

GAME FLOW OVERVIEW

This chapter contains four missions; after clearing each one, you automatically start the next one. This chapter introduces the player to the use of Magick and Abilities, as well as summoning Espers.

STORY MISSION (THE ROYAL CITY OF RABANASTRE)

- 1-1: Eve of Adventure

IN: Kytes, Filo
OUT: Penelo

STORY MISSION (THE ROYAL CITY OF RABANASTRE)

- 1-2: The Coveted Derelict

STORY MISSION (THE DERELICT)

- 1-3: The Treasure Is the Key

STORY MISSION (THE DERELICT)

- 1-4: Unwelcome Guests

1-1: Eve of Adventure

NIGHT IN RABANASTRE

LEVEL

2

MISSION PREREQUISITE

Clear Mission 0-2.

OBJECTIVES

- Defeat all enemies!
- Vaan must survive.

During the escape from the Glabados Ruins, Vaan unfortunately loses his “wings”—his new airship. Shortly after returning to Rabanastre, he spots a huge, ancient craft in the skies above the city. Vaan’s friends Kytes and Filo accompany him as he seeks to discover the ship’s identity. The expedition leads them into an encounter with some mighty strange creatures at the city entrance.



LEADER UNIT DEPLOYMENT

VAAN*

KYTES*

FILO*

MAX UNITS: 3



(* = Mandatory)

UNITS

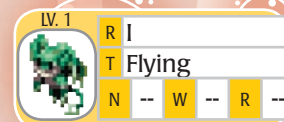
ALRAUNE



SYLPH



GARCHIMACERA



OBTAINABLE ITEMS

Clear Items

None

Other Items Gained

None

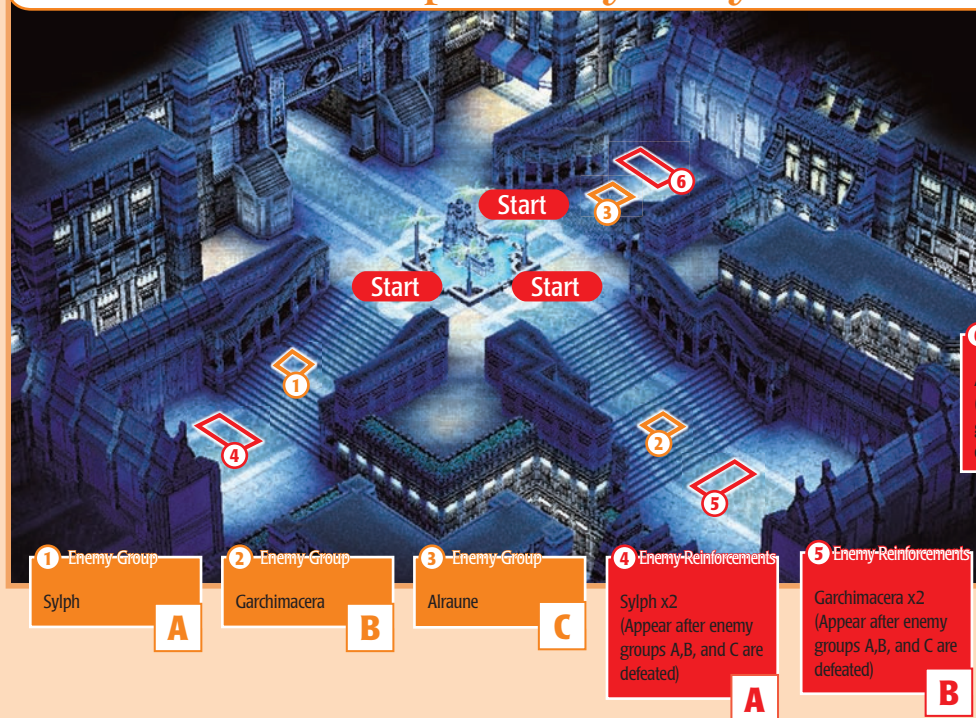
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Mission Map: The Royal City of Rabanastre



MAP DATA

| Summoning Gates | |
|-----------------|---|
| Ally | 0 |
| Neutral | 0 |
| Enemy | 0 |

MISSION WALKTHROUGH

This mission illustrates how to create advantageous match-ups in combat by explaining the “Rock, Paper, Scissors” three-way relationship of unit types: Melee is strong versus ranged, ranged is strong versus flying, and flying is strong versus melee. The mission opens with each leader (Vaan, Kytes, and Filo) standing at the top of a separate staircase near a Rabanastre city gate. One enemy unit appears at the bottom of the stairs below each leader.

You can group your team and fight each enemy separately in a 3-vs-1 battle if you want. But the recommended way is to create three one-on-one battles, pitting each leader against the enemy unit that presents the best match-up: Vaan (melee) versus the Sylph (ranged); Kytes (ranged) versus the Garchimacera (flying); and Filo (flying) versus the Alraune (melee). After defeating these first three enemies, two more of each type appear at the same locations. Fight each pair with the Leader that provides the best match-up against their type.



New Abilities Available

After completing Mission 1-1, each leader picks up a new skill. Vaan gains Dual Attack, Kytes gets the Firaga spell, and Filo acquires Sonic Wave.

1-2: The Coveted Derelict

RABANASTRE SOUTHGATE

LEVEL
3

MISSION PREREQUISITE

Clear Mission 1-1.

OBJECTIVES

- Sneak aboard the derelict airship!
- All allies must survive.

Vaan, Kytes, and Filo investigate the status of the mysterious airship, now docked at Rabanastre Southgate. Seeing that thieves have infiltrated the ship, Vaan and crew attempt to sneak inside.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3

VAAN*



KYTES*



FILO*



(* = Mandatory)

UNITS

ALRAUNE

LV. 1

| | | | | | |
|---|-------|---|----|---|----|
| R | I | | | | |
| T | Melee | | | | |
| N | -- | W | -- | R | -- |

SYLPH

LV. 1

| | | | | | |
|---|--------|---|----|---|----|
| R | I | | | | |
| T | Ranged | | | | |
| N | -- | W | -- | R | -- |

GARCHIMACERA

LV. 1

| | | | | | |
|---|--------|---|----|---|----|
| R | I | | | | |
| T | Flying | | | | |
| N | -- | W | -- | R | -- |

GIZA RABBIT

LV. 2

| | | | | | |
|---|--------|---|----|---|----|
| R | I | | | | |
| T | Ranged | | | | |
| N | + | W | -- | R | -- |

OBTAINABLE ITEMS

Clear Items

None

Other Items Gained

None



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1-2

The Coveted Derelict

Mission Map: The Royal City of Rabanastre, Rabanastre Southgate



MAP DATA

Summoning Gates

| | |
|---------|---|
| Ally | 0 |
| Neutral | 0 |
| Enemy | 0 |

1 - Enemy-Reinforcements

Sylph x2
(Appear as you approach this point.)

A

2 - Enemy-Group

Garchimacera x4

A

3 - Enemy-Group

Alraune x3

B

4 - Enemy-Group

Alraune x2

C

5 - Other Units

Giza Rabbit x2

MISSION WALKTHROUGH

Unlike 1-1, you will lose this mission if any of your Leaders fall unconscious. This mission describes how to use abilities; it also introduces Gambits and how to set them. After clearing the last mission, Vaan and his friends gained new abilities. As you approach the airship, follow the on-screen instructions on how to employ these new skills to defeat these enemies.

First, have Vaan use his new Dual Attack ability to dispatch one of the pairs of Sylphs. Next, have Kytes blast the four hovering Garchimaceras with his new Firaga area-attack spell. After that, observe the short tutorial on Gambits, then use Filo's Sonic Wave to KO the two groups of Alraunes. Finally, head for the airship's entrance.

Get the Bunny Cure

The Giza Rabbits in the lower-left of the map are not enemies; in fact, they will heal any friendly unit who gets close to them.



1-3: The Treasure Is The Key

ABOARD THE DERELICT

LEVEL
4

MISSION PREREQUISITE

Clear Mission 1-2.

OBJECTIVES

- Reach the summoning gate!
- Open the summoning gate!
- Summon three Espers!
- Defeat all enemies!
- All allies must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3



(* = Mandatory)

Moving through the abandoned Derelict, Vaan, Kytes, and Filo reach a deck where a large stone statue sits in a wall alcove. Another mysterious platform lies before it, then hostile creatures start pouring out of it!

OBTAINABLE ITEMS

Clear Items

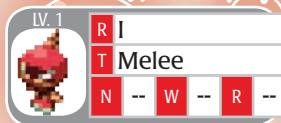
None

Other Items Gained

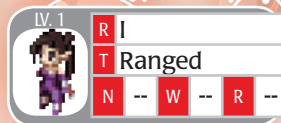
None

UNITS

ALRAUNE



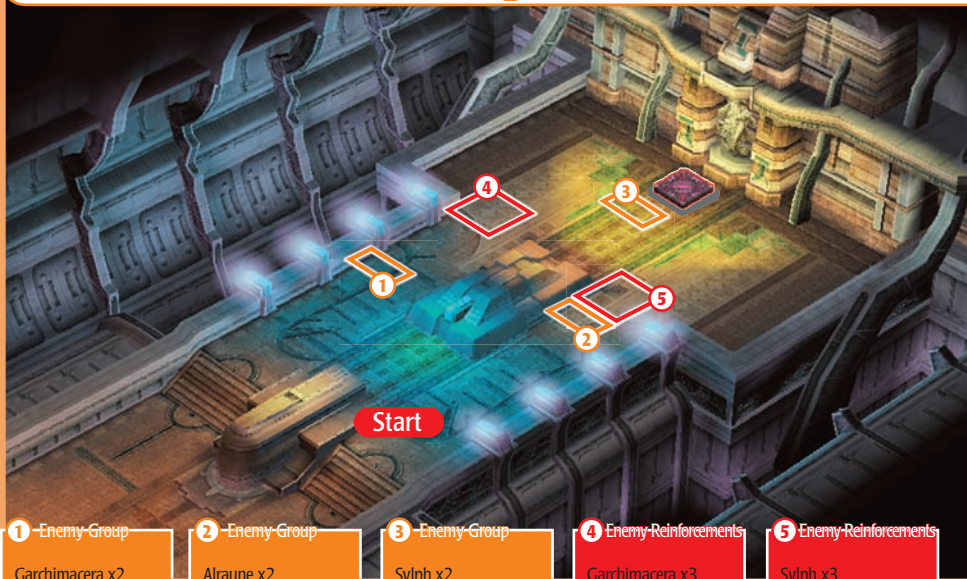
SYLPH



GARCHIMACERA



Mission Map: Aboard The Derelict



MAP DATA

| Summoning Gates | |
|-----------------|---|
| Ally | 0 |
| Neutral | 0 |
| Enemy | 1 |

- 1 - Enemy Group
Garchimacera x2 **A**
- 2 - Enemy Group
Alraune x2 **B**
- 3 - Enemy Group
Sylph x2 **C**
- 4 - Enemy Reinforcements
Garchimacera x3
(Appear after you summon three Espers) **A**
- 5 - Enemy Reinforcements
Sylph x3
(Appear after you summon three Espers) **B**

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MISSION WALKTHROUGH

In this mission, each time you complete one objective, a new one appears. Defeat all of the creatures as a team, with Kytes leading the attack on flying Garchimaceras and with Filo (with her automatic Sonic Wave gambit still active) taking the lead against Alraunes. On the floor platform, either send Vaan after the two Sylphs guarding it or hit them from afar with Kytes's Firaga spell.

From the gate, you can now summon Espers, which are creatures that will fight for your side. Vaan automatically summons one Alraune from the gate. Now you get another lesson, this one on summoning Espers, and another objective: "Summon three Espers!" Now do the following:

1. Touch the blue summoning gate as instructed to access the Summon command.
2. Touch "Summon."
3. Touch the Vaan button to select Vaan's group.
4. Touch one of the Esper buttons to select the type of creature to summon. Try the Alraune button (the leftmost button—the one with an Alraune icon).
5. Touch the Alraune button again to actually summon an Alraune. One is enough here, since Vaan already summoned one.
6. Touch the summoning gate again and select Kytes's group.
7. Select the Sylph Esper button, then touch it twice to summon two Sylphs.



Send your units to approach the platform; they automatically surround it and Vaan wields the green stone—the Cache of Glabados—that he swiped from the Glabados Ruins.

This triggers a short lesson on summoning gates: Enemy-controlled gates are red. To capture a summoning gate for your side, send one of your leader units to the gate. With your leader selected, tap directly on the gate. You will see a slider bar appear over the gate; its slider moves left, away from the bar's red side toward its blue side, as your leader prays before the gate. When the slider moves all the way to the blue side, the summoning gate will be "opened."

Faster Gate Capture

Remember, the more leaders who pray before a summoning gate, the faster you will capture it for your side.



Why those Esper choices? The two Alraune and two Sylph Espers will best counter the enemy reinforcements that immediately appear. Remember the unit type match-ups: melee trumps ranged, while ranged trumps flying. So let Vaan's melee group (Vaan and your two Alraune Espers, all melee units) lead the attack against the three ranged Sylphs. Meanwhile, target the three flying Garchimaceras with Kytes's ranged group (Kytes and your two Sylph Espers, all ranged units).

1-4: Unwelcome Guests

ABOARD THE DERELICT

LEVEL
5

MISSION PREREQUISITE

Clear Mission 1-3.

OBJECTIVES

- Defeat Ba'Gamnan, Bwagi, Rinok, and Gijuk!
- Vaan must survive.

LEADER UNIT DEPLOYMENT

MAX UNITS: 3



VAAN*



KYTES*



FILO*

(* = Mandatory)

Penelo and Tomaj arrive outside the Derelict and find a fallen guard. Meanwhile Vaan, Kytes, and Filo reach the Derelict's bridge, where the intruders appear. They turn out to be Ba'Gamnan's gang. (If you played the original *Final Fantasy XII*, you will remember Ba'Gamnan as the Bangaa bounty hunter.) Vaan and crew retreat to the lower deck, where they must summon Espers to stand against Ba'Gamnan and his tough, hardened thieves.

UNITS

BA'GAMNAN

IV. 5

| | |
|---|--------|
| R | Leader |
| T | Melee |
| N | -- |
| W | -- |
| R | -- |

BWAGI

IV. 3

| | |
|---|--------|
| R | Leader |
| T | Melee |
| N | -- |
| W | -- |
| R | -- |

GIJUK

IV. 3

| | |
|---|--------|
| R | Leader |
| T | Ranged |
| N | -- |
| W | -- |
| R | -- |

RINOK

IV. 3

| | |
|---|--------|
| R | Leader |
| T | Melee |
| N | -- |
| W | -- |
| R | -- |

OBTAINABLE ITEMS

Clear Items

None

Other Items Gained

None

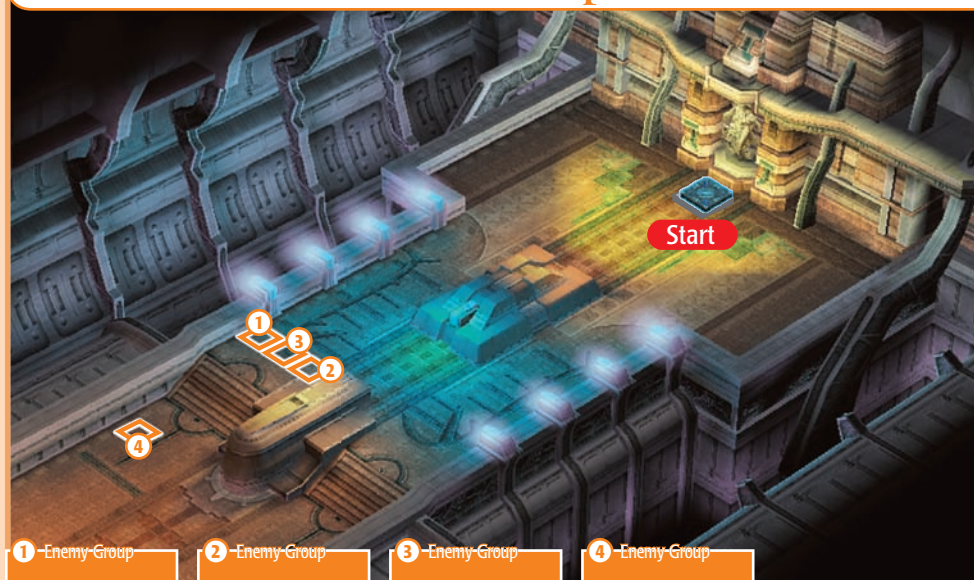
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Mission Map: The Derelict



1 -Enemy-Group

Gijuk

A

2 -Enemy-Group

Rinok

B

3 -Enemy-Group

Bwagi

C

4 -Enemy-Group

Ba'Gamnan

D

MAP DATA

Summoning Gates

| | |
|---------|---|
| Ally | 0 |
| Neutral | 0 |
| Enemy | 0 |

MISSION WALKTHROUGH

Once the battle starts, the members of Ba'Gamnan's Bangaa group approach one at a time, roughly 15 seconds apart. Gijuk is a ranged unit and sets up from the south, but the other three are all melee-type units. Your initial Affinity is limited, so as the mission starts, summon one flying Garchimacera, which is strong against melee units. Next, draw a selection box around all of your allies and fight each Bangaa with your entire force as he/she approaches, defeating them one by one. When one Bangaa falls, move to the next target.



Vaan

This must be the bridge.



Bwagi

Ungh...losh! to the likes of sprats like you.



Keep calling new Garchimaceras from the summoning gate as your Esper allies fall. Ba'Gamnan comes last, and he's the toughest. If Vaan is low on health, pull him back behind the others and keep summoning new Espers! When the last foe drops, Bwagi, Rinok, and Gijuk flee, leaving their unconscious leader Ba'Gamnan behind. And then the great Derelict awakens...

Set Up by the Gate

Draw enemies closer to the summoning gate so that when you summon new Esper reinforcements, they can get in the fight quickly.