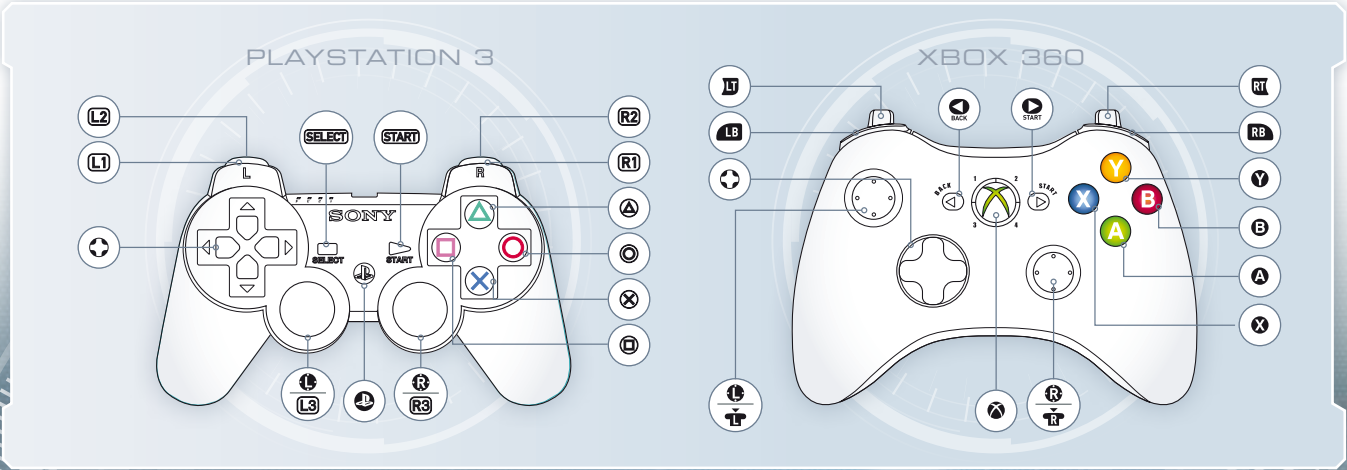


COMMANDS

ON-SCREEN DISPLAY



BASIC COMMANDS

PS3	XBOX 360	EXPLORATION CONTROLS	BATTLE CONTROLS
		Movement	Menu navigation; repeat previous command queue (with Abilities menu highlighted during battle)
		Camera control	Camera control
		Menu navigation	Menu navigation; repeat previous command queue (with Abilities menu highlighted during battle)
		Interact	Select menu option; enter sub-menu
		Jump	Return to previous menu; cancel attack
		Enter Main Menu	Execute partial command queue before ATB gauge is filled
		View/close main map screen	Unleash Feral Link attack*
		Mooglee Hunt*; Mooglee Throw: throw Mooglee (when / is held)*	View enemy information
		-	-
		Mooglee Throw: grab Mooglee*	Change Paradigm
		-	-
		-	-
		Center Camera	-
		Pause	Pause
		Enable/disable mini-map; skip cutscenes on pause screen	-

* This feature is not available at the beginning of the game.

FIELD

BATTLE



- 1 INTERACTIONS**
Objects or individuals that you can interact with in the game world are highlighted by a rotating circle, accompanied by a short text description – usually “Talk” for a person you can interact with, or “Examine” for a mechanism or object.
- 2 MINI-MAP**
This display offers information on the terrain in your immediate vicinity, including topographical data, waypoints, NPCs (Non-Player Characters), and assorted points of interest. The mini-map always points north by default, though this can be adjusted in the Settings menu; the arrow representing the character under your control always corresponds to the direction they are facing.

MINI-MAP LEGEND

	Party leader
	Dots mark the path of your recent steps; useful for reorienting yourself after a battle in unfamiliar territory
	Ally
	Mog
	Active enemy
	Used to mark the site of your last battle in the region
	Waypoint marker
	Side quest waypoint marker
	Chocobo
	Marks the site of an opened treasure sphere
	Chocolina's Shop
	Gate

- 1 BATTLE MENU**
Provides access to commands used during combat. This disappears while your instructions are implemented.
- 2 ATB GAUGE**
The ATB (Active Time Battle) gauge fills gradually during combat. Once it is full, and your instructions chosen and confirmed, each action that appears above the gauge will be performed by the character under your direct control.
- 3 HELP DISPLAY**
Offers information on highlighted menu options.
- 4 PARTY HP GAUGES & ROLES**
These bars illustrate the current health (“hit points”, or HP) of each party member; the current “role” of each individual appears above their gauge.
- 5 ENEMY HP GAUGE**
This bar illustrates the current health of an opponent.
- 6 CHAIN GAUGE**
This gauge is filled by launching successive assaults on an opponent. Once it has been filled, an enemy enters “Staggered” status, which can lead to increased damage, new weaknesses and behavioral changes. The red marker shows your actual position on the gauge, while the orange bar is a timer. If the orange bar reaches the far left of the display before you or your allies land another attack, both the Chain Gauge and related Chain Bonus are reset.
- 7 CHAIN BONUS**
Shows the current multiplier for damage inflicted on a targeted enemy. 100% is the default amount, though this increases as the Chain Gauge is filled through successive attacks.
- 8 STAGGER THRESHOLD**
Indicates the Chain Bonus level where an enemy will enter the Staggered state.

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A



E

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

A

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

B

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

C

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

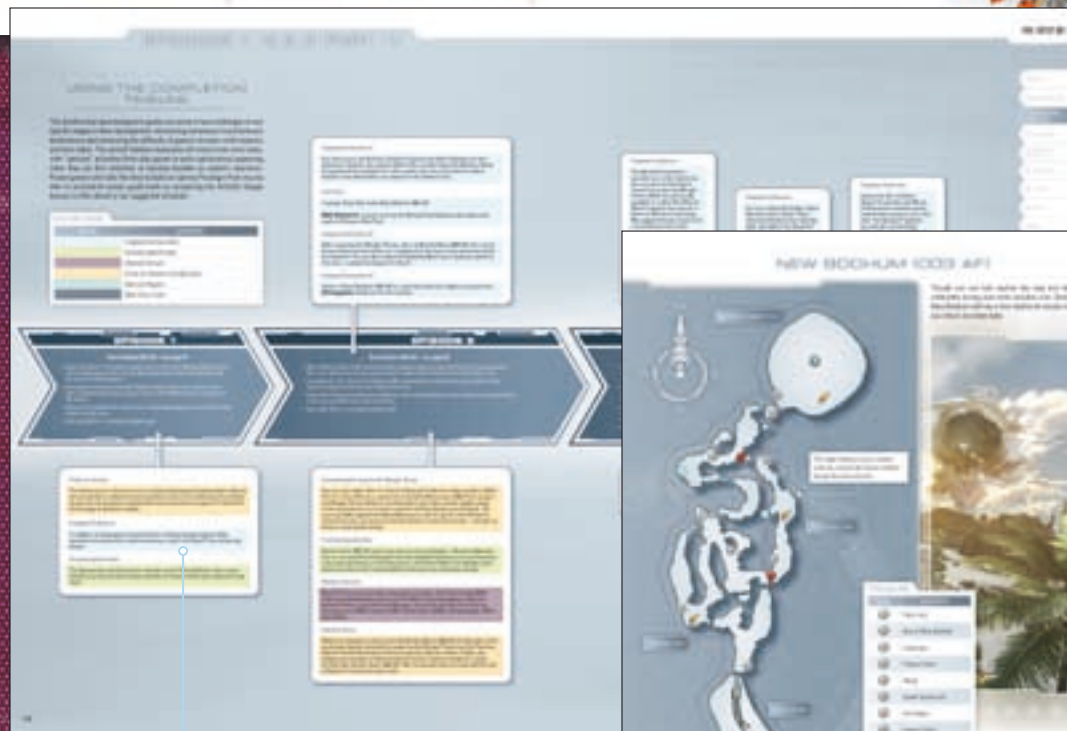
D

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

E

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

B



C



CHAPTER INTERACTIONS

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

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



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A World Without Cocoon

NEW BODHUM (003 AF)

Tour Guide: See page 84

1 After the opening cinematics, you can take a tutorial that introduces the fundamentals of the FFXIII-2 combat system as Lightning engages Chaos Bahamut in the first of two separate battles. These fights do not demand any degree of tactical finesse, so you can safely select Auto-battle and admire the scenery.

Serah begins in the NORA House. There is nothing to do here right now, so open the door and use to leap over obstacles (01) as you head for the waypoint marker at the exit. After another cutscene, you must engage in a short fight: once again, select Auto-battle. Your next task is to defeat all monsters on the beach in four separate confrontations. To initiate hostilities, simply walk into the Nektons and Meonektons fighting the New Bodhum residents. The Meonekton to the left of Serah offers a tutorial on the Paradigm Shift system. If you are not familiar with Final Fantasy XIII, we suggest that you accept the opportunity. You can also learn about Paradigms (and the connected roles concept) by reading the section that begins on page 17 of the Primer chapter.

To win the battles in the Town Square area with ease, simply press / and switch to the Slash & Burn Paradigm at the start of each fight, then let the Auto-battle function do the rest of the work.



01

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

Once the battle is over, run up the wooden path, then the natural rock ramp that follows (02). Whenever you see a small blue circle on the path, this indicates that Serah and Noel can make a special jump to reach a higher or lower elevation. You will now regularly encounter enemies as you travel to the waypoint marker. When you fight groups of Nektons or Spiceacilians, stick to the Double Trouble Paradigm for short battle times; for all other enemy types (particularly the Pulsework Soldier), switch to Slash & Burn. When you reach a fork in the path, head left and open the treasure sphere to obtain the Map of New Bodhum – see “Maps” on the page to your right for more information. From this point, you can simply follow Noel to reach your destination. Fight any enemies that appear, but otherwise take the most direct route to the waypoint until you trigger a boss battle.



02

3 As soon as the confrontation with **Gogmagog** begins (03), switch to the Slash & Burn Paradigm to drive up the monster's Chain Gauge and inflict maximum damage. You can reduce the injuries that Serah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is poised to launch its powerful Swipe attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the Items menu whenever your party's HP gauges fall below the 50% mark.

The battle is followed by the award of Gogmagog Fragment Alpha (see “Fragments” below). Approach the object at the center of the crater and press / to interact with it.



03

FRAGMENTS

The collection of Fragments is arguably the true measure of your progress in Final Fantasy XIII-2. There are 160 to collect in total, spread across every location that you can visit. The accumulation of Fragments is covered in great depth in the Tour Guide chapter. As a rule, we only mention them in the walkthrough if

they lie directly in your path, or are given as rewards for hitting milestones in the main narrative.

- Fragments can be obtained through core story progression, as rewards for completing side quests and optional tasks, and occasionally as collectibles placed (though usually hidden) in a particular location. Whenever you accept a side quest or receive a main story objective that concerns the acquisition of a Fragment, a new entry appears in the Fragments menu. This features a short description of your task, and a small screenshot that offers a visual clue – usually a view of a location where an object (potentially the Fragment itself) or a relevant point of interactivity can be found.

- Picking up a Fragment leads to an additional reward of Crystogen Points. Many Fragments cannot be collected until you reach set progression benchmarks, acquire new abilities, or advance your party to an appropriate level of strength to complete a connected challenge. There are a number that cannot be unlocked until you have finished the main storyline. You can use the Completion Timeline and Tour Guide chapters to plan an efficient path to 100% completion.

LIVE TRIGGERS

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

Some Live Trigger moments will be missed if you fail to speak to a particular individual at the appropriate juncture; others may be bypassed entirely if you skip certain cutscenes. You can find a list of all Live Trigger opportunities – and the rewards you can potentially obtain – on page 299.

MAPS

Almost every location in FFXIII-2 has a map that can be acquired by opening a particular treasure container, speaking to an NPC or completing a story requirement. However, it may not be possible to visit all areas in a location until you complete certain objectives or even acquire new abilities. New Bodhum, for example, cannot be fully explored until you reach the final stages of the main storyline objectives in the region.



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4 Once the cinematics end, you restart in the NORA House. Even though you can now create your own Paradigms, the default Double Trouble and Slash & Burn options will be more than sufficient until you leave New Bodhum. You should, however, visit the Crystarium immediately to advance Serah and Noel: see the page to your right for advice.

Open the treasure box that appears to claim your Live Trigger Reward before you move to the waypoint. Once you regain control of your character outside, you can speak with any New Bodhum residents marked with speech bubbles. Most of these provide ambient conversations, but there are two particular points of interest. Talking to Lebreau outside the NORA House will provide a quick recap of events that happened after the end of Final Fantasy XIII. You can also speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest (04) – see the Tour Guide chapter for all details on side quests.



04

5 Approach the rocks highlighted by a waypoint marker in the north of the Town Square area, then examine them to obtain the Lightning's Knife key item and begin a cutscene. When this ends, head to the south and examine the cat when Mog reacts. Once the chase begins, follow Mog until the cat runs behind the huts (05), then press \otimes / A to interact with the feline as she passes by.

Once you have caught the cat, approach the group of children standing southeast of the NORA House and speak with the boy with a speech bubble above his head. When the cinematic ends, chase him through the Beachfront zone until you can catch him in the Winding Way area; tap \otimes / A to initiate a conversation when you move within range.

When Serah speaks with the boy, a special Live Trigger conversation will begin. This one enables you to choose answers until you pick the correct option. When the conversation ends, you obtain the Snow's Necklace key item. Look to the east for a blue circle that indicates a shortcut back to the lower level and return to the Town Square area; you can speak to Noel for an optional conversation and Live Trigger during the journey.



05

6 Enter the NORA House and head to Serah's bedroom. Examine the mirror; when the cinematic ends, you receive the Giant's Artefact – the item you will need to activate the Gate at the Meteorite Impact Site. A treasure box will appear opposite the mirror; this contains your reward for your recent Live Trigger choices. Leave the building, then head for the waypoint in the Meteorite Impact Site zone. You can now take the path on the east side of the map (the Tidal Shallows area) as both a shortcut and an opportunity to collect previously inaccessible treasure spheres (06). The first of these contains an Iron Bangle, an accessory that increases HP by 10%. We advise you to equip this on Serah.

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



06

USING THE CRYSTARIUM

Once you defeat Gogmagog for the first time, you unlock the ability to visit the Crystarium to invest the Crystogen Points (or "CP") that you acquire through combat and by completing story and side quest objectives. This topic is far too large to cover here in any great depth, so we strongly recommend that you immediately visit page 208 of the Strategy & Analysis chapter where you will, among many other things, find...

- Information on how to maximize your party's potential growth. If you would like to advance Serah and Noel in the most productive manner possible, we suggest that you digest this section before you spend a single point.
- The optimum order in which to unlock new roles, Role Bonuses, ATB gauge segments and other perks available at each Crystarium Expansion milestone.
- Diagrams that illustrate the growth of Serah and Noel in all six roles.

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

SPOILS & TREASURE CONTAINERS

At the conclusion of every battle your party will regularly obtain **Spoils**, items dropped by opponents and transferred directly to your inventory when you leave the post-combat information screens. Almost every monster has a *common drop* and a *rare drop*. You can increase the number of either item type that you obtain by securing a perfect five-star rating for each battle (see page 16 for details). This usually requires the use of a Paradigm focused on raw aggression to win each combat encounter at great speed. Your ability to



maximize the rewards you obtain is also linked to the relative strength of your party: if you struggle to hit four- or five-star ratings in standard combat exchanges, it's usually an indication that your party is somewhat underpowered.

As we explain in the Primer chapter (see page 12), you can also collect items from **treasure spheres** and **treasure boxes**. Their contents are generally useful, but often far from remarkable. It is the cumulative effect of diligently looting every container that makes a difference, as the sum total of all objects found in an area often represents a fairly gradual expansion of the resources at your disposal. The Tour Guide chapter not only contains annotated maps that illustrate the positions of all containers, but also documents interesting rewards that you can harvest from the opponents you encounter.



CHOCOBOS

After the second Gogmagog battle, a pop-up Primer on Chocobos will appear. Riding Chocobos enables you to move rapidly through an area, and completely eliminates the threat of encountering any monsters as you travel. Hiring these iconic steeds costs one Gysahl Green per ride.

- Your current stock of Gysahl Greens will appear on-screen every time you approach a Chocobo. Gysahl Greens can be acquired by opening treasure spheres (there's one just inside the Meteorite Impact Site area), or purchased from shops later in the story.
- Chocobos appear in fixed positions on maps once unlocked, which usually occurs after you complete a critical story objective; they are represented by feather icons (🦋). Once you have ridden a Chocobo, it will continue to follow you around the area until you leave.
- You can open treasure spheres and boxes, speak with NPCs and examine other points of interactivity while riding. Mog can still detect potential treasures or points of interests, but your increased movement speed makes it less likely.
- Like many NPCs, Chocobos that you are not riding will run to "fight" monsters when they appear. This can slow the advance of enemies or even stop them entirely, making it easier to move the Encounter Circle away from them before the Mog Clock runs down.

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Unseen Intruder



BRESHA RUINS (005 AF)

Tour Guide: See page 86

1 After the opening cinematic, you jump straight into a fight against **Paradox Alpha**. Switch to Slash & Burn immediately to increase the damage that you inflict to the entity. This boss battle features two breaks for Cinematic Action sequences (01). The first has one input (1), while the one that follows has three triggers (1, 1, X/A). The second will automatically stagger your colossal opponent. Switch to the Double Trouble Paradigm at this point to cut the battle short. When the closing cutscene begins, be careful not to put the pad down, as there is one final Cinematic Action: press A/Y rapidly to fill the circle.



01

2 When the boss battle ends, walk with your captors until you reach the Captain with a speech bubble above his head; speak to him to advance the story (02). In the cell, talk with Noel and the guard outside. After Alyssa arrives, speak to the guard again to secure your release. Follow Alyssa and speak to her until you obtain the Academy Communicator and the Map of the Bresha Ruins.

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



02

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

Head up the steps in the northeast of the Excavation Site area to reach Echoes of the Past, the largest zone in Bresha Ruins. Enemies appear throughout this area, so be prepared to fight at all times during your travels. A mandatory battle against a Cait Sith and a Zwerg Scandroid will begin not long after you first arrive (03). Use Slash & Burn to focus your assaults on the Cait Sith first (to prevent it from employing its healing ability), and the encounter should end without incident. This leads directly to a Primer that introduces Monster Crystals, the Paradigm Pack, and monster customization. You can take a tutorial on the Paradigm Pack mechanic that leads directly into another tutorial for the Feral Link ability. See "Monster Crystals & Paradigm Pack" for tips on these topics.



03

WOUNDS

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

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

CHCOLINA

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

- Chocolina's inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are generally unique to the location where they appear.
- Chocolina will also buy surplus objects from your party at half their standard purchase cost. We suggest that you ignore this feature and stockpile all items until later in the story, when you can acquire a special ability that enables you to sell her items at a higher price.
- Many of the items that Chocolina sells can be obtained in treasure spheres or as Spoils, so save your precious gil for specific purchases. Both the Walkthrough and Tour Guide chapters will make comments on notable acquisitions when they become available.

CINEMATIC ACTION SEQUENCES

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

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MONSTER CRYSTALS & PARADIGM PACK

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

- Press (RT) / (RB) during a battle (or visit the Bestiary) and study the information below the Report heading. This will tell you if a monster is tameable or not, and its role if applicable.
- Once you have acquired a monster, you can add it to one of the slots in your Paradigm Pack (the trio of "active" monsters that can fight alongside you during battles) and configure your Paradigm Deck to deploy it in combat. Each creature has a fixed role, so there is a degree of strategy in selecting three that will complement your favored Paradigms.

- The HP of all monsters in your Paradigm Deck during a battle is connected: if one sustains injuries that reduce its HP to 40%, this will be true of any other monster that you bring into play with a Paradigm Shift—even if they have vastly different maximum HP totals.

- Monsters cannot act as party leader. If both Serah and Noel are incapacitated, you will always be taken to the Game Over screen.

- Monsters can be upgraded via the use of Monster Materials at the Crystarium. You can also "infuse" a favored monster with other Monster Crystals to transfer their abilities.

- You can increase your chances of obtaining a particular monster variety by defeating them with a Feral Link special ability.



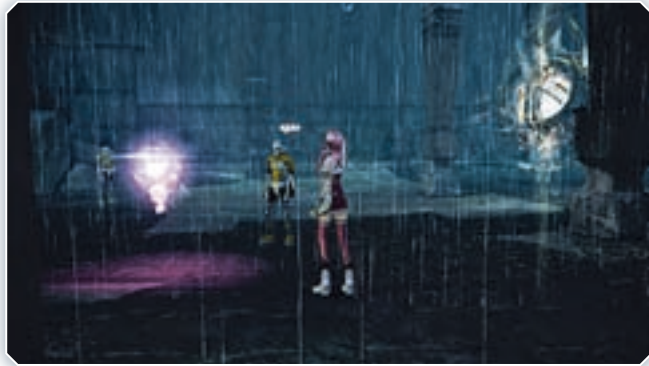
4 When you reach the Gate, speak to the nearby soldier (04) to unlock the Moogle Hunt ability and bring up a Primer on its use. After reading the introduction, press **R1/RB** to perform a Moogle Hunt to reveal the Wild Artefact, then collect it. You can also speak to other individuals in this area to begin the Unio Mystica and Ghost Fragment side quests. Examining the Gate leads to a brief conversation and a Live Trigger.

5 While entering the tunnel on the west side of the Echoes of the Past area isn't mandatory, you can pick up items and encounter different enemy varieties inside. We specifically recommend that you scour these tunnels until you defeat and capture a Pulsework Knight (05) to obtain the Pulse Knight Monster Crystal. This Sentinel can be easily upgraded to its maximum Level 20 with Monster Materials. Fully leveled, the Pulse Knight can boast over 2,000 HP and possesses key SEN abilities. This alone should make it a permanent fixture in your Paradigm Pack until at least halfway through the main storyline, and enable you to focus Noel's development in the COM and RAV roles for the present time.

6 When you approach a separate tunnel entrance in the northwest of the area (06), a cutscene will begin. This introduces the possibility to weaken Atlas before you confront him. As it happens, this is the only realistic way to defeat this colossal opponent at the present time. Enter the northern tunnels and head to the new waypoint.

When you arrive at the room with the "Can we control Atlas?" waypoint marker, the party will be sucked into a Temporal Rift. To escape, you must solve three stages of a puzzle known as a Tile Trial, with your objective being to collect all available crystals and reach the exit. However, you can only step on each floor tile once, so you will need to choose your path carefully. This is a gentle introduction to Temporal Rift puzzles, and should present you with no difficulties. If you would like to learn more about Tile Trials, or if you need a visual solution, see page 244.

Once the Anomaly has been resolved, you will obtain the Delicate Crystal Fragment and 200 CP. Interact with the control device to weaken Atlas, then exit the tunnels via the path that leads south then bends to the east. Spend any Crystogen Points you have accumulated, and ensure that you have a suitable set of Paradigms: you are now ready to confront the mighty war machine.



04



05



06



07

MOOGLE HUNT

You will regularly encounter treasure spheres, treasure boxes and assorted objects that are "out of phase" with your current locale, as represented by their shadowy transparent outline (07). To make them tangible, move within range and tap **R1/RB** to have Mog work his wondrous magic. Note that you cannot use the Moogle Hunt while riding a Chocobo, or if the Mog Clock is active.

Mog will usually react and lead you to the hard-to-see "phased" containers or collectibles when you move within range. However, this isn't always the case, so you will benefit by studying environments carefully when you first explore them. You can find the precise locations of all objects of this variety in the Tour Guide chapter.

PARADIGM DECK

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

As mentioned in entry 6 of the walkthrough, we advise that you make it a priority to capture a Pulsework Knight to add a monster Sentinel to your roster. You will also need to recruit a more powerful Ravager than the Zwerg Scandroid in the not-too-distant future – see "Recommended Activities" overleaf for details. For the present time, consult the accompanying table for a collection of Paradigms that should cover all your needs for the challenges that lie directly ahead.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	Set this as your default Paradigm for the majority of combat encounters. With two RAVs driving up the Chain Bonus, Noel can slow the rate of Chain Gauge depletion and use his great strength to inflict maximum damage.
Delta Attack	RAV	COM	SEN	Once you have a Pulse Knight in your Paradigm Pack, Delta Attack is a staple for fights against hard-hitting opponents.
Tri-disaster	RAV	RAV	RAV	When a strong opponent's Chain Gauge is partly filled, this Paradigm can be used to accelerate the arrival of an imminent Stagger and drive up the Chain Bonus at great speed.
Diversity	RAV	COM	MED	If you are using Relentless Assault or Delta Attack and need to heal, this Paradigm sacrifices a single RAV or SEN for a MED who can address the party's ailments and injuries.
Mystic Tower	RAV	RAV	SEN	If you are using Delta Attack, this Paradigm can be used to greatly accelerate the growth of the Chain Gauge as you approach the Stagger Point for a tough opponent.
Consolidation	SEN	SEN	MED	A vital strategy for tougher bosses in Final Fantasy XIII-2 is to instantly "turtle up" with Sentinels whenever you receive warning that an attack is imminent. This variant introduces a MED for immediate healing, though you could alternatively opt for the ultra-defensive SEN-SEN-SEN "Tortoise" Paradigm instead.

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7 Approach **Atlas** to begin a boss battle. The fact that your party isn't immediately reduced to a greasy smear on the battleground reflects the fact that Atlas has been severely weakened. If you took our advice to capture and train a Pulse Knight to act as your party's main Sentinel, you can employ the Delta Attack Paradigm and simply use a couple of Potions to heal Noel and Serah when their HP falls below 40%; a maxed Pulse Knight will barely sustain a scratch during this fight. Once Atlas has been Staggered, switch to Relentless Assault to finish him off. There is a Cinematic Action sequence directly after the fight, so be ready to react to the on-screen prompts (L, R, X/A, Y/B, Z/X, Triangle/Cross). In addition to the standard Spoils, you will obtain the Atlas Fragment and a massive 2,500 CP bonus when play resumes.



08

8 Approach the waypoint marker in the Lamentable Rest zone to the east and examine the monument to advance the story. After the cinematics end, Chocobos are unlocked on the map. Open the treasure box to claim your Live Trigger Reward, then use the Moogle Hunt ability to reveal the nearby Eclipse Artefact highlighted by a waypoint marker. You can then travel to the next waypoint on the west side of Echoes of the Past, just south of the tunnel entrance. Approach the metal bars and use the Moogle Hunt to reveal the Reunion Artefact just beyond them (L, R, X/A, Y/B, Z/X, Triangle/Cross).

You now have the Artefacts required to open both of the available Gates in

this region. The Gate in the southeast of Echoes of the Past leads to Yaschas Massif (010 AF), while the Gate in the tunnels to the west leads to Sunleth Waterscape (300 AF). While Yaschas Massif is the destination we advise (and the next locale covered in this walkthrough), you can make a profitable early trip to Sunleth Waterscape beforehand to pick up a special ability – see Recommended Activities on the adjacent page for more details.

When you are ready, head to the Gate north of Chocolina in the Echoes of the Past area and unlock it with the Eclipse Artefact to return to the Historia Crux. Select the Yaschas Massif (010 AF) destination.

FERAL LINK ABILITIES

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

- Each monster in your party has a Feral Link gauge that appears in the bottom right-hand corner of the screen whenever they are active in combat (L, R, X/A, Y/B, Z/X, Triangle/Cross). Unlike the HP gauge, the Feral Link gauge is unique to each monster in your Paradigm Pack.



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- The Feral Link gauge gradually charges for all monsters in your Paradigm Deck during a battle. The fastest way to fill the gauge is to build large Chain Bonuses against your opponents.
- When the Feral Link gauge is full, press L/R to initiate the move. Most (but not all) monsters have a special set of button commands for their Feral Link ability. If applicable, swiftly follow the on-screen button presses and/or stick movements.
- Feral Link abilities have two secondary properties. This first is to increase the probability that you will capture a tameable monster if the skill is used to successfully defeat them. Secondly, using a Feral Link attack can sometimes interrupt or cancel an enemy ability or assault – a useful trick in encounters against powerful opponents.



RECOMMENDED ACTIVITIES

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

- Once you have activated the control device and defeated Atlas, we recommend that you travel to Yaschas Massif and complete the Prophecy of Hope episode. However, taking a brief detour to Sunleth Waterscape (via the Gate in the tunnels to the west) to complete a handful of early objectives can be extremely advantageous. If you have a fully leveled Pulse Knight to act as a Sentinel, the opening battle against the Royal Ripeness can be tough, but ultimately beatable. If you then follow the walkthrough on page 46 until you obtain the Moogle Throw ability (which only takes a few minutes), you can leave immediately via the Return to Historia Crux option; your progress to this point (including your precise position) will be stored for your later return.

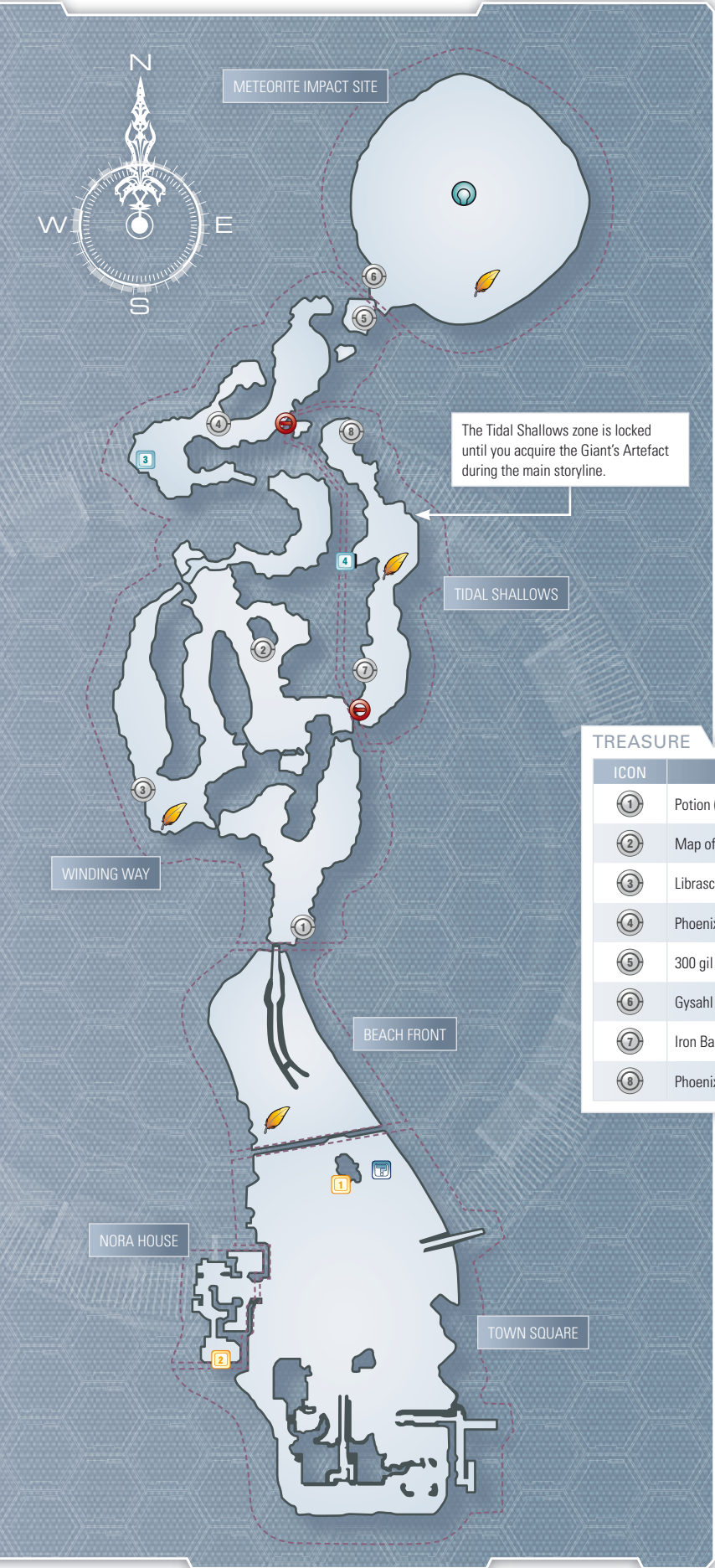
- Armed with the Moogle Throw and a Pulse Knight in your Paradigm Deck, return to Bresha Ruins (005 AF) and turn to page 86 of the Tour Guide to learn how to access the "secret" sealed area in the southwest of the map. On arrival, you can find a treasure sphere that contains the Butterfly Bow for Serah – a weapon far superior to anything else you can acquire at this stage. Perhaps more importantly, you can also hunt and capture the rare Albino Lobo enemy type. These usually appear in pairs close to the southwest Gate or outside (L, R, X/A, Y/B, Z/X, Triangle/Cross), and will make a powerful addition to your Paradigm Deck as a Ravager.



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NEW BODHUM (003 AF)



Though you can fully explore the map and obtain all but one collectible during your main storyline visit, Serah's hometown of New Bodhum still has a few additional secrets to uncover should you return at a later date.



TREASURE	
ICON	CONTENTS
①	Potion (x3)
②	Map of New Bodhum
③	Librascope
④	Phoenix Down
⑤	300 gil
⑥	Gysahl Greens (x2)
⑦	Iron Bangle
⑧	Phoenix Down

OBJECTS OF INTEREST

ICON	NAME	NOTES
①	Lightning's Knife	Obtained through story progression.
②	Giant's Artefact	Obtained through story progression.
③	Medical Kit	Key item for the Heart Prism side quest.
④	Graviton Core Alpha	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.

FRAGMENT OVERVIEW

NAME	NOTES
Gogmagog Fragment Alpha	Unlocked through core story progression.
Gogmagog Fragment Beta	
Heart Prism	See the corresponding entry.
Graviton Core Alpha	

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Exoray (MED – 10%)	Power Droplet/ Mana Droplet	This extremely rare opponent can appear in the Tidal Shallows and Beachfront zones. It will only spawn after you return to New Bodhum from the Historia Crux.
Gorgonopsid (COM – 15%)	Potion/ Power Wristband	Either Double Trouble or the Slash & Burn Paradigms will suffice during your first story encounters.
Meonekton (COM – 15%)	Potion/ Phoenix Down	Both of these opponents cease to appear after the first battle with Gogmagog.
Nekton (RAV – 15%)	Potion/ Phoenix Down	
Pulsework Soldier (SEN – 15%)	Potion/ Iron Bangle	This enemy type is resistant to physical and magical attacks until Staggered, so aim to fill the Chain Gauge quickly.
Sarracenia (COM – 20%)	Phoenix Down/ Phoenix Down	Only appears in the Tidal Shallows area.
Spiceacilian (RAV – 20%)	Potion/ Potion	The most common enemy type in New Bodhum. Use Double Trouble for short battle times during your story visit.
Tabasco Toad (RAV – 15%)	Potion/ Phoenix Down	Moderately rare; only appears after you return to New Bodhum.

SUMMARY:
STORY OBJECTIVES

- Clear the beach of hostiles; travel to the north of the Winding Way area to defeat Gogmagog, then visit the Meteorite Impact Site and interact with the object at the waypoint.
- Investigate the three potential Artefact leads in the Town Square area; after questioning the young boy, return to the NORA House and examine the mirror.
- Return to the Meteorite Impact Site to fight Gogmagog a second time, then depart via the Gate.
- See page 30 for a complete walkthrough.

FRAGMENT:
HEART PRISM



Once you have fought Gogmagog for the first time, speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest. You cannot complete this task until you obtain the Giant's Artefact during the main storyline. The Medical Kit that she asks you to retrieve can be found in a treasure box located in the northwest of the Winding Way zone; it's just up the slope from a treasure sphere (01). Return it to Nell to obtain the Heart Prism Fragment and 50 CP.



FRAGMENT:
GRAVITON CORE ALPHA

This Fragment is located on a slightly raised metal hatch in the Tidal Shallows area (see page 57). You can only collect this (and the accompanying 500 CP bonus) after you obtain the Moogle Hunt ability during the events that occur in Bresha Ruins (005 AF).

POINTS OF INTEREST

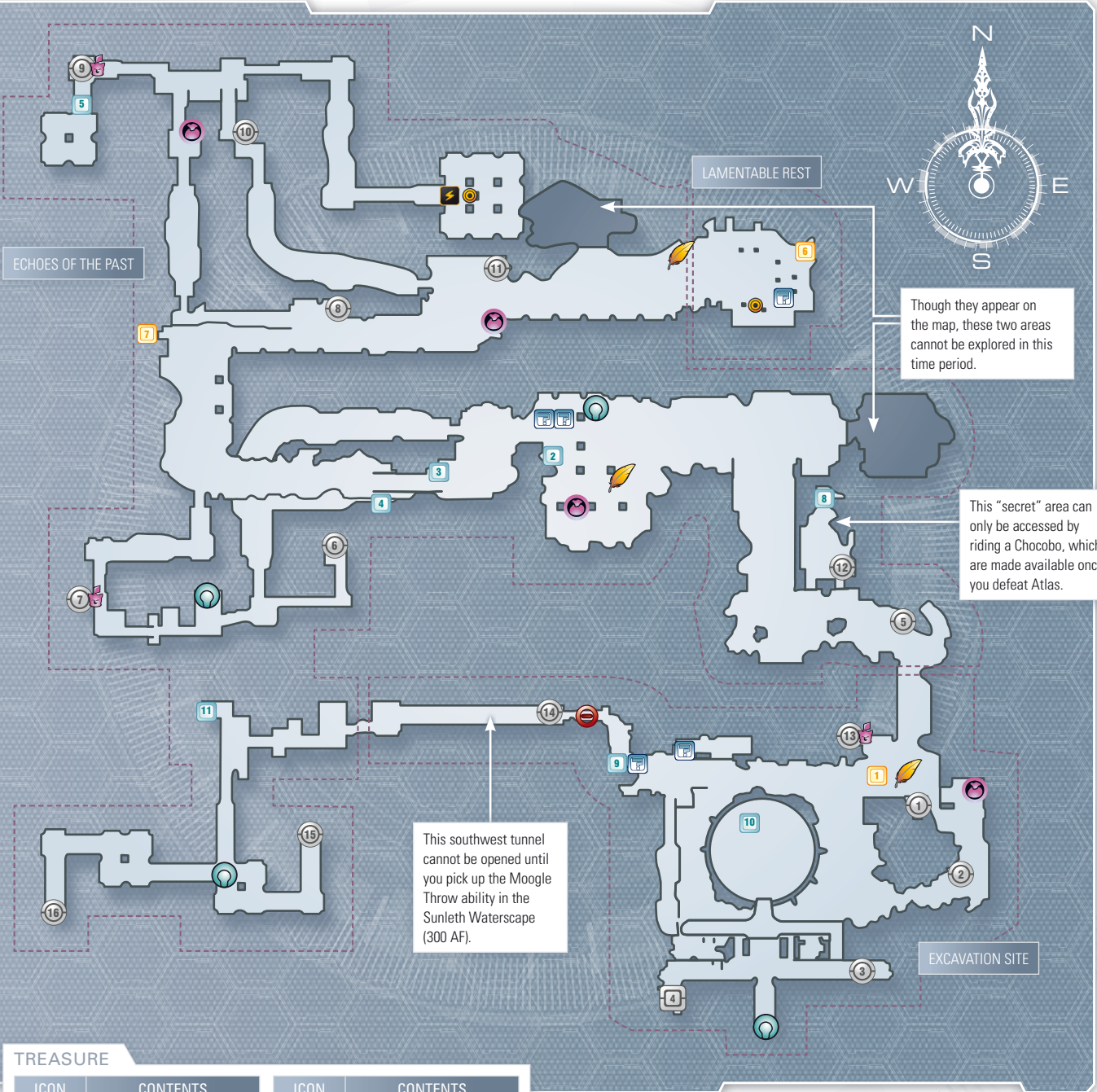
- There is a brief cutscene where Gadot greets Serah the first time you return to New Bodhum from the Historia Crux.
- New Bodhum is a great place to farm Potions and, to a lesser extent, Phoenix Downs. We recommend the Tidal Shallows zone as the best place to farm: this offers the highest concentration of Spiceacilians (they can drop Potions at an incredible rate) while the less common Sarracenia has the Phoenix Down as both its Common Drop and Rare Drop.
- A side benefit of farming for useful items in the Tidal Shallows is the opportunity to fight the ultra-rare Exoray opponent and obtain its Monster Crystal (though this is only possible after the system has been introduced in Bresha Ruins (005 AF)). This is a noteworthy and reasonably cost-effective Medic. However, given the difficulty of acquiring it – you might fight a dozen encounters without seeing it once, with no guarantee that you will acquire its crystal after a battle – this is definitely a bonus for the dedicated only.

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ACADEMIA (500 AF)
VALHALLA (??? AF)

BRESHA RUINS (005 AF)

With several side quests and some interesting monster-hunting opportunities, Bresha Ruins (005 AF) offers much more than just the main story events that occur during your visit. Taking the time to complete optional objectives here will leave your party in great shape for Episode 3.



FRAGMENT OVERVIEW	
NAME	NOTES
Delicate Crystal	Complete the Tile Trial that occurs automatically when you approach the control device.
Atlas Fragment	Defeat the “weakened” Atlas during your first story visit.
Unio Mystica	See corresponding entries.
Ghast Fragment	
Graviton Core Beta	
Ars Symphonica	
Vita Lyrica	
Anima Miseria	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of the Bresha Ruins	Awarded when you speak to Alyssa during the course of the story.
2	Wild Artefact	Obtained after you first use the Mooglee Hunt ability near the Gate in the south of the Echoes of the Past zone.
3	Capsule	Found in treasure spheres in the Echoes of the Past area; key items for the Unio Mystica side quest.
4	Capsule	
5	Ghast (Cie'th)	Part of the Ghast Fragment side quest.
6	Eclipse Artefact	Available after the defeat of Atlas; activates the Gate in the south of the Echoes of the Past zone to unlock Yaschas Massif (010 AF).
7	Reunion Artefact	Available after the defeat of Atlas; activates the Gate in the west tunnel to unlock Sunleth Waterscape (300 AF).
8	Graviton Core Beta	Requires the Mooglee Hunt ability. Key item for the Graviton Core quest.
9	Personal Notes	Found inside a treasure box that must be revealed with a Mooglee Hunt; key item for the Ars Symphonica side quest.
10	Holding Cell Key	Found inside a treasure sphere that cannot be opened until you obtain the Mooglee Throw from Sunleth Waterscape; see Southwest Tunnels section for more details.
11	Army Comm Device	Key item for the Vita Lyrica side quest.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Albino Lobo (RAV – 15%)	Phoenix Down/ Vitality Sliver	These rare monsters only appear once you return to Bresha Ruins (005 AF) having completed all story objectives. They can be found in the external Echoes of the Past areas, and – our tip for capturing them – the southwest tunnels. They can be extremely dangerous for low-level parties: use Delta Attack.
Svarog (COM – 10%)	Potent Droplet/ Star Pendant	
Amanojaku (SYN – 10%)	Potent Sliver/ Thickened Hide	
Notsugo (RAV – 10%)	Potent Sliver/ Thickened Hide	
Cait Sith (MED – 30%)	Potent Droplet/ Pot Shard	
Dendrobium (SAB – 10%)	Antidote/ Pot Shard	A moderately dangerous opponent for weaker parties. Use Relentless Assault to Stagger it quickly.
Garchimacera (RAV – 30%)	Potent Droplet/ -	Appear in the external areas of Echoes of the Past.
Gremlin (RAV – 30%)	Potent Droplet/ -	
Hoplite (COM – 15%)	Potent Bolt/ Radial Bearing	Only appears in the Echoes of the Past tunnels.
Meonekton (COM – 15%)	Potion/ Phoenix Down	Can be encountered in the west and northwest tunnels. These enemies stop appearing when you return to the area having completed all story objectives.
Nekton (RAV – 15%)	Potion / Phoenix Down	
Pulsework Knight (SEN – 15%)	Potent Bolt/ Radial Bearing	Only encountered in tunnel areas. Use Relentless Assault followed by Tri-disaster to fill the Chain Gauge, then switch back for a near-instant finish.
Uridimmu (COM – 15%)	Remedy/ Potent Droplet	Mostly appears in the external areas of Echoes of the Past, though it can be found in the southwest tunnels.



SUMMARY:
STORY OBJECTIVES

- After beating Paradox Alpha in the opening battle, speak to Alyssa in the northeast of the Excavation Site zone, then travel to the control device in the north of the Echoes of the Past zone.
- Complete the Tile Trial in the Temporal Rift, operate the control device, then defeat Atlas. Speak to Alyssa in the Echoes of the Past area.
- Collect the Eclipse and Reunion Artefacts, then open the Gate of your choosing to begin either of the two possible main story branches.
- See page 34 for a complete walkthrough.

SOUTHWEST TUNNELS



The tunnels in the southwest of the Bresha Ruins map are sealed off during your first visit. However, if you return here once you obtain the Mooglee Throw ability from Sunleth Waterscape, you can open the treasure sphere on the north side of the circular shaft in the Excavation Site area (01). This contains the Holding Cell Key, which can be used to remove the barrier inside the room where Serah and Noel were held earlier in the story.

Access to the southwest tunnels is required to reach the Gate in that area – which can be activated with a Wild Artefact to unlock Bresha Ruins (300 AF) – and to complete the Vita Lyrica side quest. One of the treasure spheres there contains the Butterfly Bow, an exceptionally fine weapon for Serah if collected early in the story. This is also a good hunting ground for those seeking to encounter rare enemy types.

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FRAGMENT: UNIO MYSTICA

Speak with the Captain in the southern Echoes of the Past area close to Chocolina and a Gate to begin the Unio Mystica side quest. You need to locate two items in the area. The first is a short walk away. From the Gate, there is an “out of phase” treasure sphere to the left of the entrance to the west. This contains the first Capsule. The treasure sphere in the first dead end on the east side of the west tunnel (at the bottom of the large “steps”) contains the second Capsule (📁 02). Return both of them to the Captain to claim the Unio Mystica Fragment and 100 CP.



02

FRAGMENT:
GHOST FRAGMENT

Speak to Chester in the exterior Echoes of the Past area where Chocolina and a Gate are located to begin the Ghost Fragment side quest. The Ghost can be found inside the tunnels in the far northwest of the map, close to a treasure sphere containing a Star Pendant (📁 03). The Ghost’s physical assaults aren’t overly threatening, but its Fira attack will send weaker party members straight into critical status. If you confront it before fighting Atlas, employ Delta Attack for the added security of a Sentinel to soak up damage, and use Potions liberally. If you leave this task until later, you can instead coast through the battle with Relentless Assault. After you defeat the monstrosity, you will receive the Ghost Fragment and 600 CP.



03

FRAGMENT:
ARS SYMPHONICA

Requirements: Defeat Atlas; complete the Unio Mystica and Ghost Fragment side quests.

Speak to Cordelia in the Excavation Site area (she’s usually found to the south) to begin the Ars Symphonica side quest. This short find-and-deliver task can be completed in mere seconds. Head into the control center in the northwest of the area, close to where Serah and Noel were imprisoned earlier in the story, then use the Moogle Hunt to reveal a treasure box. Open it, then return the Personal Notes item to Cordelia to obtain the Fragment and 100 CP.



FRAGMENT: VITA LYRICA

Requirements: Obtain the Moogle Throw ability in Sunleth Waterscape (300 AF).

Unlock access to the southwest tunnels (see previous page), then speak to a soldier named Morris – he is stationed by the storeroom where Serah and Noel were imprisoned earlier. Use the Moogle Hunt ability to reveal a phased treasure sphere in the tunnel to the west of him; this contains the Army Comm Device. Return this to the soldier to obtain the Vita Lyrica Fragment and 200 CP.

FRAGMENT: ANIMA MISERIA

Requirements: Defeat Atlas; complete the Unio Mystica, Ars Symphonica, and Ghost Fragment side quests.

Speak to Jed in the Lamentable Rest area to begin this side quest, though you should note that it cannot be completed until you unlock the Bresha Ruins (300 AF) destination. Once you have done so, travel there and examine the flower just east of the Chocobo and Lex (the Iridium Ring quest giver) in the Lamentable Rest area to obtain a Silver Petal. Return to Bresha Ruins (005 AF) and deliver the item to Jed to receive the Anima Miseria Fragment and 200 CP.

FRAGMENT:
GRAVITON CORE BETA

This Fragment is located in the “secret” walled area in the southeast of the Echoes of the Past area. After you defeat Atlas, grab a Chocobo and ride it up the ramp on the northwest side of this enclosed space, then hold Ⓢ/ⓑ to fly over the barrier (📁 04). Perform a Moogle Hunt to identify the Fragment by the north wall. You can then collect it (and loot the nearby treasure sphere) before dropping through one of the two openings to the south.



04

NOTEWORTHY MONSTERS

- Defeating Pulsework Knights to obtain the Pulse Knight Monster Crystal is highly recommended: this SEN is an Early Peaker with an exceptional HP stat once upgraded to its maximum level 20. Setting up the Tri-disaster Paradigm before you hunt one can be very effective: perform an initial flurry with Relentless Assault, then switch to this all-RAV formation to Stagger it rapidly. Both the Pulsework Knight and Hoplite drop Potent Bolts, a Grade 1 monster material that can be used to level the Pulse Knight. You will need 28 of these to max it out – a sum that you may accrue while hunting for the Monster Crystal itself.
- The rare Albino Lobo can be found in the exterior Echoes of the Past areas and – slightly more commonly – the southwest tunnels once you complete main storyline objectives for Bresha Ruins (005 AF). This Ravager has stats far in excess of its rivals for this stage in the story, and can be a powerful ally once you find and invest Slivers on its development: its HP, Strength and Magic stats grow rapidly.

PARADOX ENDING:
A GIANT MISTAKE

Though Atlas cannot be defeated unless you weaken him with the control device during your first visit to this location, you can actually return at a later date to confront the giant in a fair fight. However, taking his increased stats into account, we would recommend that you wait until Serah and Noel have in the region of 3,000 HP and 3,800 HP respectively – and, ideally, much more for a less protracted encounter. We would also suggest that you have the Bunkerbeast (at around Level 30) and a maxed-out Dagoon in your Paradigm Pack; a well-developed monster Medic is useful, but not vital.

Once you are ready to tackle this challenge, use the ‘Scars’ Gate Seal (found in Yaschas Massif (010 AF) – see overleaf) to close the Bresha Ruins (005 AF) Gate on the Historia Crux. After the (brief) opening fight, you can skip all cinematics, then make your way directly to Atlas.

As in your early story confrontation, Atlas employs a limited number of ponderous assaults. You can easily mitigate the damage caused by

these with a swift Paradigm Shift to Tortoise, and you have ample time to switch: Atlas may be a mighty war machine, but he telegraphs his punches like a rank amateur. Use the Discretion Paradigm to heal your party when required while the Dagoon stabilizes the Chain Gauge; you could also use the all-MED Salvation to minimize breaks in your full offensive. The success rate of debuffs against Atlas is rather low, so there’s no real need to employ a SAB. You should also note that his “hand clap” attack removes active buffs, so employing a Synergist will slow the battle down.

When you are not reacting to his attacks, use Relentless Assault to wear Atlas down. He has a huge Chain Resistance, but raising the Chain Gauge will make a big difference as the battle progresses. Defeating him unlocks the A Giant Mistake Paradox Ending, and you obtain the “Transcript: A Giant Mistake” Fragment and a total 11,000 CP as a reward. You may also pick up a rare Gold Bangle and Potent Generators in the Spoils, though the probability of picking up the former is a slender 5%.

POINTS OF INTEREST

- On your first story playthrough, there are two “optional” Live conversations that can occur in specific areas. The first is in the dead end on the east side of the west tunnel, right by the treasure sphere that contains eight Mana Droplets. The second is in the far northwest of the map, inside the tunnel, close to a treasure sphere containing a Star Pendant.
- The northwest tunnels are a good spot to grind for mechanical Grade 1 monster materials; the Hoplites are generally a better bet than Pulsework Knights. Garchimacera and Gremlins are extremely common in the external Echoes of the Past area; both have Potent Droplets as their Common Drop.
- The elevated walkway in the south of the Excavation Site zone features an oddity: a yellow rotating circle just in front of a gap in the barrier. This is actually a spot where you can perform a special jump while riding a Chocobo. It serves no purpose other than to offer a swift (and rather unorthodox) return to the lower level.



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ACADEMIA
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YASCHAS MASSIF
(100 AF)

SUNLETH
WATERSCAPE
(300 AF)

AUGUSTA TOWER
(200 AF)

ACADEMIA
(40X AF)

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(200 AF)

THE VILE PEAKS
(010 AF)

OERBA (300 AF)

OERBA (400 AF)

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(700 AF)

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(100 AF)

ACADEMIA
(500 AF)

VALHALLA
(??? AF)

PARADIGMS & ROLES

ROLE ANALYSIS

Each of the six roles brings unique capabilities to the game's battles. In addition to enjoying the inherent benefits to their own abilities (these benefits are called role bonuses), a character also confers similar, though less potent, bonuses to other members of the party.

The "Bonus Boost" abilities selectable during Crystarium expansions enhance these passive boosts even further. Serah and Noel also have access to special accessories that provide additional improvements, though these are restricted effects that are not extended to allies.

When you study the following tables, it is important to note that the cumulative effect of a Paradigm with more than one active party member in the same role is usually additive, not multiplicative (with the Sentinel bonus being the sole exception). For example: in a Paradigm with two Commandos, both with Bonus Boost I and no accessories, the total bonus for each Commando is 110% (own Bonus Boost I) + 5% (bonus from the other Commando) = 115%, translating to a damage multiplier of 2.15. On the other hand, the values listed for Sentinel damage reduction are strict multipliers, so with two Sentinels with no Bonus Boost and no accessories equipped, the damage reduction for each ally is 44% ($0.60 \times 0.93 = 0.56$).

COMMANDO

A Commando's primary duty is to make use of strong non-elemental attacks to deal massive damage. Commandos are also the best at maintaining the constantly depleting Chain Gauge, buying you more time to work your way towards Staggering the enemy.

Commando Bonus Boosts increase the damage inflicted by all attacks and spells.

COMMANDO BONUS BOOSTS			
ROLE BONUS	DAMAGE BOOST (SELF)	DAMAGE BOOST (ALLIES)	DAMAGE BOOST WITH BERSERKER'S RUBY (SELF ONLY)
Default	+100%	+5%	+105%
Bonus Boost I	+110%	+5%	+115%
Bonus Boost II	+120%	+8%	+125%

RAVAGER

Ravagers excel at raising enemy Chain Bonuses, thereby increasing the damage done with each subsequent blow and leading the party to quicker Staggers. To achieve this, Ravagers have access to a wide variety of elemental spells and physical attacks. On the other hand, they are extremely poor at maintaining the Chain Gauge on their own. Ravagers can also deal appreciable damage when striking elemental weaknesses. This can be especially effective in combination with a Saboteur's Imperil spell.

Ravager Bonus Boosts cause all attacks and spells to affect the Chain Bonus more significantly.

RAVAGER BONUS BOOSTS			
ROLE BONUS	CHAIN BOOST (SELF)	CHAIN BOOST (ALLIES)	CHAIN BOOST WITH BLASTER'S SAPPHIRE (SELF ONLY)
Default	+1.0%	+0.1%	+1.5%
Bonus Boost I	+2.0%	+0.1%	+2.5%
Bonus Boost II	+3.0%	+0.2%	+3.5%

SENTINEL

Sentinels act as "tanks", drawing the attention of enemies and withstanding attacks that might disable party members in other roles. Their -guard abilities enable them to increase their (already high) resistance to damage. It's important to remember that when you switch your Sentinel to another role, the Provoke effect wears off, freeing enemies to attack other party members immediately.

Sentinel Bonus Boosts further increase resistance to both physical and magic damage, as well as Wound damage.

SENTINEL BONUS BOOSTS			
ROLE BONUS	(NORMAL/WOUND) DAMAGE REDUCTION (SELF)	(NORMAL/WOUND) DAMAGE REDUCTION (ALLIES)	(NORMAL/WOUND) DAMAGE REDUCTION WITH DEFENDER'S TOPAZ (SELF)
Default	-40/-30%	-7/-5%	-43/-33%
Bonus Boost I	-45/-33%	-7/-5%	-48/-36%
Bonus Boost II	-50/-36%	-9/-7%	-53/-39%

MEDIC

A Medic focuses on healing duties, which include restoring the HP of party members, reviving fallen allies, and removing status ailments. Knowing that your party will be fully healed and cured after each battle, you will find yourself making frequent judgment calls on your chances of survival. It's often possible to continue attacking if you believe you will be able to finish off your enemy without the Medic's recuperative powers – but when this seems unlikely, you will need to rely on this role to return your party to good shape.

Medic Bonus Boosts increase the effectiveness of healing spells, as well as the Sentinel's Mediguard ability.

MEDIC BONUS BOOSTS			
ROLE BONUS	HEALING BOOST (SELF)	HEALING BOOST (ALLIES)	HEALING BOOST WITH HEALER'S EMERALD (SELF)
Default	+10%	+5%	+15%
Bonus Boost I	+20%	+5%	+25%
Bonus Boost II	+30%	+8%	+35%

SYNERGIST

The Synergist empowers your characters with magic that enhances the party's effectiveness. These spells can provide improvements to damage output, defense, and resistance to action interruptions and status ailments. Some special abilities can protect your party against strong elemental attacks, or imbue non-elemental attacks (such as physical blows dealt by a Commando) with elemental power, enabling allies to exploit weaknesses to devastating effect.

Synergists are most effectively employed at the beginning of a battle, enabling your party to make the most of these enhancements. However, buffs have a limited duration of effect, so you may find it prudent to call on the Synergist intermittently during protracted battles to refresh them as needed.

Synergist Bonus Boosts increase the duration of all status enhancements cast.

SYNERGIST BONUS BOOSTS			
ROLE BONUS	DURATION BOOST (SELF)	DURATION BOOST (ALLIES)	DURATION BOOST WITH SUPPORTER'S AMETHYST (SELF)
Default	+0%	+5%	+20%
Bonus Boost I	+15%	+5%	+35%
Bonus Boost II	+30%	+8%	+50%

SABOTEUR

Saboteurs work to weaken your opponents by inflicting status ailments, or "debuffs". They can also remove status enhancements, either by using the Dispel ability or casting the opposing status ailment. For example, casting Deprotect can negate an active Protect status on an enemy. It is important to fill out an enemy's Libra information to determine which status ailments may be ineffective against an opponent, which also improves the efficiency of AI-controlled Saboteurs.

Saboteurs are also rather good at stabilizing the Chain Gauge, much like Commandos. Unlike Commandos, however, their spells are not particularly damaging, but they have the unique ability to inflict Wound damage on enemies, making them especially good in battles of attrition, where you are forced to chip away at particularly resilient enemies (especially those that can heal themselves).

A special property of debuffs is that every successful "stick" counts as an additional hit towards the Chain Gauge, further improving Chain Bonus and Chain Duration. This effect is not always easy to see, but is very useful in almost any situation.

Saboteur Bonus Boosts increase the success rates of inflicting debuffs.

SABOTEUR BONUS BOOSTS			
ROLE BONUS	SUCCESS BOOST (SELF)	SUCCESS BOOST (ALLIES)	SUCCESS BOOST WITH IMPEDER'S OPAL (SELF)
Default	+0%	+5%	+20%
Bonus Boost I	+15%	+5%	+35%
Bonus Boost II	+30%	+8%	+50%

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ABILITIES

There are, broadly speaking, three different categories of abilities:

- **Active abilities** are unlocked through the Crystarium and can be added to the command queue manually.
- **Auto abilities** are also unlocked through the Crystarium but are performed automatically at the AI's discretion whenever it deems it appropriate and of benefit to your current situation – even if you are choosing actions manually

via the Abilities menu. For example, if an enemy has been Staggered, the first Attack instruction in a (suitably trained) Commando's command queue will be automatically changed to Launch.

- **Passive abilities** are permanent traits that can be conferred by equipment or, in the case of monsters, that are innate (and, for many of them, infusable – see page 224).

COMMANDO ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Attack	1	-	1.1	0.5	25	25	The basic physical assault move of the Commando. The Strength stat determines the level of damage inflicted.
Blitz	2	-	1.8	0.5	25	25	Inflicts physical damage on all adversaries in range. Best used against targets at or near the center of tightly packed groups of enemies.
Ruin	1	✓	1.1	0.5	15	15	Inflicts non-elemental magic damage on a single target.
Ruinga	3	✓	2.2	0.5	15	15	Same effects as Ruin, but acts as a more powerful area-effect upgrade.
Drain Attack	1	-	1.1	0.5	25	25	Physical attack that absorbs HP from target in proportion to damage inflicted.
Area Sweep	3	-	2.3	0.5	25	40	Inflicts physical damage on target and nearby foes, and knocks them backwards.
Meteor Javelin	All	-	0.8x4 (Staggered: 2.2x4)	0	40	90	Unique to Noel. A powerful attack, with damage increased during Stagger periods. This ability resets your chaining progress after use, so it's best used as a finishing move, or just before a Stagger period ends. The higher the ATB Level, the more damage is caused.

AUTO ABILITIES

NAME	INFUSIBLE	NOTES
Adrenaline	✓	Boosts Strength and Magic by 20% when HP is above 70%. You can enhance this effect with equipment that provides the High HP: Power Surge synthesized ability.
Armor Breaker	-	Boosts Strength by approximately 30% when an enemy's physical resistance is set to Resistant or Halved.
Blindside	✓	Almost doubles the damage dealt by normal attacks when a non-Staggered adversary is not targeting a party member who has this skill. Working alongside a Sentinel increases the likelihood of obtaining a regular Blindside bonus.
Bloodthirsty	✓	Boosts Strength in proportion to enemy Wound damage.
Bravery Feeder	-	Almost triples Strength versus enemies enhanced with Bravery, casts Bravery on self, and removes Bravery from the enemy.
Curse Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Curse.
Deathblow	✓	Instantly slays a target with low HP.
Deprotect Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Deprotect.
Deshell Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Deshell.
Faith Feeder	-	Almost triples Strength versus enemies enhanced with Faith, casts Faith on self, and removes Faith from the enemy.
Faultsiphon	✓	Recharges 0.2 ATB gauge segments per attack on a target suffering from status ailments.
Fog Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Fog.
Haste Feeder	-	Almost triples Strength versus enemies enhanced with Haste, casts Haste on self, and removes Haste from the enemy.
Imperil Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Imperil.
Jeopardize	-	Boosts by 1% the amount by which an attack raises a Staggered enemy's Chain Bonus.

NAME	INFUSIBLE	NOTES
Launch	-	Used automatically when the Attack command is selected against a Staggered enemy. By chaining moves on an opponent while they are airborne, it is possible to "juggle" them with further hits.
Lifesiphon	✓	Recharges one ATB gauge segment after slaying a target.
Mind Piercer	-	Boosts Magic by approximately 30% when an enemy's magical resistance is set to Resistant or Halved.
Pain Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Pain.
Poison Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Poison.
Powerchain	✓	If the enemy's Chain Gauge is empty when the Commando's attack lands, Powerchain strengthens the blow, granting almost double damage.
Protect Feeder	-	Almost triples Strength versus enemies enhanced with Protect, casts Protect on self, and removes Protect from the enemy.
Ravage	-	A staple of Chain-building, used to enable Ravagers to blast the Chain Gauge high and Commandos to reduce the rate of gauge depletion.
Scourge	✓	Modifier of normal Attack increases to 5.0 when an enemy is poised to recover from a Stagger.
Shell Feeder	-	Almost triples Strength versus enemies enhanced with Shell, casts Shell on self, and removes Shell from the enemy.
Slow Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Slow.
Smite	-	Modifier of normal Attack increases to 5.0 when a Launched enemy is poised to recover from a Stagger.
Stagger: Drain	-	Casts Drain on Staggered enemies, absorbing HP.
Stagger: Wound	-	Inflicts Wound on Staggered enemies, reducing maximum HP.
Vigilance Feeder	-	Almost triples Strength versus enemies enhanced with Vigilance, casts Vigilance on self, and removes Vigilance from the enemy.

NOTES

- You should prioritize the infusion of Adrenaline, Blindside, and Scourge (in that order, if possible) into any Commando monster most likely to shoulder a significant workload in battle. These damage-boosting auto abilities are very useful and easy to trigger regularly in battle.
- Armor Breaker and Mind Piercer are invaluable abilities against enemies with high damage resistances. More often than not, they transform your Commando monster into your most potent offensive weapon. Mind Piercer is an especially rare ability, as many Commandos are naturally geared towards higher Strength.
- The Chaser abilities work especially well when used in conjunction with a Saboteur who can cast the corresponding debuffs. The Feeder abilities are best used against strong enemies that often buff themselves, including bosses. These abilities do not stack: when more than one is active, only the one with the highest priority is used. The hierarchy is as follows: Bravery Feeder > Faith Feeder > Haste Feeder > Protect Feeder > Shell Feeder > Vigilance Feeder > Slow Chaser > Deprotect Chaser > Deshell Chaser > Imperil Chaser > Curse Chaser > Fog Chaser > Pain Chaser > Poison Chaser > Bloodthirsty > Armor Breaker.

RAVAGER ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Fire	1	✓	1.0	10	15	15	Deals Fire damage to target.
Blizzard	1	✓	1.0	10	15	15	Deals Ice damage to target.
Thunder	1	✓	1.0	10	15	15	Deals Lightning damage to target.
Aero	1	✓	1.0	10	15	15	Deals Wind damage to target and temporarily stuns it.
Fira	2	✓	1.5	18	15	15	Deals Fire damage to targets in range, staggered targets take more damage.
Blizzara	2	✓	1.5	18	15	15	Deals Ice damage to targets in range, staggered targets take more damage.
Thundara	2	✓	1.5	18	15	15	Deals Lightning damage to targets in range, staggered targets take more damage.
Aerora	2	✓	1.5	18	15	15	Deals Wind damage to targets in range, tossing them up and drawing them in.
Firaga	3	✓	2.2	26	15	15	Deals Fire damage to targets within a wide radius.
Blizzaga	3	✓	2.2	26	15	15	Deals Ice damage to targets within a wide radius.
Thundaga	3	✓	2.2	26	15	15	Deals Lightning damage to targets within a wide radius.
Aeroga	3	✓	2.2	26	15	15	Deals Wind damage to targets within a wide radius, drawing them up into a tornado.
Flamestrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Fire element.
Froststrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Ice element.
Sparkstrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Lightning element.
Galestrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Wind element.
Heat Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Fire element.
Ice Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Ice element.
Electric Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Lightning element.
Aero Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Wind element.
Ultima Arrow	All	-	0.4x7	0x7 (Staggered: 10x7)	40	90	Unique to Serah. This ability packs numerous attacks into a focused assault, driving up the Chain Bonus after a target has been Staggered. The higher the ATB Level, the more damage is caused.

AUTO ABILITIES

NAME	INFUSIBLE	NOTES	NAME	INFUSIBLE	NOTES
Fearsiphon	✓	Recharges 0.1 ATB gauge segment per attack on a Staggered target.	Felspark	-	Increases damage of Lightning-based attacks by 25% against enemies vulnerable to lightning.
Felflame	-	Increases damage of Fire-based attacks by 25% against enemies vulnerable to fire.	Overwhelm	✓	Increases the Chain Bonus by 1% for each ally targeting the same enemy. Use Paradigms with more than one Ravager to make best use of its effects – particularly the all-RAV Tri-disaster.
Felfrost	-	Increases damage of Ice-based attacks by 25% against enemies vulnerable to ice.	Vigor	-	Increases the Chain Bonus by 1% when HP is above 70%. Similar to the Commando's Adrenaline Auto ability, but even more useful for a Ravager.
Felgust	-	Increases damage of Wind-based attacks by 25% against enemies vulnerable to wind.			

NOTES

- All physical attacks (Blitz and -strike abilities) have higher Cut and Keep values than their magic counterparts (the first-tier elemental spells).
- For damage and pre-Stagger Chain Bonus building against single enemies, first-tier spells (Fire, Blizzard, Thunder, Aero) are the most cost-effective. Damage for second-tier spells (Fira, Blizzara, Thundara, Aerora) is augmented during a Stagger. Third-tier spells (Firaga, Blizzaga, Thundaga, Aeroga) have the benefit of a wide area of effect, as well as the possibility of launching small enemies into the air, interrupting their actions.

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INTRODUCTION

ENEMY SHEET STRUCTURE

All enemy data sheets in this chapter share a standardized format for quick and easy reference. The information they contain includes the data offered by the in-game Enemy Intel files, but with many additions and revelations that the game itself does not divulge. The meaning of each cell is detailed on this page.

CHOCOBO



1

Habitat

The Archylte Steppe (??? AF)

4

HP

10,000

5

Strength

75

6

Magic

75

7

CP

90

8

Gil

100

2

66

3

200%

4

Keep

5

Launch

6

Resistant

7

30

8

Chocobo Plume

9

30%

10

Yellow Chick in Afro

11

1%

12

0%

13

0%

14

45%

15

IMM

16

45%

17

45%

18

45%

19

20%

20

45%

21

45%

22

45%

23

0%

24

0%

25

100%

26

COM

Notes

May flee from battle. Attacks quickly and relentlessly. Employs powerful wind-based attacks.

1 Habitat: The map area where you encounter the creature for the first time, and other known habitats where applicable.

2 Damage Affinities: The way in which the enemy reacts to the different types of damage you can inflict. The meaning of each icon is revealed here:

Damage Types



Damage Vulnerabilities: There are six possible reactions to every type of attack, each corresponding to a calculation applied to the base damage. These are as follows:

REACTION	MEANING
x2	Enemy has a weakness, damage is doubled.
-	Normal damage.
1/2	Damage is halved.
1/10	Enemy is resistant, damage is divided by ten.
IMM	Enemy is immune to damage type.
ABS	Damage absorbed: your attacks will actually heal the target (up to 30% of the usual damage).

3 Status Ailment Resistance: Shows, by percentage, how resistant your opponent is to debuffs: 0% indicates weakness, while IMM is used to represent 100% immunity. The meaning of the icons used is as follows:

Status Ailments



4 HP: The amount of damage that the creature can endure, in Hit Points, before it is defeated.

Strength: The Strength attribute of the enemy: the higher this is, the more damage its physical attacks will inflict.

Magic: The Magic attribute of the enemy: the higher the number, the more damage it can deal when it employs magical attacks.

CP: The sum of Crystogen Points each of your characters will receive for defeating the target.

Gil: The sum of gil your party will receive for defeating the target.

For maximum clarity, all enemies in our Bestiary are sorted in the same order as their in-game Bestiary entries. If you are looking for specific monsters as part of the Monster Professor side quest, you can use this to track down the creatures you're still missing. The classification used is as follows:

TYPE	SUBTYPE	PAGE	TYPE	SUBTYPE	PAGE
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	Woodwraith	281	Ancient Automata	Pulsework Soldier	288
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	Goblin	283	Cie'th	Armament	289
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Special	Tonberry	285	Special	Undying	291
	Potcat	285		Protector	292
	Chocobo	285		Fal'Cie	292
	Wrathwyrn	286		Eidolon	293
				Winged Chaos	293

5 Chain Resistance (🛡️): The higher this value, the longer it will take to fill the enemy's Chain Gauge.

Stagger Point (🔥): The Chain Bonus percentage required to cause a Stagger.

Keep: The higher this is, the more difficult it is to interrupt the enemy's actions.

Launch: This tells you if a monster can be Launched ("weakness"), if it has to be Staggered for this to be possible ("resistant"), or if it cannot be Launched at all ("immune").

Libra: The lower this value, the more times you will need to defeat the enemy to reveal all of its details in the in-game Bestiary (which requires a Libra total of 1,000). For rare or tough monsters with a value less than 1,000, you may decide to use a Librascope to avoid having to defeat them more than once.

6 Common Drop (📦): The enemy's common drop, with your base chance of obtaining the item after battle.

Rare Drop (💎): The enemy's rare drop, with your base chance of obtaining the item.

7 Recruit Chance (🐉): This shows the base probability for a monster to turn into a crystal and be tamed when you defeat it, as well as its role.

8 Notes: Highlights the strengths and weaknesses of the creature.



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