Dissidia: Final Fantasy Story Mode Guide

by Jamic77   Updated to v1.4 on Aug 14, 2010

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                    DISSIDIA: FINAL FANTASY
                     STORY MODE 100% GUIDE
                    (North America version)


                          BY JAMIC


                      v 1.4 - 08/14/2010


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                       [ATG] About this guide


WHAT THIS GUIDE IS FOR
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The purpose of this guide is to help people plan ahead how they'll play to get
100% in Story Mode by giving them a quick everything-at-a-glance reference of
what's on each map and how to get DPs and SPs.

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WHAT THIS GUIDE IS NOT FOR
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This guide does NOT tell people how to play.



WHAT IS IN THIS GUIDE
---------------------
- Every Story Mode map
- Every panel where there's something (enemy, chest, potion, etc.)
- DP rewards for each chapter
- Starting DPs and max DPs for each map
- Links (ie which enemy/item unlocks which other enemy/item)
- How to get max DPs for each map



WHAT IS NOT IN THIS GUIDE
-------------------------
- Enemy stats
- What's in the chests
- Which Summons are on the maps
- Battle strategies



WHAT THIS GUIDE LACKS
---------------------
There are two kinds of missing data in this guide:
- informations that I haven't figured out yet or am unsure of will be marked
  by << and >>
- informations that I can't figure out anymore unless I restart the game from
  scratch will be replaced by ???

The first kind will be filled as I replay the corresponding chapters.
The second kind will be filled if I decide to restart the game or if I find
them somewhere else.



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                          [GMP] Gameplay stuff



Home Panel
----------
As you probably noticed, the panel you start a map on is highlighted. That's
your Home Panel. Everytime you defeat an enemy, take an item or activate a Map
Ability, the panel you're on becomes the new Home Panel. You can also change it
at will by pressing X. Beware, though: when chaining enemies, the Home Panel
doesn't move until the last enemy in the Chain is defeated (this is important
for the Regen Map Ability).



Destiny Points (DP)
-------------------
You start each map with a set number of Destiny Points (DP).
You lose 1 DP when you move away from your Home Panel.
You lose 2 DP when you use the "Flee" option from the Pause menu.
You gain 1 DP (sometimes 2 or even 3) by defeating specific enemies while
meeting specific conditions (example : win without taking HP damage).
If you're already on your Home Panel when you engage an enemy, take an item or
activate a Map Ability (except Jump), the Home Panel obviously doesn't move,
```

which implies that you don't lose DP.
Note that you don't keep your DP when you go to the next map: each map has
its own starting DP value. Also note that you can have negative DP (this
is discussed below).

DP rewards

When you get to the goal of the map, the game gives you a reward according to
how many DP you've left. Each reward is given only once and is replaced by PP
afterwards.
The DP rewards are NOT map-specific: they're CHAPTER-specific.
Each chapter (except the Prologue and Inward Chaos) has a set of 8 DP rewards,
ranging from 0 DP left to 7 DP left.
Ending a map with more than 7 DP left is the same as ending it with 7 DP.
Ending a map with less than 0 DP left means no DP rewards.
The PP rewards are the same for every chapter, except Inward Chaos. From 0 DP
left to 7 DP left, they're as follows: 10, 20, 30, 50, 80, 120, 200 and 300 PP.

Story Points (SP)

At the end of each map, the game calculates how many Story Points you've won by
using the following formulas:
DP left: +10 SP per DP ; -10 SP per negative DP (can't exceed -100)
Enemy defeated / item taken: +10 SP per enemy/item
HP left: +1 SP for each % of your max HP that you've got left (78% = 78 SP)
Retries: -10 SP per Retry (can't exceed -100)

At the end of the chapter, the game totals in all the Story Point you've
earned for this chapter (INCLUDING THE PREVIOUS TIMES YOU'VE PLAYED SAID
CHAPTER) and rewards you according to this total.

The rewards are as follows :
1st Star: new Map Ability unlocked
2nd Star: Gold Barriers unlocked
3rd Star: Star Enemies unlocked
4th Star: Star Chests unlocked
Every 500 Story Points afterwards: bonus PP

Star Enemies are powerful enemies that give 2 or 3 DPs when defeated.
Star Chests are blue chests (see below) that only appear when you have the
maximum number of stars for this chapter.

For the Prologue, there's only the first star and the bonus PP are awarded for
every 400 SP you get after the star is obtained.

For Distant Glory, there are only 3 stars because those chapters don't give you
new Map Abilities.

For Inward Chaos, there's no star and the bonus PP are awarded for every 800 SP
you get.

-- Prologue: --
1st (and only) Star = 100 SP ; 100 PP per 400 SP afterwards

-- Destiny Odyssey chapters: --
1st Star = 100 SP ; 2nd = 200 more ; 3rd = 300 more ; 4th = 400 more ;
100 PP per 500 SP afterwards

```
-- Shade Impulse chapters: --
1st Star = 300 SP ; 2nd = 200 more ; 3rd = 300 more ; 4th = 400 more ;
100 PP per 500 SP afterwards

-- Distant Glory chapters: --
1st Star = 300 SP ; 2nd = 200 more ; 3rd = 300 more ;
100 PP per 500 SP afterwards

-- Inward Chaos: --
No Star ; ??? PP per 800 SP
```

Map Abilities

Map abilities are those skills listed on the upper right of the screen when
you're on the map. They're activated by pressing [] to browse the list and then
X to activate the chosen one. They are discussed in section [100%].

Barriers

Barriers are those red or gold panels that block your way. To unlock a red
barrier, you have to defeat a specific enemy ; to unlock gold barriers, you
have to get at least 2 stars for that chapter.

? Panels

? Panels are panels showing a big ? instead of an enemy or item. There are
four ways to find out what's inside :
- engaging them
- moving the Home Panel next to them
- using the Map Ability "Sight"
- using a guide (such as the one you're currently reading)

Chests

When you activate a chest, you get a reward and the chest then disappears from
the map. There are two kinds of chests.
- Normal chests are there everytime you play the map (but they may be hidden).
  They're gold-colored when they've never been opened and red-colored when
  you've already opened them at least once. Gold chests have better rewards
  than red ones.
- Blue chests contain better items than gold chests but they can only be taken
  once and disappear forever afterwards. In this guide, I'll call them Rare
  Chests if they're on the map from the start and Star Chests if they only
  appear when you have 4 stars for this chapter (3 stars for Distant Glory).

Hidden Stuff

Hidden Stuff are items, chests and enemies that don't appear on the map until
specific conditions are met. Most of the time, you have to defeat specific
enemies or take specific items but some hidden enemies and chests require you
to have at least N stars for this chapter (N=3 for Star Enemies and N=4 for
Star Chests, except for Distant Glory chapters).

So, how do I get 100%?

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                  ----------------------
What you have to do: get every map item and every DP reward (not counting
                     PP rewards) at least once.
What you don't have to do: succeed every DP condition and take red chests.
What I'm unsure of: defeat every enemy at least once (enigma_shadows and
                    cmilanrhonetold both told me that it IS required, so I
                    guess it IS indeed required).


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                       [100%] Hints and tips to get 100%



Study
-----
Before anything, study the maps and decide what you want to do and how you'll
do it. Trust me, it will save you a lot of frustration.



Save often (Captain Obvious!)
-----------------------------
And by "often", I mean "before and after each fight".



Customize your character (Captain Obvious II)
---------------------------------------------
First, try to be as high-level as you can (100 is best, of course, but 20-30 is
enough for Destiny Odyssey).
Second, if you have problems activating a DP condition, try changing your
abilities, equipment and accessories.



Don't move
----------
Moving away from the Home Panel = -1 DP
Which means that, anytime you can, you must place your character on panels that
are adjacent to several enemies/items. This way, you can fight all of those
enemies and take all of those items without having to move.
Also, when you're DP-hunting, don't move to fight a no-DP enemy or take an item
unless it's required to reach the Goal (or you have more than the required
number of DPs for the reward you want).



Reset / Retry
-------------
Retry = -10 SP
HP left = 1 SP per %
Which means that, when you're SP hunting, you mustn't use the Retry option from
the Pause menu. Instead, whenever you lose a fight or end a map with few HP,
press the Home button, answer Yes and reload your game.
On the other hand, when you're DP hunting, you can use the Retry option as much
as you want because it has no effect on DPs.



Replaying the chapters
----------------------
The game is designed in such a way that you need to play each chapter (except
Prologue and Inward Chaos) at least 3 times to get 100%.
```

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Here's how to do it in exactly 3 times.
- 1st play: take as many map items (especially Blue Chests and Summons to clear
  the path for next times) as you can and end the chapter with 3 stars (NOT 4)
- 2nd play: since you only have 3 stars, the Star Enemies will be there but the
  Star Chests won't, so you can work on maxing DPs without having the Star
  Chests in the way
- 3rd play: you should have 4 stars now, so you can work on completing whatever
  is left

>>>>>>>>>>>>>>>>>>>> zannkimaru55 has this to say >>>>>>>>>>>>>>>>>>>>>>>>>>>>
i think we don't have to replay the chapters 3 times. i can make it 2.

here's how to get 100% in 2 times

1st try: take all items in the each map BUT don't clear the map. just retry the
map and you will notice that all the items that you have encountered before
such as chests, pawns, summonstone, or other things like potion or ether; will
have the "Clear!" sign on it and after that you can beat the map.
NOTE:
- you have to obtain the DPs on each map as many as possible because you need
to get the bonus so that in the 2nd try, all the bonuses can be obtained.
- don't forget that destiny odyssey will need 1000 PP to clear the stage with 4
stars. so try to get 200 PP each map. for example if you only get 190 PP from
the first map, try to get 210 PP on the next map and so on.

2nd try: same as your 3rd try + get the remaining bonus.

for the distant glory, we only need 800 PP(if i remembered correctly).

I think this method is hard enough because i need to retry the map more than
once. but at least i don't need to retry the story mode from the beginning.
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DP conditions
-------------

Here I'll list all possible DP conditions that you may encounter and how to
complete them.

-- Battlegen within x seconds --
You need to activate a Battlegen before the timer ends.
To make things easier, study the battlegen screen before the fight, spam
wichever kind of action has the highest % and Retry/reset is you fail.
You can raise those % by
- raising your LUK stat (equip LUK-raising Accessories and/or powerlevel)
- equiping Battlegen-raising Stuff
- setting your PSP's internal clock to play on a Battlegen-boost Bonus Day

-- Brave Break within x seconds --
Reduce your opponent's Bravery to 0 before the timer ends. The higher your
ATK stat and your level, the easier it is. Alternately, you can equip
Auto-Carbuncle and land an HP attack.

>>>>>>>>>>>>>>>>>>>> sword_seraph_x has this to say >>>>>>>>>>>>>>>>>>>>>>>>>>
Keep in mind that Carbuncle will only set their brave to 0, not break them.
You still have to land a Brave attack or an HP attack that does Brave damage
to actually break.
You can also use the Odin (not Auto) summon, retrying if it fails.
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```
-- Critical hit within x seconds --
You need to land a Critical hit before the timer ends.
Equip whatever may boost your Critical hit rate (First Strike Ability comes to
mind), spam multi-hitting Brave attacks and hit Retry until you succeed.

>>>>>>>>>>>>>>>>>>>>> sword_seraph_x has this to say >>>>>>>>>>>>>>>>>>>>>>>>>>>>>
First Strike is gained very late for most characters (i.e level 50-ish).
Two easier ways to accomplish this are as follows:
1. The easiest way is to have a full EX bar prior to the battle. Just go into
EX mode and hit them with a Brave attack. Critical rate in EX mode rises to 50%
2. Sometimes it may not be possible to have a full EX bar (e.g: If the piece is
the first one you must fight). In that case, you have to goad the enemy into
attacking you with a close-range blockable (usually Brave) attack and block it.
The enemy will be staggered and all Brave hits landed on them have a 50%
critical chance.
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

-- EX Burst within x seconds --
You need to launch an EX Burst (i.e. press [] during an HP attack while you
have EX Mode activated) before the timer ends.
The best way to succeed this one is to enter the fight with an already full
EX bar, which can be done either by taking a Potion or by working on it during
the previous fights. If you have the required material, you can also make
Arcane Resins at the shop and equip them right before the fight (Arcane Resins
are one-time accessories that give you an already full EX bar at the beginning
of the fight).

-- Get an Accessory Boost of at least x --
Equip as many high-boost Accessories as you can and do your best to activate
them. Obviously, having extra Accessory slots (acquired by trading Rosetta
Stones at the shop) and high-level Accessories helps.

-- No damage --
You must win without being hit at all. Even a zero-damage hit will make you
fail this condition (not 100% certain about that one).

-- No HP damage --
You must win without being hit by an HP attack at all. Even a zero-damage hit
will make you fail this condition (not 100% certain about that one).

-- Prevent enemy from getting EX Cores --
If the enemy gets even one Core, you fail. Two possible strategies here:
if you're strong enough, try to defeat it before any EX Core appears ;
if not, rush to the EX Cores as soon as they appear.

-- Wall rush within x seconds --
You must send the enemy crashing into any kind of terrain (land, pillars,
walls, even the invisible walls delimiting the arena) before the timer ends.

-- Win --
Self-explanatory: you simply need to win the fight

-- Win within x seconds --
Note that you only need to START the killing blow before the timer ends.
So, if your killing blow has a 3-seconds animation but you start it with only
1 second left, you'll still complete the condition.
BEWARE, though: only the actual HP attack counts, so if you use an attack that
deals both BRV and HP damage, make sure that the HP blow hits before the timer
ends.
```

```
Map Abilities
-------------


First things first: buy the extra MA Slots from the PP shop ASAP. Having
5 MAs instead of 3 makes a huge difference.
Second things second: remember that the MAs you get for a chapter are chosen
randomly among all unlocked MAs. Which means that if you don't like what you
got, you can simply exit Story Mode and relaunch it to get another set.


Now we'll discuss the pros and cons of the MAs in regards to our 100%
completion goal.


-- Damage-dealing abilities --
Useful to defeat strong enemies (Star Enemies come to mind) ; can be skipped if
you're already stronger than them.


-- Aura --
Refills 50% of your EX Gauge
Useful for the EX Burst condition ; almost useless otherwise.


-- Blink --
You'll be unaffected by the next Berserk enemy you'll encounter (1 time only).
Useful but becomes totally useless once you get Invisible.


-- Cure/Cura/Curaga --
Refills 30%/50%/100% of HP bar
VERY useful when you're SP-hunting and on difficult chapters ; can be skipped
otherwise.


-- Invisible --
When activated, the character is unaffected by Berserk.
This one is a must-have because it enables you to open the menu (i.e. save and
customize your character) after each fight when you're chaining enemies to get
your DP count up. The only (small) drawback is that you must beat Shade
Impulse I with at least 1 star to get it, but boy, oh boy, is it worth it!


-- Jump --
The character literally jumps above one occuppied panel and lands on the panel
that's just behind. The arrival panel then becomes your new Home Panel. Can't
be used if the arrival panel is occupied.
Useful but only on very specific occasions (which I'll mention in the [MAPS]
part of the guide).


-- Regen --
Refills 5% of your HP bar when the Home Panel moves.
INSANELY useful on difficult chapters ; almost useless otherwise.
Beware, though : when chaining enemies, the Home Panel doesn't move until the
last enemy in the chain is defeated.


-- Reshape (name and description taken from Yandy Kusanagi's FAQ) --
Change the Red locked area into a Battle piece.
I never got it in my MA list, so I never tested it (I even doubt that it exists
in the NA version of the game).
If it does what it says, then it can be useful in very specific situations.
Namely, when an enemy you have to fight is near a not-unlocked Barrier, you can
fight the first enemy, then morph the Barrier, then fight the new enemy to
clear the path, all without moving.
```

```
-- Scan --
Reveals which enemy/item unlocks target Barrier.
Useless when you have a guide.

-- Sight --
Reveals what's on ? panels.
Useless when you have a guide.


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                          [PRNT] Printer-friendly guide

I've made an Excel printer-friendly version of the maps.
It's at http://jamic77.free.fr/JV/Dissidia_Maps.xls


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                              [MAPS] Maps


-- What's in it --

Every map description contains those elements, in order:
- Starting DP: number of DPs you start the map with
- Max DP: maximum number of DPs you can end the map with
- Map: ASCII art of what the map looks like and what's on it (see below)
- DP enemies: list of all DP-giving enemies with the corresponding condition
- Comments (if needed): anything else worth mentioning about the map
- How-to-max-DP: what you need to do to max your DPs on this map


-- How to read the ASCII --

1, 2, 3, etc.: Enemy
a, b, c, etc.: Normal chest
R: Rare chest
St: Start
G: Goal
P: Potion
E: Ether
B: Barrier
S: Summon
GB: Gold barrier (disappears when you have 2+ stars for this chapter)
SE: Star enemy (appears when you have 3+ stars for this chapter)
SC: Star chest (appears when you have 4 stars for this chapter)

When defeating an enemy or taking an item activates something, the number of
that enemy/item is shown next to the symbol of the activated something.
An asterisk (*) means that there's a special condition to fulfill, which is
explained in the Comments section.
Examples :
- 4a means that enemy 4 appears by taking chest a
- a1 means that chest a appears by defeating enemy 1
- B2 means that this barrier disappears by defeating enemy 2
- P* means that this potion needs a special condition to appear
```

```
===============
[PRLG] PROLOGUE
===============


This chapter has only three DP rewards, one star, and the PP bonuses are
awarded for every 400 SP after the star is obtained.

DP Rewards:
0 - 100 G
1 - 300 G
2 - 600 G


PRLG - Map 1
------------

Starting DP: 1
Max DP: 0

[   ][   ][   ][   ][   ]
[St][   ][   ][   ][   ][G ]
[   ][   ][   ][   ][   ]



PRLG - Map 2
------------

Starting DP: 3
Max DP: 0

    [   ][   ]    [   ][   ]
[St][   ][   ][1 ][   ][P ][G ]
    [   ][   ]    [   ][   ]



PRLG - Map 3
------------

Starting DP: 3
Max DP : 1 (2 with Jump)

        [   ][   ][   ]
[St][   ][1 ][   ][a ][   ][G ]
        [   ][   ][   ]

1: Win within 10 seconds

If you have Jump, you can use it on enemy 1 to chain 1 and a.



PRLG - Map 4
------------

Starting DP: 2
Max DP: 2

            [1 ][   ][   ]
[St][   ][   ][   ]    [G ]
            [2 ][   ][   ]
```

```
1: EX Burst within 10 seconds
2: Critical hit within 10 seconds


Both fights have a 4-wings EX Core near your starting point, so you should have
no problems maxing DPs here.



PRLG - Map 5
------------


Starting DP: 2
Max DP: 0 (1 with Jump)

[  ][  ][  ]    [  ][  ]
[St][  ][a ][  ][  ][G ]
[  ][  ][  ]    [  ][  ]


If you have Jump, you can use it to skip the chest, thus sparing 1 DP.



=======================
[DO01] DESTINY ODYSSEY I
=======================


DP Rewards:
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Mandragora (Summon)
5 - Tomahawk
6 - Dwarven Axe
7 - Rosetta Stone

DO01 - Map 1
------------


Starting DP: 3
Max DP: 3


        [41][  ][  ]
[  ][  ][  ][1 ][  ][  ]
[St][  ][2 ][  ][  ][B4][G ]
[  ][  ][  ][3 ][  ][  ]
        [a ][  ]


1: Critical hit within 10 seconds
4: Win within 10 seconds


Fight 1 from the left or above panel, then chain it with 4.



DO01 - Map 2
------------


Starting DP: 4
Max DP: 4


        [P ]    [3 ][  ][2 ][  ]
[GB][B3][B5][  ][  ][  ]    [  ]
```

```
[S ][G ]    [4 ]    [  ]    [St]
[GB][B4][B2][ ][ ][  ]    [  ]
        [a ]    [5 ][  ][1 ][  ]
```

1: Win within 10 seconds
2: No damage
3: Critical hit within 10 seconds
4: BRV Break within 10 seconds

Fight 1, then chain 2 and 3, then fight 4.

DO01 - Map 3

Starting DP: 5
Max DP: 7 (8 with Jump)
Note: by using Jump above enemy 3, you can end this map with 8 DPs left (you'll
then get the 7 DPs reward).

```
[  ][62][  ][SE]        [a4]
[  ]    [2 ]    [  ][4 ][  ]
[St]    [  ][B6][3 ][  ][B5][G ]
[  ]    [  ]    [SC][  ]
[1 ][  ][S ]        [5 ][E ]
```

2: No damage
3: BRV Break within 10 seconds
4: Prevent enemy from getting EX Cores
5: Wall Rush within 10 seconds
6: Critical Hit within 10 seconds
SE: Win (2 DP)

Engage 2 from above, then chain it with 6 and SE, then fight 3, 4 (not
required) and 5.

DO01 - Map 4

Starting DP: 5
Max DP: 5

```
[1 ][  ][  ][  ][3 ][a ]    [G ]
[  ][  ]    [P5][  ]    [  ][  ]
[St]    [R ][GB][  ][B4][  ][  ]
[  ]        [  ][  ]    [5 ][  ]
[2 ][  ][  ][4 ][  ][b ][  ][6 ]
```

1: Win within 10 seconds
3: Win
4: No HP damage
5: Critical hit within 10 seconds
6: No damage

BEWARE: Enemy # 1 is Berserked from the start
<< According to Leyviur's guide, the Barrier can also be unlocked by enemy 2 >>
Fight 1, then 3, then 4, then chain 5 and 6.

```
DO01 - Map 5
------------


Starting DP: 4
Max DP: 7


           [a ]      [SC]
        [5a][  ][6a][  ][  ]
[G ][B2][  ][2 ][  ][1 ][  ][St]
        [42][  ][SE][  ][31]
           [b3]      [P2]


1: BRV Break within 10 seconds
2: Prevent enemy from getting EX Cores
3: EX Burst within 10 seconds
4: No damage
SE: Win (2 DP)

Engage 1 from below (don't kill it until you've filled your EX bar), then chain
3 and SE, then engage 2 from the left or down side and chain it with 4.
Alternately, you can start with enemy 2 and mirror the sequence.



========================
[DO02] DESTINY ODYSSEY II
========================


DP Rewards:
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Malboro (Summon)
5 - Flame Lance
6 - Ice Lance
7 - Rosetta Stone


DO02 - Map 1
------------


Starting DP: 4
Max DP: 3


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


2: No damage
4: BRV Break within 10 seconds


Fight 2, then 4.



DO02 - Map 2
------------


Starting DP: 4
Max DP: 4
```

Note: if you have Jump, use it above enemy 1 to take the Potion before fighting
said enemy. This way, you can use EX mode to boost your Critical hit chances.

```
[St][  ][2 ][  ]    [  ][a ]
    [  ]   [  ]    [  ]
    [1 ]   [3 ][  ][  ][GB][S ]
    [  ][  ][  ]    [5 ]
    [P ]   [4 ][  ][  ][B4][G ]
```

1: Critical hit within 10 seconds
3: Win within 10 seconds
4: EX Burst within 10 seconds

Fight 1, then chain 3 and 4.

DO02 - Map 3

Starting DP: 5
Max DP: 5

```
[G ][B2][  ][  ][4 ][  ][  ][S ]
        [  ]   [  ]   [  ]
    [b ][5 ][  ][St][  ][1 ][a ]
        [  ]   [  ]   [  ]
    [E ][  ][P ][  ][3 ][  ][2 ]
```

1: Win
2: BRV Break within 10 seconds
3: No damage
4: Win within 10 seconds

Fight 1, then chain 2 and 3, then fight 4.

DO02 - Map 4

Starting DP: 5
Max DP: 7

```
[St][  ][  ][  ]    [R ][G ][  ]
    [2 ]   [  ]   [GB]    [3 ]
[SE][  ][  ][1 ][  ][B2][  ][  ]
    [a ]   [  ]            [4 ]
    [  ][  ][  ][5 ][  ][SC][  ]
```

1: Win within 10 seconds
2: Critical hit within 10 seconds
3: Prevent enemy from getting EX Cores
4: No damage
SE: Win (2 DP)

Fight 1, then chain SE and 2, then chain 3 and 4.

DO02 - Map 5

```
Starting DP: 5
Max DP: 7

[4 ][  ][  ][a ][  ][5 ][  ][P3]
        [3 ]    [  ]        [  ]
[G ][B4][  ][  ][B1][  ][  ][St]
        [SE]        [  ]    [  ]
[SC][b2][  ][  ][2 ][  ][1 ][  ]

1: Critical hit within 10 seconds
2: EX Burst within 10 seconds
3: Win within 10 seconds
4: No damage
SE: Win (2 DP)

Chain 1 and 2 (use 1 to build your EX bar for 2's condition), then chain 3 and
SE, then defeat 4 to unlock the Barrier.


==========================
[DO03] DESTINY ODYSSEY III
==========================

DP Rewards:
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Ultros (Sumon)
5 - Flame Rod
6 - Ice Rod
7 - Rosetta Stone

** Note **
To get the Rosetta Stone, you need to max DPs on Map 3 or 5.
On Map 3, you need to chain a "Win within 10 seconds" enemy and an "EX Burst
within 10 seconds" one.
On Map 5, you need to success a "Wall Rush within 10 seconds" in the Planet's
Core stage, which is definitely NOT an appropriate stage for that condition.
My advice is that you go the Map 3 way.

DO03 - Map 1
------------

Starting DP: 4
Max DP: 3


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

3: No damage
4: BRV Break within 10 seconds

BEWARE: Enemy 6 is Berserked from the start

Fight 1 (or chain 1 and 2) to clear the path, then chain 3 and 4.
```

```
DO03 - Map 2
------------

Starting DP: 5
Max DP: 4

[St][  ][  ]    [3 ][  ][a ]
[  ]    [1 ][  ][  ]    [  ]
[5 ][  ][  ]    [2 ][  ][4 ][G ]
[  ][  ][P ][  ][  ]    [  ]
[  ][  ][  ]    [  ][  ][GB][S ]

1: No HP damage
2: Win within 10 seconds
4: BRV Break within 10 seconds

Fight 1, then 2, then 4.



DO03 - Map 3
------------

Starting DP: 5
Max DP: 6 (7 if you're seriously powerlevelled)

[a ][  ][  ][  ][3 ][  ][  ][S ]
[  ][1 ]        [b ]    [4 ][  ]
[2 ][  ]    [  ][G ]    [E ][  ]
[  ][  ]    [B5]        [SE][  ]
[St][  ][  ][  ][6 ][  ][  ][5 ]

1: Win within 10 seconds
2: EX Burst within 10 seconds
3: Win
5: No damage
SE: Win (2 DP)

BEWARE : Enemy 5 is Berserked from the start

Chain 1 and 2, then fight 3, then chain 5 and SE.

To get 7 DPs here, you have to fill or almost fill your EX bar before engaging
enemy 2. I managed to do it without the "Exp to EX" Abilit) and without the
Arcane Resin Accessory by doing this:
- Weapon with the "Initial EX Force +15%" effect
- Accessory 1: Ivory Choker (EX Force Absorption +15%)
- Accessory 2: Pretty Orb (EX Core Absorption +15%)
- Accessory 3: Attractorb (EX intake range +2m)
Then, I activated Aura and engaged enemy 1. On that fight, I used BRV attacks
until an EX Core appeared, then I rushed to it and killed the enemy before the
10 seconds limit. My EX bar was almost filled at the end of enemy 1 fight and,
thanks to the weapon effect, it was totally filled at the beginning of the next
fight.



DO03 - Map 4
------------
```

```
<< differ from what I wrote below. I don't know if they're mistaken of if >>
<< Squenix decided to change those conditions between the Jap and NA      >>
<< versions of the game. All I know is that what's in my guide is what's  >>
<< in my copy of the game.                                                >>


Starting DP: 5
Max DP: 5

[  ][  ][5 ]        [SC]     [G ]
[  ]    [  ][  ][2 ][  ]    [  ]
[  ][1 ][  ][3 ]    [  ][4 ][  ]
[St]        [  ][  ][a ]    [  ]
        [R ][GB]    [  ][  ][P ]


1: Win within 10 seconds
2: Critical hit within 10 seconds
3: Win within 10 seconds
4: No HP damage


Fight 1, then chain 2 and 3, then fight 4.



DO03 - Map 5
------------


Starting DP: 4
Max DP: 7

[b ]    [5 ][a ]
[  ][B4][  ][  ][1 ][  ][  ]
[B5][G ]    [SC][  ][2 ][  ][St]
[  ]    [SE][  ][3 ][  ][  ]
[P ][B2][  ][4 ]

1: Wall Rush within 10 seconds (good luck for this one)
2: BRV Break within 10 seconds
3: Win within 10 seconds
4: No damage
SE: Win (2 DP)


Chain 1 and 2, then chain 3, 4 and SE.

>>>>>>>>>>>>>>>>>>> empyreandragon has this to say >>>>>>>>>>>>>>>>>>>>>>>>>>>>
The wall rush in planet core although difficult... there is a way to make it
easier. on my first try i was extremely lucky and didn't start in the center
but on one of the fractured rocks close to the wall. i've run through this
again and found that if you are quick and lucky enough to start the battle
there you can wall rush with in 4-8 seconds at the start of battle (provided
you manage to hit land the first strike and keep up the chain of attacks for
that 4-8 seconds)
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<


=========================
[DO04] DESTINY ODYSSEY IV
=========================


DP Rewards:
0 - 100 G
1 - 300 G
```

```
2 - 600 G
3 - 1000 G
4 - Bomb (Summon)
5 - Flame Armor
6 - Ice Armor
7 - Rosetta Stone


DO04 - Map 1
------------


Starting DP: 4
Max DP: 3 (4 by using Jump above enemy 1)


            [2 ][  ][a ]
[St][  ][1 ][  ][  ][4 ][  ][G ]
                [3 ]


3: Critical hit witin 10 seconds
4: No damage


Defeat 1 to clear the path, then chain 3 and 4.



DO04 - Map 2
------------


Starting DP: 4
Max DP: 4


[St][  ][  ][2 ][  ][P ][  ]
        [1 ]            [  ]
        [  ]    [S ][GB][5 ]
        [  ]            [  ]
[a ][3 ][  ][4 ][  ][  ][G ]

2: BRV Break within 10 seconds
3: Win within 10 seconds
4: No HP damage


Chain 1 and 2, then chain 3 and 4.



DO04 - Map 3
------------


Starting DP: 6
Max DP: 7 (6 if the SC is there, unless you Jump above 3 to chain 3 and RC)

    [St]            [5 ][  ][G ]
    [  ]            [  ]
    [1 ][B2][a ][P4][  ][E ]
    [  ]            [4 ]
[2 ][  ][  ][3 ][  ][SC][SE][S ]

1: No damage
3: Win within 10 seconds
4: Critical hit within 10 seconds
5: EX Burst within 10 seconds
SE: Win (2 DP)
```

```
Fight 1, then 3, then chain SE and 4 (build your EX bar for 5), then 5.



DO04 - Map 4
------------

Starting DP: 5
Max DP: 5

[  ][  ][  ][a ][  ][5 ][b ]
[  ]    [1 ]        [  ]
[St]    [  ]        [  ][  ][G ]
[  ]    [  ]        [4 ]
[  ][2 ][  ][3 ][  ][  ][GB][R ]

1: BRV Break within 10 seconds
2: Win within 10 seconds
3: No damage
5: Win

Fight 1 and chain it with a to clear the path, then chain 2 and 3,
then defeat 5 to clear the path.



DO04 - Map 5
------------

Starting DP: 6
Max DP: 7

    [a ]    [3 ]    [P ]
    [1 ]    [  ]    [  ]
[St][  ][B1][  ][B4][  ][5 ][G ]
    [  ]    [4 ]    [SE]
    [2 ]    [b3]    [SC]

2: No damage
4: BRV Break within 10 seconds
5: Win within 10 seconds
SE: Win (2 DP)

Fight 1, then 4, then chain 5 and SE.

<< Some people told me that for them, the Barrier is unlocked by defeating 2 >>
<< instead of 1 but I haven't doublechecked it myself ; maybe I made a      >>
<< mistake and maybe it depends on which version of the game you're playing  >>



========================
[DO05] DESTINY ODYSSEY V
========================

DP Rewards:
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Tonberry (Summon)
5 - Flame Shield
6 - Ice Shield
```

```
7 - Rosetta Stone


DO05 - Map 1
------------

Starting DP: 4
Max DP: 3

[St][  ][  ][1 ][  ]        [  ]
[  ][  ][2 ][  ]        [  ][a ]
[  ][  ][  ][  ][B*][  ][4 ][  ]
[  ]    [3 ]    [  ][  ][  ][5 ]
            [  ][  ][  ]    [G ]

3: BRV Break within 10 seconds
5: Win within 10 seconds


The Barrier is unlocked by defeating either enemy 1 or enemy 3.


Fight 3 and chain it with 2 to unlock the Barrier, then fight 5.



DO05 - Map 2
------------

Starting DP: 5
Max DP: 4 (5 by using Jump above 6 to chain 6 and G)

[G ][  ][6 ][  ][B3][  ][4 ][  ]
[GB][  ][  ][5 ]    [  ][  ][a ]
[S ]    [B*]    [  ][  ][  ]
    [  ][  ][1 ][  ]    [3 ][  ]
[St][  ][2 ][  ][  ][  ][  ][P2]

1: No HP damage
3: EX Burst within 10 seconds
6: EX Burst within 10 seconds

B* is unlocked by defeating either enemy 4 or enemy 6.

Chain 1 and 2, then fight 3, then chain 5 and 6.
If you want to use the Potion, don't forget to chain it with enemy 3.



DO05 - Map 3
------------

Starting DP: 4
Max DP: 7

[  ][S ]    [2 ][  ][  ][b2]
[  ][  ][1 ][  ][  ][5 ][  ]
    [  ][  ][  ][4 ]    [  ][G ]
    [  ][  ][3 ][  ][P6][  ]
[St][  ][E ]    [SE][  ][6 ][a ]

1: No damage
2: Critical hit within 10 seconds
3: BRV Break within 10 seconds
4: Win within 10 seconds
```

```
6: Win
SE: Win (2 DP)


If you don't have Invisible, you can:
a. chain 1 and 2, then chain 3 and 4, then chain 6 and SE
b. chain 3 and 4, then chain 1 and 2, then chain 6 and SE
c. chain 3 and 4, then chain 6 and SE, then chain 1 and 2

If you have Invisible, you can chain 3, 4 and SE, then chain 1 and 2.



DO05 - Map 4
------------

Starting DP: 5
Max DP: 5

[  ][1 ][  ][  ][5 ][  ][4 ][  ]
    [  ]   [  ]   [  ]    [  ]
[St][  ]   [2 ]    [  ][B2][SC]
[  ]       [  ][  ][3 ]   [  ]
[  ][6 ][  ][a ]    [GB][R ][G ]

1: No damage
2: Win within 10 seconds
3: No HP damage
4: BRV Break within 10 seconds
5: Critical hit within 10 seconds

Fight 1, then 2, then 3, then chain 4 and 5.



DO05 - Map 5
------------

Starting DP: 4
Max DP: 7

[b7][  ][5 ][SC]    [a ][  ]
[  ]        [  ][  ][  ][1 ][  ]
[G ][  ][4 ][  ][SE][2 ][  ][  ]
[  ]    [  ][3 ][  ]    [  ][  ]
[  ][7 ][  ][  ][6 ][  ][P3][St]

1: Win within 10 seconds
2: Critical hit within 10 seconds
3: Prevent enemy from getting EX Cores
4: EX Burst within 10 seconds
SE: Win (2 DP)

BEWARE: Enemy 3 is Berserked from the start

Chain 1 and 2, then chain 3, 4 and SE.



=========================
[DO06] DESTINY ODYSSEY VI
=========================


DP rewards:
```

```
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Deathgaze (Summon)
5 - FlameScepter
6 - Snowscepter
7 - Rosetta Stone

DO06 - Map 1
------------

Starting DP: 5
Max DP: 3 (4 if you Jump above enemy 1)

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

4: Win within 10 seconds
6: BRV Break within 10 seconds

BEWARE: Enemy 4 is berserked from the start

Fight 1 to clear the path (or Jump above it), then fight 4, then fight 6.


DO06 - Map 2
------------

Starting DP: 5
Max DP: 4

[G ][GB][S ]    [St][   ][6P][   ]
[   ][B4]    [   ]    [   ][   ][P ]
     [   ][   ][3 ]    [   ]
[5 ][   ]    [   ][B2][   ][1 ][   ]
[a ][4 ][   ][   ]    [   ][   ][2 ]

2: Win within 10 seconds
4: Critical hit within 10 seconds
5: No damage

Note: 6P is not a typo ; enemy 6 appears when you take the Potion.

Fight 2, then 4, then 5.


DO06 - Map 3
------------

Starting DP: 5
Max DP: 5

[St]    [a ][5 ][   ][   ][   ][G ]
[   ][B2][   ]    [6 ]    [   ]
[   ]    [3 ]    [   ][E ][4 ][b ]
[1 ]    [   ][   ][   ][   ]    [   ]
```

```
[  ][  ][2 ]    [  ][  ][P4][S ]

1: Prevent enemy from getting EX Cores
2: No damage
4: Win
5: Win within 10 seconds
6: BRV Break within 10 seconds


Fight 1, then 2, then 4, then chain 5 and 6.



DO06 - Map 4
------------

Starting DP: 4
Max DP: 7


           [  ][  ][a ][GB][R ]
     [  ][  ][3 ][5 ]
[St][  ][1 ][  ][4 ][  ][G ]
     [  ][  ][2 ][6 ]
         [SE][  ][SC][  ]

1: Critical hit within 10 seconds
2: Wall Rush within 10 seconds
3: EX Burst within 10 seconds
4: Win within 10 seconds
SE: Win (2 DP)


Chain 1 (build your EX bar), 2 and SE, then chain 3 and 4.
If you have trouble for enemy 1's condition, you can start with SE to build
your EX bar before fighting enemy 1.



DO06 - Map 5
------------

Starting DP: 4
Max DP: 7


     [  ][  ]    [P5][  ][52][  ]
     [  ][41][  ][1 ][SE][  ][2 ]
[St][  ][  ]    [SC][  ]    [G ]
     [6a][  ]    [  ][6b]    [  ]
     [  ][a ]    [b ][  ][  ][3 ]

1: No damage
2: Critical hit within 10 seconds
4: BRV Break within 10 seconds
5: Wall Rush within 10 seconds
SE: Win (2 DP)


Chain 1 and 4, then chain 2, 5 and SE.



==========================
[DO07] DESTINY ODYSSEY VII
==========================


DP Rewards:
```

```
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Typhon (Summon)
5 - Zweihander
6 - Flamberge
7 - Rosetta Stone

DO07 - Map 1
------------

Starting DP: 5
Max DP: 2 (3 if you have Jump)

                  [a ]
             [  ][3 ][  ][G ]
[St][  ][1 ][  ][B2][  ][4 ][  ]
        [  ][2 ][  ]
                  [  ]
3: Win within 10 seconds
4: No damage

Fight 1 to clear the path, then 2, then 4 (3 can be skipped).
If you have Jump, you can use it on enemy 1 to chain 1 and 2 and spare 1 DP.


DO07 - Map 2
------------

Starting DP: 4
Max DP: 5

[G ][5 ][  ][  ][P ]
[  ][  ][4 ][  ][  ][GB][S ]
            [  ]
    [  ][1 ][  ][3 ][  ]
[St][  ][  ][2 ][  ][a ]

1: BRV Break within 10 seconds
2: No damage
4: Critical hit within 10 seconds
5: No damage

Chain 1 and 2, then chain 4 and 5.


DO07 - Map 3
------------

Starting DP: 4
Max DP: 4

[a ][3 ][  ][B3][  ][4 ][  ][b ]
    [  ][  ]    [P ]    [  ]
[St][  ][  ]            [  ][G ]
    [  ][1 ]    [E ]    [  ]
    [2 ][  ][B2][  ][  ][5 ][S ]

1: BRV Break within 10 seconds
```

```
2: No damage
3: Win
5: EX Burst within 10 seconds

Chain 1 and 2, then fight 5.



DO07 - Map 4
------------

Starting DP: 5
Max DP: 7

        [R ][GB]           [SC]
[  ][1 ]    [3 ][  ][B4][  ][5 ]
[St][  ][B2][  ][SE]        [G ]
[  ][2 ]    [4 ][  ][B3][6 ][  ]
            [a ]        [b ]

2: BRV Break within 10 seconds
3: Prevent enemy from getting EX Cores
4: Win within 10 seconds
5: Wall Rush within 10 seconds
SE: Win (2 DP)

Fight 2, then chain 3, 4 and SE, then fight 5.



DO07 - Map 5
------------

Starting DP: 4
Max DP: 7

[  ][3 ][  ][4 ][  ]    [SC]
[St]    [  ]   [  ]    [  ][  ]
[  ]    [1 ]    [  ][B1][B4][G ]
[  ][P4][  ][2 ][a ]    [  ][  ]
        [SE]

1: Win within 10 seconds
2: BRV Break within 10 seconds
3: No damage
4: No damage
SE: Win (2 DP)

Chain 1, 2 and SE, then chain 3 and 4.



--------------------------
[DO08] DESTINY ODYSSEY VIII
--------------------------

DP Rewards:
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - PuPu (Summon)
5 - Flametongue
```

```
6 - Icebrand
7 - Rosetta Stone

DO08 - Map 1
------------

Starting DP: 5
Max DP: 3

        [21][  ][42]
        [  ][  ][  ][  ]
[St][  ][1 ]    [  ][64][B6][G ]
    [  ][  ]
        [31][  ][53][a ]

4: BRV Break within 10 seconds
6: No damage

Fight 1, then chain 2 and 4, then fight 6.


DO08 - Map 2
------------

Starting DP: 5
Max DP: 4

    [1 ][  ][21]    [a4]
    [  ]    [  ]    [  ]
[St][  ][32][  ][42][  ][B5][G ]
        [  ]        [  ]
[S ][GB][53][  ][  ][P ]

2: Win within 10 seconds
3: Prevent enemy from getting EX Cores
4: Critical hit within 10 seconds

Fight 2, then chain 3 and 4, then fight 5 to unlock the Barrier.


DO08 - Map 3
------------

Starting DP: 6
Max DP: 5 (6 with Jump)

[  ][54][  ][31][  ][B6][  ][a ]
[  ]                        [  ]
[1 ][  ][St][  ][2 ]    [  ][G ]
[  ]            [  ]    [P4]
[S ][  ][42][  ][63][B5][  ][E ]

1: No damage
2: BRV Break within 10 seconds
4: Win within 10 seconds
5: EX Burst within 10 seconds

Fight 2, then 4, then 5, then take the Potion (or Jump above it).
```

```
DO08 - Map 4
------------

Starting DP: 5
Max DP: 6
<< Since there's a Star Enemy on this map, it should be possible to end it >>
<< with 7 DPs but I can't see how.                                        >>

[R ][GB][21][  ][42][  ][B6][a ]
        [P6][  ]    [  ]
    [1 ][  ][62][  ][54][B5][G ]
[St][  ]    [  ][SC][  ]
    [  ][31][  ][SE][73][c3]

1: Prevent enemy from getting EX Cores
3: Win within 10 seconds
5: Critical hit within 10 seconds
6: Win
SE: Win (2 DP)

Fight 1, then chain 3 and SE, then chain 2 and 4, then chain 5 and 6.

<< Two contributors sent me the following way to get 7 DPs:            >>
<< Fight 1, then chain 3 and SE, then chain 6 and 5.                   >>
<< Seems that 5 also appears by defeating 6, and that 6 also appears when  >>
<< you engage and defeat 1 from the right side.                        >>


DO08 - Map 5
------------

Starting DP: 5
Max DP: 7

[b ][B6][  ][SC][  ][  ][1 ]
[  ]    [41][  ][SE]    [  ]
[B4][G ][B3][31]        [  ][St]
[  ]    [65][  ][a ]    [  ]
[P ][B2][  ][  ][52][  ][2 ]

1: No damage
2: Critical hit within 10 seconds
3: Win within 10 seconds
4: EX Burst within 10 seconds
SE: Win (2 DP)

Fight 1, then chain 3, 4 and SE.


=========================
[DO09] DESTINY ODYSSEY IX
=========================

DP rewards :
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Cactuar (Summon)
5 - Main Gauche
```

```
6 - Mage Masher
7 - Rosetta Stone

DO09 - Map 1
------------

Starting DP: 5
Max DP: 3

[1 ][   ][a ]         [5a][   ][B1]
[   ]     [   ]       [   ]    [   ]
[   ]    [2 ][   ][   ][42]    [G ]
[   ]     [   ]       [   ]    [   ]
[St][   ][   ]        [   ][   ][3 ]

3: Critical hit within 10 seconds
4: BRV Break within 10 seconds

Fight 2, then 4, then 3.



DO09 - Map 2
------------

Starting DP: 4
Max DP: 4

[   ][   ][   ][2 ][   ][   ][   ]
[   ][   ][1 ][a ][   ]        [G ]
[St]        [   ][4a][31][   ][   ]
   [S ][GB][   ][P2][   ][   ][   ]

1: No damage
2: Critical hit within 10 seconds
3: Win within 10 seconds

BEWARE: Enemy #3 is Berserked from the start

Chain 1 and 2, then 3.



DO09 - Map 3
------------

Starting DP: 6
Max DP: 5 (6 with Jump)

    [S ][   ][   ][4 ][   ][3 ][a ]
    [   ]         [B1]    [   ]
    [5 ][B2][6 ][G ][B6][2 ]
    [   ]    [B4]        [   ]
[E ][P3][   ][1 ][   ][   ][St]

1: Wall Rush within 10 seconds
2: BRV Break within 10 seconds
3: Win
4: Win within 10 seconds

Fight 1, then 2, then 3, then 4.
If you have Jump, you can use it on enemy 2 to chain 2 and 3.
```

```
DO09 - Map 4
------------

Starting DP: 5
Max DP: 7

[St][  ][SE][  ][  ][a ][  ]
    [  ][  ][  ][3 ][  ][2 ][SC]
        [1 ]         [B1]
[G ][B2][  ][43][  ][  ][  ]
    [  ][5a][  ][  ][P ][GB][R ]

1: No damage
2: Prevent enemy from getting EX Cores
4: Win within 10 seconds
5: Ex Burst within 10 seconds
SE: Win (2 DP)

BEWARE: Enemy #5 is Berserked from the start

Chain 1 and SE, then fight 2 (build your EX bar) and chain it with a, then
chain 4 and 5.
Note: if you chain 2 and 3, you should use 3 instead of 2 to build your EX bar.



DO09 - Map 5
------------

Starting DP: 5
Max DP: 7

    [1 ][  ][  ][3 ][  ][B5][G ]
[St][  ]    [2 ]
    [b4][  ][  ][  ][  ][4 ]
              [B2]    [  ][SE]
[a ][5 ][  ][B3][  ][  ][B1]

1: Win within 10 seconds
2: Prevent enemy from getting EX Cores
3: No damage
4: BRV Break within 10 seconds
SE: Win (2 DP)
5: Critical hit within 10 seconds

Fight 1, then chain 2 and 3 then chain 4 and SE, then fight 5 to unlock the
Barrier.



========================
[DO10] DESTINY ODYSSEY X
========================

DP rewards :
0 - 100 G
1 - 300 G
2 - 600 G
3 - 1000 G
4 - Behemoth (Summon)
```

```
5 - Barbut
6 - Winged Helm
7 - Rosetta Stone
```

DO10 - Map 1

```
Starting DP: 5
Max DP: 3 (4 with Jump)

            [  ][5 ][  ][6 ][b ]
     [  ][  ][3 ]          [  ]
[St][  ][1 ][a ]          [G ]
     [  ][  ][2 ]          [  ]
            [  ][P ][  ][4 ][  ]
```

2: Wall Rush within 10 seconds
4: EX Burst within 10 seconds

Fight 2, then take (or Jump above) the Potion, then fight 4.

DO10 - Map 2

```
Starting DP: 4
Max DP: 4

[  ][8 ][  ][G ][  ][4 ][b ]
[7 ][  ]          [  ][3 ]
[  ][a ]    [S ][GB][  ][  ]
[6 ][  ]          [1 ][2 ]
[  ][5 ][  ][St][  ][  ][  ]
```

2: Critical hit within 10 seconds
3: Win within 10 seconds
4: No damage
6: No HP damage
8: Wall Rush within 10 seconds

Fight 2, then chain 3 and 4.

DO10 - Map 3

```
Starting DP: 5
Max DP: 5 (6 with Jump)

[  ][7 ][  ][6 ][  ][b ][5 ][P ]
[  ]    [  ]          [  ]
[St]    [E ]          [  ][G ]
[  ]    [  ]    [S ][3 ][  ]
[  ][1 ][  ][2 ][  ][  ][4 ][a ]
```

1: BRV Break within 10 seconds
2: Critical hit within 10 seconds
3: EX Burst within 10 seconds
4: Win
5: Wall Rush within 10 seconds

Fight 1, then fight 2, then chain 3 and 4.
If you have Jump, you can use it on enemy 1 to chain 1 and 2.

DO10 - Map 4

Starting DP: 4
Max DP: 7 (6 if the Star Chest is there, unless you Jump above it)

```
[  ][  ][6 ][  ][b ][7 ][  ][G ]
[  ][5 ][  ][  ][  ][  ]      [  ]
[  ][  ]              [3 ][  ][SC]
[  ]    [1 ][  ][  ][  ][4 ][GB]
[St][  ][  ][2 ][a ][SE]    [R ]
```

1: Win within 10 seconds
2: Wall Rush within 10 seconds
3: No damage
4: EX Burst within 10 seconds
SE: Win (2 DP)
6: BRV Break within 10 seconds

Chain 1 and 2, then chain 3 (fill your EX bar), 4 and SE.

DO10 - Map 5

Starting DP: 4
Max DP: 7 (6 if the Star Chest is there, unless you Jump above enemy 6)

```
   [P7][  ][  ][  ][3 ][  ][  ]
   [  ][8 ]    [a ][  ][2 ][  ]
[G ][7 ][  ]                [St]
   [  ][6 ][  ][  ][1 ][  ][  ]
   [  ][  ][SC]      [SE][  ]
```

1: No damage
2: Win within 10 seconds
3: Critical hit within 10 seconds
SE: Win (2 DP)
6: EX Burst within 10 seconds
7: BRV Break within 10 seconds

Chain 1 and SE (fill EX bar for 3), then 2 and 3, then 7 (fill EX bar) and 6.

=====================
[SI01] SHADE IMPULSE I
=====================

Note: For all SI maps, I'll mention which villain each boss is because they
have specific cutscenes if you fight them with the corresponding hero.

DP rewards :
0 - 300 G
1 - 900 G
2 - 1800 G

```
3 - 3000 G
4 - Lich (Summon)
5 - Warlord's Soul
6 - Warlord's Gauntlet
7 - Rosetta Stone


SI01 - Map 1
------------

Starting DP: 2
Max DP: 2


        [5 ]          [a ]
    [  ][  ][4 ][  ][  ][  ]
[St][  ][63][  ][3 ][  ][  ][G2]
    [  ][  ][2 ][  ][  ][  ]
        [1 ]     [b*]


1: No damage
4: No HP damage
6: Critical hit within 10 seconds

<< It seems that b appears when all enemies are defeated >>

Chain 2 (to summon the Goal), 3 (to summon 6), 4 and 6.



SI01 - Map 2
------------

Starting DP: 5
Max DP: 4 (5 with Jump)

[St][  ][  ][1 ][  ][2 ][GB][S ]
[  ]                     [3 ]
[6 ][  ][5 ][  ][4 ][a ][  ][  ]
    [B1]                 [  ]
[P4][  ][  ][7 ][  ][8 ][  ][G ]

1: Win within 20 seconds
2: EX Burst within 10 seconds (good luck)
3: Wall Rush within 10 seconds
4: Win (2 DP) (Kefka)
8: No damage

Fight 1, then 2, then 3 (optional: then take a, then fight 4).
If you have Jump, you can use it on enemy 2 to chain 2 and 3.



SI01 - Map 3
------------

Starting DP: 6
Max DP: 7 (8 with Jump)

[St][  ][4 ][  ][B2][  ][  ][S ]
[  ]    [  ]    [  ]    [  ]
[1 ][  ][5 ][  ][6 ][  ][3 ][G ]
[  ]    [  ][SE][  ]    [  ]
[2 ][  ][E ][  ][B4][  ][7 ][SC]
```

```
1: BRV Break within 10 seconds
3: Prevent the enemy from getting EX Cores
5: Win within 20 seconds
6: Battlegen within 10 seconds
SE: Win (2 DP)

Fight 1, then 5, then chain 6 and SE, then fight 3.
You can Jump above 5 to chain 5, 6 and SE, and end the map with 8 DP left.



SI01 - Map 4
------------

Starting DP: 4
Max DP: 5


             [  ][  ]    [a ][7 ]
      [  ][1 ][  ][4 ]        [B4]
[St][  ][2 ][  ][5 ][  ][B2][B3]
      [  ][3 ][  ][P1]        [B5]
             [  ][6 ][GB][R ][G ]

1: Accessory Boost >= 8.0
3: Battlegen within 10 seconds
4: Critical hit within 10 seconds
5: No damage
7: Win (2 DP) (Jecht)

Fight 3, then chain 1 and 4, then chain 2 and 5, then fight 7.



SI01 - Map 5
------------

Starting DP: 4
Max DP: 7

[  ][3 ][  ]    [SC]    [P3][  ]
[  ][  ][4 ][  ][5 ][  ][  ][  ]
[St]    [  ][SE][  ]    [  ][G ]
[  ][  ][2 ][  ][  ][  ]    [  ][  ]
[  ][1 ][  ][a ][6 ][  ][  ][  ]

1: Prevent enemy from getting EX Cores
2: Wall Rush within 10 seconds
3: Win within 10 seconds
4: Critical hit within 10 seconds
5: No HP damage
SE: Win (2 DP)

Chain 1 (build EX bar for 4) and 2, then chain 3 and 4, then chain 5 and SE.


======================
[SI02] SHADE IMPULSE II
======================


DP rewards :
0 - 400 G
```

```
1 - 1200 G
2 - 2400 G
3 - 4000 G
4 - Marilith (Summon)
5 - Warlord's Corselet
6 - Warblade
7 - Rosetta Stone


SI02 - Map 1
------------


Starting DP: 4
Max DP: 3


[St][   ][1 ]    [a ][B4][5 ][   ]
[  ][   ][   ]        [   ][   ][   ]
[2 ][   ][3 ][   ][   ][63][   ][72]
[   ]    [   ]        [   ]    [   ]
[   ][b5][4 ][   ]    [B1][   ][G ]

1: No HP damage
5: Win (2 DP) (Kuja)
7: Battlegen within 10 seconds


Chain 1 and 3, then fight 6 to clear the path, then fight 5.



SI02 - Map 2
------------


Starting DP: 4
Max DP: 4


[   ][   ][   ][2 ][   ][4 ][a ]
[   ][   ][1 ][   ][3 ][   ]
[St]            [   ][   ][   ][G ]
[   ][5 ][   ][7 ][   ][9 ]
[   ][6 ][   ][8 ][   ][10][GB][S ]

2: Wall Rush within 10 seconds
3: Critical hit within 10 seconds
4: BRV Break within 10 seconds
8: Prevent the enemy from getting EX Cores
9: Win within 10 seconds


Fight 2, then chain 3 and 4.



SI02 - Map 3
------------


Starting DP: 4
Max DP: 7 (8 with Blink or Invisible)


[St][   ][   ][1 ][   ][2 ][   ][S ]
       [   ][   ][   ][   ][SE][   ]
[   ][3 ][   ][4 ][   ][5 ][   ][E ]
    [   ][   ][   ][   ]    [   ]
[SC][6 ][   ][7 ][   ][8 ][   ][G ]
```

```
2: Win within 20 seconds
3: No damage
4: Battlegen within 10 seconds
6: Win (2 DP) (Cloud of Darkness)
SE: Win (2 DP)
8: Accessory Boost >= 8.0

BEWARE: Enemies 2 and 4 are Berserked from the start

Chain 3 and 4, then fight 6, then chain 2 and SE, then chain 8 and G.
If you have Blink or Invisible, you can skip enemy 4 and chain 3 and 6, then
2 and SE, then 8 and G, thus ending with 8 DP.



SI02 - Map 4
------------

Starting DP: 6
Max DP: 5

[2 ][  ][  ][52][  ][43][  ][86]
[  ]                        [  ]
[St][  ][1 ][  ][  ][76][  ][  ]
        [65]                [G*]
[a ][  ][31][  ][P ][GB][R ]

1: Win within 10 seconds
3: EX Burst within 10 seconds (good luck)
4: Prevent the enemy from getting EX Cores
7: No damage
8: Win (2 DP) (Golbez)

<< I have confirmed that G may appear after defeating 4 and after defeating >>
<< 6, but I have no idea what the actual condition is.                     >>

Fight 1, then fight 3, then fight 4.



SI02 - Map 5
------------

Starting DP: 5
Max DP: 7

    [SC]     [  ][  ][P ]    [G ]
[  ][1 ][  ][  ][41]    [  ][  ][  ]
[  ][2 ][  ][  ][51][  ][7*]    [  ]
[  ][3 ][SE][61][  ][8*][  ][9*]
[St]                    [a ]

1: BRV Break within 10 seconds
2: Win within 10 seconds
5: No damage
SE: Win (2 DP)
7: Accessory Boost >= 8.0

Enemies 7, 8 and 9 appear all at once when any one of enemies 4, 5 or 6 is
defeated.

Fight 1, then chain 2, 5 and SE, then fight 7.
```

```
========================
[SI03] SHADE IMPULSE III
========================


DP rewards :
0 - 500 G
1 - 1500 G
2 - 3000 G
3 - 5000 G
4 - Kraken (Summon)
5 - Barbariccia's Wristlet
6 - Scarmiglione's Fang
7 - Rosetta Stone


SI03 - Map 1
------------


Starting DP: 3
Max DP: 4


              [4 ][a ][  ]
    [  ][  ][2 ][  ]   [  ]
[St][  ][1 ][  ][5 ][  ][G ]
    [  ][  ][3 ][  ]   [  ]
              [6 ][b*][  ]

2: Win within 10 seconds
3: No damage
5: Accessory Boost >= 8.0
6: Win within 20 seconds

b appears when all enemies are defeated

Chain 2 and 3, then chain 5 and 6.



SI03 - Map 2
------------


Starting DP: 4
Max DP: 5

[  ]   [  ][  ][6 ]   [G ]
[  ][  ][4 ][  ][5 ][B6][  ]
[7 ]   [  ][St][  ]   [8 ]
[GB]   [1 ][  ][3 ]   [  ]
[S ]   [P ][2 ][  ][a ][  ]

1: Win within 10 seconds
2: No damage
6: Win within 20 seconds
7: Win (2 DP) (Ultimecia)
8: No damage

Chain 1 and 2, then chain 4 and 5 to clear the path, then fight 6 to unlock the
Barrier, then fight 7, then fight 8.
```

```
SI03 - Map 3
------------

Starting DP: 2
Max DP: 7

    [a ]     [6 ]     [S ]
    [1 ]     [3 ]     [5 ]     [G ]
[  ][  ][  ][  ][  ][  ][  ][  ]
[St]     [2 ]     [4 ]     [SE]
         [S ]     [E ]     [SC]

1: No damage (2 DP)
2: Win within 20 seconds (2 DP)
3: Win within 10 seconds
4: No damage (2 DP)
5: Win within 20 seconds (2 DP)
SE: Win (3 DP)

Fight 1, then 2, then 4, then 5, then SE.



SI03 - Map 4
------------

Starting DP: 5
Max DP: 6 (7 with Jump)

[St][  ][1 ][  ][3 ][  ][5 ][a ]
    [  ][2 ][  ][4 ][  ][  ][6 ]
[R ]              [  ]    [P6][  ]
[GB]    [G ][  ][7 ][  ]    [  ]
[8 ][  ][  ][  ][9 ][  ][  ][10]

2: Win within 20 seconds
4: Win within 10 seconds
5: No damage
6: Win within 20 seconds
7: Win
8: Win (2 DP) (Sephiroth)

Fight 2, then 4, then chain 5 and 6, then fight 7, then fight 8.
If you have Jump, you can use it on enemy 2 to chain 2 and 4.



SI03 - Map 5
------------

Starting DP: 2
Max DP: 7

[St][  ]    [  ]    [b*][6*][  ]
[  ][1a][  ][3a][  ][5*][  ][  ]
[  ][  ][a ][  ][SE][  ][  ][G ]
[  ][2a][  ][4a][  ][  ][  ][  ]
[  ]    [SC]    [  ][P*][  ][  ]

1: No damage
2: No damage
3: No HP damage
```

```
4: No damage
5: No damage
6: No HP damage
SE: Win (3 DP)
```

5, 6, b and P appear all at once when you've defeated four enemies.

Take a FROM THE LEFT SIDE, then chain 1 and 2, then chain 3, 4 and SE, then
chain 5 and 6.


```
=======================
[SI04] SHADE IMPULSE IV
=======================
```

This chapter has no DP or SP rewards and only two maps.

SI04 - Map 1

```
[  ][  ][1 ][  ][  ][2 ][  ][  ]
[  ]                        [  ]
[St]    [  ][  ][  ][G ]    [3 ]
        [  ]        [  ][  ]
[S ][5 ][  ][  ][4 ][  ][  ][P ]
```

SI04 - Map 2

```
            [S ][4 ]
      [  ][1 ]    [  ][  ][  ]
[St][  ][  ][  ][2 ][  ][  ][G ]
      [  ][3 ]    [  ][  ][  ]
            [P ][5 ]
```


```
==========================================
[DGLL] Distant Glory - The Lady of Legend
==========================================
```

For all maps of this chapter, a "boss enemy" piece appears when you defeat an
"easy enemy" piece and the Goal appears when both of those boss enemies are
defeated (or when 5 enemies are defeated, whichever happens first).

DP Rewards:
0 - 2000 G
1 - 4000 G
2 - Diamond
3 - Crystal
4 - Chocobo (Summon)
5 - Heike's Helm
6 - Heike's Shield
7 - Rosetta Stone

DGLL - Map 1

Starting DP: 4
Max DP: 3

```
               [  ]
[  ][  ][3 ][  ][  ][53][  ]
[St][  ][  ][  ][2 ][  ][G ]
[  ][  ][41][  ][  ][1 ][  ]
     [a2]
```

4: No HP damage
5: No HP damage

Fight 1, then chain 3 and 4, then chain 5 and G.

DGLL - Map 2

Starting DP: 4
Max DP: 4

```
[  ][  ][GB][S ]    [  ][  ]
[  ][2 ]            [3 ][  ][  ]
[1 ][  ][  ][St][  ][  ][  ][  ]
[  ][53]            [42][  ][G ]
[a1][  ]            [  ][  ]
```

1: No damage
4: Wall Rush within 10 seconds
5: Wall Rush within 10 seconds

Fight 3, then chain 1, 2 and 5, then chain 4 and G.

DGLL - Map 3

Starting DP: 5
Max DP: 7

```
[  ][  ][52]    [  ][  ][3 ]
[  ][G ][  ][E ][  ][  ][  ]
[  ]        [  ][  ]    [  ][a1]
[  ][  ][1 ][  ]    [SC][SE][  ]
[2 ]    [  ][  ][St]    [  ][43]
```

1: No damage
2: Critical hit within 10 seconds
3: Critical hit within 10 seconds
4: Critical hit within 10 seconds
5: Critical hit within 10 seconds
SE: Win (2 DP)

Fight 3, then chain 4 and SE, then fight 1 to clear the path, then fight 2,
then chain 5 and G.

DGLL - Map 4

Starting DP: 5
Max DP: 5
```

```
   [St][  ][  ]
            [a1]
[53][  ][3 ][  ][42][1 ][GB][R ]
            [  ]
            [2 ][  ][G ]
```

1: No damage
2: BRV Break within 10 seconds
3: BRV Break within 10 seconds
4: BRV Break within 10 seconds
5: BRV Break within 10 seconds

Fight 2, then chain 3 and 4, then fight 5.

DGLL - Map 5

Starting DP: 5
Max DP: 7

```
          [SC]     [a3]
   [2 ][  ][SE][  ][  ]
[St][  ][31][  ][1 ][42][  ][G ]
   [  ][  ][P ][  ][  ]
```

1: EX Burst within 10 seconds
2: EX Burst within 10 seconds
3: EX Burst within 10 seconds
4: EX Burst within 10 seconds
SE: Win (2 DP)

Chain SE, 1 and 3, then fight 2, then fight 4.
Note: I don't think it's possible to succeed all of those EX Burst conditions
without using Arcane Resins.

>>>>>>>>>>>>>>>>>>>>>>> kenny.cgy has this to say >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

Arcane Resins are not a necessity unless you're going for 8 DP, that's with
Invisibility and Jump

Start with 5 DP, use invisibility, consume the potion and EX burst for 1, back
to 5 DP.
Fight SE, while gaining full EX bar. Gain 2 DP for a total of 7.
EX Burst for 31, Gain 1 DP for a total of 8.

Without using Resin, fight 2 to charge up EX bar again, 7 DP. (8 with Resin to
clear EX Burst condition)
Using jump to between 42 and G, (6 DP, 7 with Resin)
EX Burst for 42. (7 DP, 8 with Resin)

End with 7 or 8 DP.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

==
[DGRW] Distant Glory - The Redemption of the Warrior
==
```

```
For all maps of this chapter, a "boss enemy" piece appears when you defeat an
"easy enemy" piece and the Goal appears when both of those boss enemies are
defeated (or when 5 enemies are defeated, whichever happens first).

DP Rewards:
0 - 2000 G
1 - 4000 G
2 - Diamond
3 - Crystal
4 - Asura (Summon)
5 - Heike's Armor
6 - Heike's Blade
7 - Rosetta Stone


DGRW - Map 1
------------

Starting DP: 4
Max DP: 3


        [1 ][  ][41][  ]
[  ][  ][  ][  ][  ][  ][  ]
[St][  ][2 ]            [G ]
[  ][  ][  ][a2][  ][  ][  ]
    [  ][53][  ][3 ][  ]

2: No damage
4: Battlegen within 10 seconds
5: Battlegen within 10 seconds

Chain 1 and 4, then chain 3 and 5.
Or chain 1 and 4, then fight 3, then chain 2, 5 and a.


DGRW - Map 2
------------

Starting DP: 4
Max DP: 4

[  ][  ][  ][  ][GB][S ]    [G ]
[  ][53]    [  ][  ]    [  ][  ]
[1 ][  ]    [  ][a1]    [  ][42]
[  ][  ]    [2 ][  ]    [3 ][  ]
[St][  ]    [  ][  ][  ][  ][  ]

1: No damage
3: Win within 10 seconds
4: Win within 30 seconds
5: Win within 30 seconds

Fight 2, then chain 3 and 4, then chain 1 and 5.


DGRW - Map 3
------------

Starting DP: 5
Max DP: 7
```

```
    [  ][a3][  ][  ][  ][  ][  ]
[SC][SE][  ][52]   [2 ][  ][  ]
        [St]                [G ]
    [  ][  ][1 ]    [41][  ][  ]
    [E ][  ][  ][  ][  ][3 ][  ]
```

1: Critical hit within 10 seconds
2: Critical hit within 10 seconds
3: No damage
4: Accessory Boost >= 8.0
5: Accessory Boost >= 8.0
SE: Win (2 DP)

Fight 2, then fight 1, then chain 3 and 4, then chain 5 and SE.

DGRW - Map 4

Starting DP: 5
Max DP: 4

```
[  ][  ][  ][1 ][  ][  ][  ][3 ]
[52]                [GB]   [  ]
[  ][a3][  ][St]    [R ]   [G ]
[  ]                       [  ]
[  ][  ][  ][2 ][  ][  ][  ][41]
```

1: Prevent enemy from getting EX Cores
2: Prevent enemy from getting EX Cores
3: No damage
4: Prevent enemy from getting EX Cores
5: Prevent enemy from getting EX Cores

If you want chest a, fight 1, then 3, then 2, then 4, then chain 5 and b.
If not, you can fight the enemies in any order.

DGRW - Map 5

Starting DP: 5
Max DP: 7

```
[G ][  ]
    [42][  ]        [St][  ]
[  ][  ][SE][SC]    [  ][  ]
[  ][31][  ]        [1 ][2 ]
[a*][  ][P*][  ][  ][  ][  ]
```

1: No damage
2: No damage
3: No HP damage
4: No HP damage
SE: Win (2 DP)

The chest appears when you've defeated 3 or 4.
The Potion appears when you've defeated 3 and 4.

Fight 1, then 2 (or 2, then 1), then chain 3, 4 and SE.

```
================
[IC] INWARD CHAOS
================


<< Datas for maps 2, 3, 4 and 5 have originally been sent to me by generous  >>
<< contributors (see credits) and doublechecked by myself when I played IC.  >>


This chapter has only 3 DP rewards.
For all maps of this chapter, the goal appears when all enemies are defeated.


DP Rewards:
0 - Mallet, then 120 PP
1 - Ultima Weapon (Summon), then 200 PP
2 - Adamantine, then 300 PP


IC - Map 1
----------


Starting DP: 1
Max DP: 1


    [  ][1 ][  ][3 ][  ][  ]
[St][  ][  ][P ]    [M ][G ]
    [  ][2 ][  ][4 ][  ][  ]


1: Win - Warrior of Light lv 92
2: Win - Firion          lv 93
3: Win - Onion Knight     lv 94
4: Win - Cecil            lv 95


M is a Moogle-shaped piece. When you activate it you're shown a cutscene and
the piece then turns into the Moogle summon the first time and into a chest
(Supersilk, Mog's Amulet or 300 PP) on subsequent playthroughs.


Chain 1 and 2, then fight 3 and 4.



IC - Map 2
----------


Starting DP: 1
Max DP: 1 (2 with Jump)


[  ][1 ][  ][2 ][  ][  ][P ]
[  ]    [  ]    [  ]    [  ]
[St]    [a*]    [S ]    [  ][G ]
[  ]    [  ]    [  ]    [  ]
[  ][3 ][  ][4 ][  ][  ][  ]


1: Win - Bartz  lv 96
2: Win - Terra  lv 97
3: Win - Cloud  lv 98
4: Win - Squall lv 99


S is the Omega summon.
The chest appears by defeating all enemies. It contains a Lifestone the first
time and 50 PP afterwards.
```

```
Fight 1, then 2, then chain 3 and 4.
Or fight 3, then 4, then chain 1 and 4.
If you have Jump, you can chain both 1+2 and 3+4.



IC - Map 3
----------

Starting DP: 1
Max DP: 2

[St][  ]    [P ]
[  ][1 ][2 ][3 ][4 ][5 ][  ][G ]
[a*][  ][  ][  ][  ][  ][  ]

1: Win - Zidane      lv 100
2: Win - Tidus       lv 101
3: Win - Shantotto   lv 102
4: Win - Garland     lv 103
5: Win - The Emperor lv 104

The chest appears by defeating all enemies. It contains a Lifestone the first
time and 50 PP afterwards.

Fight 2, then chain 1 and 3, then chain 4 and P, then chain 5 and G.



IC - Map 4
----------

Starting DP: 1
Max DP: 2

        [a*][  ][4 ][  ]
[  ][  ][  ][2 ][  ][  ][  ]
[St][  ][1 ][P ][  ][  ][G ]
[  ][  ][  ][3 ][  ][  ][  ]
        [  ][  ][5 ][  ]

1: Win - Cloud of Darkness lv 105
2: Win - Golbez            lv 106
3: Win - Exdeath           lv 107
4: Win - Kefka             lv 108
5: Win - Sephiroth         lv 109

The chest appears by defeating all enemies. It contains a Lifestone the first
time and 50 PP afterwards.

Chain 2+4 or 3+5, then chain 3+5 or 2+4, then chain 1 and a.
Or chain 1+2 or 3+5, then chain 3+5 or 1+2, then chain 4 and a.



IC - Map 5
----------

Starting DP: 1
Max DP: 0

   [  ][2 ][  ][  ][  ][  ][3 ]
      [  ]                [  ]
```

```
[St][a*][  ]    [G ][  ][  ][  ]
         [  ]                [  ]
    [P ][1 ][  ][  ][  ][  ][4 ]

1: Win - Kuja      lv 110
2: Win - Ultimecia lv 110
3: Win - Jecht     lv 110
4: Win - Gabranth  lv 110
G: No DP - Chaos   lv 110
```

The chest appears by defeating all enemies. It contains a Chemist Lore the
first time and 50 PP afterwards.

You can fight the enemies in any order: it doesn't change anything.

###
###

                         [END] Afterwords

Well, that's it. I hope that you enjoyed this guide and that it was helpful.
If you've spotted any error or omission, please tell me and I'll correct/add
it in the next update (and credit you).
You can contact me at jamicrpg--at--netcourrier.com (obviously, replace --at--
with @). Just remember to put "Dissidia FAQ" in the subject.

VERSION HISTORY

09/16/2009 - v 0.1
- First draft done: [PRLG], [DO01] --> [DO05], [DO07] and [DO08]
- Almost done: [SI01], [SI02], [SI03], [DGLL] and [DGRW]
- Done: [ATG], [GMP], [100%], [MAPS], [DO09], [DO10], [SI04] and [END]

09/23/2009 - v 0.2
- Corrected [DO10], [SI02], [SI03], [DGLL], [DGRW]
- Completed [DO06], [DO07], [SI01], [SI02], [SI03]
- Reworded and corrected some stuff in [100%] and [GMP]
- Made some cosmetic changes
- Added [PRNT]

09/27/2009 - v 0.3
- Added some lines to Regen description
- Corrected [SI03] Map 5 and [DGRW] Map 4
- Completed [DO04], [DO05] and [DO08]

10/01/2009 - v 1.0

```
- Updated [100%]
- Completed [PRLG], [DO01], [DO02] and [DO03]
- Almost completed [IC]
- Added max DPs and how-to-max DPs for every map


10/08/2009 - v 1.1
- Minor changes in [GMP] and [100%]
- Corrected [SI01] maps 1 and 2, [SI02] map 4, [SI03] map 5
- Renamed Rare chests and enemies into Star chests and enemies
- Distinguished rare chests from normal chests
- Filled some blanks


11/03/2009 - v 1.2
- Updated [GMP], [SI01], [SI02], [SI03], [DGLL], [DGRW] and [IC]


11/27/2009 - v 1.3
- Corrected [GDLL] - map 5 and [SI02]
- Doublechecked and updated [IC] with first-hand informations
- Updated [PRNT]
- Updated [GMP] and [100%]


08/14/2010 - v 1.4
- Updated [GMP] and [100%]
- Corrected [DO06] map 4
- Updated [DO03] map 5



WHAT'S COMING IN NEXT VERSIONS
------------------------------
Well, the guide now contains everything I wanted to put in.
The only thing left is doublechecking everything.
Doublechecks will be done as I replay the corresponding maps (if I ever do so)
but if you happen to notice a mistake or a missing data, please email it to me
and I'll gladly correct/add it and credit you.



CREDITS & THANKS
----------------
- Square-Enix, for obvious reasons.
- GameFAQs, for obvious reasons, too.
- All GameFAQs' FAQ writers and most of its board users, especially Leyviur and
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- ryan_tripod and Dave for how-to-get 7 DPs on DO08-Map4
- kenny.cgy for infos about [DGLL] - Map 5
- hyperspore for pointing out some mistakes on [SI02] - Map 2 and Map 3
- zannkimaru55 for the "100% with only 2 playthroughs trick
- enigma_shadow end cmilanrhone for the info about defeating all enemies
- samuel.retter for pointing out some mistakes in [DO06] map 4
- empyreandragon for his Wall Rush strategy on [DO03] map 5
```