

# Dissidia: Final Fantasy FAQ/Walkthrough

by Leyviur

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Dissidia: Final Fantasy FAQ & Walkthrough by Leyviur

v 1.00  
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## Table of Contents

1. Introduction	[DFInt]
2. Controls and battle system	[DFCon]
3. Character List	[DFChL]
3.1 Heroes	[DFHro]
3.1.1 Warrior of Light	[DFWoL]
3.1.2 Firion	[DFFir]
3.1.3 Onion Knight	[DFOKn]
3.1.4 Cecil Harvey	[DFCeH]
3.1.5 Bartz Klauser	[DFBrt]
3.1.6 Terra Branford	[DFTra]
3.1.7 Cloud Strife	[DFCld]
3.1.8 Squall Leonhart	[DFSql]
3.1.9 Zidane Tribal	[DFZid]
3.1.10 Tidus	[DFTid]
3.2 Villains	[DFVln]
3.2.1 Garland	[DFGar]
3.2.2 Emperor	[DFEmp]
3.2.3 Cloud of Darkness	[DFCoD]
3.2.4 Golbez	[DFGbz]
3.2.5 Exdeath	[DFXDt]
3.2.6 Kefka	[DFKfk]
3.2.7 Sephiroth	[DFSph]
3.2.8 Ultimecia	[DFUlc]
3.2.9 Kuja	[DFKja]
3.2.10 Jecht	[DFJct]
3.3 Unaffiliated	[DFUnA]
3.3.1 Shantotto	[DFShn]
3.3.2 Gabranth	[DFGab]
4. Story Mode	[DFStM]
Prologue	[DFPro]
Destiny Odyssey I	[DFD01]
Destiny Odyssey II	[DFD02]
Destiny Odyssey III	[DFD03]
Destiny Odyssey IV	[DFD04]

Destiny Odyssey v	[DFD05]
Destiny Odyssey VI	[DFD06]
Destiny Odyssey VII	[DFD07]
Destiny Odyssey VIII	[DFD08]
Destiny Odyssey IX	[DFD09]
Destiny Odyssey X	[DFD10]
Shade Impulse: Chapter 1	[DFSI1]
Shade Impulse: Chapter 2	[DFSI2]
Shade Impulse: Chapter 3	[DFSI3]
Shade Impulse: Chapter 4	[DFSI4]
5. Version History	[DFVer]
6. Credits	[DFCre]

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I. INTRODUCTION [DFInt]

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Dissidia: Final Fantasy is a fighting game that features heroes and villains from the first twelve main series installments. While it's basically nothing more than fanservice for Final Fantasy enthusiasts, it's a pretty decent game to occupy yourself with if you're not looking for huge amounts of depth, and it's really pretty, too.

I noticed a lack of story mode guides for the game, so here's mine. Hope it helps people get through the game easier. This guide operates on the assumption that you, the reader, are fluent enough in Japanese to know your way around the game, and thus there is not Shift-JIS in this guide, it's all just directly translated.

This is probably my largest undertaking as far as guides go, so any feedback and corrections are welcome.

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II. CONTROLS AND BATTLE SYSTEM [DFCon]

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Dissidia might as well be an Action RPG. You have a leveling system, an equipment and ability system, and an accessory system, too. In battle, you have lots to keep track of.

ACCESSORY MODIFIER: At the top left corner of the screen, it shows the effects your accessories are currently granting your fighter.

SUMMON: The red crystal above your HP gauge is a summon crystal. If it is there it means you can use your summon.

BRAVE: The large number above your HP meter is your BRAVE. Brave is basically your attack power in battle. You can use lots of effects such as summons to power up yours or decrease your opponent's, and greater brave means greater attack power.

HP: The meter at the bottom left of the screen and small numbers below it represent your life. For every 1000 HP you have there is a crystal below your life bar.

EX GAUGE: As you fight you can collect EX cores in order to boost your EX Gauge. When it reaches max you can activate it to go into EX Mode, which grants you bonuses, passive abilities, and the ability to use your EX Burst attack.

MAP BRAVE - At the lower center of the screen is the Map Brave. This is added to your own brave if you Brave Break your opponent (reduce his or her Brave to 0).

CONTROLS: L - Lock On  
 R - Guard  
 O - Brave Attack  
 X - Jump  
 Square - HP Attack  
 Triangle - Wall/Rail movement  
 Analog - Movement  
 Directional Pad - Camera Controls

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 III. CHARACTER LIST [DFChL]  
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 3.1 HEROES [DFHro]  
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 3.1.1 WARRIOR OF LIGHT [DFWoL]  
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BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Day Flash	N/A	Land	90	30	
Red Fang	N/A	Land	120	20	
Sword Thrust	5	Land	180	30	
Blue Fang	33	Land	120	20	
White Fang	37	Land	90	30	
Rise Up	42	Land	90	30	Chain to Rune Saber
Crossover	N/A	Air	120	30	Chain to Rune Saber
Coat Buckler	12	Air	120	30	Chain to End All A
Bounce Buckler	16	Air	120	30	Chain to End All B

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Shining Wave	N/A	Land	180	40	
Shield of Light (Land)	28	Land	180	40	
Rune Saber (Land)	Learned	Land	180	40	Learned from Rise Up
Shield of Light (Air)	N/A	Air	180	40	
Radiant Sword	23	Air	180	40	
Rune Saber (Air)	Learned	Air	300	40	Learned from Crossover
End All A 	Learned	Air	300	40	Learned from Coat Buckler
End All B 	Learned	Air	300	40	Learned from Bounce Buckler

3.1.3 FIRION

[DFFir]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Seize Knife	N/A	Land	90	30	Chain into Double Defeat A
Lead Axe	N/A	Land	90	30	Chain into Double Defeat B
Brush Lance	N/A	Land	90	30	Chain into Double Defeat C
Sword Blow	Learned	Land	120	20	
Blizzard	N/A	Air	120	20	
Fire	23	Air	120	20	
Thunder	28	Air	120	20	
Sword Blow	33	Air	80	20	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Straight Arrow	N/A	Land	180	40	
Shield Bash	37	Land	180	40	Counters Long Range Brave attacks
Double Defeat A	Learned	Land	300	40	Learn from Brush Lance
Double Defeat B	Learned	Land	300	40	Learn from Seize Knife
Double Defeat C	Learned	Land	300	40	Learn from Lead Axe
Straight Arrow	N/A	Air	300	40	
Master of Arms	51	Air	300	40	

3.1.3 ONION KNIGHT

[DFOKn]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Continuous Hit	N/A	Land	90	30	Chain into Rain of Swords
Extra Slash	Learned	Land	120	30	Learned from Continous Hit
Blizzard	N/A	Land	60	20	Chain into Quake
Blizzaga	Learned	Land	90	30	Learned from Blizzard
Thunder	N/A	Air	60	20	Chain into Flare
Thundaga	Learned	Air	90	30	Learned from Thunder
High Speed Hit	19	Air	90	30	Chain into Flashing Blade
Extra Thrust	Learned	Air	90	30	Learned from High Speed Hit

HP ATTACKS

Name	Level	Type	AP	CP	Other
Dance of the Flowing Sword	N/A	Land	180	40	
Firaga	5	Land	180	40	
Rain of Swords	Learned	Land	300	40	Learned from Extra Slash
Quake	Learned	Land	300	40	Learned from Blizzaga
Petit Meteor	N/A	Air	180	40	Can still move
Tornado Slash	33	Air	300	40	Vacuum effect
Flashing Blade	Learned	Air	300	40	Learned from Extra Thrust
Flare	Learned	Air	300	40	Learned from Thundaga

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3.1.4 CECIL HARVEY [DFCeH]  
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BRAVE ATTACKS (DARK KNIGHT)					
Name	Level	Type	AP	CP	Other
Valiant Blow	N/A	Land	140	20	
Dark Cannon	N/A	Land	180	20	
Shadow Lance	4	Land	90	20	
Gravity Ball	N/A	Air	140	20	
Dark Fall	15	Air	180	20	
Paladin Arts		Air	300	30	

BRAVE ATTACKS (PALADIN)					
Name	Level	Type	AP	CP	Other
Slash	N/A	Land	180	20	
Lightning Upper	37	Land	180	20	
Dark Step	51	Land	200	30	
Ray Wings	N/A	Air	120	20	
Sacred Cross	10	Air	120	20	
Searchlight	24	Air	90	20	

HP ATTACKS (DARK KNIGHT)					
Name	Level	Type	AP	CP	Other
Soul Eater	N/A	Land	300	40	
Dark Flame	28	Land	300	40	

HP ATTACKS (PALADIN)					
Name	Level	Type	AP	CP	Other

Saint Dive	N/A	Air	300	40	
Paladin Force	33	Air	300	40	

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3.1.5 BARTZ KLAUSER [DFBrt]  
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BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Rise Lance	N/A	Land	120	35	Barrier +10%
Lead Impulse	N/A	Land	120	35	EX Force Gain +1 m
Climb Barrel	5	Land	120	35	Chase BRV DMG +10%
Solid Rise	15	Land	120	35	Counter Attack
Storm Shoot	N/A	Air	180	35	Dodge Up
Slide Hazzard	24	Air	180	30	Crash BRV Up
Holy	33	Air	180	30	Jump Height Up

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Soul Eater	N/A	Land	180	45	Crash HP DMG +10%
Flood	19	Land	180	45	Shield
Tornado Slash	N/A	Air	300	45	Speed Up
Flare	Master Holy	Air	300	45	
Paladin Force	42	Air	180	45	Dodge Up

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3.1.6 TERRA BRANFORD [DFTra]  
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BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Fire	N/A	Land	120	20	
Blizzara	13	Land	180	30	
Blizzard Combo	19	Land	180	30	
Graviga	33	Land	180	30	
Meteor	42	Land	180	30	
Blizzard Combo	N/A	Air	140	30	
Blizzara	N/A	Air	140	30	
Thundara	8	Air	90	20	
Holy	10	Air	140	20	
Holy Combo	28	Air	200	30	

HP ATTACKS					
Name	Level	Type	AP	CP	Other

Flood	N/A	Land	180	40	
Tornado	23	Land	180	40	
Tornado	N/A	Air	180	40	
Merton	51	Air	300	40	
Ultima	Learned	Air	300	40	Learned and chains
					from Holy Combo.

3.1.7 CLOUD STRIFE [DFClD]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Combo Cut	N/A	Land	120	30	
Fire	N/A	Land	90	20	
Climb Hazard	5	Land	120	30	
Sonic Break	13	Land	180	30	Chains from Finishing
					Touch
Fira	19	Land	90	20	
Firaga	33	Land	120	30	
Blade Beam	46	Land	120	30	
Slash Blow	N/A	Air	180	30	
Sky Fang	10	Air	140	30	
Ascending Moon Fang	23	Air	140	30	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Cross Slash	N/A	Land	180	40	
Meteo Rain	23	Land	300	40	
Dragon's Eye	Learned	Land	300	40	Learned and chained
					from Sonic Break
Braver	N/A	Air	180	40	
Omnislash ver. 5	Learned	Air	300	40	Learned and chains
					from Slash Blow.

3.1.8 SQUALL LEONHART [DFSqL]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Upper Bruise	N/A	Land	120	30	
Blizzard Bullet	N/A	Land	90	20	
Solid Barrel	5	Land	120	30	
Thunder Bullet	10	Land	120	30	
Magic Rapidfire	23	Land	120	30	
Heal Crush	N/A	Air	180	30	
Beat Fang	33	Air	180	30	

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|HP ATTACKS|
|-----|
|Name      |Level    |Type |AP |CP |Other|
|-----|-----|-----|---|---|-----|
|Fated Circle|N/A     |Land |180|40 |
|Revolver Drive|15     |Land |180|40 |
|Blasting Zone|42     |Land |300|40 |
|Rough Divide |51     |Land |300|40 |
|Aerial Circle|N/A     |Air  |180|40 |
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3.1.9 ZIDANE TRIBAL [DFZid]
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|BRAVE ATTACKS|
|-----|
|Name      |Level    |Type |AP |CP |Other|
|-----|-----|-----|---|---|-----|
|Rumble Rush|N/A     |Land |180|30 |
|Scoop Out  |19     |Land |120|20 |
|Swift Attack|28     |Land |200|30 |
|Scoop Out  |N/A     |Air  |120|20 |
|Swift Attack|N/A     |Air  |160|30 |
|Tempest    |5       |Air  |180|30 |
|Vortex     |10     |Air  |180|30 |
|Storm Impulse|15     |Air  |180|30 |
|Solution 9  |33     |Air  |140|30 |
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|HP ATTACKS|
|-----|
|Name      |Level    |Type |AP |CP |Other|
|-----|-----|-----|---|---|-----|
|Tidal Flame|N/A     |Land |180|40 |
|Stellar Circle 5|40     |Land |180|40 |
|Shift Break|N/A     |Air  |300|40 |
|Grand Lethal|46     |Air  |300|40 |
|Free Energy |Learned |Both |300|40 |*
|Meo Twister |Learned |Both |300|40 |**
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\*Learned and chains from Rumble Rush, Swift Attack, and Tempest

\*\*Learned and chains from Vortex and Storm Impulse

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3.1.10 TIDUS [DFTid]
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|BRAVE ATTACKS|
|-----|
|Name      |Level    |Type |AP |CP |Other|
|-----|-----|-----|---|---|-----|
|Sonic Buster|N/A     |Land |140|30 |
|-----|

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Wither Shot	3	Land	90	20	
Dodge and Spin	10	Land	130	30	
Sphere Shot	13	Land	90	20	
Dodge and Throw	28	Land	120	30	
Hop Step	33	Land	120	30	
Dodge and Run	37	Land	140	30	
Hop Step	N/A	Air	140	30	
Dodge and Throw	N/A	Air	180	30	
Wither Shot	19	Air	120	30	
Full Slide	23	Air	180	30	
Dodge and Spin	23	Air	180	30	

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HP ATTACKS					
-----					
Name	Level	Type	AP	CP	Other
-----					
Spiral Cut	N/A	Land	180	40	
Energy Rain	46	Land	180	40	
Energy Rain	N/A	Air	180	40	
Jecht Shot	51	Air	300	40	
Charge and Assault	Learned	Both	300	40	*
Quick Trick	Learned	Both	300	40	**

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\*Learned and Chained from Sonic Buster and Full Slide  
\*\*Learned and Chained from Dodge and Throw, Dodge and Run, and Dodge and Spin

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### 3.2 VILLAINS [DFVln]

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#### 3.2.1 GARLAND [DFGar]

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BRAVE ATTACKS					
-----					
Name	Level	Type	AP	CP	Other
-----					
Round Edge	N/A	Land	120	30	
Lance Bullet	10	Land	120	30	
Death Claw	13	Land	90	20	
High Bringer	27	Land	120	30	
Twin Sword	N/A	Air	180	30	
Chain Bump	N/A	Air	180	30	
Bardiche	5	Air	180	30	
Twist Drill	23	Air	180	30	

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HP ATTACKS					
-----					
Name	Level	Type	AP	CP	Other
-----					
Earthquake	N/A	Land	180	40	
Blaze	19	Land	180	40	

Tsunami	46	Land	180 40		
Blaze	N/A	Air	180 40		
Tornado	37	Air	180 40		

3.2.2 EMPEROR [DFEmp]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Land Mine	N/A	Land	90	20	
Rune of Thunder	N/A	Land	120 30		
Stick Bomb	5	Land	120 30		
Bomb Attack	12	Land	120 30		
Rune of Light	28	Land	180 30		
Mine	N/A	Air	90	20	
Rune of Light	N/A	Air	180 30		
Stick Bomb	33	Air	120 30		

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Flare	N/A	Land	180 40		
Starfall	21	Land	300 40		
Starfall	51	Air	300 40		

3.2.3 CLOUD OF DARKNESS [DFCoD]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Tentacles of Pain	N/A	Land	140 45		
Torment Tentacles	N/A	Air	120 45		

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Altitude Wave	N/A	Land	180 40		
Wide Angle Wave	5	Land	180 40		
Revenge Wave	10	Land	180 40		
Homing Wave	37	Land	180 40		
Area Wave	42	Land	180 40		
Resonance Ball	N/A	Air	180 40		
Smash Wave	19	Air	180 40		
Zero Wave	27	Air	180 40		

3.2.4 GOLBEZ

[DFGbz]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Rise Wave	N/A	Land	180	30	
Ambush System	5	Land	180	30	
Glare Hand	33	Land	180	30	
Gravity Force	N/A	Air	120	30	
Gliding System	15	Air	120	30	
Gravity System	23	Air	120	30	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Knight Glow	N/A	Land	180	40	
Genesis Lock	N/A	Air	180	40	
Cosmic Ray	Learned	Both	300	40	*

\*Learned and chains from Rise Wave, Great Hand, Float System, and Gravity System

3.3.5 EXDEATH

[DFXDt]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Black Hole	N/A	Land	180	30	
Vacuum	N/A	Land	180	30	
Sword Dance	N/A	Land	180	30	
Hurricane	10	Land	180	30	
Magnet Warp	N/A	Land	180	30	
Short Guard	5	Land	140	20	
Middle Guard	3	Land	140	20	
High Guard		Land	140	20	
All Guard	28	Land	180	30	
Black Hole	N/A	Air	140	30	
Vacuum	N/A	Air	120	30	
Sword Dance	N/A	Air	120	30	
Hurricane	10	Air	120	30	
Magnet Warp	N/A	Air	140	30	
Short Guard	5	Air	90	20	
Middle Guard	3	Air	90	20	
High Guard		Air	90	20	
All Guard	28	Air	120	30	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Delta Attack	N/A	Land	180	40	
Grand Cross	N/A	Land	300	40	
Almagest	28	Land	300	40	
Delta Attack	N/A	Air	180	40	
Grand Cross		Air	300	40	
Almagest		Air	300	40	

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3.2.6 KEFKA [DFKfk]  
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BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Kurukuru Blizzaga	N/A	Land	180	30	
Fast Thundaga	N/A	Land	180	30	
Meteor	N/A	Land	180	30	
Ultima	8	Land	180	30	
Lots of Firaga	13	Land	180	30	
Random Thundaga	19	Land	90	20	
Shattering Blizzaga	33	Land	180	30	
Kunekune Firaga	42	Land	140	20	
Kurukuru Blizzaga	N/A	Air	180	30	
Fast Thundaga	N/A	Air	180	30	
Meteor	N/A	Air	180	30	
Ultima	8	Air	180	30	
Lots of Firaga	13	Air	180	30	
Random Thundaga	19	Air	90	20	
Shattering Blizzaga	33	Air	180	30	
Kunekune Firaga	42	Air	140	20	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Destruction Wings	N/A	Land	180	40	
Trine	23	Land	180	40	
Missing		Land	300	40	
Hyperdrive		Land	300	40	
Destruction Wings	N/A	Air	180	40	
Trine	23	Air	180	40	
Missing		Air	300	40	

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3.2.7 SEPHIROTH [DFSph]  
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BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Sweep Down	N/A	Land	120	30	
Shadow Flare	N/A	Land	120	30	
Rapid Step	33	Land	120	30	
Slasher	N/A	Air	180	30	
Empty Sky	5	Air	180	30	
Godspeed	19	Air	180	30	
Shadowflare	28	Air	180	30	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Octo-Slash	N/A	Land	300	40	
Flash	10	Land	300	40	
Black Materia	51	Land	300	40	
Octo-Slash	N/A	Air	300	40	
Prison Gate	N/A	Air	300	40	

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3.2.8 ULTIMECIA [DFUlc]  
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BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Knight Sword	N/A	Land	120	20	
Knight Arrow	N/A	Land	180	30	
Knight Axe	33	Land	180	30	
Knight Sword	N/A	Air	90	20	
Knight Arrow	13	Air	140	30	
Knight Axe	23	Air	140	30	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Shockwave Pulsar	N/A	Land	180	40	
Apocalypse	5	Land	300	40	
Great Attractor	N/A	Air	180	40	
Shockwave Pulsar	N/A	Air	180	40	
Apocalypse	5	Air	300	40	

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3.2.9 KUJA [DFKja]  
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BRAVE ATTACKS					
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Name	Level	Type	AP	CP	Other
Strike Energy	N/A	Land	180	30	
Snatch Shot	N/A	Land	180	30	
Holy Ring	N/A	Land	120	20	
Snatch Blow	5	Land	180	30	
Energy Burst	7	Land	180	30	
Remote Flare	28	Land	180	30	
Strike Energy	N/A	Air	120	30	
Snatch Shot	N/A	Air	120	30	
Holy Ring	N/A	Air	90	20	
Snatch Blow	5	Air	120	30	
Energy Burst	7	Air	120	30	
Remote Flare	28	Air	120	30	

HP ATTACKS

Name	Level	Type	AP	CP	Other
Holy Star	N/A	Land	180	40	
Flare Star	10	Land	180	40	
Ultima	46	Land	300	40	
Holy Star	N/A	Air	180	40	
Flare Star	10	Air	180	40	
Ultima	46	Air	300	40	

3.2.10 JECHT

[DFJct]

BRAVE ATTACKS

Name	Level	Type	AP	CP	Other
Jecht Rush	N/A	Land	90	50	
Jecht Shield		Land	120	30	
Jecht Stream	N/A	Air	180	50	
Jecht Shield		Air	120	30	

HP ATTACKS

Name	Level	Type	AP	CP	Other
Jecht Blade	N/A	Land	180	40	
True Jecht Shot		Land	300	40	
Jecht Finger	N/A	Air	180	40	
Jecht Blade		Air	180	40	

3.3 UNAFFILIATED

[DFUnA]

3.3.1 SHANTOTTO

[DFShn]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Occasionally Attacks 2-3 Times	N/A	Land	90	30	
Bind	10	Land	120	20	
Bio	28	Land	120	30	
Stun	44	Land	120	20	
Retribution	N/A	Air	180	30	
Bind	10	Air	120	20	
Bio	28	Air	120	30	
Stun	44	Air	120	20	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Spirit Magic Fire	N/A	Land	260	40	
Spirit Magic Earth	N/A	Land	200	40	
Spirit Magic Thnder	N/A	Land	300	40	
Spirit Magic Wind	N/A	Air	240	40	
Spirit Magic Water	N/A	Air	220	40	
Spirit Magic Ice	N/A	Air	280	40	

3.3.2 GABRANTH

[DFGab]

BRAVE ATTACKS					
Name	Level	Type	AP	CP	Other
Sentence	N/A	Land	120	20	
Tackle	5	Land	120	20	
Judgment	N/A	Air	180	20	
Sentence	23	Air	180	20	

HP ATTACKS					
Name	Level	Type	AP	CP	Other
EX Charge	N/A	Both	300	20	Hold down button to charge

BRAVE ATTACKS (EX MODE)

Name	Level	Type	AP	CP	Other
Aggressor	N/A	Land	140	30	
Aero	N/A	Land	140	20	
Combo Tackle	15	Land	140	30	
Aggressor	N/A	Air	140	30	
Judgment Master	N/A	Air	140	30	
Double Slash	35	Air	140	30	
Focused Charge	47	Air	140	30	

---

HP ATTACKS					
Name	Level	Type	AP	CP	Other
Innocence	N/A	Land	180	40	
Execution	N/A	Land	300	40	
Innocence	N/A	Air	180	40	
Hatred	N/A	Air	180	40	

---

IV. STORY MODE [DFStM]

---

Story Mode stages put you on a chess board that can be up to 8 x 5 spaces in area. Within each stage are 'pieces' that the player can interact with. However, moving requires DP. Every movement made requires the player to expend 1 DP until the homebase is reset, whether by player choice or by action. At this time, another DP is required to be expended to move again. DP can be regained by meeting specific requirements during certain battles. At the end of each stage, you're rewarded story points based on the DP remaining, number of contacts made, and HP remaining. Story Points are exchanged at the end of a chapter in order to gain benefits for subsequent replays of that specific chapter.

-----  
PIECES  
-----

Treasure Chest - These things can hide all sorts of treasure, from gil to Rosetta Stones. They are separated into three types. Blue chests have rare items, brown chests have normal items, and red chests are already opened brown chests found in replays of chapters, and carry PP.

Summon Crystal - Bestows a unique summoning monster upon the player.

Enemy - Normal enemies, easily defeated. Piece is a helmet.

Midboss - Harder than normal enemies, piece is a helmet with crossed swords.

Boss - Incredibly difficult. Probably can't be beaten on your first run through the chapters. Appears as a helmet with a suit of armor running below it.

Rare Boss - Super hard enemies that give treasure and more upon being



defeated. Looks like boss pieces with swords behind them.

Gold - These enemies are gold colored normal enemies. They are of a similar difficulty, but have extremely low HP and sometimes Brave. Be wary, because these enemies have something else up their sleeves...

Villain Fight - These pieces look like giant black towers, and they signal a fight with a major character in the game.

Ambush - A red tinted enemy piece will immediately engage you in combat if you move beside it, hence ambush.

? - In some stages (and Onion Knight's scenario), pieces are blocked from view by ? spaces. Use Sightro to break through the illusion.

Barriers - These block off paths to treasures, summons, and sometimes the goal. Defeat the appropriate enemies to unlock them.

Gold barriers - Blocks off rare treasures and Summons. Replay the scenarios after gaining the SP bonus "Open new areas"

Potion - Recovers HP to 100%

Ether - Recharges your skills. Might change recharged skills.

-----  
HOW TO USE THE GUIDE  
-----

There is no real 'correct' path to play the game. Some people may want to get all the treasure they can, while others just want to blitzkreig the maps. Either way, these maps show everything you can expect to see during the course of the main game. I've even written in enemy stats so you can see what you're getting into, and dodge some of the nastier baddies if you need to. The stats go in the following order:

(HP/CP/BRV/ATK/DEF/LCK). So (1/341/1183/42/42/11) means an enemy has 1 HP, 341 CP, 1183 Brave, 42 Attack, 42 Defense, and 11 Luck.

Villain Fights are mostly story battles, and as such are treated as major battles; I've listed my tactics for beating these enemies but they are by no means foolproof. I've died A LOT over the course of my playthrough of the game, so your mileage may vary according to your playstyle.

+++++  
4.1 PROLOGUE [DFPro]  
+++++

-----  
STAGE 1  
-----

[ ][ ][ ][ ][ ][ ]  
[ ][ ][ ][ ][ ][ ][G]  
[ ][ ][ ][ ][ ][ ]

G: Goal

-----

STAGE 2

-----

[ ][ ] [ ][ ]  
[ ][ ][ ][1][ ][2][G]  
[ ][ ] [ ][ ]

- 1: Enemy (338/330/58/11/5/10)
- 2: Potion
- G: Goal

-----

STAGE 3

-----

[ ][ ][ ]  
[ ][ ][1][ ][2][ ][G]  
[ ][ ][ ]

- 1: Enemy (338/330/58/11/5/10)  
DP Reward - Win within 10 seconds
- 2: Treasure Chest (Broad Sword)

-----

STAGE 4

-----

[1][ ][ ]  
[ ][ ][ ][ ][ ] [G]  
[2][ ][ ]

- 1: Enemy (339/330/58/11/5/10)  
DP Reward - EX Burst within 10 seconds
- 2: Enemy (338/330/58/11/5/10)  
DP Reward - Critical within 10 seconds

-----

STAGE 5

-----

[ ][ ][ ] [ ][ ]  
[ ][ ][1][ ][ ][G]  
[ ][ ][ ] [ ][ ]

- 1: Treasure Chest (Power Ring)
- G: Goal - Villain

|VILLAIN FIGHT: FALSE BERSERKER | 338/330/58/13/5/10|

|-----|  
 |This is the tutorial level, so this won't be too hard. This battle is |  
 |against a false version of Garland, and he's pretty easy. He'll just |  
 |stand there for most of the battle and when he does attack it's |  
rather slow. You should be able to take him out easily.

Difficulty level: \*\*\*\*\*

The Warrior of Light's scenario is the most difficult out of the first ten stories, so you want to be intimately familiar with the game's mechanics and intricacies before you tackle it. Its difficulty doesn't lie in the normal enemy encounters - which, overall, are actually pretty easy. It's main challenge is in the sheer number of villain fights you get into in order to finish the scenario.

-----  
STAGE 1  
-----

[6][ ][ ]  
[ ][ ][ ][1][ ][ ]  
[ ][ ][2][ ][ ][3][G]  
[ ][ ][ ][4][ ][ ]  
[5][ ]

- 1: Enemy (399/331/101/13/14/11)  
DP Reward - Critical within 10 seconds  
Will chain enemy [6]
  - 2: Enemy (338/330/58/11/13/10)  
Unlocks barrier at [3]
  - 3: Barrier, Unlocked by defeating enemy at [2]
  - 4: Enemy (399/331/64/12/13/11)
  - 5: Treasure Chest (Power Ring)
  - 6: Enemy (1000/350/58/12/10/10)  
DP Reward - Win within 10 seconds  
Appears when enemy [1] is defeated
- G: Goal - Villain Fight

---

|VILLAIN FIGHT: GARLAND | 1731/336/124/24/17/13|

|-----|  
|Garland has an attack he really likes to use. He'll dash forward, |  
|and then slash upward, flinging you into the air, and then lead into |  
|another combo. The weakness of this attack is that it's incredibly |  
|easy to dodge by just moving to the left or right a little bit as it |  
|starts up, since its startup can easily be seen. Do so, and while he |  
|is still in the animation of his attack, strike at him with your own |  
|combo. If a EX core forms, grab it ASAP so Garland won't be able to. |  
|Since the Warrior of Light's EX Burst is easy to master, you can take |  
out a huge chunk of Garland's HP by using it.

-----  
STAGE 2  
-----

[1] [2][ ][3][ ]  
[4][5][6][ ][ ][ ] [ ]  
[7][G] [8] [ ] [ ]  
[9][0][a][ ][ ][ ] [ ]  
[b] [c][ ][d][ ]

- 1: Potion
- 2: Gold (1/358/0/16/12/14)  
DP Reward - Critical within 10 seconds  
Unlocks barrier at [5]
- 3: Midboss (1424/338/244/20/12/14)

DP Reward - Win without taking any damage  
Unlocks barrier at [a]  
4: Gold barrier  
5: Barrier, Unlocked by defeating enemy at [2]  
6: Barrier, Unlocked by defeating enemy at [c]  
7: Summon Crystal - Ifrit  
8: Enemy (1182/333/113/15/16/12)  
DP Reward - Brave Break within 10 seconds  
Unlocks barrier at [0]  
9: Gold barrier  
0: Barrier, Unlocked by defeating enemy at [8]  
a: Barrier, Unlocked by defeating enemy at [3]  
b: Treasure Chest (Bronze Armor)  
c: Enemy (1121/332/107/12/14/11)  
Unlocks barrier at [6]  
d: Enemy (1121/352/107/14/13/11)  
DP Reward - Win within 10 seconds  
G: Goal - Villain Fight

---

|VILLAIN FIGHT: SEPHIROTH | 1973/341/147/25/21/15|

|-----|  
|Sephiroth is tough as hell. He'll dash forward and hit you like |  
|Garland did, but his slashes are much faster, and there's more of |  
|them at one time. As a result you'll have to goad him into attacking |  
|and keep moving to avoid his attack. His slashing attack has a large |  
|area of effect directly in front of him, so dodge to either side (far|  
|away), circle behind him, and strike. You'll have to take your time |  
with this battle.

-----  
STAGE 3  
-----

[ ] [a] [ ] [ ] [b]  
[ ] [1] [ ] [2] [ ]  
[ ] [ ] [3] [4] [ ] [5] [G]  
[ ] [ ] [ ] [ ]  
[6] [ ] [7] [8] [9]

1: Midboss (1545/341/238/20/15/15)  
DP Reward - Win without taking any damage  
Unlocks enemy at [a]  
2: Midboss (1545/341/238/20/14/15)  
DP Reward - Do not let enemy obtain an EX core  
3: Barrier, Unlocked by defeating enemy at [a]  
4: Villain Fight  
DP Reward - Brave Break within 10 seconds  
5: Barrier, Unlocked by defeating enemy at [8]  
6: Enemy (580/354/118/15/18/12)  
7: Summon Crystal - Ifrit (AUTO)  
8: Midboss (1606/342/261/23/15/15)  
DP Reward - Charge into the map within 10 seconds  
9: Ether  
a: Enemy (641/336/124/15/17/13)  
DP Reward - Critical within 10 seconds  
Unlocks barrier at [3]  
Appears when midboss at [1] is defeated  
b: Treasure Chest (In the Air)

Appears when enemy at [2] is defeated

G: Goal

---

|VILLAIN FIGHT: ULTIMECIA | 2042/344/236/27/23/16|

|-----|  
|Ultimecia attacks exclusively with magic attacks. She'll shoot arrows |  
|at you (easily dodged if you keep moving), send out a magic circle |  
|that will home in on you and hit you with lightning if you are hit |  
|(easily dodge as well), shoot a dark energy ball at you (stay away |  
|when you see the dark energy ball hovering in front of her), and some |  
|other attacks. Many of her attacks have a slow recovery time so after |  
|you dodge them you can run in and get in some hits to dwindle her HP |  
down until she's gone. Again, EX Cores are your friend in this fight.

-----  
STAGE 4  
-----

[1][ ][ ][ ][2][3] [G]  
[ ][ ] [b][ ] [ ][ ]  
[ ] [4][5][ ][6][ ][ ]  
[ ] [ ][ ] [7][ ]  
[8][ ][ ][9][ ][0][ ][a]

- 1: Enemy Ambush (1552/343/284/23/13/16)  
DP Reward - Win within 10 seconds
- 2: Boss (2806/351/284/45/37/19)  
DP Reward - Win the battle
- 3: Treasure Chest (Slasher)
- 4: Treasure Chest (Rosetta Stone)
- 5: Gold barrier
- 6: Barrier, Unlocked by defeating enemy at [8]
- 7: Enemy (1303/355/124/17/16/13)  
DP Reward - Critical within 10 seconds
- 8: Enemy (1364/356/130/17/20/13)  
Unlocks barrier at [6]
- 9: Midboss (1667/343/159/24/24/16)  
DP Reward - Win without taking HP damage
- 0: Treasure Chest (Rosetta Stone)
- a: Enemy (1145/335/221/14/8/12)  
DP Reward - Win without taking any damage
- b: Potion
- G: Goal - Villain Fight

---

|VILLAIN FIGHT: EMPEROR | 2101/347/280/33/27/17|

|-----|  
|The Emperor has some nasty spells. Flare will fire a giant fireball |  
|that homes in on you, and he'll also fire magic arrows at you. When |  
|you see a magic circle beneath him, RUN, because he'll cast a huge |  
|spell that rains down fire around him. He'll also throw a magic |  
|circle at you that'll hit you with lightning if you get hit. You'll |  
|want to keep your distance. Keep attacking when you have an opening |  
|and if he charges up his ultimate spell, if you're close enough, run |  
in and smack him around to knock him out of the spell.

STAGE 5

-----

- [1] [ ]
- [9][ ][a][ ][ ]
- [G][2][ ][3][ ][4][ ][ ]
- [7][ ][ ][ ][5]
- [6] [8]

- 1: Treasure Chest (On the Ground)
- 2: Barrier, Unlocks by defeating enemy at [3]
- 3: Midboss (1788/345/278/24/18/17)  
DP Reward - Do not let enemy obtain an EX Core  
Unlocks barrier at [2]  
Causes enemy at [7] to appear
- 4: Enemy (1485/339/141/19/21/14)  
DP Reward - Brave Break within 10 seconds
- 5: Gold (1/364/0/22/18/17)  
DP Reward - EX Burst within 10 seconds  
Appears by defeating enemy at [4]
- 6: Treasure Chest (Guard Ring)
- 7: Enemy (1485/339/141/20/18/14)  
DP Reward - Win without taking any damage
- 8: Potion  
Appears by defeating enemy at [7]
- 9: Enemy (1424/338/136/18/19/14)  
Appears by opening chest at [1]
- a: Enemy (1424/357/136/18/21/14)  
Appears by opening chest at [1]
- G: Goal - Villain Fight

|VILLAIN FIGHT: GARLAND | 2640/350/248/41/35/19|

|-----|

|Garland isn't as easy as the first time you fought him. Though he's |  
|still slow, but he has a larger pool of moves now. He'll whip up |  
|tornados to attack you, thrust at you from mid range, cut the ground |  
|to shoot spikes at you, and more. You'll want to stay as far away |  
|from him as possible in order to dodge his nastier moves, and attempt|  
|to circle around his slower moves so you can hit him from behind. His|  
|EX Burst is devastating, so if an EX Core appears, drop everything |  
|and run at it. |

|-----|

+++++

4.3 DESTINY ODYSSEY II: FIRION [DFD02]

+++++

Difficulty: \*\*

Firion's scenario is not too difficult, but his villain fighs can still be a challenge if you're ill prepared. While Jecht isn't too bad, despite being powerful, it's the final villain fight with The Emperor that you have to worry about since he'll bombard you with incredibly powerful attacks.

-----

STAGE 1

-----

[ ][1][ ][G]  
[ ][2][ ][ ]  
[ ][ ] [ ][3][ ][4]  
[ ][5][ ][ ]  
[ ][6][ ][ ]

- 1: Enemy (1000/330/58/11/13/10)
- 2: Enemy (338/330/58/12/12/10)
- 3: Enemy (1000/330/95/10/12/10)  
DP Reward - Brave Break within 10 seconds
- 4: Treasure Chest (Spear)
- 5: Enemy (338/330/95/11/12/10)  
DP Reward - Win without taking any damage
- 6: Enemy (1061/351/101/12/13/11)
- G: Goal

-----  
STAGE 2  
-----

[ ][ ][1][ ][ ] [ ][2]  
[ ] [ ] [ ]  
[3] [4][ ][ ][5][6]  
[ ][ ][ ] [7]  
[8] [9][ ][ ][0][G]

- 1: Midboss (1182/333/113/14/8/12)
- 2: Treasure Chest (Leather Armor)
- 3: Enemy (1000/350/95/8/12/10)  
DP Reward - Critical within 10 seconds
- 4: Enemy (1000/330/95/12/11/10)  
DP Reward - Win within 10 seconds
- 5: Gold barrier
- 6: Summon Crystal
- 7: Gold (1/333/113/14/16/12)
- 8: Potion
- 9: Midboss (1182/333/113/14/7/12)  
DP Reward - EX Burst within 10 seconds  
Unlocks barrier at [0]
- 0: Barrier, Unlocked by defeating enemy at [9]
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: JECHT | 1671/336/147/22/18/13|  
-----

|Jecht uses simple sword slashes to try and attack you. You can easily|  
|dodge them, and use the recovery time to hit him. Use EX Bursts in |  
|order to make the process go faster. It's a shame, since his battle |  
music rocks.

-----  
STAGE 3  
-----

[G][1][ ][ ][2][ ][ ][3]  
[ ] [ ] [ ]  
[4][5][ ][ ][ ][6][7]  
[ ] [ ] [ ]  
[8][ ][9][ ][0][ ][a]

- 1: Barrier, Unlocked by defeating enemy at [a]
- 2: Midboss (1364/337/130/17/11/13)  
DP Reward - Win within 10 seconds
- 3: Summon Crystal - Shiva (AUTO)
- 4: Treasure Chest (495 Gil)
- 5: Midboss (1303/336/124/15/9/13)
- 6: Boss (2755/364/244/42/37/17)  
DP Reward - Win battle
- 7: Treasure Chest (Scorpion)
- 8: Ether
- 9: Potion
- 0: Enemy (320/331/101/13/12/11)  
DP Reward - Win without taking any damage
- a: Midboss (1303//336/124/16/10/13)  
DP Reward - Brave Break within 10 seconds  
Unlocks barrier at [1]
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: ULTIMECIA | 1800/339/164/23/19/14|

-----  
|Ultimecia will just continually use Apocalypse. It's harmless if you |  
|jump over it while it doesn't do the lightning strike, so do so and |  
|you can rush in on Ultimecia to get in a free combo, as her animation|  
for the attack is incredibly long. This fight isn't too hard.

-----  
STAGE 4  
-----

[ ][ ][ ][ ] [1][G][ ]  
[2] [ ] [3] [4]  
[ ][ ][ ][5][ ][6][ ][ ]  
[7] [ ] [8]  
[ ][ ][ ][9][ ][ ][ ]

- 1: Treasure Chest
- 2: Midboss (1424/338/136/18/13/14)  
DP Reward - Critical in 10 seconds  
Unlocks barrier at [6]
- 3: Gold barrier
- 4: Midboss (1485/339/141/18/12/14)  
DP Reward - Do not let enemy obtain an EX Core
- 5: Enemy (1121/352/107/10/14/11)  
DP Reward - Win within 10 seconds
- 6: Barrier, Unlocked by defeating enemy at [2]
- 7: Treasure Chest (Kunai)
- 8: Enemy (1121/332/107/15/16/11)  
DP Reward - Win without taking any damage
- 9: Midboss (1485/339/141/19/13/14)

-----  
STAGE 5  
-----

[1][ ][ ][2][ ][3][ ][0]  
[4] [ ] [ ]  
[G][5][ ][ ][6][ ][ ][ ]



[ ] [ ] [ ]  
[ ] [9] [ ] [ ] [7] [ ] [8] [ ]

- 1: Midboss (1606/342/153/20/14/15)  
DP Reward - Win without taking any damage  
Unlocks barrier at [5]
- 2: Treasure Chest (Orange Drop)
- 3: Midboss (1545/359/147/20/13/15)
- 4: Enemy (1182/333/113/16/17/12)  
DP Reward - Win within 10 seconds
- 5: Barrier, Unlocked by defeating enemy at [1]
- 6: Barrier
- 7: Gold (1/341/147/20/22/15)  
DP Reward - EX Burst within 10 seconds  
Unlocks Treasure Chest at [9]
- 8: Enemy (1242/335/118/15/17/12)  
DP Reward - Critical within 10 seconds
- 9: Treasure Chest (Rosetta Stone)  
Unlocked by defeating enemy at [7]
- 0: Potion  
Appears by defeating enemy at [4]
- G: Goal - Villain Fight

---

|VILLAIN FIGHT: EMPEROR | 2042/344/2690/31/28/16|

|-----|  
|The Emperor is not good at close range combat, and thankfully for you |  
|Firion is. The Emperor will shoot flare balls at you as well as shoot |  
|magic arrows. Both will home in on you; flare wis very slow, and you |  
|can dodge it easily. The arrows however, are a different story. They |  
|are fast, and there are lots of them. Try to run around and put a |  
|wall between you and them. If you see The Emperor charging an attack, |  
|run in and hit him out of it, otherwise he'll summon a meteor that'll |  
|devastate you. Since The Emperor is relatively slow compared to you, |  
you can combo him rather easily.

+++++  
4.4 DESTINY ODYSSEY III: ONION KNIGHT [DFD03]  
+++++

Difficulty: \*\*\*\*

You'll be surprised to find that Onion Knight's scenario is actually not exceedingly difficult. However, his scenario poses one problem: every stage has a huge number of ? blocks hiding enemies and treasure chests! You have to activate them in order to see what they are hiding and for all you know it could be a boss or something equally bad. Fortunately, though, you'll know what to expect now that you have this guide...

-----  
STAGE 1  
-----

[4][5]  
[ ] [ ] [1] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [3] [G]  
[ ] [ ] [2] [ ] [ ] [ ] [6]  
[7]

- 1: Enemy (338/330/58/10/2/10)
- 2: Enemy (338/350/58/8/3/10)
- 3: Enemy (1061/331/64/11/4/11)
- 4: Treasure Chest (Red Drop)
- 5: Enemy Ambush (399/330/64/14/6/11)
- 6: Enemy (1000/330/58/11/4/10)  
DP Reward - Win without taking any damage
- 7: Enemy (338/330/95/11/4/10)  
DP Reward - Brave Break within 10 seconds
- G: Goal

-----  
STAGE 2  
-----

- [ ][ ][ ] [1][ ][2]
- [ ] [3][ ][ ] [ ]
- [4][ ][ ] [5][ ][6][G]
- [ ][ ][7][ ][ ] [ ]
- [ ][ ][ ] [ ][ ][8][9]

- 1: Gold (1/337/714/15/9/13)
- 2: Treasure Chest (Aero Drop)
- 3: Midboss (1303/336/124/16/9/13)  
DP Reward - Win without HP damage
- 4: Enemy (1000/350/95/12/3/10)
- 5: Enemy (1242/335/118/15/9/12)  
DP Reward - win within 10 seconds
- 6: Enemy (1303/336/124/15/9/13)  
DP Reward - Brave Break within 10 seconds
- 7: Potion
- 8: Gold barrier
- 9: Summon Crystal
- G: Goal

-----  
STAGE 3  
-----

- [1][ ][ ][ ] [2][ ][ ][3]
- [ ][4] [5] [6][ ]
- [7][ ] [ ][G] [8][ ]
- [ ][ ] [9] [ ][ ]
- [ ][ ][ ][ ][0][ ][ ][a]

- 1: Treasure (Leather Glove)
- 2: Boss (2624/348/250/44/35/18)  
DP Reward - Win battle
- 3: Summon Crystal - Phoenix (AUTO)
- 4: Enemy (1364/337/130/16/10/13)  
DP Reward - Win in 10 seconds  
Unlocks barrier at [9]
- 5: Treasure (Full Metal Rod)
- 6: Enemy (1485/339/141/19/13/14)
- 7: Enemy (520/333/113/14/15/12)  
DP Reward - EX Burst within 10 seconds
- 8: Ether
- 9: Barrier, unlocked by defeating enemy at [4]
- 0: Enemy (1121/332/70/12/12/11)

a: Enemy Ambush (1121/332/70/13/14/11)  
DP Reward - Win without taking any damage  
G: Goal

-----  
STAGE 4  
-----

[ ][ ][1] [ ] [G]  
[ ] [ ][ ][2][ ] [ ]  
[ ][3][ ][4] [ ][5][ ]  
[ ] [ ][ ][6] [ ]  
[7][8] [ ][ ][9]

- 1: Enemy (580/335/118/17/18/12)
- 2: Gold (1/341/882/18/12/15)  
DP Reward - Win within 10 seconds
- 3: Midboss (1485/339/104/19/11/14)
- 4: Enemy (580/354/118/16/7/12)  
DP Reward - Win within 10 seconds
- 5: Enemy (1545/341/110/19/12/15)  
DP Reward - Win without HP Damage
- 6: Treasure (Rosetta Stone)
- 7: Treasure
- 8: Gold barrier
- 9: Potion
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: TERRA | 1859/342/187/25/21/15|

-----  
|Terra begins the fight in EX Form, and will stay in that for for a |  
|large part of the fight. So, it's best to keep your distance. She |  
|has a nasty slew of spells that are area of effect, and can thus hit |  
|you multiple times - if they connect. The problem is, they revolve |  
|around her, so you won't be hit if you're distant. Wait for her to |  
|initiate one of her area of effect spells such as tornado, then while |  
|it spins around harmlessly, slowly go towards her. As the attack |  
|finishes, run in and hit her with a combo. Try to get an EX Burst as |  
soon as possible so you can hit her with a powerful attack.

-----  
STAGE 5  
-----

[1] [2][3]  
[ ][4][ ][ ][5][ ][ ]  
[6][G] [ ][ ][7][ ][ ]  
[ ] [ ][ ][8][ ][ ]  
[9][0][ ][a]

- 1: Treasure (Rod)
- 2: Enemy (1364/337/130/16/18/13)  
Unlocks barrier at [6]
- 3: Treasure Chest (White Drop)
- 4: Barrier - Unlocked by defeating enemy at [a]
- 5: Enemy (1424/338/136/18/19/14)  
Unlocks barrier at [0]
- 6: Barrier - Unlocked by defeating enemy at [2]
- 7: Enemy (1364/337/130/17/19/13)

DP Reward - Brave Break within 10 seconds  
8: Enemy (1303/336/124/18/19/13)  
DP Reward - Win within 10 seconds  
9: Potion  
0: Barrier - Unlocked by defeating enemy at [5]  
a: Midboss (1667/343/159/22/16/16)  
DP Reward - Win without taking any damage  
Unlocks barrier at [4]  
G: Goal - Villain Fight

|VILLAIN FIGHT: CLOUD OF DARKNESS | 2004/347/315/32/26/17|

|-----  
|Cloud of Darkness is annoying as hell to fight because, like any good  
|boss, she'll be guarding your attacks constantly. As such it's a good  
|idea to only initiate an attack when you think you have a good chance  
|of connecting, since you'll be vulnerable if the enemy guards your  
|attack. If an EX item appears, grab it immediately to prevent Cloud  
|of Darkness from getting it - she'll kick the snot out of you if she  
manages to use her EX Burst.

+++++  
4.5 DESTINY ODYSSEY IV: CECIL HARVEY [DFD04]  
+++++

Difficulty: \*

Cecil's a good protagonist to start with. He has a slightly steep  
learning curve because he is essentially two characters in one:  
Paladin and Dark Knight, each with a distinct play style. Luckily his  
scenario is rather easy so it can ease you into his play style.

-----  
STAGE 1  
-----

[1][ ][2]  
[ ][ ][3][ ][ ][4][ ][G]  
[5]

1: Enemy (338/330/58/10/11/10)  
2: Treasure Chest (Dark Sword)  
3: Enemy (338/330/58/10/10/10)  
4: Enemy (1000/330/95/11/5/10)  
DP Reward - Win without taking any damage  
5: Enemy (338/330/95/9/3/10)

-----  
STAGE 2  
-----

[ ][ ][ ][1][ ][2][ ]  
[3] [ ]  
[ ] [ ]  
[ ] [4][5][6]  
[ ] [ ]  
[7][8][ ][9][ ][ ][G]

1: Enemy (1000/330/58/12/4/10)  
DP Reward - Brave Break within 10 seconds

- 2: Potion
- 3: Enemy (338/330/95/12/11/10)
- 4: Summon Crystal
- 5: Gold barrier
- 6: Midboss (1121/352/70/10/13/11)
- 7: Treasure Chest (Dark Armor)
- 8: Midboss (1121/332/70/13/28/11)
- 9: Enemy (1000/330/58/9/2/10)  
DP Reward - Win without taking HP damage
- G: Goal

-----  
STAGE 3  
-----

[ ] [1][ ][G]  
[ ] [ ]  
[2][3][4][5][ ][6]  
[ ] [G]  
[7][ ][ ][8][ ][ ][9]

- 1: Midboss (1182/333/76/14/29/12)  
DP Reward - EX Burst within 10 seconds  
Unlocks Potion at [5]
- 2: Enemy (1000/330/95/10/12/10)  
DP Reward - Win without taking any damage
- 3: Barrier - Unlocked by defeating enemy at [7]
- 4: Treasure Chest (Dark Shield)
- 5: Potion - Unlocked by defeating enemy at [1]
- 6: Ether
- 7: Midboss (1242/354/12/15/12/11)  
Unlocks barrier at [3]
- 8: Enemy (1000/330/95/10/12/10)  
DP Reward - Win within 10 seconds
- 9: Summon Crystal - Carbuncle (AUTO)
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: EXDEATH | 1792/356/141/20/20/13|  
-----

|Exdeath can be a pain in the ass with his spells, but he has one |  
|fatal weakness: his spells are slow to start and slow to finish. He |  
|also mostly uses spells that surround him when you come in close; use|  
|this to your advantage. Goad him into using an area-of-effect ability|  
|then run off as he executes it. It'll miss you, and rush in as it |  
|ends, pummeling him with your Paladin form. You don't want to use |  
|your Dark Knight form on him, as it's too slow to take advantage of |  
|his slow speed. The bait, run, and hit tactic might take a while, but|  
|you should be able to get through the fight with barely a scratch |  
using this method.

-----  
STAGE 4  
-----

[ ][ ][ ][1][ ][2][3]  
[ ] [4] [ ]  
[ ] [ ] [ ][ ][G]  
[ ] [ ] [5]  
[ ][6][ ][7][ ][ ][8][9]

- 1: Treasure Chest (Dark Helmet)
- 2: Boss (2640/347/231/45/35/17)  
DP Reward - Win battle
- 3: Treasure Chest (Tsunogai Armor)
- 4: Enemy (1061/331/101/13/4/11)  
DP Reward - Brave Break within 10 seconds
- 5: Midboss (1424/338/116/18/35/14)
- 6: Midboss (1364/337/93/17/18/13)  
DP Reward - Win within 10 seconds
- 7: Enemy (1061/331/101/13/3/11)  
DP Reward - Win without taking any damage
- 8: Gold barrier
- 9: Treasure Chest

-----  
STAGE 5  
-----

- [1] [2] [3]
- [4] [ ] [ ]
- [ ] [ ] [5] [ ] [6] [ ] [7] [G]
- [ ] [8] [ ]
- [9] [0] [ ]

- 1: Treasure Chest (Guard Ring)  
Unlocked by defeating enemy at [2]
- 2: Gold (1/339/250/19/13/14)  
Unlocks treasure chest at [1]
- 3: Potion
- 4: Enemy (1121/332/107/14/15/11)
- 5: Barrier - Unlocked by defeating enemy at [9]
- 6: Barrier - Unlocked by defeating enemy at [8]
- 7: Enemy (1121/332/107/12/13/11)  
DP Reward - Win within 10 seconds
- 8: Midboss (1485/339/104/20/17/14)  
DP Reward - Brave Break within 10 seconds  
Unlocks barrier at [6]
- 9: Enemy (1121/332/107/12/14/11)  
DP Reward - Win without taking any damage  
Unlocks barrier at [5]
- 0: Treasure Chest (Rosetta Stone)
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: GOLBEZ | 2357/343/214/30/26/16|  
|-----

|Much like Exdeath, Golbez uses area of effect spells that revolve |  
|around him if you get to close, so you can use the same tactics as |  
|you did with Exdeath. Golbez's abilities have a wider range, though, |  
|so be quick when retreating. Again, use Cecil's Paladin form for this |  
|battle, and grab any EX cores that might appear before Golbez can get |  
|to them, because in EX Mode, Golbez deals damage like a beast, and |  
|his EX Burst can kill you easily. Other than that, though, Golbez |  
isn't too hard as long as you stay away from his attacks.

Difficulty: \*\*\*\*

Ahhh, poor Bartz. So bland a character that he has to steal from other characters for his attacks. I kid, I kid. Bartz's scenario has an abundance of powerful enemies, and should be saved for one of the last scenarios you challenge.

-----  
STAGE 1  
-----

[ ][ ][ ][1][ ] [ ]  
[ ][ ][2][ ] [ ][3]  
[ ][ ][ ][ ][4][ ][5][ ]  
[ ] [6] [ ][ ][ ][7]  
[ ][ ][ ] [G]

- 1: Enemy (399/331/64/12/13/11)
- 2: Enemy (338/350/58/11/11/10)
- 3: Treasure Chest (Long Sword)
- 4: Barrier, Unlocked by defeating enemy at [6]
- 5: Enemy (338/350/95/12/11/10)
- 6: Enemy (1061/331/64/13/11/11)  
DP Reward - Brave Break within 10 seconds  
Unlocks barrier at [4]
- 7: Enemy (1061/351/101/12/15/11)  
DP Reward - Win within 10 seconds

-----  
STAGE 2  
-----

[G][ ][1][ ][2][ ][3][ ]  
[a][ ][ ][4] [ ][ ][5]  
[6] [7] [ ][ ][ ]  
[ ][ ][8][ ] [9][ ]  
[ ][ ][0][ ][ ][ ][ ][b]

- 1: Midboss (1303/355/124/16/19/13)  
DP Reward - EX Burst within 10 seconds
  - 2: Barrier, Unlocks by defeating enemy at [9]
  - 3: Midboss (1242/335/118/16/15/12)  
Unlocks barrier at [7]
  - 4: Enemy (1000/330/58/13/13/10)
  - 5: Treasure Chest (740 Gil)
  - 6: Summon Crystal
  - 7: Barrier, unlocks by defeating enemy at [3]
  - 8: Midboss (1242/335/118/14/16/12)  
DP Reward - Win without taking HP damage  
Unlocks Potion at [b]
  - 9: Enemy (1061/331/101/12/13/11)  
DP Reward - EX Burst within 10 seconds  
Unlocks barrier at [2]
  - 0: Enemy (338/330/95/10/12/10)
- a: Gold barrier  
b: Potion  
Unlocked by defeating enemy at [8]

-----

STAGE 3

-----

[ ][1] [2][ ][ ][a]  
[ ][ ][3][ ][ ][4][ ]  
[ ][ ][ ][5] [ ][G]  
[ ][ ][6][ ][0][ ]  
[ ][ ][7] [ ][ ][8][9]

- 1: Summon Crystal - Leviathan (AUTO)
- 2: Midboss Ambush (1424/357/136/18/21/14)  
DP Reward - Critical within 10 seconds  
Unlocks treasure chest at [a]
- 3: Midboss (1364/356/130/18/17/13)  
DP Reward - Win without taking any damage
- 4: Gold (1/338/735/19/13/14)
- 5: Enemy (1121/332/107/13/15/11)  
DP Reward - Win within 10 seconds
- 6: Midboss (897/332/107/12/14/11)  
DP Reward - Brave Break within 10 seconds
- 7: Enemy
- 8: Boss (2624/348/267/42/34/18)  
DP Reward - Win battle  
Activates Potion at [0]
- 9: Treasure Chest (Shell Shield)
- 0: Potion  
Appears by defeating enemy at [8]
- a: Treasure Chest (Rosetta Stone)  
Unlocked by defeating enemy at [2]
- G: Goal - Villain Fight

|VILLAIN FIGHT: GOLBEZ | 2035/341/147/23/23/15|

|-----|  
|Golbez uses a myriad of magic attacks but they are rather slow, and |  
|have a limited range, so you can goad him into attacking, then hang |  
|back while his attacks whiff. As his attacks finish, run in and hit |  
him. This fight isn't too bad.

STAGE 4

-----

[ ][1][ ][ ][2][ ][3][ ]  
[ ] [ ] [ ] [ ]  
[ ][ ] [4] [ ][5][ ]  
[ ] [ ][ ][6] [ ]  
[ ][7][ ][8] [9][0][G]

- 1: Midboss (1545/359/147/20/23/15)  
DP Reward - Win without taking any damage
- 2: Enemy (1242/335/118/16/15/12)  
DP Reward - Critical within 10 seconds
- 3: Midboss (1606/342/153/21/22/15)  
DP Reward - Brave Break within 10 seconds
- 4: Enemy (1182/333/113/13/15/12)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [5]
- 5: Barrier, unlocks by defeating enemy at [4]



6: Midboss (1545/341/147/22/23/15)  
DP Reward - Win without taking HP damage  
7: Gold (1/338/735/19/13/14)  
8: Treasure Chest (Buckler)  
9: Gold barrier  
0: Treasure Chest  
G: Goal

-----  
STAGE 5  
-----

[0][ ][1][ ] [2][ ]  
[ ] [ ][ ][ ][3][ ]  
[G][ ][4][ ][ ][5][ ][ ]  
[ ] [ ][6][ ] [ ][ ]  
[ ][7][ ][ ][8][ ][9][ ]

1: Midboss (1727/344/165/23/24/16)  
2: Treasure Chest (White Drop)  
3: Enemy (1303/336/192/16/18/13)  
DP Reward - Win within 10 seconds  
4: Enemy (1364/337/130/19/20/13)  
DP Reward - EX Burst within 10 seconds  
5: Enemy (1364/337/130/16/18/13)  
DP Reward - Critical within 10 seconds  
6: Midboss Ambush (1667/361/159/23/22/16)  
DP Reward - Do not let opponent obtain an EX Core  
Unlocks Potion at [9]  
7: Midboss (1667/343/159/22/24/16)  
Unlocks Treasure Chest at [0]  
8: Enemy (1364/337/130/16/18/13)  
9: Potion  
Appears by defeating enemy at [6]  
0: Treasure Chest (Cyan Drop)  
Appears by defeating enemy at [7]  
G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: EXDEATH | 2458/364/244/33/29/17|

-----  
|Exdeath, like Golbez, focuses on magic attacks (it's kind of funny |  
|that he has an Oak Staff equipped but is plainly using a sword in the|  
|battle). As such he has the same problem. He'll use spells like |  
|Gravity, and some will home on you, but they're almost always slow |  
|and easily dodged, so it should be easy to hit him as he's attacking |  
and then running away, since his animations are really long.

+++++  
4.7 DESTINY ODYSSEY VI: TERRA BRANFORD [DFD06]  
+++++

Difficulty: \*\*\*\*\*

Terra sure got the short end of the stick. Her scenario is brutal and she is difficult to learn. However, once you learn her fighting style she becomes incredibly powerful and effective against the enemies you face. Her magic is incredibly powerful, since she is an esper, so you want to learn her timing if you want to perform well.

-----  
STAGE 1  
-----

[ ][ ][1][ ][2][ ][3]  
[ ][4][ ][ ][ ][ ]  
[ ][ ]  
[5][ ][6] [7][ ][ ][G]  
[ ][ ][ ][ ][ ][8][ ]

- 1: Enemy (399/331/64/11/3/11)
- 2: Enemy (1061/331/64/11/4/11)
- 3: Treasure Chest (Staff)
- 4: Enemy (338/330/52/12/2/10)
- 5: Enemy (399/331/64/12/6/11)
- 6: Enemy Ambush (1121/352/70/14/4/11)  
DP Reward - Win within 10 seconds
- 7: Enemy (1121/332/70/13/6/11)
- 8: Enemy (399/331/64/14/5/11)  
DP Reward - Brave Break within 10 seconds

-----  
STAGE 2  
-----

[G][1][2] [ ][ ][b][ ]  
[ ][3] [ ][ ][ ][4]  
[ ][ ][5] [ ]  
[6][ ][ ][7][ ][8][ ]  
[9][0][ ][ ][ ][ ][a]

- 1: Gold barrier
- 2: Summon Crystal
- 3: Barrier, Unlocked by defeating enemy at [6]
- 4: Potion, causes enemy at [b] to appear
- 5: Gold (38/338/735/17/12/14)
- 6: Midboss (1424/357/136/18/13/14)
- 7: Barrier, unlocked by defeating enemy at [a]
- 8: Enemy (1061/331/64/11/4/11)
- 9: Treasure Chest (Robe)
- 0: Enemy (1121/332/70/12/12/11)  
CP Reward - Critical within 10 seconds
- a: Midboss (1364/356/130/18/9/13)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [7]
- b: Enemy (399/331/101/14/15/11)  
Appears when Potion at [4] is activated

-----  
STAGE 3  
-----

[ ][ ][1][2][ ][ ][ ][G]  
[ ][3][ ][ ][4] [ ]  
[ ][ ][5] [ ][6][7][8]  
[9] [ ][ ][ ][ ]  
[ ][ ][a] [ ][ ][0][b]

- 1: Treasure Chest (Power Ring)

- 2: Midboss (1424/357/136/19/10/14)  
DP Reward - Win within 10 seconds
- 3: Barrier, Unlocked by defeating enemy at [a]
- 4: Midboss (1545/341/147/19/13/15)  
DP Reward - Brave Break within 10 seconds
- 5: Enemy (1242/354/81/15/17/12)
- 6: Ether
- 7: Boss (1137/350/345/41/35/19)  
DP Reward - Win battle  
Unlocks Potion at [0]
- 8: Treasure Chest (Magic Staff)
- 9: Enemy (641/336/124/16/18/13)  
DP Reward - Do not let opponent obtain an EX Core
- 0: Potion  
Appears by defeating enemy at [7]
- a: Midboss (1545/341/147/22/14/15)  
DP Reward - Win without taking any damage  
Unlocks barrier at [3]
- b: Summon Crystal - Demon's Wall (AUTO)
- G: Villain Fight - Cloud

-----  
|VILLAIN FIGHT: CLOUD | 2035/343/159/27/24/16|

|-----  
|Cloud will use Braver exclusively, and it's easy to figure out the |  
|timing to guard it. As guarding someone's attack will end up causing |  
|them to be stunned for a good while, pummel him while he's still |  
|reeling from your guard. This is a pretty easy fight, as long as you |  
can guard his attacks effectively.

-----  
STAGE 4  
-----

[ ][ ][1][2][3]  
[ ][ ][4][5]  
[ ][ ][6][ ][7][ ][G]  
[ ][ ][8][9]  
[ ][ ][ ][ ]

- 1: Treasure Chest (495 Gil)
- 2: Gold Barrier
- 3: Treasure Chest
- 4: Enemy (1303/336/124/15/17/13)  
DP Reward - EX Burst within 10 seconds
- 5: Midboss (1667/361/159/23/14/16)  
DP Reward - Win within 10 seconds
- 6: Gold (47/342/786/20/15/15)  
DP Reward - Critical within 10 seconds
- 7: Midboss (1667/343/159/24/17/16)
- 8: Enemy (641/336/124/16/18/13)
- 9: Enemy (702/337/130/17/20/13)
- G: Goal

-----  
STAGE 5  
-----

[ ][ ] [9][ ][8][ ]

[ ] [7] [ ] [1] [ ] [ ] [2]  
[ ] [ ] [ ] [ ] [ ] [ ] [G]  
[6] [ ] [ ] [0] [ ] [ ]  
[ ] [3] [4] [ ] [ ] [5]

- 1: Midboss (1727/344/165/23/17/16)  
DP Reward - Win without taking any damage  
Makes enemy at [7] appear
- 2: Gold (56/345/837/23/18/17)  
DP Reward - Critical within 10 seconds  
Cause enemy at [8] to appear
- 3: Treasure Chest (In EX Mode)  
Cause enemy at [6] to appear
- 4: Treasure Chest (Rosetta Stone)
- 5: Midboss (1788/345/170/26/19/17)
- 6: Enemy (1485/339/141/21/21/14)  
Appears by defeating enemy at [3]
- 7: Enemy (1485/358/141/19/22/14)  
Appears by defeating enemy at [1]
- 8: Enemy (1485/339/141/19/21/14)  
DP Reward - Charge into the map within 10 seconds  
Appears by defeating enemy at [2]  
Causes Potion at [9] to appear
- 9: Potion  
Appears by defeating enemy at [8]
- 0: Enemy (762/338/136/17/19/14)  
Appears when opening the chest at [4]
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: KEFKA | 3450/366/283/36/28/18|

|-----  
|Kefka will use similar attacks as the other magic using bosses, such |  
|as the tried and true 'magic arrow' attack. Outside of that, though, |  
|his attacks are easy to dodge, and you can easily hit him during his |  
|recovery times. He's most dangerous and can do lots of damage when he |  
|is in EX Mode, so grab any EX Cores that appear and don't let him get |  
|to EX Mode. Conversely, you can pile on the damage when you're in EX |  
|Mode, so make use of your abilities to the fullest. Also, Kefka moves |  
incredibly slowly, so use that to your advantage as well.

+++++  
4.8 DESTINY ODYSSEY VII: CLOUD STRIFE [DFD07]  
+++++

Difficulty: \*

Probably the first character most people will play as, luckily, he is easy to pick up and his scenario is easy sauce. Pick his scenario first to get a feel for the game, its controls, and its battle system. Cloud's an easy character to use, so his scenario is a good introduction to the rest of the game.

-----  
STAGE 1  
-----

[1]  
[ ] [2] [ ] [G]

[ ][ ][3][ ][4][ ][5][ ]  
[ ][6][ ]  
[ ]

- 1: Treasure Chest (Buster Sword)
- 2: Enemy (1000/330/58/11/13/10)  
DP Reward - Win within 10 seconds
- 3: Enemy (338/330/58/11/12/10)
- 4: Barrier, unlocked by defeating enemy at [6]
- 5: Enemy (1000/330/58/11/11/10)  
DP Reward - Win without taking any damage
- 6: Enemy (338/330/58/9/10/10)  
Unlocks barrier at [4]
- G: Goal

-----  
STAGE 2  
-----

[G][1][ ][ ][2]  
[ ][ ][3][ ][ ][4][5]  
[ ]  
[ ][6][ ][7][ ]  
[ ][ ][ ][8][ ][9]

- 1: Midboss (1182/333/76/29/13/12)  
DP Reward - Win without taking any damage
- 2: Potion
- 3: Enemy (1000/330/58/13/13/10)  
DP Reward - Critical within 10 seconds
- 4: Gold barrier
- 5: Summon Crystal
- 6: Enemy  
DP Reward - Brave Break within 10 seconds
- 7: Gold (1/332/645/14/5/11)
- 8: Midboss (1121/332/70/27/10/11)  
DP Reward - Win without taking any damage
- 9: Treasure Chest (Bronze Bangle)
- G: Goal

-----  
STAGE 3  
-----

[1][2][ ][3][ ][4][ ][5]  
[ ][ ] [6] [ ]  
[ ][ ][ ] [ ][G]  
[ ][7] [8] [ ]  
[9][ ][0][ ][ ][a][b]

- 1: Treasure Chest (Hard Breaker)
- 2: Boss (2095/344/238/36/29/16)  
DP Reward - Win battle  
Unlocks barrier at [3]
- 3: Barrier, unlocked by defeating enemy at [2]
- 4: Midboss (1242/335/81/28/15/12)
- 5: Treasure Chest (Power Ring)
- 6: Potion
- 7: Enemy (1000/330/95/10/11/10)  
DP Reward - Brave Break within 10 seconds

8: Ether  
9: Enemy (1000/330/58/9/10/10)  
DP Reward - Win without taking any damage  
Unlocks barrier at [0]  
0: Barrier, Unlocks by defeating enemy at [9]  
a: Midboss (994/335/81/30/14/12)  
DP Reward - EX Burst within 10 seconds  
b: Summon Crystal - Magic Pot (AUTO)  
G: Goal - Villain Fight

|VILLAIN FIGHT: FIRION | 1732/337/130/24/18/13|

-----  
|Firion has a lot of attacks at his disposal, but his attacks are |  
|predictable and can be dodged easily if you know they're coming. |  
|You can also guard them rather easily as the timing is easily, so |  
|during the time you gain from dodging or guarding, run in and smack |  
|Firion around. He can't dodge or block your attacks easily, so you |  
should be able to take him down with little trouble.

-----  
STAGE 4  
-----

[1][2] [ ]  
[ ][3] [4][ ][5][ ][6]  
[ ][ ][7][ ][ ] [G]  
[ ][8] [9][ ][0][a][ ]  
[b] [c]

1: Treasure Chest  
2: Gold barrier  
3: Enemy (1061/331/64/12/14/11)  
4: Midboss (1364/337/108/30/18/13)  
DP Reward - Do not allow enemy to obtain an EX Core  
Unlocks barrier at [0]  
5: Barrier, Unlocked by defeating enemy at [5]  
6: Midboss (1424/357/99/35/19/14)  
DP Reward - Charge into the map within 10 seconds  
7: Barrier, Unlocked by defeating enemy at [8]  
8: Enemy (399/351/101/13/12/11)  
DP Reward - Brave Break within 10 seconds  
Unlocks barrier at [7]  
9: Enemy (399/351/64/12/12/11)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [5]  
0: Barrier, unlocked by defeating enemy at [4]  
a: Midboss (1424/338/99/37/18/14)  
b: Treasure Chest (Leather Armor)  
c: Treasure Chest (Bronze Helmet)  
G: Goal

-----  
STAGE 5  
-----

[ ][1][ ][2][ ] [ ]  
[ ] [ ] [ ] [ ][ ]  
[ ] [3] [ ][4][5][G]

[ ][8][ ][6][7] [ ][ ]  
[ ]

- 1: Enemy (1121/332/107/14/15/11)  
DP Reward - Win without taking any damage
- 2: Midboss (1545/359/145/38/20/15)  
DP Reward - Win without taking any damage  
Unlocks barrier at [5]
- 3: Enemy (1121/332/107/15/16/11)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [3]
- 4: Barrier, Unlocks by defeating enemy at [3]
- 5: Barrier, Unlocks by defeating enemy at [2]
- 6: Gold (1/341/882/21/12/15)  
DP Reward - Brave Break within 10 seconds
- 7: Treasure Chest (Rosetta Stone)
- 8: Potion  
Appears by defeating enemy at [6]
- G: Goal - Villain Fight

|VILLAIN FIGHT: SEPHIROTH | 2095/343/196/27/24/16|

|-----  
|Sephiroth is FAST. As a result you can't really dodge his attacks. He  
|attacks using quick as hell sword strikes and has no real long range |  
|game. Unfortunately, Cloud is the same so you can't really pelt the |  
|guy with any long range attacks. So to win, you'll have to master the|  
|timing for Sephiroth's attacks so you can guard against them. Once |  
|you have guarded against them, strike against him. Also, if Sephiroth|  
|gets EX Mode (God forbid), stay as far away from him as possible |  
|while remaining close enough that you can run in and hit him in a |  
|respectable time frame, as in EX Mode he can charge an attack that |  
|can do huge damage. If you see him charging, ATTACK HIM, since his |  
|attack his unblockable and undodgeable. Keep guarding his attacks and|  
counterattacking, and you'll be able to beat him.

+++++  
4.9 DESTINY ODYSSEY VIII: SQUALL LEONHART [DFD08]  
+++++

Difficulty: \*\*\*

Squall has an interesting scenario, due to the fact that his stages begin incredibly barren, with a pitiful number of enemies and items, but as the player opens chests or fights enemies, more and more appear in other places. You can't just skip them either because all of the goals have a barrier blocking the way, and if you want to unlock it you'll need to defeat the proper enemy. However, it won't even appear unless you defeat the enemies that come before it. If you want the quickest way through each stage, just read through the individual stages so you can know which enemies to fight and which not to.

-----  
STAGE 1  
-----

[2][ ][5]  
[ ][ ][ ][ ]  
[ ][ ][1] [ ][8][7][G]

[ ][ ]  
[3][ ][6][4]

- 1: Enemy (338/330/58/10/3/10)
  - 2: Enemy (399/331/64/11/3/11)  
Appears when enemy at [1] is defeated
  - 3: Enemy (338/330/58/11/3/10)  
Appears when enemy at [1] is defeated
  - 4: Treasure Chest (Revolver)  
Appears when enemy at [1] is defeated
  - 5: Enemy (399/331/64/13/3/11)  
DP Reward - Brave Break within 10 seconds  
Appears when enemy at [2] is defeated
  - 6: Enemy (399/331/101/13/3/11)  
Appears when enemy at [3] is defeated
  - 7: Barrier, Unlocked by defeating enemy at [8]
  - 8: Enemy (1061/331/64/10/3/11)  
DP Reward - Win without taking any damage  
Unlocks barrier at [7]  
Appears when enemy at [6] is defeated
- G: Goal

-----  
STAGE 2  
-----

[1][ ][5] [0]  
[ ] [ ] [ ]  
[ ][ ][8][ ][7][ ][6][ ]  
[ ] [ ]  
[2][3][9][ ][ ][4]

- 1: Enemy (1000/350/58/11/5/10)
  - 2: Summon Crystal
  - 3: Gold barrier
  - 4: Potion
  - 5: Midboss (520/333/76/12/5/12)  
DP Reward - Win within 10 seconds  
Appears after defeating enemy at [1]
  - 6: Barrier, Unlocks by defeating enemy at [9]
  - 7: Gold (1/354/2478/15/16/12)  
DP Reward - Critical within 10 seconds  
Appears after defeating enemy at [5]
  - 8: Enemy (1000/330/58/10/2/10)  
DP Reward - Do not allow enemy to obtain EX Core  
Appears after defeating enemy at [5]
  - 9: Midboss (580/335/118/16/6/12)  
Unlocks barrier at [6]  
Appears after defeating enemy at [8]
  - 0: Treasure Chest (Purple Drop)  
Appears after defeating enemy at [7]
- G: Goal

-----  
STAGE 3  
-----

[ ][0][ ][9][ ][1][ ][2]  
[ ] [ ]  
[3][ ][ ][ ][4] [ ][G]



[ ] [ ] [b]  
[5][ ][8][ ][a][6][ ][7]

- 1: Barrier, Unlocked by defeating enemy at [a]
- 2: Treasure Chest (Bronze Bangle)
- 3: Midboss (1303/336/87/16/16/13)  
DP Reward - Win without taking any damage
- 4: Enemy (1061/331/64/11/11/11)  
DP Reward - Brave Break within 10 seconds
- 5: Summon Crystal - Bahamut (AUTO)
- 6: Barrier, unlocked by defeating enemy at [0]
- 7: Ether
- 8: Gold (1/356/2730/17/18/13)  
DP Reward - Win within 10 seconds  
Appears after defeating enemy at [4]
- 9: Enemy (399/331/64/12/12/11)  
Appears after defeating enemy at [3]
- 0: Midboss (702/356/130/18/17/13)  
DP Reward - EX Burst within 10 seconds  
Unlocks barrier at [6]  
Appears after defeating enemy at [8]
- a: Midboss (702/337/130/18/16/13)  
Unlocks barrier at [1]  
Appears after defeating enemy at [9]
- b: Potion  
Appears after defeating enemy at [9]
- G: Goal - Villain Fight

---

|VILLAIN FIGHT: KUJA | 864/339/164//21/21/14|

|-----|  
|Kuja isn't hard. He'll dash at you with a dark orb in his fist, and |  
|if you get hit he'll hit you with one of two resulting combos. He'll |  
|also attack with Flare Star, which can damage you quite a bit. The |  
|weakness he has is that these attacks are all easily dodged, so just |  
attack him right after you dodge his attack.

-----  
STAGE 4  
-----

[1][2][7][ ][b][ ][3][4]  
[d][ ][ ]  
[5][ ][9][ ][c][6][G]  
[ ][ ] [ ][ ][ ]  
[ ][8][ ][ ][0][a]

- 1: Treasure Chest
- 2: Gold barrier
- 3: Barrier, Unlocked by defeating enemy at [9]
- 4: Treasure Chest (Sunblade)
- 5: Enemy (1182/333/113/12/14/12)  
DP Reward - Do not allow the enemy to obtain an EX Core
- 6: Barrier, Unlocked by defeating enemy at [c]
- 7: Midboss (762/357/99/18/12/14)  
Appears after defeating enemy at [5]
- 8: Enemy (1182/353/113/15/14/12)  
DP Reward - Win within 10 seconds  
Appears after defeating enemy at [5]

- 9: Boss (2580/349/279/44/39/18)  
DP Reward - Win battle  
Unlocks barrier at [3]  
Appears after defeating enemy at [8]
- 0: Enemy (459/332/107/15/15/11)  
Appears after defeating enemy at [8]
- a: Treasure Chest (Leather Hat)  
Appears after defeating enemy at [8]
- b: Midboss (1485/339/104/20/18/14)  
Appears after defeating enemy at [7]
- c: Midboss (1485/339/104/20/17/14)  
DP Reward - Critical within 10 seconds  
Appears after defeating enemy at [b]
- d: Potion  
Appears after defeating enemy at [9]
- G: Goal - Villain Fight

---

|VILLAIN FIGHT: WARRIOR OF LIGHT | 2034/342/190/25/25/15|

|-----|  
 |Warrior of Light's attacks either strike in a straight line, or have |  
 |extremely limited range. As a result you can easily dodge his HP |  
 |Attacks, and easily guard or dodge his Brave attacks. While he's in |  
his animation, strike at him.

-----  
 STAGE 5  
 -----

[1][2][ ][ ][ ][ ][3]  
 [ ] [0][ ][ ] [ ]  
 [4][G][5][a] [ ][ ]  
 [ ] [c][ ][6] [ ]  
 [7][8][ ][ ][b][ ][9]

- 1: Treasure Chest (Rosetta Stone)
- 2: Barrier, Unlocked by defeating enemy at [c]
- 3: Enemy (641/336/124/16/17/13)  
DP Reward - Win without taking any damage
- 4: Barrier, Unlocked by defeating enemy at[0]
- 5: Barrier, Unlocked by defeating enemy at [a]
- 6: Treasure Chest (Guard Ring)
- 7: Potion
- 8: Barrier, Unlocked by defeating enemy at [9]
- 9: Gold (1/360/3213/21/22/15)  
DP Reward - Critical within 10 seconds  
Unlocks barrier at [8]
- 0: Midboss (1667/361/159/23/22/16)  
DP Reward - EX Burst within 10 seconds  
Unlocks barrier at [4]  
Appears after defeating enemy at [3]
- a: Enemy (1303/336/124/18/18/13)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [5]  
Appears after defeating enemy at [a]
- b: Enemy (1242/335/81/16/14/12)  
Appears after defeating enemy at [9]
- c: Midboss (1606/360/153/21/24/15)  
Unlocks barrier at [2]

Appears after defeating enemy at [b]  
G: Goal - Villain Fight

|VILLAIN FIGHT: ULTIMECIA | 2171/345/300/33/24/17|

|-----  
|Ultimecia likes to attack with long range attacks. These are easily |  
|avoided if you're far away, but some can hit you if you're close due |  
|to being incredibly fast. Stay far away from Ultimecia, and keep |  
|to dodge her attacks, then rush in and attack her while she's still |  
recovering.

++++  
4.10 DESTINY ODYSSEY IX: ZIDANE TRIBAL [DFD09]  
++++

Difficulty: \*\*\*

Now we reach my personal favorite character.

Zidane's scenario isn't hard; he has some difficult match ups (in particular Garland), but for the most part his story mode doesn't do anything really weird like Squall's or Onion Knight's does, nor is it incredibly combat intensive like Warrior of Light's. As far as difficulty goes, Zidane's story is middle of the road.

-----  
STAGE 1  
-----

[1][ ][2] [6][ ][3]  
[ ] [ ] [ ] [ ]  
[ ] [4][ ][ ][7] [G]  
[ ] [ ] [ ] [ ]  
[ ][ ][ ] [ ][ ][5]

- 1: Enemy (338/350/58/11/11/10)  
Unlocks barrier at [3]
- 2: Treasure Chest (Knife)
- 3: Barrier, Unlocked by defeating enemy at [1]  
Unlocks enemy at [6]
- 4: Enemy (338/330/58/9/10/10)  
Unlocks enemy at [7]
- 5: Enemy (1061/331/101/11/13/11)  
DP Reward - Critical Within 10 seconds
- 6: Enemy (1061/331/64/12/14/11)  
Appears by opening chest at [2]
- 7: Enemy (338/350/95/8/12/10)  
DP Reward - Brave Break in within 10 seconds  
Appears by defeating enemy at [4]

G: Goal

-----  
STAGE 2  
-----

[ ][ ][ ][1][ ][ ][ ]  
[ ][ ][2][3][ ] [G]  
[ ] [ ][7][6][ ][ ]

[4][5][ ][8][ ][ ][ ]

- 1: Enemy (1000/350/95/11/12/10)  
DP Reward - Critical within 10 seconds  
Unlocks Potion at [8]
- 2: Midboss (1182/353/76/11/6/12)  
DP Reward - Win without taking damage  
Causes enemy to appear at [6]
- 3: Treasure Chest (Leather Hat)
- 4: Summon Crystal
- 5: Gold barrier
- 6: Midboss Ambush (580/335/118/14/16/12)  
DP Reward - Win within 10 seconds  
Appears by defeating enemy at [2]
- 7: Gold (1/333/204/13/7/12)  
Appears by opening chest at [3]
- 8: Potion  
Appears by defeating enemy at [1]
- G: Goal - Villain Fight

|VILLAIN FIGHT: KEFKA | 1679/356/153/21/18/13|

|-----  
|Kefka uses some magic attacks like Blizzaga and a weird uppercut type  
|of attack that is easily avoided. However, these attacks are easily |  
|avoided, especially with Zidane's speed. You can pretty easily defeat|  
|Kefka, as long as you don't get caught in his attacks, which should |  
not be all that difficult, anyway.

-----  
STAGE 3  
-----

[1][ ][ ][2][ ][3][4]  
[ ] [5] [ ]  
[6][7][8][G][9][0]  
[ ] [a] [ ]  
[b][d][ ][c][ ][ ][ ]

- 1: Summon Crystal - Alexander (AUTO)
- 2: Enemy (1061/331/64/11/12/11)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [a]
- 3: Boss (2458/347/267/40/36/17)  
DP Reward - Win Battle  
Unlocks potion at [d]
- 4: Treasure Chest (Triton Dagger)
- 5: Barrier, Unlocked by defeating enemy at [c]
- 6: Midboss (1424/338/136/17/11/14)  
Unlocks barrier at [9]
- 7: Barrier, Unlocked by defeating enemy at [0]
- 8: Treasure Chest (Green Drop)
- 9: Barrier, Unlocked by defeating enemy at [6]
- 0: Midboss (1364/337/93/17/18/13)  
DP Reward - Brave Break within 10 seconds  
Unlocks barrier at [7]
- a: Barrier, Unlocked by defeating enemy at [2]
- b: Ether
- c: Enemy (1121/332/107/13/16/11)

DP Reward - Charge into the map within 10 seconds  
Unlocks barrier at [5]  
d: Potion  
Appears by defeating enemy at [3]  
G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: GARLAND | 919/339/141/32/20/14|

-----  
|Garland is incredibly difficult here; he uses a ground based attack |  
|that strikes a large area in front of him, a tornado attack that will|  
|home in on you, and shoot arrows at you. Almost none of his attacks |  
|are guardable outside of the arrows, so you'll want to stay in the |  
lair and jump in to attack him whenever you have an opening.

-----  
STAGE 4  
-----

[ ][ ][ ][ ][ ][1][ ]  
[ ][ ][ ][2][ ][3][ ]  
[4] [5]  
[G][6][ ][0][ ][ ][ ]  
[ ][a][ ][ ][7][8][9]

1: Treasure Chest (Leather Clothes)  
2: Enemy (1485/339/141/20/18/14)  
3: Midboss (823/358/141/19/22/14)  
DP Reward - Do not allow enemy to obtain an EX Core  
Unlocks barrier at [6]  
4: Midboss (1485/339/104/18/11/14)  
DP Reward - Win without taking any damage  
Unlocks barrier at [5]  
5: Barrier, Unlocked by defeating enemy at [4]  
6: Barrier, Unlocked by defeating enemy at [3]  
7: Potion  
8: Gold barrier  
9: Treasure Chest  
0: Enemy (1182/333/113/16/16/12)  
DP Reward - Win within 10 seconds  
Appears by defeating enemy at [2]  
a: Midboss Ambush(944/342/153/20/22/15)  
DP Reward - EX Burst within 10 seconds  
Appears by opening chest at [1]  
G: Goal

-----  
STAGE 5  
-----

[1][ ][ ][2][ ][3][G]  
[ ][ ] [5]  
[a][ ][ ][ ][ ][6]  
[7] [ ][ ]  
[8][9][ ][0][ ][ ][4]

1: Enemy (1242/335/81/14/7/12)  
DP Reward - Win within 10 seconds  
Unlocks barrier at [a]

- 2: Enemy (1303/336/87/18/17/13)  
DP Reward - Do not allow enemy to obtain an EX Core  
Unlocks barrier at [0]
- 3: Barrier, unlocked by defeating enemy at [9]
- 4: Barrier, unlocked by defeating enemy at [1]
- 5: Midboss (1545/341/110/20/21/15)  
DP Reward - Win without taking any damage  
Unlocks Barrier at [7]
- 6: Midboss (1606/360/153/21/24/15)  
DP Reward - Brave Break within 10 seconds  
Unlocks treasure chest at [a]
- 7: Barrier, Unlocked by defeating enemy at [5]
- 8: Treasure Chest (Rosetta Stone)
- 9: Gold (1/336/215/15/9/13)  
DP Reward - Critical within 10 seconds  
Unlocks barrier at [3]
- 0: Barrier, unlocked by defeating enemy at [2]
- a: Treasure Chest (740 Gil)  
Appears by defeating enemy at [6]
- G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: KUJA | 3368/345/365/31/26/17|

|-----  
|Kuja uses a variety of magic attacks. His short range attacks are |  
|nothing dangerous, as they miss very easily. However, his long and |  
|mid range attacks can be devastating if you are caught in them, as |  
|they can link into larger attacks that'll decimate your Brave and HP. |  
|Play keep away with him and go after any EX Cores you see. When you |  
|go into EX Mode, start throwing everything you have at him. When you |  
aren't in EX Mode, only attack him if you have an opening to do so.

+++++  
4.11 DESTINY ODYSSEY X: TIDUS [DFD09]  
+++++

Difficulty: \*\*

Tidus' campaign is straightforward. There are no enemies that suddenly appear, it's mainly just a whole bunch of enemies between you and the goal. They're mostly pushovers anyway. Sure, maybe one or two will give you problems (especially the boss fights), but for the most part, Tidus has smooth sailing for his scenario.

-----  
STAGE 1  
-----

[ ][1][ ][2][3]  
[ ][ ][4] [ ]  
[ ][ ][5][6] [G]  
[ ][ ][7] [ ]  
[ ][8][ ][9][ ]

- 1: Enemy (399/331/64/12/13/11)
- 2: Enemy (1000/330/58/11/13/10)
- 3: Treasure Chest (495 Gil)
- 4: Enemy (338/350/58/8/11/10)
- 5: Enemy (338/330/58/11/11/10)

- 6: Treasure Chest (Official Ball)
- 7: Enemy (338/350/95/11/12/10)  
DP Reward - Charge into the map within 10 seconds
- 8: Potion
- 9: Midboss (1000/330/95/13/13/10)  
DP Reward - EX Burst within 10 seconds
- G: Goal

-----  
STAGE 2  
-----

[ ][1][ ][G][ ][2][3]  
[4][ ] [ ][5]  
[ ][6] [7][8][ ][ ]  
[9][ ] [0][a]  
[ ][b][ ][ ][ ][ ]

- 1: Midboss (1182/333/186/16/9/12)  
DP Reward - Charge into the map within 10 seconds
- 2: Midboss (1085/353/216/11/7/12)  
DP Reward - Win without taking any damage
- 3: Treasure Chest (Bronze Helmet)
- 4: Enemy (1000/350/95/11/12/10)
- 5: Enemy (1000/330/95/12/13/10)  
DP Reward - Win within 10 seconds
- 6: Treasure Chest (Leather Armor)
- 7: Summon Crystal
- 8: Gold barrier
- 9: Midboss (1182/333/186/14/9/12)  
DP Reward - Win without taking HP damage
- 0: Enemy (1000/330/95/13/14/10)
- a: Gold (1/335/209/15/11/12)  
DP Reward - Critical within 10 seconds
- b: Enemy (1000/330/95/9/11/10)
- G: Goal

-----  
STAGE 3  
-----

[ ][1][ ][2][ ][3][4][5]  
[ ] [ ] [ ]  
[ ] [6] [ ][G]  
[ ] [ ] [7][8][ ]  
[ ][9][ ][a][ ][ ][b][c]

- 1: Midboss (1145/335/221/13/7/12)
- 2: Enemy (399/331/101/11/13/11)
- 3: Treasure Chest (Buckler)
- 4: Midboss (1303/336/197/18/11/13)  
DP Reward - Charge into the map within 10 seconds
- 5: Potion
- 6: Ether
- 7: Summon Crystal - Magus Sisters (AUTO)
- 8: Midboss (1206/336/227/17/7/13)  
DP Reward - EX Burst within 10 seconds
- 9: Enemy (1061/351/64/12/12/11)  
DP Reward - Brave Break within 10 seconds
- a: Enemy (1121/332/70/13/14/11)

DP Reward - Critical within 10 seconds  
b: Boss (1508/363/296/33/28/17)  
DP Reward - Win battle  
c: Treasure Chest (Helmet of Healing)  
G: Goal - Villain Fight

-----  
|VILLAIN FIGHT: EMPEROR | 1739/338/159/21/21/14|  
-----

|The Emperor will throw out energy orbs that act as mines; if you get |  
|close to them, they will explode. He also shoots magic arrows and |  
|fireballs at you, and has an attack where he brings a meteor down on |  
|you. However, the last attack requires a large amount of time to |  
|charge so you can hit him while he's charging. Do so quickly, as the |  
|attack cannot be dodged, or blocked. Be careful, as Tidus' attacks |  
take a while before they begin executing.

-----  
STAGE 4  
-----

[ ][ ][1][ ][2][3][ ][G]  
[ ][4][ ][b][ ][ ]  
[ ][ ] [5][ ][ ]  
[ ] [6][ ][ ][ ][7][8]  
[ ][ ][ ][9][0][ ][ ] [a]

1: Midboss (1364/337/203/17/12/13)  
DP Reward - Brave Break within 10 seconds  
2: Treasure Chest (Blue Drop)  
Causes enemy at [b] to appear  
3: Enemy (1121/332/107/14/12/11)  
4: Enemy (1121/332/107/12/14/11)  
5: Enemy (1182/333/113/15/16/12)  
DP Reward - Win without taking any damage  
6: Enemy (1061/351/101/9/13/11)  
DP Reward - Win within 10 seconds  
7: Midboss (1485/339/232/21/14/14)  
DP Reward - EX Burst within 10 seconds  
8: Gold barrier  
9: Gold (1/339/250/19/15/14)  
DP Reward - Charge into the map within 10 seconds  
0: Treasure Chest (740 Gil)  
a: Treasure Chest  
b: Enemy (1121/332/107/11/13/11)  
Appears by opening treasure chest at [2]  
G: Goal

-----  
STAGE 5  
-----

[8][ ][ ][ ][1][ ][ ]  
[ ][2] [3][ ][4][ ]  
[G][5][ ][ ]  
[ ][6][ ][ ][7][ ][ ]  
[ ][ ][ ] [ ][ ]

1: Gold (1/341/256/20/16/15)



- DP Reward - Critical within 10 seconds
- 2: Enemy (1242/335/118/14/16/12)
- 3: Treasure Chest (Rosetta Stone)
- 4: Enemy (1242/335/118/15/17/12)
  - DP Reward - Win within 10 seconds
- 5: Midboss (1491/342/278/21/15/15)
  - DP Reward - Brave Break within 10 seconds
  - Causes Potion to appear at [8]
- 6: Enemy (1303/336/124/18/19/13)
  - DP Reward - EX Burst within 10 seconds
- 7: Midboss (1545/341/238/21/15/15)
  - DP Reward - Win without taking any damage
- 8: Potion
  - Appears by defeating enemy at [5]
- G: Goal - Villain Fight

---

|VILLAIN FIGHT: JECHT | 2095/344/251/38/26/16|

|-----|

|Jecht has a similar fighting style to Tidus, appropriately. He's an |

|incredible powerhouse. He can dash forward with a series of sword |

|slashes, slam into you, throw a meteor down in front of him, and more|

|attacks that aren't worth noting. These attacks all have a rather |

|long startup time, so if you can see them coming you can hit him out |

|of all of them. Don't try it when he has the meteor in his hands, |

|though, you'll just get yourself sucked into his attack. Mostly, his |

|attacks all follow a straight line path, so you can easily jump over |

|most of his attacks. You can try getting in a few hits as he finishes|

|but be warned that his recovery time is deceptively quick. |

|-----|

+++++

4.11 SHADE IMPULSE: CHAPTER I [DFSII]

+++++

Difficulty: \*\*\*\*\*

Once you finish the Prologue and the first 10 Destiny Odyssey chapters, you'll now tackle the final battle against Chaos himself. The Shade Impulse scenario consists of four chapters and are quite difficult, so make sure you are prepared. The upside is that you can choose from any of the ten hero characters, so you can use whoever you're best at, or your strongest character. Each boss fight tactic will change according to the character you're using, but they all use the same attacks, and are much the same as they were in the Destiny Odysseys. The only real newcomer is the final boss, but we'll get to him in time.

Also, the stages take elements from each of the Destiny Odysseys. While one stage may have question blocks hiding enemies and items, the stage immediately following may have the suddenly appearing enemies found in Squall's stages. Each stage is also a veritable gauntlet of powerful enemies and sometimes villain fights, so make good use of your map skills.

-----

STAGE 1

-----

[ ][ ][7][ ][4][ ][ ][G]  
[ ][ ][5][ ][ ][ ]  
[6] [8]

1. Enemy (1424/338/136/18/21/14)
  2. Treasure Chest (Incense of Courage)
  3. Midboss (1716/347/323/26/25/17)  
DP Reward - Win without taking HP damage  
Enables goal to appear at [2]  
Causes enemy to appear at [7]
  4. Boss (3489/360/313/61/54/23)
  5. Midboss (1788/345/261/24/26/17)
  6. Enemy (1485/339/141/18/19/14)  
DP Reward - Win without taking any damage
  7. Boss (3307/361/337/55/51/23)  
DP Reward - Critical within 10 seconds  
Appears by defeating enemy at [3]
  8. Treasure Chest (Gold)
- G: Goal

-----  
STAGE 2  
-----

[ ][ ][ ][1][ ][2][3][4]  
[ ] [5]  
[6][ ][7][ ][b][8][ ][ ]  
[9] [ ]  
[c][ ][ ][0][ ][a][ ][G]

- 1: Midboss (1848/364/176/25/51/17)  
DP Reward - Win within 20 seconds  
Unlocks barrier at [9]
  - 2: Boss (3684/364/405/64/57/24)  
DP Reward - EX Burst within 10 seconds
  - 3: Gold barrier
  - 4: Summon
  - 5: Boss (3508/362/324/59/53/24)  
DP Reward - Charge into the map within 10 seconds
  - 6: Enemy (1485/358/141/16/20/14)
  - 7: Gold (1/348/330/26/27/18)
  - 8: Treasure Chest (Mythril)
  - 9: Barrier, unlocked by defeating enemy at [1]
  - 0: Enemy (1485/339/141/17/19/14)
  - a: Midboss (2041/348/182/25/48/18)
  - b: Villain Fight - Kefka (2762/367/296/41/41/19)  
DP Reward - Win battle (awards 2 DP)  
Causes Potion to appear at [c]
  - c: Potion  
Appears by defeating enemy at [b]
- G: Goal

-----  
STAGE 3  
-----

[ ][ ][1][ ][2][ ][ ][3]  
[ ] [ ] [ ] [ ]  
[4][ ][5][ ][6][ ][7][G]  
[ ] [ ][ ][ ] [ ]

[8][ ][9][ ][ ][ ][0][ ]

- 1: Enemy (1545/359/147/20/21/15)
- 2: Barrier  
Unlocked by defeating enemy at [8]
- 3: Summon - Odin (AUTO)
- 4: Enemy (1545/341/147/21/20/15)  
DP Reward - Brave Break within 10 seconds
- 5: Boss (3819/367/457/64/58/26)  
DP Reward - Win within 20 seconds
- 6: Enemy (1667/343/159/23/24/16)  
DP Reward - Achieve Battle Rise within 10 seconds
- 7: Midboss (2627/351/272/41/37/19)  
DP Reward - Do not allow enemy to obtain an EX Core
- 8: Midboss (2395/350/336/35/32/19)  
Unlocks barrier at [2]
- 9: Ether
- 0: Boss (3889/366/398/67/59/25)
- G: Goal

-----  
STAGE 4  
-----

[ ][ ] [1][2]  
[ ][3][ ][4] [5]  
[ ][ ][6][ ][7][ ][8][9]  
[ ][0][ ][e] [a]  
[ ][b][c][d][G]

- 1: Treasure Chest (Rosetta Stone)
- 2: Villain Fight - Jecht (3241/355/324/52/47/21)  
DP Reward - Win battle (awards 2 DP)
- 3: Boss (4010/368/371/70/61/26)  
DP Reward - Achieve an accessory multiplier higher than 8.0  
Causes Potion to appear at [e]
- 4: Gold (1/353/1059/31/30/20)  
DP Reward - Critical within 10 seconds  
Unlocks barrier at [5]
- 5: Barrier, unlocked by defeating enemy at [4]
- 6: Enemy (1606/342/153/21/23/15)  
Unlocks barrier at [8]
- 7: Midboss (2091/351/199/52/30/19)  
DP Reward - Win without taking any damage
- 8: Barrier, unlocked by defeating enemy at [6]
- 9: Barrier, unlocked by defeating enemy at [0]
- 0: Enemy (1485/339/141/18/20/14)  
Unlocks barrier at [9]
- a: Barrier, unlocked by defeating enemy at [7]
- b: Boss (3872/370/429/69/64/27)
- c: Gold barrier
- d: Treasure Chest
- e: Potion  
Appears by defeating enemy at [3]
- G: Goal

-----  
STAGE 5  
-----

[ ] [1] [ ] [ ] [8] [ ]  
[ ] [ ] [2] [ ] [3] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [G]  
[ ] [ ] [4] [ ] [ ] [ ] [ ]  
[ ] [5] [ ] [6] [7] [ ] [ ] [ ]

- 1: Enemy (1485/339/141/19/21/14)  
DP Reward - Win within 10 seconds
- 2: Enemy (1667/361/159/23/22/16)  
DP Reward - Critical within 10 seconds
- 3: Boss (4136/373/535/74/68/28)  
DP Reward - Win without taking HP damage
- 4: Gold (1/355/361/32/36/21)  
DP Reward - Charge into the map within 10 seconds
- 5: Boss (4460/372/406/82/67/28)  
DP Reward - Do not allow enemy to obtain an EX Core  
Causes Potion to appear at [8]
- 6: Treasure Chest (White Chocobo)
- 7: Midboss (2713/370/314/37/35/20)
- 8: Potion  
Appears by defeating enemy at [5]
- G: Goal - Villain Fight - Exdeath (3301/373/319/51/53/22)

++++  
4.11 SHADE IMPULSE: CHAPTER II [DFSI2]  
++++

Difficulty: \*\*\*\*\*

Again, Shade Impulse is brutally difficult, and has a lot of powerful enemies and villains. Only go in if you're ready for the trip.

-----  
STAGE 1  
-----

[ ] [ ] [1] [2] [3] [4] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ]  
[5] [ ] [6] [ ] [ ] [0] [ ] [9]  
[ ] [ ] [ ] [ ] [ ]  
[ ] [a] [7] [ ] [8] [ ] [G]

- 1: Boss (4291/388/508/76/73/29)  
DP Reward - Win without taking HP damage  
Unlocks barrier at [8]
- 2: Treasure Chest (Mythril)
- 3: Barrier, unlocked by defeating enemy at [7]
- 4: Villain Fight - Kuja (3366/361/388/53/50/23)  
DP Reward - Win battle (awards 2 DP)  
Causes Treasure Chest to appear at [a]
- 5: Enemy (1485/339/141/21/21/14)  
Causes enemy to appear at [9]
- 6: Enemy (1485/339/141/18/19/14)  
Causes enemy to appear at [0]
- 7: Gold (1/356/222/33/35/21)  
Unlocks barrier at [3]
- 8: Barrier, unlocked by defeating enemy at [1]
- 9: Midboss (3089/359/327/52/44/22)  
DP - Achieve battle rise within 10 seconds  
Appears by defeating enemy at [5]

0: Midboss (2914/358/351/46/41/22)  
Appears by defeating enemy at [6]  
a: Treasure Chest (Gold)  
Appears by defeating enemy at [4]  
G: Goal

-----  
STAGE 2  
-----

[ ][ ][ ][1][ ][2][3]  
[ ][ ][4][ ][5][ ]  
[ ] [ ][ ][G]  
[ ][6][ ][7][ ][8]  
[ ][9][ ][0][ ][a][b][c]

1: Midboss (2636/362/399/37/39/24)  
DP Reward - Charge into the map within 10 seconds  
2: Boss (4639/379/477/84/78/31)  
DP Reward - Brave Break within 10 seconds  
3: Treasure Chest (Rosetta Stone)  
4: Enemy (1606/342/153/21/24/15)  
5: Gold (1/376/5145/37/38/23)  
DP Reward - Critical within 10 seconds  
6: Midboss (2575/361/393/38/36/23)  
7: Enemy (1727/344/165/22/24/16)  
8: Midboss (2575/361/371/36/39/23)  
DP Reward - Win within 10 seconds  
9: Enemy (1606/342/153/21/23/15)  
0: Boss (4763/378/435/82/74/30)  
DP Reward - Do not allow enemy to obtain an EX Core  
a: Boss (4639/379/477/82/76/31)  
b: Gold barrier  
c: Summon Crystal

-----  
STAGE 3  
-----

[ ][ ][ ][1][ ][2][ ][3]  
[ ][ ][ ][ ][ ][ ]  
[ ][4][ ][5][ ][6][ ][7]  
[ ][ ][ ][ ][ ] [ ]  
[ ][8][ ][9][ ][0][ ][G]

1: Enemy (1606/360/153/21/24/15)  
2: Boss Ambush (4980/382/562/90/83/32)  
DP Reward - Win within 20 seconds  
3: Summon Crystal - Odin  
4: Enemy (1727/344/165/25/25/16)  
DP Reward - Win without taking any damage  
5: Midboss Ambush (3253/377/376/49/47/24)  
DP Reward - Achive battle rise within 10 seconds  
6: Boss (4970/383/582/84/81/32)  
7: Ether  
8: Villain Fight - Cloud of Darkness (3357/366/415/61/59/25)  
DP Reward - Win battle (awards 2 DP)  
9: Enemy (1610/345/170/24/26/17)  
0: Midboss (3356/378/456/57/51/24)  
DP Reward - Achieve an accessory multiplier higher than 8.0

-----  
STAGE 4  
-----

[1][ ][ ][7][ ][9][ ][b]  
[ ] [ ]  
[ ][ ][2][ ][ ][a][ ][ ]  
[0] [G]  
[3][ ][8][ ][4][5][6]

- 1: Enemy (1727/344/165/24/23/16)  
Causes enemy to appear at [7]
- 2: Midboss (3690/366/377/60/54/25)  
DP Reward - Win within 10 seconds  
Causes enemy to appear at [8]
- 3: Treasure Chest (Phoenix Feather)
- 4: Potion
- 5: Gold barrier
- 6: Treasure Chest
- 7: Enemy (1606/342/153/21/22/15)  
Appears by defeating enemy at [1]  
Causes enemy to appear at [0]
- 8: Boss (5031/384/588/87/80/33)  
DP Reward - EX Burst within 10 seconds  
Appears by defeating enemy at [2]  
Causes enemy to appear at [9]
- 9: Boss (5162/385/487/95/86/33)  
DP Reward - Do not allow enemy to obtain an EX Core  
Appears by defeating enemy at [8]  
Causes goal to appaer at [G]
- 0: Enemy (1848/347/176/27/28/17)  
Causes enemies to appaer at [a] and [b]
- a: Midboss (3792/366/377/59/59/25)  
DP Reward - Win without taking any damage  
Appears by defeating enemy at [0]
- b: Villain Fight - Golbez (3811/368/406/66/62/26)  
DP Reward - Win battle (awards 2 DP)  
Appears by defeating enemy at [0]
- G: Goal

-----  
STAGE 5  
-----

[ ] [ ][ ][1] [G]  
[ ][2][ ][6] [ ][ ][ ]  
[ ][3][ ][7][ ][9] [ ]  
[ ][4][ ][8][ ][0][ ][a]  
[ ] [5]

- 1: Potion
- 2: Boss (5408/389/599/97/90/35)  
DP Reward - Brave Break within 10 seconds  
Causes enemies to appear at [6], [7], and [8]
- 3: Midboss (3832/368/389/61/58/26)  
DP Reward - Win within 10 seconds
- 4: Enemy (1909/348/182/26/28/18)
- 5: Treasure Chest (Pretty Glass Jade)
- 6: Boss (5405/390/565/99/97/35)

Appears by defeating enemy at [1]  
 Causes enemies to appear at [9], [0], and [a]  
 7: Midboss (3761/383/433/61/58/27)  
 DP Reward - Win without taking any damage  
 Appears by defeating enemy at [1]  
 8: Enemy (1788/345/170/23/25/17)  
 Appears by defeating enemy at [1]  
 9: Midboss (4012/384/438/59/59/27)  
 DP Reward - Achieve an accessory multiplier greater than 8.0  
 Appears by defeating enemy at [6]  
 0: Enemy (1848/347/176/27/27/17)  
 Appears by defeating enemy at [6]  
 a: Gold (1/370/449/43/46/27)  
 Appears by defeating enemy at [6]  
 G: Goal - Villain Fight - Emperor (4153/373/512/73/70/28)

+++++  
 4.11 SHADE IMPULSE: CHAPTER III [DFS13]  
 +++++

Difficulty: \*\*\*\*\*

-----  
 STAGE 1  
 -----

[1][2][ ]  
 [ ][ ][3][ ] [ ]  
 [ ][ ][4][ ][5][ ][G]  
 [ ][ ][6][ ] [ ]  
 [7][8][ ]

1: Midboss (3242/387/309/86/49/29)  
 2: Treasure Chest (Gold)  
 3: Enemy (2091/351/199/28/30/19)  
 DP Reward - Win within 10 seconds  
 4: Enemy (2030/350/193/29/27/19)  
 5: Midboss (4336/373/446/70/65/28)  
 DP Reward - Achieve an accessory multiplier greater than 8.0  
 6: Midboss (3181/373/466/47/51/28)  
 DP Reward - Win without taking any damage  
 7: Boss (5590/393/560/103/92/36)  
 DP Reward - Win within 20 seconds  
 Unlocks Treasure Chest at [8]  
 8: Treasure Chest (Diamond)  
 G: Goal

-----  
 STAGE 2  
 -----

[ ] [ ][ ][1] [G]  
 [ ][ ][2][ ][3][4][ ]  
 [5] [ ][ ][ ] [6]  
 [7] [8][ ][9] [ ]  
 [0] [a][b][ ][c][ ]

1: Boss (5973/395/552/108/98/37)  
 DP Reward - Win within 20 seconds  
 Unlocks barrier at [4]

- 2: Enemy (2030/367/193/28/31/19)
- 3: Midboss (3242/374/309/88/51/29)
- 4: Barrier, unlocked by defeating enemy at [1]
- 5: Villain Fight - Ultimecia (4335/377/506/72/71/30)  
DP Reward - Win battle (awards 2 DP)
- 6: Midboss (4390/376/502/71/66/29)  
DP Reward - Win without taking any damage
- 7: Gold barrier
- 8: Enemy (2091/351/199/31/31/19)  
DP Reward - Win within 10 seconds
- 9: Boss (5656/403/636/99/93/37)
- 0: Summon Crystal
- a: Potion
- b: Midboss (4198/387/457/69/65/29)  
DP Reward - Win without taking any damage
- c: Treasure Chest (Phoenix Tail)

-----  
STAGE 3  
-----

```

[1]  [2]  [3]
[4]  [5]  [6]  [G]
[ ][ ][ ][ ][ ][ ][ ][ ][ ]
[ ]  [7]  [8]  [ ]
      [9]  [0]  [ ]

```

- 1: Treasure Chest (Gravity Ball)
- 2: Boss (6215/400/817/108/107/39)
- 3: Summon Crystal - Barbaraccia
- 4: Boss (5832/397/841/106/104/38)  
DP Reward - Win without taking any damage (awards 2 DP)
- 5: Midboss (4579/378/469/74/69/30)  
DP Reward - Win within 10 seconds
- 6: Boss (6164/399/587/117/106/39)  
DP Reward - Win within 20 seconds (awards 2 DP)
- 7: Boss (5814/395/616/100/96/37)  
DP Reward - Win within 20 seconds (awards 2 DP)
- 8: Boss (5772/396/634/104/97/38)  
DP Reward - Win without taking any damage (awards 2 DP)
- 9: Summon Crystal - Ramuh (AUTO)
- 0: Ether

-----  
STAGE 4  
-----

```

[ ][ ][1][ ][2][ ][3][4]
  [ ][5][ ][6][ ][ ][7]
[8]          [ ]  [d][ ]
[9]  [G][ ][0][ ][ ]  [ ]
[a][ ][ ][ ][ ][b][ ][ ][c]

```

- 1: Gold (1/390/0/48/52/30)
- 2: Gold (1/378/1605/49/51/30)
- 3: Boss (6381/405/710/110/107/41)  
DP Reward - Win without taking any damage
- 4: Treasure Chest (ROsetta Stone)
- 5: Boss (6320/411/704/111/105/41)  
DP Reward - Win within 20 seconds



- 6: Boss (6467/405/616/124/112/41)  
DP Reward - Win within 10 seconds
- 7: Boss (6209/406/796/116/113/42)  
DP Reward - Win within 20 seconds  
Causes potion to appear at [d]
- 8: Treasure Chest
- 9: Gold barrier
- 0: Boss (6840/407/674/123/112/42)  
DP Reward - Win within 20 seconds
- a: Villain Fight - Sephiroth (4942/382/469/86/86/32)  
DP Reward - Win battle (Awards 2 DP)
- b: Gold (174/379/1539/51/55/31)
- c: Gold (1/379/1623/53/54/31)

-----  
STAGE 5  
-----

```
[ ][ ] [ ] [6][7][ ]
[ ][2][ ][3][ ][8][ ][ ]
[ ][ ][1][ ][ ][ ][ ][G]
[ ][4][ ][5][ ][ ][ ][ ]
[ ] [ ] [ ][9][ ][ ]
```

- 1: Treasure Chest (Mysterious Incense)  
Causes enemies to appear at [2], [3], [4], and [5]
- 2: Boss (7018/415/882/122/115/43)  
DP Reward - Win without taking any damage
- 3: Boss (7022/411/723/126/116/44)  
DP Reward - Win without taking any damage
- 4: Boss (6611/410/813/120/119/43)  
DP Reward - Win without taking any damage
- 5: Boss (6998/418/729/126/122/44)  
DP Reward - Win without taking any damage

Defeating [2], [3], [4], and [5] causes [6], [7], [8], and [9] to appear on the map

- 6: Treasure Chest (Gold)
- 7: Boss (7111/413/738/123/124/45)  
DP Reward - Win without taking HP damage
- 8: Boss (7487/414/698/139/131/45)  
DP Reward - Win without taking any damage
- 9: Potion
- G: Goal - Villain Fight - Garland (5041/383/494/91/88/32)

```
+++++
4.11 SHADE IMPULSE: CHAPTER IV [DFS14]
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```

Difficulty: \*\*\*\*\*

-----  
STAGE 1  
-----

```
[ ][ ][1][ ][ ][2][ ][ ]
[ ] [ ] [ ]
[ ] [ ][ ][ ][G] [3]
[ ] [ ] [ ][ ]
```

[4][5][ ][ ][6][ ][ ][7]

- 1: Midboss (3638/378/440/61/56/24)
- 2: Midboss (3652/364/426/66/54/24)
- 3: Midboss (3690/366/394/64/61/25)
- 4: Summon Crystal (Ramuh)
- 5: Midboss (3889/366/376/71/59/25)
- 6: Midboss (3351/362/398/54/52/24)
- 7: Potion

-----  
STAGE 2  
-----

[1][2]  
[ ][3] [ ][ ][ ]  
[ ][ ][ ][ ][4][ ][ ][G]  
[ ][5] [ ][ ][ ]  
[6][7]

- 1: Summon Crystal - Tiamat
- 2: Midboss (3794/371/399/77/62/27)
- 3: Midboss (4033/381/387/68/64/26)
- 4: Midboss (3549/370/433/69/61/27)
- 5: Midboss (3417/368/406/66/64/26)
- 6: Potion
- 7: Midboss (3604/371/474/66/64/27)
- G: Goal - Final Battle

-----  
|THE FINAL BATTLE: CHAOS | 4948/387/549/95/97/34|

|-----  
|Now this doesn't seem very fair, does it? Chaos has absolutely |  
|brutal stats, and to boot, you have to fight him THREE times in order|  
|to put him down. He has a huge number of attacks at his disposal, all|  
|of which can do big amounts of damage to you. Even worse, you have |  
|very little space to dodge all of them! here's the most effective |  
|strategies that got me through the fight. |

|BRAVE ATTACKS |

|Claw attack: A three part slashing attack. Can be guarded easily. |  
|Fireball: Shoots a fireball at you. Travels in a straight line. |  
|Flame Pillar: Fires a flaming pillar that travels towards you. Easily|  
|dodged due to traveling straight. |  
|Dropkick: Chaos will jump and come down in an area attack. You can |  
|easily predict this, and get out of the way, then counter. |  
|Triple strike: A quick three-strike attack. Try staying in the air to|  
|effectively dodge it. |  
|Dragonfire: Flame dragons will rise from beneath you. It can be |  
|predicted easily. Right after you dodge the thirs one, |  
|use the chance to counterattack. |  
|Flame Claw: Similar to the claw attack. Only used in the third part. |

|HP ATTACKS |

|Soul of Oblivion: Chaos will shoot fire from his mouth. Has a high |  
|startup time. Use this chance to attack. |  
|Judgement: In order to dodge this attack, you'll want to stand in |  
|place while the flame pillars surround you, then as soon |

| as they disappear, run from the effect area. Repeat three |  
| times. |  
|Demon's Dance: Chaos will vanish. During this time, keep dodging side|  
| to side to avoid his attacks. |  
|Sin Breaker: Chaos will suck you in as flame pillars surround him. |  
| Just run opposite to him to avoid damage. |  
|Crimson Fire: He'll explode, then shoot fireballs at you. Jump to |  
| avoid explosion, guard the small fireballs, dodge the |  
| large ones. |  
|Ultimate Combo: Used in EX Mode. He'll take a giant sword and attack. |  
| Jump to avoid the horizontal slash, dodge to the side |  
| to avoid the vertical slash. |  
|Illusion's End: EX Burst Attack, though it is dodgeable. You'll be |  
| able to see its area of effect before it strikes. Run |  
| to the unaffected areas to dodge it. |  
| |  
|As if this wasn't enough, Chaos will start using the Shinryu summon |  
|in the second part of the fight. This will wither bolster his Brave |  
|by a random amount (1.5/2/3), lock his Brave value, or switch your |  
|Brave with his. This can be IMMENSELY annoying, and can really turn |  
|the tables on you if you're hit with it. Try hitting him with your |  
|own summon (I found Leviathan to be effective) to counter his summon |  
|effect. This battle is excruciatingly hard, but with enough skill and |  
|luck, you'll be able to take Chaos down. |

-----  
After Chaos goes down, the heroes say their goodbyes and return to  
their respective worlds. But, as Firion says, another dream begins now!

=====  
V. VERSION HISTORY

[DFVer]

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1.0

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-First Version

-Finished Story Mode Guide

-Finished Character List and Moves List

=====  
VI. CREDITS

[BLCre]

=====  
-GameFAQs, for making this site, which I use a lot.

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