Hammerhead to move on to a new location – though this is an opportune time to clear a handful of sidequests if you wish. Once you're ready, speak to Cindy to initiate **The Errand Prince** (see below for interactive dialog rewards) and drive to the Longwythe Rest Area. If you choose to have Noctis (and, therefore, you) drive to the next waypoint, you can find instructions for the Regalia on the screen. Essentially, you accelerate with **□/L**, turn the wheel with **L** (which is only technically required at junctions; Noctis will automatically follow the road without your direct input) and, on arrival, hold **△/A** when the prompt appears to park. Your choice during the interactive dialog with Cindy has the following results:

- ◆ *"Accept"* ➔ Reward: 50 EXP for the entire party
- ◆ *"Refuse"* ➔ Reward: 2 AP
- ◆ *"Ask my friends"* ➔ Reward: 200 EXP for Prompto alone

SIDEQUEST

"Scraps of Mystery I" (see page 126)

During your stop at the Longwythe Rest Area, head to the end of the covered walkway closest to the road (facing the booth where the proprietor sits, it's on your left) to find and collect a map hidden by a chair. Select this as your active quest and follow the waypoint until you reach the search zone surrounding the marker. Your goal is to find a collectible item inside the highlighted perimeter – and you should stop reading this entry now if you would prefer to do so without assistance. If you struggle to locate it, here's a hint: the item is at the foot of a large rock not too far from the center of the search area. Note that we provide immediate visual solutions for all "scavenger-hunt"-style missions in our Sidequests chapter. See page 126 to locate the item for this assignment.

HUNT

Longwythe Rest Area: "The Hunter-Slaying Herd"

(see page 136)

These creatures roam to the north of the Longwythe Rest Area and can be encountered during the day. They are all weak to Greatswords, Daggers, and Ice.

SIDEQUEST

"Gone Hunting" (see page 146)

After you speak with the motel owner, talk to the man right in front of Noctis as the cutscene ends. He asks you to make a delivery for Dave, who stands across the road, outside the small building adjacent to the diner. Once you've given him the envelope, inquire about the quest by speaking to the local tipster – in other words, the man behind the counter of the diner. You can now head to the position this caption points to. Examine the campfire, then chase and defeat the Sabertusks that appear. Once you have dealt with them all (Gladius's Tempest technique can really help here), pick up the dog tag and take it back to Dave at the Longwythe Rest Area to complete the mission.

SIDEQUEST

"Broken-Down" (see page 121)

Just a little to the south of the Longwythe Rest Area, you will find a driver standing close to his car on the side of the road. Give him a repair kit (available from Hammerhead's Mini-mart) to complete the quest.

HUNT

Longwythe Rest Area: "Mineside Mischief Makers"

(see page 136)

The Goblins you seek roam on the hill close to the entrance to the Balouve Mines if you visit at night. They are all weak to Fire-based attacks, as well as Polearms and Daggers. To avoid unwanted encounters while driving after dark, park the Regalia in nearby Longwythe and head to the waypoint on foot. Once you have defeated the Goblins, open the main map and select the "Return to Car" option for a quick return journey.

SIDEQUEST

"Kitty Catering" (see page 170)

As you return to the Regalia after speaking to Dino, you can interact with a cat on the pier to begin this sidequest. Head to the nearby fishing spot, on the small pier a short walk to the west. Once you've caught a fish, return to the cat – which, you will find, doesn't seem to like raw fish. Seek the advice of the chef at the nearby restaurant, then take the dish that she prepares back to the cat to complete the mission. (Before you leave the area, buy a Lucian Tomato from the nearby shop: it will become useful for another sidequest very soon.)

TOUR

"Rise and Shine and Run" (see page 145)

Make camp at the Lachyrte Haven and accept Gladius's offer. Follow him in the morning to initiate a race. Your objective is to reach the goal line first. Sprint at all times by using the trick that enables you to refresh your stamina bar just before it is fully depleted (see "Movement & Stamina Bar" on page 31). Gladius's reaction at the finish line is determined by how well you perform.

SIDEQUEST

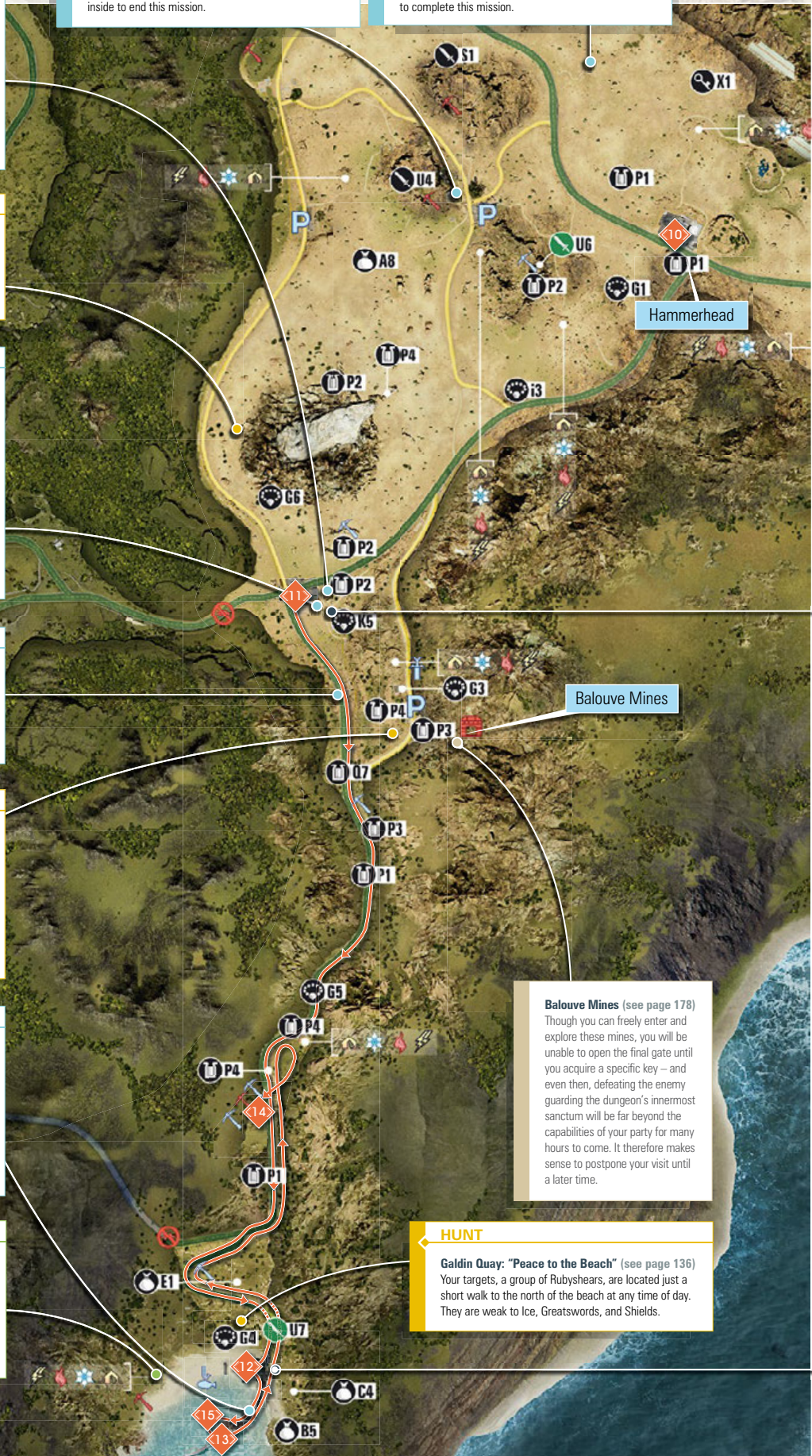
"Conceal, Don't Feel" (see page 115)

After completing **A Cry for Help**, head to the large barn close to the small shack where you encountered Dave for the first time. Hand over an antidote to the man inside to end this mission.

SIDEQUEST

"A Cry for Help" (see page 115)

If you head for the ruins to the northwest of Hammerhead after visiting the Longwythe Rest Area, you will find a man in need of your assistance. Heal him with a potion to complete this mission.



Balouve Mines (see page 178)

Though you can freely enter and explore these mines, you will be unable to open the final gate until you acquire a specific key – and even then, defeating the enemy guarding the dungeon's innermost sanctum will be far beyond the capabilities of your party for many hours to come. It therefore makes sense to postpone your visit until a later time.

HUNT

Galdin Quay: "Peace to the Beach" (see page 136)

Your targets, a group of Rubyshears, are located just a short walk to the north of the beach at any time of day. They are weak to Ice, Greatswords, and Shields.

LEIDE: GALDIN QUAY REGION

CHAPTER 01
PART 2

Walkthrough Summary

(See Overleaf For Details)

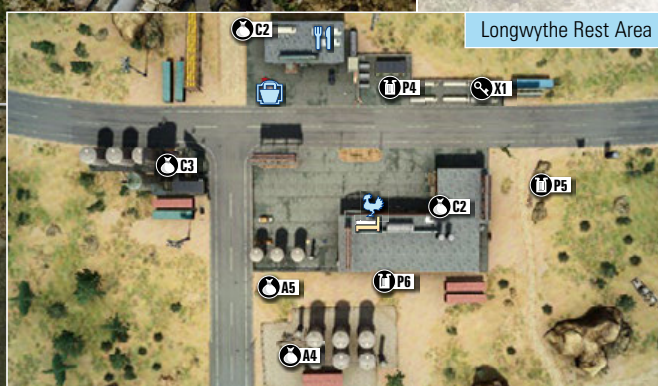
STEP	QUEST	DESCRIPTION
11-12	The Errand Prince	Drive to the Longwythe Rest Area and speak to the motel manager, then drive to Galdin Quay to the south.
13-15	A Gentlemen's Agreement	Speak to Dino on the southernmost pier, then collect the minerals he requires from a deposit to the north and return them to him.
16-18	Ill Tidings	Talk to Dino again. When your subsequent journey is interrupted, head to the top of the hill.

Legend

ICON	MEANING
A1	Electrolytic Condenser
A4	Debased Coin
A5	Sharp Bone
A7	Giant Hairy Horn
A8	Curved Fang
B5	Ancient Dragon Tooth
C2	Metal Scrap
C3	Rusted Bit
C4	Star Shell
C5	Fossil Shell
E1	Ammonite Fossil
I3	Garnet Bracelet
I5	Bulletproof Vest
K5	Star Pendant
G1	Warrior's Anklet
G3	Bronze Bangle
G4	Fencer's Anklet
G5	Amulet
G6	Green Choker
G7	Iron Bangle
P1	Megalixir
P2	Mega Phoenix
P3	Remedy
P4	Hi-Elixir
P4	Hi-Elixir**
P5	Antidote
P6	Potion
P7	Mega-Potion
S1	Avengers
U4	Blade of Brennaere
U6	Iron Duke*
U7	Organyx*
X1	Oracle Ascension Coin
	Whitestone Shard (17%), Blackstone Shard (17%), Redstone Shard (17%), Bluestone Shard (17%), Greenstone Shard (16%), Yellowstone Shard (16%)
	Silver Dust (40%), Gold Dust (35%), Prismatic Dust (25%)

* Only available after you finish the game
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Longwythe Rest Area



Galdin Quay



STEP-BY-STEP WALKTHROUGH



Enemy Analysis (see page 231)

NAME	NOTES
Sabertusk	Weak to Daggers, Firearms, and Ice; resistant to Fire and Light
Reapertail	Weak to Swords, Greatswords, and Lightning; resistant to Ice and Light
Dualhorn	Weak to Polearms, Shields, and Fire; resistant to Ice and Light
Mesmenir	Weak to Greatswords, Daggers, and Fire; resistant to Ice and Light
Imperial Rifleman	Weak to Firearms, Shields, and Fire; resistant to Lightning
Magitek Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice

11



When you reach the Longwythe Rest Area, park the Regalia outside the motel. Speak to the manager in the small booth to deliver the goods. If you're open to diversions, this is a good time to complete a few local sidequests (see "Sidequests").



Sidequests

There are two prime opportunities to clear up available sidequests during this section of the game:

- ◆ The first opportunity is when you make the delivery to the motel manager in the Longwythe Rest Area (see step 11). Look to complete the following assignments: **Gone Hunting**, **Scraps of Mystery I**, **Broken-Down**, **A Cry for Help**, **Conceal, Don't Feel**, **Mineside Mischief Makers** and **The Hunter-Slaying Herd**.
- ◆ The second opportunity is before you return the Garnet Stone to Dino at Galdin Quay (see 14). Consider completing **Rise and Shine and Run**, **Peace to the Beach** and **Kitty Catering**.

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Gone Hunting	Dave	146
Scraps of Mystery I	Mystery map	126
Broken-Down	Broken car	121
Mineside Mischief Makers	Hunt	136
The Hunter-Slaying Herd	Hunt	136
A Cry for Help	Rescue	115
Conceal, Don't Feel	Rescue	115
Rise and Shine and Run	Tour	145
Peace to the Beach	Hunt	136
Kitty Catering	Friendly Cat	170

12



Take the Regalia and drive to Galdin Quay. Once you have parked, go through the main building and all the way to the pier at the far south of the map. Note that the woman behind the circular counter in the Mother of Pearl restaurant is the local tipster; pay her a quick visit as you pass.



13



After checking the ferry movements (or lack thereof) at the waypoint, talk to Dino. This completes **The Errand Prince** and triggers the **A Gentlemen's Agreement** quest. Here are the consequences of your choice during the interactive dialog with Dino:

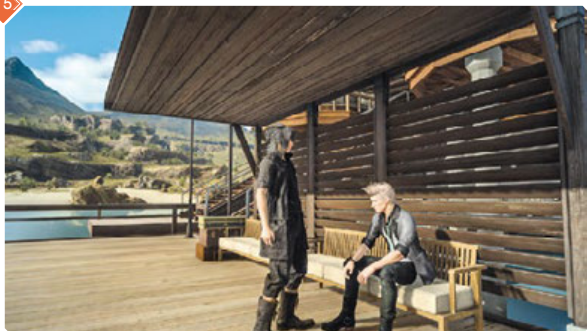
- ◆ "Listen to him" → Reward: 80 EXP for each party member
- ◆ "Stand my ground" → Reward: 150 EXP for Ignis alone

14



You can now use the Regalia in auto mode to head straight to your destination via the Quest Location option. Once the Regalia is parked, follow the route shown here to reach the path to your objective. Walk around the giant bird (to assuage any anxiety: if the imposing creature detects you, it will simply fly away), then head to the mineral deposit to acquire a Garnet Stone. You are now ready to return to Dino at Galdin Quay. After delivering the item you will receive a Garnet Bracelet: an accessory that can be a fine gear addition for one of your party members.


15



When you are ready to proceed, speak to Dino at Galdin Quay to complete the **A Gentlemen's Agreement** quest. Note that you will not return here for a while once you speak to him again to advance the story, so make sure you are done with any unfinished business in the area beforehand.

16



The **III Tidings** quest begins as you automatically drive towards the city of Insomnia. Once the car is parked, follow the path shown here to reach a first group of soldiers. Area-of-effect attacks can work wonders against packs of enemies: a spell, Gladiolus's Tempest technique, or swinging a charged Greatsword are all excellent options. If Noctis is subjected to heavy fire, use one of the cover points: move close, then hold  when the prompt appears. (If you have unlocked the Rapid Regen ability nexus, you will also benefit from increased gauge recovery speeds.)

17



The linear path leading to a second combat encounter is represented here. Use the same tactics to eliminate your enemies. After the battle, don't forget to explore the two adjacent derelict rooms to collect items.

18



To reach the third and final battle in this chapter, follow the path shown here. Try to open the fight by warp-striking to the riflemen on the vantage point and deal with them as a priority – this prevents them from peppering your party with bullets while you fight their allies below. Once the dust settles, run to the final waypoint to complete both the **III Tidings** quest and Chapter 01.

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SIDEQUEST

"Scraps of Mystery II" (see page 126)

You can initiate this quest by interacting with a map on the lower shelf of a small table with wheels in the Prairie Outpost, across the road from Monica's position. It makes sense to do so during your first visit to the outpost, as you will come across the corresponding location during the **The Power of Kings** main quest, on a similar wooden table in the northeast corner of the Keycatrich Trench battlefield.

SIDEQUEST

"Dust to Dust" (see page 146)

If you completed the **Gone Hunting** quest in Longwythe (see page 38), Dave can be found at the Prairie Outpost, close to where you originally encountered Monica. Speak to him to initiate this quest, then retrieve the dog tag from an abandoned car to the south of the Prairie Outpost.

SIDEQUEST

"Palpable Pain" (see page 114)

After completing **Tired of Running** (see page 34), you can find a woman inside this building to the south of the Prairie Outpost. Heal her with a potion to receive your reward.

SIDEQUEST

"Scraps of Mystery III" (see page 126)

You will find this map on the ground, outside a wooden shack to the south of the Prairie Outpost. It leads to a position to the west of Hammerhead. You will find the item to collect behind large collapsed beams surrounded by other debris.

SIDEQUEST

"Stranded on the Sand" (see page 120)

If you have completed **Highway Helper** (see page 34), you can find another driver in need of assistance on the side of the dirt road to the south of the main road that leads from Hammerhead to the Prairie Outpost. Take him a repair kit (available from Hammerhead's Mini-mart) to complete the quest.

SIDEQUEST

"Lost Without a Potion" (see page 114)

After completing **Search and Rescue** (see page 34), explore the area above the rock tunnel that you drive through to reach Galdin Quay. Look behind the bushes and give the man a potion.

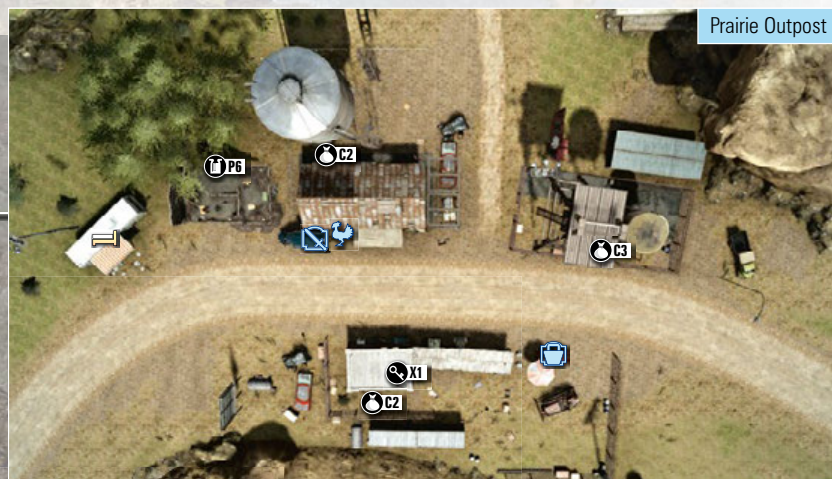
SIDEQUEST

"The Aspiring Artisan" (see page 153)

This quest can be completed alongside **Scenic Delivery**. Speak to Dino at Galdin Quay, then retrieve the Amethyst Stone he requires from a deposit just east of Longwythe Peak and take it back to him. Before you leave, activate Dino's next mission: **A Stone-Studded Stunner**. This new objective is found in Duscae, so triggering it now will save you a long journey at a later date.



LEIDE: PRAIRIE OUTPOST REGION

CHAPTER 02
PART 1

Prairie Outpost

SIDEQUEST

"Hunters and Gatherers" (see page 151)

Once you have completed Takka's first quest (**Scenic Delivery**), Takka asks you to obtain a Daggerquill Breast. You can find Daggerquills a short walk to the northeast of Hammerhead. Once there, use warp-strikes to reach them, then immediately launch a combo to stay airborne and inflict damage. Take the item back to Takka to complete this task.

SIDEQUEST

"Scenic Delivery" (see page 151)

As you begin the chapter in Hammerhead, speak to Takka (the diner owner) to trigger this quest. He asks you to find a Lucian Tomato for him. You can purchase one from the shop close to Galdin Quay's parking lot. Deliver it to Takka to complete the assignment.

SIDEQUEST

"Distress in the Desert" (see page 114)

After completing **Lost Without a Potion**, return to the area where you encountered the giant bird during **A Gentlemen's Agreement**. Follow the rock wall on your left after you cross the bridge to find a woman. Give her an antidote to complete this assignment.

SIDEQUEST

"Emergency Delivery" (see page 151)

After you complete **Hunters and Gatherers**, Takka has a third mission for you: obtain a Garula Sirlain. Garulas can be found in the Duscae region, available from Chapter 03, just to the south of the gas station where you begin.

SIDEQUEST

"Roadside Assistance" (see page 121)

This driver appears on the road that leads from Hammerhead to the Prairie Outpost after you have completed **Stranded on the Sand**. Give him a repair kit to complete the quest.

Legend

ICON	MEANING
	Electrolytic Condenser
	Quality Building Stone
	Giant Hairy Horn
	Curved Fang
	Ancient Dragon Tooth
	Metal Scrap
	Rusted Bit
	Star Shell
	Ammonite Fossil
	Warrior's Anklet
	White Choker
	Bronze Bangle
	Fencer's Anklet
	Amulet
	Green Choker
	Silver Bangle*
	Garnet Bracelet
	Star Pendant
	Megalixir
	Mega Phoenix
	Remedy
	Hi-Elixir
	Potion
	Mega-Potion
	Avengers
	Blade of Brannaere
	Bioblaster
	Iron Duke*
	Organyx*
	Oracle Ascension Coin
	Whitestone Shard (17%), Blackstone Shard (17%), Redstone Shard (17%), Bluestone Shard (17%), Greenstone Shard (16%), Yellowstone Shard (16%)
	Silver Dust (40%), Gold Dust (35%), Prismatic Dust (25%)

*Only available after you finish the game

Walkthrough Summary

(See Overleaf For Details)

STEP	QUEST	DESCRIPTION
-	Legacy	Speak to Cid inside Hammerhead's garage, then drive to the Prairie Outpost and talk in turn to Monica and Cor.
-	The Power of Kings	Explore Keycatrich Trench to the east to retrieve a new Royal Arm.

STEP-BY-STEP WALKTHROUGH



Enemy Analysis (see page 231)

NAME	NOTES
Daggerquill	Weak to Daggers, Firearms and Fire; resistant to Lightning and Light
Sabertusk	Weak to Daggers, Firearms, and Ice; resistant to Fire and Light
Garullessa	Weak to Greatswords, Machinery, and Fire; resistant to Ice and Light
Garulet	Weak to Greatswords, Firearms, and Fire; resistant to Ice and Light
Goblin	Weak to Polearms, Daggers, Fire, and Light; resistant to Ice
Arachne	Weak to Greatswords, Machinery, Fire, and Light; resistant to Lightning
Tarantula	Weak to Daggers, Firearms, Fire, and Light; resistant to Ice
Imperial Sniper	Weak to Firearms, Shields, and Fire; resistant to Lightning
Imperial Rifleman	Weak to Firearms, Shields, and Fire; resistant to Lightning
Magitek Axeman	Weak to Polearms, Daggers, and Lightning; resistant to Ice
MA Veles	Weak to Greatswords, Daggers, and Lightning; resistant to Fire; immune to Light



Sidequests

Before you meet Cor and visit Keycatrich Trench, there are a number of sidequests that you can complete. Gaining a level or two prior to facing the dungeon's many dangers will make things a lot easier.

SIDEQUEST CHECKLIST

NAME	TYPE	PAGE
Lost Without a Potion	Rescue	114
Distress in the Desert	Rescue	114
Palpable Pain	Rescue	114
Stranded on the Sand	Broken car	120
Roadside Assistance	Broken car	121
Scenic Delivery	Takka	151
Hunters and Gatherers	Takka	151
Emergency Delivery	Takka	151
The Aspiring Artisan	Dino	153
Scraps of Mystery II	Mystery map	126
Scraps of Mystery III	Mystery map	126
Dust to Dust	Dave	146

01



The **Legacy** quest begins during the ride to Hammerhead. Back at the gas station, approach Cid. After the cutscene, return to the Regalia and drive to the next waypoint: Prairie Outpost.

02



Once at the outpost, talk to Monica. Save your progress: this will be your last chance to do so prior to a forthcoming battle. You can then head towards the waypoint to the north.

03



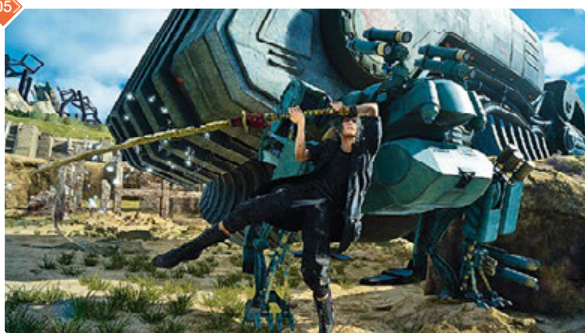
Go through the temple gate at the top of the dirt path, where you meet Cor and receive the Sword of the Wise: this is your first Royal Arm, a unique category of powerful weapons that drain your HP when you hit enemies (see page 286 for details). Speak to Cor to complete the **Legacy** quest and initiate **The Power of Kings**.

04



Keycatrich Trench, your next destination, lies to the east of your current position. Retrace your steps to the junction and follow the dirt path to the northeast.

05



When you enter the main battlefield area, you have two options. If you make your approach alongside the left-hand wall (northwest), you can run past the nearby Garulessa and Garulets and head straight for the cave entrance. The second option is our recommended approach: follow the dirt path to face a large group of soldiers, followed by hard-hitting Magitek mechs. The infantry are supported by a manned turret: neutralize this emplacement immediately, as it can deal significant damage. Once all soldiers are down, deal with the bipedal tanks, ideally one at a time. Greatswords are supremely effective here (especially if enhanced by Ignis) as their sweeping attacks can hit multiple body parts simultaneously, while also destroying nearby missiles before they explode. There are more assailants further east (including another bipedal tank) that you may also wish to deal with. Winning this battle is much more demanding than sprinting past the Garulessa, but the EXP bonuses make it more than worthwhile. Don't neglect to collect the Bioblaster located on top of the rocks to the left of the dungeon before you continue.



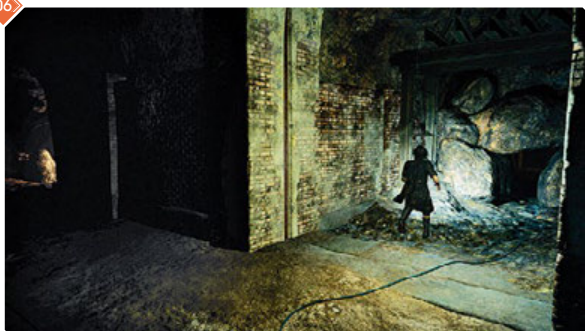
KEYCATRICH TRENCH



Legend

ICON	MEANING	ICON	MEANING
	Electrolytic Condenser		Elixir
	Laser Sensor		Ether
	Metal Scrap		Auto Crossbow
	Rusted Bit		Oracle Ascension Coin
	Green Choker		50% Bronze Bangle, 25% Potion, 25% Debased Coin
	Carbon Bangle		50% Elixir, 25% Megalixir, 25% Debased Coin
	Hi-Elixir		

06



Once inside the dungeon, follow the path shown on the map above. Go down the tunnel and take a right when you reach a fork. Follow the cables and activate the generator that they lead to: this will turn on the lights. Keep going down the main tunnel until you spot a rock wall with a hole on your right. Go through the gap shown on the accompanying screenshot. (If you wish to explore the other optional tunnel sections, refer to the dashed line on our map. Watch out for the rock that falls from the ceiling in the chamber at the bottom of the stairs.)

07



The path through the second half of the dungeon is fairly straightforward: take a left at the end of the corridor, then pass through the narrow passage between the steel plates. Open the steel door to your left and activate another generator. The remaining corridors lead to the main chamber where you have to fight an Arachne (don't miss the Auto Crossbow directly on the way). Make the most of each parry opportunity and try to exploit the creature's weaknesses by using Greatswords or Machinery imbued with Fire thanks to Ignis's Enhancement technique (which you should definitely have unlocked in the Ascension menu by now). Boosted in this manner with a Greatsword in hand, Noctis can deal enormous amounts of damage to the Arachne, particularly with charged strikes (see page 18 for details on this move). Ignore the Tarantulas that spawn: instead, focus solely on your main target to take it down as quickly as possible. During the process, make sure you parry or roll-dodge away from its Lightning cloud attack, though. Once the monster falls, go through the hole in the rock wall to reach the final room and retrieve the Axe of the Conqueror. Leave the cave to complete **The Power of Kings**.

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