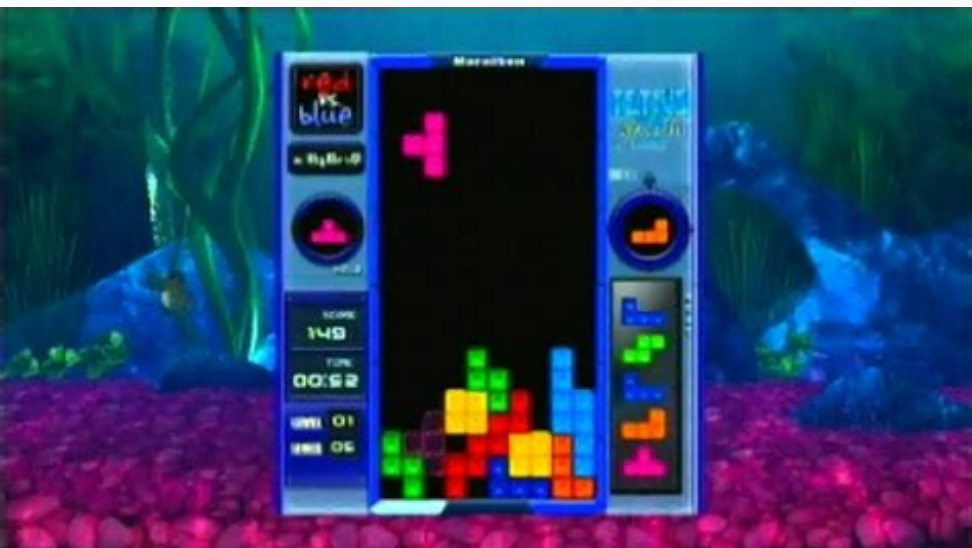


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"The price of success is hard work, dedication to the job at hand, and the determination that whether we win or lose, we have applied the best of ourselves to the task at hand"

- Vince Lombardi





Ff13-2 achievement guide. Is ff13-2 better than ff13. Which ff13 is the best. Is ff13-2 good. Is ff13 good.

% of allplayers Total achievements: 31 You must be logged in to compare these stats to your own 66.9% Early Riser Accepted a new fate in a world where everything has changed. 51.3% Time Traveler Left behind a normal life, and began a journey through time. 46.5% Budding Hunter Defeated an army's worth of enemies. 43.6% No Retreat Fought a significant number of battles without using the "Retry" option. 43.1% Staggering Staggered a significant number of enemies. 40.9% Future Espier Visited the place where clues to the future lie waiting to be discovered. 39.6% Quick Draw Performed a significant number of preemptive strikes. 37.9% Past Gazer Visited the place where the saviors of the past dream in crystal. 29.9% Threat Facer Acknowledged the threat facing the world, and decided to fight back. 24.5% Cerulean Medal Defeated a powerful enemy with valiant skill. 24.0% South Seeker Prepared to face a test of your determination in the rift where hidden truths slumber. 23.8% Choco-boco-holic Spent a fortune at shops. 23.8% Scarlet Medal Defeated a powerful enemy with graceful poise. 23.0% Promise Keeper Turned your back on empty dreams and joined the battle to save mankind. 19.9% Epic Finisher Followed the story to its conclusion. 18.9% Fragmented Completed an entire fragment category. 17.3% Obsidian Medal Defeated a powerful enemy with perfect execution. 13.6% Trigger Finger Obtained five Cinematic Bonus rewards. 13.0% Chronosavor Obtained the highest possible result in the battle to determine the fate of the world. 12.9% Supreme Being Fully developed all abilities. 12.8% Wild Thing Successfully used Feral Link abilities a significant number of times. 9.2% Giant's Fist Dealt 99,999 damage with a single attack. 8.7% Strategist Performed a multitude of paradigm shifts. 8.4% Big Game Hunter Defeated every worthy opponent. 5.9% Serendipitous Amassed a fortune in casino coins. 5.8% Fair Fighter Defeated a powerful enemy on equal terms. 5.4% Beast Tamer Befriended a most unfriendly monster. 5.2% Saddle Sore Went the distance on chocobo-back. 5.1% Defragmented Completed every fragment category. 4.9% Clock Stopper Responded swiftly to the appearance of enemies. 4.7% Anomalous Witnessed every possible Paradox Ending. Final Fantasy XIII-2 trophies list in PlayStation XMB. The following is a list of Xbox 360 and Steam achievements and PlayStation 3 trophies unlockable in Final Fantasy XIII-2. The Master of Time achievement—the achievement for getting all other achievements—is not available on Steam. List[] Spoiler warning: Plot and/or ending details follow. (Skip section) Name Icon Description Notes 360 achv. pts. (G) PSN trophy type Choco-boco-holic Spent a fortune at shops. Spend 100,000 gil at Chocolina's shop. 14 Bronze Clock Stopper Responded swiftly to the appearance of enemies. Get 100 consecutive "GREAT" ratings (i.e. preemptive strikes) with the Mog Clock. 15 Bronze Staggering Staggered a significant number of enemies. Achieve a total of 50 staggers on enemies. 15 Bronze Quick Draw Performed a significant number of preemptive strikes. Start 50 battles with a preemptive strike. 15 Bronze Wild Thing Successfully used Feral Link abilities a significant number of times. Use Feral Link abilities 100 times. 16 Bronze No Retreat Fought a significant number of battles without using the "Retry" option. Win 50 consecutive battles without using the Retry option. 16 Bronze Strategist Performed a multitude of paradigm shifts Perform a total of 1,000 paradigm shifts. 18 Bronze Budding Hunter Defeated an army's worth of enemies. Defeat 100 enemies. 30 Silver Early Riser Accepted a new fate in a world where everything has changed. Begin Episode 1. 15 Bronze Time Traveler Left behind a normal life, and began a journey through time. Begin Episode 2. 15 Bronze Future Espier Visited the place where clues to the future lie waiting to be discovered. Begin Episode 3, Part 1. 15 Bronze Past Gazer Visited the place where the saviors of the past dream in crystal. Begin Episode 3, Part 2. 15 Bronze Threat Facer Acknowledged the threat facing the world, and decided to fight back. Begin Episode 4. 15 Bronze South Seeker Prepared to face a test of your determination in the rift where hidden truths slumber. Begin Episode 5. 15 Bronze Promise Keeper Turned your back on empty dreams and joined the battle to save mankind. Begin Episode 6. 15 Bronze Trigger Finger Receive 5 Cinematic Bonus awards. Achieve a perfect cinematic action sequence during the battles with Paradox Alpha, Atlas, Royal Ripeness, Zenobia and Proto fal'Cie Adam. 30 Silver Anomalous Witness every possible paradox ending. Witness all eight paradox endings, and the Secret Ending after obtaining all 160 Fragments. 30 Silver Epic Finisher Followed the story to its conclusion. Beat the final boss and complete the game. 90 Gold Saddle Sore Went the distance on chocobo-back. Take more than 10,000 steps while riding a chocobo. This will be awarded once the player dismounts the chocobo. 12 Bronze Serendipitous Amassed a fortune in casino coins. Win 10,000 Casino Coins in Serendipity. Coins earned during the DLC Episode "Heads or Tails?" do not count. 12 Bronze Fragmented Complete an entire fragment category. Collect all fragments within a single category. 30 Silver Defragmented Completed every fragment category. Collect all 160 fragments. In order to collect all fragments the player must witness all eight paradox endings, encounter and defeat all non-DLC monsters, and explore every map fully. Unlocks Serah's Theme for PS3. 90 Gold Scarlet Medal Defeated a powerful enemy with graceful poise. Get a 5-star rank on the boss battle with Atlas (weakened or non-weakened) in Episode 2. 14 Bronze Cerulean Medal Defeated a powerful enemy with valiant skill. Get a 5-star rank on the second boss battle with Proto fal'Cie Adam in Episode 4. 14 Bronze Obsidian Medal Defeated a powerful enemy with perfect execution. Get a 5-star rank on the boss battle with Pacos Luville and Pacos Amethyst in Episode 6. 14 Bronze Supreme Being Fully developed all abilities. Master one character's Crystarium to level 99 in all 6 roles. 30 Silver Big Game Hunter Defeated every worthy opponent. Defeat, on the Archlyte Steppe, Ochu during rainy weather, Long Gui during sunny weather, Immortal during cloudy weather, and Yomi during stormy weather. 30 Silver Giant's Fist Dealt 99,999 damage with a single attack. Deal 99,999 damage in one hit. 90 Gold Beast Tamer Befriended a most unfriendly monster. Tame Don Tonberry in Bresha Ruins 100 AF. 90 Gold Fair Fighter Defeated a powerful enemy on equal terms. Defeat Raspatil in Normal Mode battle difficulty in Oerba 400 AF. Unlocks Mog's Theme for PS3. 90 Gold Chronosavor Obtained the highest possible result in the final battle that determines the fate of the world. Get a five-star rank in the battle against Jet Bahamut, Garnet Bahamut and Amber Bahamut. Unlocks Noel's Theme for PS3. 90 Gold Master of Time*(Not available on Steam) Mastered the timeline and obtained every trophy available. Obtain all other trophies. Unlocks Lightning's Second Theme for PS3. N/A Platinum Name Description Master of Time Mastered the timeline and obtained every trophy available. (PS3 only) Early Riser Accepted a new fate in a world where everything has changed. Time Traveler Left behind a normal life, and began a journey through time. Future Espier Visited the place where clues to the future lie waiting to be discovered. Past Gazer Visited the place where the saviors of the past dream in crystal. Threat Facer Acknowledged the threat facing the world, and decided to fight back. South Seeker Prepared to face a test of your determination in the rift where hidden truths slumber. Promise Keeper Turned your back on empty dreams and joined the battle to save mankind. Epic Finisher Followed the story to its conclusion. Cinematic Bonus rewards are items received at the end of boss battles containing OTEs. If you succeed flawlessly on the OTEs, "Cinematic Action: Perfect" will be displayed in the center of the screen. You will also receive an item with "Cinematic Bonus" written to the left of it on the spoils screen. There are 5 boss battles to earn Cinematic Bonus rewards from: Episode 2 - Bresha Ruins AF005 - Paradox Alpha Episode 2 - Bresha Ruins AF005 - Atlas (Weakened Version) Episode 3 - Sunleth Waterscape AF300 - Royal Ripeness (1st Battle) Episode 4 - City of Academia AF400 - Zenobia Episode 4 - Augusta Tower AF200 - Proto fal'Cie Adam (2nd Battle) Final Fantasy XIII-2's OTEs are not hard at all and this trophy shouldn't intimidate anyone, but in case you do make mistakes and fail to earn a Cinematic Bonus reward from one of the aforementioned battles, you can either: Pause as soon as you make mistakes and Retry the entire battle, or Return later and attempt the boss battle a second (or third, or fourth) time via a Time Reversal. Obtained five Cinematic Bonus rewards. 30 Anomalous* There are 8 Paradox Endings as well as one Secret Ending that is unlocked once all 160 Fragments have been collected; you need to see all 9 of the aforementioned endings for this trophy. Except for the first, all Paradox Endings require the use of the "Paradox Scope" Fragment Skill that can be obtained from the Chocobo Girl in Serendipity after completing the main story. See the "Paradox Endings" section of the guide for more details. Witnessed every possible Paradox Ending. 30 Saddle-Sore* Travel 10,000 steps while on a chocobo. Chocobo riding time can come naturally, but at the end of the road, you still might not have enough due to the fact that the time required moving on a chocobo is at least a few hours. The easiest way is to head out into an open area with a yellow chocobo and plenty of Gysahl Greens and the something around your controller so it moves in circles. Leave it and come back later and you should have the trophy. Went the distance on chocobo-back. 12 Serendipitous* Earn a total of 10,000 Casino Coins from Chocobo Racing and/or Slot Machines in the casino, Serendipity. You cannot exchange Gil for Casino Coins and have it count toward this achievement (however, such exchanges do count toward Choco-boco-holic). The coins need to be earned, and note that it is a net gain of 10,000 Casino Coins i.e. coin losses subtract from the total earned. This means it is vital to save beforehand and reload if you lose a bunch of coins. If you choose to tackle this via Chocobo Racing, I recommend the Gold Chocobo that can be found in a treasure chest in A Dying World AF700. The Silver Chocobo is also an excellent option. Raise it to the maximum level (Level 45) and it should be a formidable force on the race track; this is a "slow and steady" but reliable route to the goal. Earning 10,000 Casino Coins from Slot Machines has a number of benefits however: The "Lucky Coin" Fragment must be acquired from 777 Jackpot on the Slot Machines, so - like it or not - Slot Machine time is a requirement for 160 Fragments, whereas there are no Fragments related to Chocobo Racing. Keep as well kill two birds with one stone! Slot Machines do not require you to pay attention to the game; just use a rubber band to hold down and leave it on overnight. In the morning, if you earned 10,000 Casino Coins and/or the "Lucky Coin" Fragment, that's excellent! If not, just load a previous save in (in order to recoup the Casino Coins lost) and might at it. It's all about luck. If you are extremely lucky, you can win between 5,000 - 50,000 Casino Coins in Victory and Super Victory modes on the Slot Machines. The rewards are a lot higher than those from Chocobo Racing. Also, note that the achievement unlocks upon exiting out of the Chocobo Races and/or Slot Machines, once the requirement has been satisfied. Amassed a fortune in casino coins. 12 Choco-boco-holic* Spend a total of 100,000 Gil in the game's shops. Both Chocolina's shop as well as the currency exchange in the casino, Serendipity, count toward this trophy. Spent a fortune at shops. 14 Clock Stopper* Perform 100 consecutive Preemptive Strikes to earn this trophy (refer to Quick Draw for more information on Preemptive Strikes). All 100 must be done in a row; if the timer runs out or an enemy touches you, the counter resets back to 0. Make liberal use of the Save feature (every 10 or so Preemptive Strikes) so in the event that the streak breaks, you can Load and continue from your previous count. It's possible that this trophy can come naturally, but you may have to grind for it. The east side of Archlyte Steppe has enemies there that are relatively timid and never rush you, unlike other areas with aggressive enemies like Vile Peaks. New Bodhum and Chocobo Racing, so it is a monster worth investing into. Fully developed all abilities. 30 Big Game Hunter* There are four "worthy opponents." They are all located in Archlyte Steppe, and they are all associated w/ missions for their respective Fragments: Immortal - Spawns in the southeast section of the map when weather is cloudy. Long Gui - Spawns in the east section of the map when weather is sunny. Ochu - Spawns in the west section of the map when weather is rainy. Yomi - Spawns in the southeast section of the map when weather is thundery. The missions to defeat these four bosses are the final missions of the area and should become available after you are able to ride Yellow Chocobos (and also note that Yellow Chocobos are required for 100% Map Completion of Archlyte Steppe). Use the weather manipulation machine in the chief's hut in order to spawn them. See the Archlyte Steppe page in the Post - Game section of the guide for help. Defeated every worthy opponent. 30 Giants Fist* As the description indicates, you need to deal 99,999 damage with a single attack. The number 99,999 itself needs to appear on the screen; the total damage from a multiple-hit skill such as Omega Javelin (ie. 25,000 damage x 4 hits) will not count. Get Noel to around 900 attack by maxing him out and equipping a strong weapon like Odinbolt and some Power Wrists. Once Noel is in the area of 800-1100 Attack Power and has learned Smite and Scourge, you need to find an enemy with A LOT of HP. A couple of candidates recommended are final form of the last boss (refer to Chronosavior) or alternatively, Long Gui in Archlyte Steppe. Stagger the enemy until it's at 9999, hit it with Deprotect for good measure to lower its defense, then initiate a series of 5x Attack commands with Noel 2-3 seconds before the enemy recovers from Stagger. If the enemy has Deprotect on it, Noel has enough Attack Power under his belt and also knows Smite and Scourge, and if the timing of his attacks coincide correctly with the moment the enemy recovers from Stagger, you'll be delighted to see a 99,999 damage hit and a Gold Trophy at the end of the battle. If it didn't work, Retry the battle and/or grind more for even higher Attack Power. Dealt 99,999 damage with a single attack. 90 Beast Tamer* Befriend Don Tonberry, a rare monster that can be found in Bresha Ruins AF100 a little to the west of the area where Atlas stood in Bresha Ruins AF005. Like other rare monsters, he will appear as a "void" before he is engaged. Turning on the "Battle Mania" Fragment Skill will increase the odds of rare spawns and hasten his appearance. Battle Mania can be unlocked via the Chocobo Girl in Serendipity after earning the "Paradox Professor" Fragment from City of Academia AF400, which requires 100% Map Completion for all areas in the game. Additionally, turning on the "Monster Collector" Fragment Skill will increase the odds of befriending monsters. Monster Collector can be unlocked via the Chocobo Girl in Serendipity after all Fragments from Vile Peaks AF010 & AF200 have been earned. You may find it helpful to turn on Easy Difficulty to make the battle simpler and it won't affect your chances. Befriended a most unfriendly monster. 90 Fair Fighter* (This trophy unlocks Moogle's Theme for the MMB.) Defeat Raspatil in Normal Difficulty - Easy Difficulty will not count! Raspatil is a rare monster that can be found in Oerba Village AF400 around the top of the staircase leading down to the beach. Like other rare monsters, he will appear as a "void" before he is engaged. Turning on the "Battle Mania" Fragment Skill will increase the odds of rare spawns and hasten his appearance (without Battle Mania, it took me 30 minutes to get him to appear). Battle Mania can be unlocked via the Chocobo Girl

in Seraph after earning the "Paradox Professor" Fragment from City of Academia, which requires 100% Map Completion in all areas in the game. If Noel and Serah are maxed out at Level 99 in all 6 Roles and is a good equipment, Raspatil is particularly difficult at all, but he has a massive amount of HP . Expect the battle to take at least 5 minutes or so, and note that Raspatil's attacks deal Wound Damage (Max HP down) moreso than a lot of other enemies and bosses, come prepared with at least a dozen or so Wound Potions in order to recover from it. See the AF400 Orbera section in Post-Game for help. Defeated a powerful enemy on equal terms. 90 Chronosaviot (This trophy unlocks Noel's Theme for the XMB.) Earn a rank of 5 Stars in the battle with the final form of the last boss. See the Final Chapter section for help. Turning on Easy Difficulty if you aren't that confident can make gaining 5 stars easier. Obtained the highest possible result in the battle to determine the fate of the world. 90 Page 2 This is a new DLC episode in which you control Sazh. It has two main purposes - to obtain 30x Fortune Medal from Chronobind or Serendipity Poker, and to find out who Chocolina really is. After the initial scenes talk to the casino owner to receive 10000 coins, which is a good amount to start gambling with. If you ever run out of coins, talk to the owner again, but be careful as there's a limit to how many times he'll help you out. Instructions for Chronobind and Poker are provided with the game - the absolutely best way to get Fortune Medals is to go and play poker, choose a buy-in amount of 1000 coins, and then select "All in" to bet all your coins. In many cases, the other three CPU opponents will fold. Every "All in" bet you win nets you one Fortune Medal. Continue doing so until you get 30 medals, and then talk to the casino owner to obtain Sazh as an addition to your monster menagerie. Sazh comes as a Synergist. Now go to the leftmost house in Serendipity and talk to Chocolina several times. She wants you to look for missing chocobo chicks and there's seven of them. HAUGHTY - Found near the chocobo races building. Talk to it and at the Live Trigger choice answer Square . The chick now starts following you around, so return to Chocolina. Do the same with other chicks you find. SLOTH - Found south from the giant roulette wheel. Talk to it and at the Live Trigger choice answer Square . WRATH - You need to follow this chick around and mash X once nearby in order to initiate the talk. First it's running around near the chocobo races, then inside the card games building, then back outside south from the roulette wheel, and then it reaches its endurance limit near the chocobo races building. Chick obtained: NEID & LUXURIA - These two are near the big roulette wheel. Talk to Luxuria to get a letter, and deliver it to Neid, who ran to the balcony south from roulette wheel. Talk to Neid, who mocks Luxuria for not bothering to come deliver the letter in person. Now talk to Luxuria near the chocobo races and take the chick back to Neid. Presto, GREED, ACEZIA & FAULHEIT - Go to the casino room and talk to one of three chicks on the table. At the Live Trigger choice pick Squa to have Greed join you. When Greed is delivered to Chocolina, press Square at the Live Trigger and you're done! Page 3 Assuming you've maxed some roles, Omega can be triumphed over in less than four minutes. Before it unleashes Wave Cannon, you cannot Stagger it; and the only debuff it's susceptible to is Slow. It has the annoying comb of drawing you in and then follow up with flamethrower for big damage.Once it starts charging for Wave Cannon, heal up and then switch to Tortoise to soak up the damage. Now the fun begins, as Omega overheats. Add Deshell, Deprotect and Imperl onto Omega, while Yakshini buffs you with Faithga and Bravega. When Omega is debuffed, start piling on the damage. After about a minute or so Omega recovers from overheating, but still remains vulnerable to Deprotect, Deshell and Imperil. It now also has a weakness to physical and magical attacks, taking big damage from anything. Take it down while it's throwing the tantrum and hopefully you get the crystal. Omega comes as a Commando. Tortoise is a must as a defensive paradigm. The usual combination of SAB and RAV can drive up the Chain Gauge while you debuff him. Finally, Cerberus should be used when staggered for maximum damage. You will need a good SEN monster like the Silver Chocobo , a good SYN like Yakshini and a good COM like Chichu/Draagon/Twilght Odin . VS Lightning and Amodar¶ Finally Lightning has appeared as well. The fight itself is hard if you go there as soon as you can, but once you're well developed, you can dominate the battlefield. Do not try to fight the Coliseum monsters until you are significantly developed as many are very hard to take down even with fully developed characters. During the first round, remove about 15% of Light's HP and then Amodar joins. When either Light or Amodar fall, the remaining foe fortifies themselves with several buffs, and can start doing limit breaks. I love Light's Army of One. Also, until Amodar is defeated, Light can't be provoked. I find that a good way to deal with the threat is to debuff Amodar with Imperil and Poison, then wait on him until he's gone. Light gains Haste, Faith, Bravery, and Vigilance, as well as immunity to Dispel. If you want to remove those buffs from her, you need a monster ally with Haste Foeder, and similar like Chichu. Light also starts to use Army of One, but at regular intervals, and it doesn't seem to be terribly strong. Stagger Light, then defeat her and hope you score her Crystal. Lightning is an Early Peaker Ravager, and can be increased by 13 levels on her Crystarium. Amodar is an Early Peaker Commando. They are very strong though so it's worth it. VS Nabaat¶ She's very tough to conquer due to several factors in the battle: Can summon up to five allies (consisting of Nighblade Puma, PSICOM Warden and Azure Behemoth). Can recover HP High stagger point and high chain resistance Make some paradigms with COMs that have Ruinga. We'd say COM/COM/SYN (Yakshini) works very well. When the battle starts, Nabaat immediately summons reinforcements. The first wave is usually 2x Nighblade Puma, 2x PSICOM Warden and Azure Behemoth (but she can also summon 2x Azure Behemoth). You need to defeat these as quickly as you can, otherwise Nabaat will absorb their essences, recovering 99999 HP for every essence absorbed. While reinforcements are out, Nabaat buffs everybody with Protect, Shell and Bravery. Pumas can debuff you with Poison, Wardens are merely an annoyance and Behemoths can really hurt you with wide swipes. The best cure for these foot soldiers is COM's Ruinga - coupled with Faith it can deal good damage to you even in reach. When Nabaat uses Sneer, this is your cue - she will soon absorb the essences of any of her remaining allies and recover some HP. If she succeeds in doing so, everyone gets hit with Daze (toss Remedy immediately), and soon Nabaat will likely KO somebody with her limit break. However, if she has nothing to absorb, she spends some of her own HP instead to launch her limit break. Revive with Phoenix Down/Phoenix Blood, heal your wounds and get ready for the next wave of Nabaat's fire soldiers. When her HP gets lower, she gets some new tricks like draining attacks and launching attacks. Continue to press the assault on her reinforcements so she can't recover HP, and then smite her into oblivion. When defeated, Light can't be provoked. I find that a good way to deal with the threat is to debuff Amodar with Imperil and Poison, then wait on him until he's gone. Light gains Haste, Faith, Bravery, and Vigilance, as well as immunity to Dispel. If you want to remove those buffs from her, you need a monster ally with Haste Foeder, and similar like Chichu. Returns. It goes some way to explain what happens to Lightning after the tragic events at the end of XIII-2 and the intervening years. Lightning's promise and the strange and cryptic clip of Lightning crystallised on Etrio's throne. It is an excellent way to prepare for the coming of Lightning. Gameplay Mechanics¶ The gameplay for this section centres around an endless battle for the fate of the world with a certain purple-haired menace. Caius and Lightning's struggles were shown at the beginning and this is an extension of that battle from Valhalla. You are tasked with defeating Caius time and again, getting stronger with each battle, despite a wife, the culmination is to defeat Caius Bahamut and Caius in one last, uber battle, after which Lightning gains full access to her powers. You will start off at level 1 with four paradigms, 20000 HP and limited items at your disposal consisting of a few Potions and an Elixir. You regain the same amount of items with each battle, successful or unsuccessful and can never increase that amount so only use them when you really need to or if you want to push for victory without having to go on the defensive. As you level up (maximum level is 10), Lightning gains more and more stronger abilities. Naturally, this makes it easier to defeat Caius and later, Bahamut. You will also unlock further paradigm roles at certain increments, allowing you to employ different strategies. Caius will always remain the same and he always has full access to his powers so after a few battles you should be familiar with his attack patterns. Lightning has her own Feral Link gauge that will unleash her ability Legion of One (yes, it's been upgraded) when the gauge is full. It is rather powerful when employed against Caius in Stagger state or it can drive the Chain Gauge up a nifle, though not as much as Army of One did. You only have a handful of healing items. Only use them if you are truly desperate or just want a quicker score. You should be looking to negate as much damage as possible without having to worry about healing. Paradigms and Abilities: Debrave and Defaith Paradigms and Abilities: Caius¶ Caius bears much the same abilities as he has throughout the game though with a few differences. For one, he is much stronger than he is in the main game and secondly, he has very clearly defined roles which are marked during when he changes role. These notifications are especially useful during the course of battle as they can define when you change your role. It is very important you pay attention to these and adjust your strategy accordingly. Commando Caius is probably the most dangerous in this role. He has very powerful attacks and can one-hit kill you if you aren't careful. Luckily, there are very clear indications as to when he is about to attack. He will snap his fingers before he unleashes one of his nasty attacks from his repertoire. The ones to really watch out for are Blast Wave and Ultima (after level 5 and when below half health). Abilities: Blast Wave - Deals non-elemental damage and inflicts Wound damage (gains a staggered version at level 5 that shoots one volley and then a further triple volley soon after) Ultima - Inflicts moderate to massive damage on the party (uses this when HP is below 50%) Inferno - Deals heavy fire-based damage and inflicts Wound damage Metamorphosis - Changes form Obliterating Breath - A very powerful attack inflicting enormous amounts of damage (Gestalt phase) Megaflare - Inflicts heavy non-elemental damage on the whole party (Gestalt phase) Raising Lightning: The Low Levels¶ During the low levels, you are actually expected to lose because realistically beating Caius at level 4 and under is quite a tough task. It is much easier, and faster, to just get straight to level 5 and defeat Caius and Bahamut at once. The game uses the following equation to determine how much CP you earn from each defeat: CP = Time to Death (s) / 3 (capped at 100, or 5 minutes) The equation is the same whatever level you attempt it. Do not try to use it after level 5 as it becomes an inefficient method in terms of time spent and at level 5, you will have sufficient abilities and stats to beat Caius and Bahamut. To raise Lightning to level 5 in the shortest amount of time, use the Knight Role's Immortality to block all of Caius Ballad's attacks for 5 minutes. Afterward, allow Armor Lightning to die. Repeat this until you have survived for a total of 16 minutes 30 seconds (totaling 4 attempts). You should have access to Lv. 5 when you return to the main menu. Now you are ready for the real battles. Battle Techniques¶ ATB Refresh The best technique you can use is the ATB Refresh . Lightning can sometimes, when switching, have a full ATB gauge. 12 seconds must pass between the last refresh, roughly equivalent to two rounds of combat, though this can vary depending on ATB speed and roles. This technique can be especially useful when you need to charge a very long skill like Aura or Mighty Guard . You will get a rough idea of when you can next use it just by fighting. Feral Link Recovery Caius and Bahamut often use attacks that launch you, leaving you vulnerable and stuck waiting to attack. Lightning's Feral Link ability, Legion of One, can be used when you are launched and basically put you right back in the fight. Lightning will recover to a standing position after using it so it is very useful when you need to turn the tide of battle in your favour. Intermediate Shift This technique is exclusive to Requiem of the Goddess and is based around a role bonus that increases the ATB recharge speed. The Shaman and Mage roles make use of this technique. You should aim to switch to either of these roles between bouts of attacking or when you are buffing/debuffing. So in real terms, you can increase the rate of the ATB speed when trying to cast a slow ability or in between rounds with the Paladin role. You can even switch between Mage and Shaman and back again to build up the Chain Gauge more quickly. Cancel Charge Sometimes when fighting your attacks can be interrupted and frozen, leaving you with a chunk of ATB left without an ability. If this happens, particularly when Caius is in his Ravager stance, cancel your attacks and then select them again. This will allow you to have a complete attack chain for that round as opposed to having a part missing or frozen. Getting knocked down with your ATB frozen is very annoying. Cancel your attacks and then select them again to combat this. You should only break the pattern to stop heavy attacks, especially when he is in the Commando stance (right). Battle Strategy: Caius¶ As covered in the paradigms and abilities section, Caius uses three different roles. The first battles you face will be against Caius. He will always start off in either the Ravager or Commando stance. His patterns are fairly predictable in any given role unless he slips below half health in which case they get a little more complex and aggressive. If you are starting from level one, you won't be able to use the Conjurer role which really helps in the later battles. This is when you will need the recovery items. You should aim to start in the Paladin role, do a round of attacks and then switch to either Mage or Shaman. Switch between the two to generate a faster ATB until he's staggered. You will need intermittent bouts of Paladin to maintain the gauge and Knight to contract his stronger attacks. Only change to those to respond to Caius's role changes. During the Ravager stance you should aim to keep attacking as best as you can. The only attack that could really do some damage is Giga-Graviton that he uses when you reach higher levels. If he unleashes Graviton, be sure to switch Knight because he will almost always use Giga-Graviton immediately after. Keep cancelling your attacks and use Legion of One when you are knocked down or launched to keep the momentum with you. The Commando role will be the time you will need to switch to Knight a lot. It is important not to just stick in Knight because the Chain Gauge will deplete so after stopping a big attack, quickly switch to an attacking role until he is ready to unleash another attack. You can always tell when he's about to launch a massive attack as he will click his fingers beforehand. This is your cue to switch to Knight as soon as he does this. If you aren't in Knight, you can and will die at lower levels. His Medic stance will be the time when you Stagger him and keep him launched continually so he cannot recover his HP. After being Staggered he will always switch roles so it can be an effective way to get him to change out of the Medic role. Concentrate on driving up the Chain Gauge, and just ignore any healing he does. It is frustrating because he can heal for large amounts and cast Regen but stick with it. The Shaman role, and mostly Windstorm, is the best way to increase his Chain Gauge. Switch back and forth with another role making use of ATB Refresh and the ATB role bonuses you get with the Mage and Shaman roles. Stick with the regular pattern, even at higher levels and just react accordingly to his stance changes and attacks. Remember not to get caught out by his attacks at higher levels as they become stronger and more sophisticated. If you aren't sure he's finished an attack, stay in Knight a little longer just to make sure. Once you have learnt Conjurer, always set that as your default paradigm. You should cast Mighty Guard/Aura as soon as the battle begins. Switch to it when you need to refresh your buffs and especially for Vigilance when Caius is in his Ravager stance. Staying on your feet is very useful during these phases. Caius starts to get really annoyed and uses Ultima when he's below half health at higher levels (left). When Bahamut enters Gestalt mode, you know yours in for some pain. Make sure to be in Knight for Obliterating Breath but especially Megaflare (right). Battle Strategy: Chaos Bahamut¶ Luckily you don't have to fight Chaos Bahamut straight off the bat. Caius will only send out Bahamut when you reach level 5. He's particularly nasty for these fights and can switch his resistance between Wind and Lightning. Bahamut starts off in standard form with no resistances. At this stage, cast Mighty Guard and then switch Paladin to start increasing his Chain Gauge. After a round of that, switch to Shaman and keep attacking until he employs his first resistance. Depending on the resistance he chose will obviously depend on the type of role you use. If he chose Resist Wind, then you will need to switch between Paladin and Mage. You will also need to switch to Knight for his really powerful attacks. If he chose Resist Lightning, make really good use of the Shaman role, mostly Windstorm. This really increases the Chain Gauge. When Bahamut's Chain Gauge has been increased high enough, he will use Metamorphosis to switch to Gestalt mode. This is the time in which you will need to be in Knight a lot. Don't just sit there though as there is enough time to get off a quick round of attacks to maintain the Gauge. You do not want to Stagger him just yet because this first phase is particularly dangerous. Switch to Knight for Obliterating Breath and especially Megaflare. Once he's used Megaflare he will go back to his standard phase and so you can repeat the process until he's staggered. Just before you Slagger Bahamut, cast Aura to gain the most damage and Haste for when he's in Stagger state. You will do insane amounts of damage with Aura. Keep repeating these steps until he's down as his patterns are very predictable. Pay attention to his attacks and resistances and you will have no trouble. Caius and Bahamut - Level 9¶ Video 1374 couldn't be loaded from database. After defeating both Caius and then Chaos Bahamut and earning five stars, you will be rewarded with 10000CP. (effectively getting you from level 5 to level 10) the Sorcerer role, and the Armor Lightning monster crystal. The Sorcerer role is available at level 6 but if you successfully beat Caius and Bahamut at level 5, you will bypass this straight to level 10 because of the amount of CP you earn.) To obtain Armor Lightning, you must earn five stars for both Caius and Bahamut. Armor Lightning is an Early Peaker Commando and easily the most powerful Commando in the game thanks to her unique passive ability: Uncapped Damage which raises the cap on her damage to 999,999. You can also play Requiem of the Goddess as early as Episode 2: An Unseen Intruder and obtain her, making future battles a lot easier. She is quite easy to develop as well unlike Twilight Odin which requires a ton of materials. Focus on raising her Strength and HP to maximise her potential.

02/02/2011 - Catalysts. This next part of the Final Fantasy 13 Weapon Upgrade Guide deals with transformational Catalysts. Each catalyst you'll need is listed here, with it's cost in the shopes and which shop you can buy it from, what monsters drop it, if you can find it from chocobo treasure hunting, and if it's a reward for a mission. Fang is a mysterious woman who is working with the Sanctum military despite bearing the mark of the detested I'Cie. Strong-minded and disinclined to mince words, she has the demeanor of someone wholly unconcerned by life's trivialities. Oerba Yun Fang is a playable character in Final Fantasy XIII who appears as a non-playable character in Final Fantasy XIII-2 and as a temporary ... 02/08/2022 - As of July 12, we're navigating some downtime on our legacy web pages, including both gamasutra.com and gamecareerguide.com. While most Gamasutra pages and functionality have been migrated to the Game Developer website, this does mean that our blog submission tools, profile editor, and other Gamasutra-hosted links are currently unavailable. 02/02/2011 - Catalysts. This next part of the Final Fantasy 13 Weapon Upgrade Guide deals with transformational Catalysts. Each catalyst you'll need is listed here, with it's cost in the shopes and which shop you can buy it from, what monsters drop it, if you can find it from chocobo treasure hunting, and if it's a reward for a mission. 05/08/2022 - These cyberpunk tactical RPGs guide players through ... and Pillars of Eternity might be the company's crowning achievement. ... Final Fantasy 13 ... Serah Farron [serə] is a supporting character in Final Fantasy XIII and one of the two protagonists of Final Fantasy XIII-2. She also appears in Lightning Returns: Final Fantasy XIII.Serah is Lightning's younger sister by three years, and Snow Villiers's fiancée. Lightning accuses Snow of failing to protect Serah and does not initially approve of their relationship. Final Fantasy XV is the fifteenth main installment in the main Final Fantasy series.The game was released worldwide on November 29, 2016 for the PlayStation 4 (supporting PlayStation 4 Pro, but optimized for the standard version) and Xbox One, and later March 6, 2018 on PC as the Windows Edition.It was directed by Hajime Tabata, but began development under Tetsuya Nomura as ...

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