

I'm not robot



reCAPTCHA

Continue

Here you can publish topics and discussions where you can't find a good section. fgump Expert Deceitful Messages: 67 Attended: 08 Nov, 2017 10:41 Reputation: 3 Post by fgump » Tue 16 Jan 2018 11:01 Release date officially announced. We are looking for a March 6 release date. What do you think you will be able to streamline with the cheat engine? Anyone preparing to hack the mod / heck of this game? Squall8 RCE Fanatics Posts: 565 Joined: Mar 03, 2017 07:43 Reputation: 1082 Post by Squall8 » Thursday 18 January 2018 09:38 I can't wait for this! It's one of my favorites so far! I've planned a full table since I played on PS4. We'll probably publish the details close to the release date. DrummerIX ViP Posts: 1699 Joined: Wed Mar 22, 2017 18:15 Reputation: 2278 Post by DrummerIX » January 19, 2018 3:18 am I enjoyed things better like the old Final Fantasy's 13, but maybe XV is back on track. I'm still going to try the game. However, the recommended hard disk space for the 4K portion is 155 GB of SSD. With so many games take up a lot more space, I might have to upgrade to my SSD or something. Blayde Expert Deceitful Posts: 230 Joined: Aug 25, 2017 14:37 Reputation: 43 Post by Blayde » January 19, 2018 03:22 DrummerIX wrote: ^.... What is the recommended hard disk space for the 4K portion 155 GB to 155 GB? Hack me. fgump Expert Tricky Posts: 67 Joined: Wed 08 Nov 2017 10:41 pm Reputation: 3 Post by fgump » January 19, 2018 09:11 Squall8 wrote: ^Thu Jan 18, 2018 09:38 I can't wait for this! It's one of my favorites so far! I've planned a full table since I played on PS4. We'll probably publish the details close to the release date. I did a bit of basic editing so I look forward to the table I'm using the save wizard on ps4. fgump Expert Tricky Posts: 67 Joined: Wed 08 Nov 2017 10:41pm Reputation: 3 Post by fgump » Mon Feb 26, 2018 7:42pm Everyone mess with the demo? He left about two hours ago. Squall8 RCE Fanatics Posts: 565 Attended: Fri Mar 03, 2017 07:43 Reputation: 1082 Post by Squall8 » Mon Feb 26, 2018 8:19pm 20pm concert something will happen when I finished with classes. fgump Expert Tricky Posts: 67 Joined: Wed 08 Nov 2017 10:41 am 01:41 Reputation: 3 Post fgump » Mon Feb 26, 2018 8:35pm Imao yes games work well for me. I'm on a gtx 660, getting 50 fps at 1600x900 lol. Be sure to update the latest nvidia drivers that came out today as well. Anyways, I was able to easily find gil and ap amount. Squall8 RCE Fanatics Posts: 565 Joined: Mar 03, 2017 07:43 Reputation: 1082 Post by Squall8 » Mon Feb 26, 2018 8:51 pm What is the playable area for demo? I'm just curious. fgump Expert Tricky Posts: 67 Joined: Wed 08 Nov 2017 10:41pm Reputation: 3 Post by fgump » Mon Feb 26, 2018 9:11pm Only the first episode. lordlucifer Cheater Posts: 48 Thursday February 15, 2018 01:18 Reputation: 0 Post by lordlucifer » Sat Mar 10, 2018 08:08 DrummerIX wrote: ^Fri Jan 19, 2018 03:18 I enjoy things better like the old Final Fantasy's 13, but maybe XV is back on track. I'm still going to try the game. However, the recommended hard disk space for the 4K portion is 155 GB of SSD. With so many games take up a lot more space, I might have to upgrade to my SSD or something. Final fantasy XV is much better than the XIII trilogy of course but Final Fantasy IV Final Fantasy X-2 ENIX does not have all the squaresoft masterpiece franchise Vhero Noobzor Posts that can't beat the legendary squaresoft final fantasy series: 11 Joined: Mar 16, 2018 12:53 Reputation: 1 Post Vhero » Mar 16, 2018 6:59 pm The game works badly on the most beautiful systems but works on spectacular systems. Some hopeful patches will make it work more smoothly. Users who browse this forum: Registered users Note: Deve-se usar isto APENAS para denunciar spam, publicidade e message problemáticos (que contenham assédio, lutas ou ofensas). Strategy Guide/Walkthrough/SSS Review Infinite HP and MP regeneration Enter a battle and get significant damage. Then, hp and mp teleport and find a point again - noctis must basically be the one hanging there with the sword. Apply an accompaniment technique when renewing your HP and MP (Prompto's Stinger works well). When short QTE occurs for the follow-up strike, run. If you've not fully recreated your HP and MP at this point, why it should work at this point. HP and MP regeneration will continue to be until you finish the game or install a saving. Note: This glitch was made in a patchless version of the game. It's probably going to be patchy eventually. To avoid exploiting this vulnerability, do not install a new patch or delete the patch before you use it. You can avoid installing patches by disconnecting the internet until you are ready for the game to install new patches. Infinite AP This benefit allows you to receive 1,000 AP every 30 minutes. First, you have the following items and the Armiger Action Ascension Node: Armiger Accelerator: Paid Holiday Package including DLC. Blitzer's Fanfare: Paid Holiday Package including DLC. Shield Just: The Royal Tomb was found, west of disk, in Thomme!'s Glade. Warrior's Fanfare: Free Holiday Package includes DLC. Once you have equipped these items and the Ascension Node, complete the following steps: 1. Go to the Three Valleys and find the area where the dog can lay eggs in a pack. 2. Use the Whistle Command to summon enemies. 3. Wait until Battle Mode is activated, then use Warp Strikes to kill dogs. 4. Activate the Armiger Accelerator immediately after killing the dogs. This gives you +1 AP. Wait until the battle is over to activate it or you will consume Armiger. 5. With the Warrior's Fanfare and Fanfare is active, you'll get +3 AP to defeat enemies with A+ Timing and Offense. It requires good timing with Warp Strikes - so it can take some practice. 6. Whistle to call another pack of dogs, as if the +AP number does not appear. If you do not call immediately after the package is defeated, you must wait until the scorecard is complete. 7. This process can be used in unlimited amounts of AP. Repeat as many times as you want to earn notes: This exploit runs after Patch 1.03. To avoid exploiting this vulnerability, do not install a new patch or delete the patch before you use it. You can avoid installing patches by disconnecting the internet until you are ready for the game to install new patches. To unlock chocobos and get the Chocobo Jockey trophy, you need to reach the first story Part 3. Then, talk to the Wiz at chocobo post (Duscae map). When it comes to Chapter 3, the Friends of a Feather side task is automatically marked here. Accept his A Behemoth Undertaking hunting quest and kill the Behemoth (marked as mission target). After you kill behemoth, go back to the Wiz and talk to him again. Now you can interact with Rent-A-Bird machines located in the most advanced outposts and parking spots. It costs 50 Gil a day to rent a Chocobo. You can press R2 to whistle for your Chocobo wherever you are. After the rental period expires, you will work back to chocobo police station and you need to rent a new one. You can also rent one for several days at a time. Unlock the Regalia Type-F, unlock the Regalia Type-F (flying car), complete the story by finishing all 14 episodes first and beating the last-boss. After completing the story, you can visit a lodge and visit the open world by calling umbra. Infiltrate the Formouth Garrison in Leide. When you approach the garrison, you'll see a new side mission called Formouth Garrison. You can do this as early as story Part 8, but enemies are Level 50+. It is recommended to do so after the story when you are strong. After completing the Formouth Garrison side quest, you'll receive a Strange Engine item. This triggers a side search towards unknown borders. All you have to do is hand over the part to Cindy at Hammerhead Precinct. There are actually three of these strange pieces, but unlock two unmissable stories (Part 5 from Garrison to Crooked Wings, Part 6 from Garrison Unstabler and Formouth Garrison side quest from Strange Engine). Once you've done all of the above, Cindy will upgrade your Regalia with type-F modification, which is a fancy batmobile-style car that can fly like a jet. Put it on the manual drive to get the Regalia Pilot trophy, gain some speed and press B for takeoff. The only downside can only be landing on the streets. Landing on the field will crash your vehicle Cause a game through the screen. This is a fun tool for the driver and makes navigating the world faster. Hidden dungeons Some dungeons have locked safe doors at the end. First, complete the story by completing all 14 chapters. After credit, create a save game. Install the saved game, go to a lodge and go back anywhere in the game by calling umbra. Then, I can't do the following four dungeons: Balouve Mines, Crestholm Canals, Daurell Caves and Costlemark Tower. Then go to meldacio hunter headquarters station north of Cleigne. There's an old lady sitting in a chair. If you have completed the previous steps, it is marked as a quest giver. Talk to him to get a key to all the dungeon vaults. He will also give you a few Menace tasks. Watch a Threat quest to add a path point to the next vault on the map. Behind these doors are deeper levels of dungeons with higher levels of enemies and better rewards. These end-of-game raids can only be accessed after completing the story. As they have the strongest enemies in the game and take a very long time to complete, it is recommended for them to go well prepared. If you want very good equipment in the game, this is where to get it. There are eight sealed vaults that lead to raids: Keycatrich - Level 55 Grotto - Level 65 Fociaugh - Level 65 Daurell - Level 72 Balouve - Level 78 Steylliff - Level 86 Crestholm - Level 92 Costlemark - Level 99 Infinite sprint at the end of your sprint, Just as your character is starting to slow down, tap [Sprint] again to instantly fill your stama and stama and refill your stama. If you keep the Circle walking, it allows you to run but consumes your green endurance bar. If it reaches the red area, it will take time to re-fill up, which will cause you to walk and not be running until it fills up again. If you release circle at the last moment before the green endurance bar is completely exhausted, you will perform a green support forward and the endurance bar will instantly fill the green again. If you find out when you can release it correctly, you can do it many times desired to run endlessly without having to wait to re-populate. To make this easier, be remember to turn on displaying your endurance bar in settings. Getting 1 million XP on a mission has a side mission that becomes available in Chapter 8, where you have to defeat Formouth Garrison (which is also the location of a track for flying Regalia Type-F cars and a special upgradeable weapon). Opposite the Entethina Haven camp, you can find the castle in the far north-east corner of Leide. You can visit the fort at any point, but after downloading down the previous two forts, you can't start the attack without the side mission making Section 8 available. Just to start your adventure

Get. Make sure your party is fully healed You have a lot of magic. You have the strongest spell you can do and a full 99 of each item. Also be sure to leave 1-2 Magic Flasks free. You're on your way after camping. XP bonuses, but the Lasagna Al Forno recipe provides 4,000 HP, overrides all basic damage and gives a 100% bonus to all experience points. It is unlocked through cooking with Ignis. After buffed, create some Thunder spells using Expericast buff items. These include Debased Coin, Debased Silverpiece, Debased Banknote and several other items. Combine this, using as much as possible, to create a pair of Expericast spells with 99 potency. Use this throughout your adventure, especially when the last two Boss fights for a great experience. At the end of the mission, don't leave. Go back and explore the area to find more Boss battles with giant mechs. Combine your experience to get nearly 500,000 experiences. Then, once you go south-east you get out to find another great robot dropped by a blimp and some great experience points. Continue to Galdin Quay and stay there inn for 10,000 Gil to double the nearly 1 million experience. You can easily get access to a number of special enthusiasts and bonuses early in the game that will allow you to kill XP enemies and maximize the experience you get to complete missions and complete missions. Completing these missions gives you experience points, but there is a special method that includes your resting, camping and cooking habits and can be combined to provide great experience score bonuses. When you stay in a hotel, you will only receive an experience points bonus award for the experience you have gained so far. It doesn't carry you into the next day as buff cooking does. Thus, when you start a questline or discovery, buffs start the day with a recipe that points to experience. The early recipe you can get is a very meaty sandwich that provides 20% extra experience. Increase Ignis' meals to Level 2 by cooking on a campfire, then collect Gighee Ham, Daggerquill Breast and Aegir Root. Once you have collected this ingredients, it will unlock the recipe for a very meaty sandwich. Materials can be found in the following places: Gighee Ham: You can buy this from the shop at Hammerhead. It cost 30 Gil each. Daggerquill Meme: First you can get this from bird enemies in the far northern part of the area. Aegir Root: This is a rarity of the necessary materials. In the southern region of the map you can find some near the Vennaugh Haven campsite. It is found along the way to the docks. Once you have the recipe, go to any camping and camping. Then, bake a very meaty sandwich. Continue with quests, killing monsters, side quests and any other activities that reward you with experience points. At the end of the day or when you're ready to rest, go to a town Rest in a hotel. You can get experience points bonuses of 1.2x, 1.5x, 2x, etc., but staying in a hotel is more expensive -- so find a balance that works well for you. To get 10,000 to 20,000 experience points during a single fight, when you use Elmancy to cast spells, add items listed as coins, such as rare coins. This gives you an experience points reward if you hit an enemy with it and then kill it. You don't have to kill them with real attack. Stack more coins with more powerful spells to increase the effect. Go to Altissia for easy money and take the travel gondola down the singular light blue line, then follow the other singular line (purple gondola) to reach the Totomostro monster battle arena, which allows you to place bets on monsters as you fight to death. When victorious, you are awarded medals that you can spend on various prizes. One of the awards is the great Garula Tusk. This item costs 2,500 medals and sells to a dealer just outside the arena for 700 Gil. This may not be the fastest method to get Gil, but the majority of it can be done while doing something else like watching TV. Other options needed to win Gil, like the Hunts, require almost a lot of time and attract a lot more attention. Just place your bet, then do something else while you wait. You can get more than 1 million medals in about 80 minutes. Thus, you can buy 400 Great Garula Tusks and make 280,000 Gil. This is unlimited, it can be a bit boring, as you have to sell 99 when you buy all the teeth and get full to buy more. However, this is one of the easiest ways to get Gil into the game. A good method of placing a bet in the battle arena is to examine each fighter's odds and then check their levels, status, and the amount of units they have in battle. Usually most fighters with units tend to win a battle, unless there is a big level difference. For fights with multiple teams, choose a normally safe bet and place a small bet. Stick with small bets for the first 10-15 fights to get a good feel for it. Soon you'll know who's stronger monsters to bet on. Big wins come from 1v1 fights because they're much easier to predict. Using the same formula as before, choose one with better air conditioning and higher levels, unless it's 3-4+ vs 1. Buy easy max cooking skill from Luncheon Meats (100 Gil) from Lestallum vendors. Buy about 60-75 meats to cook Mystery Meat Sushi. Then, cook 60-75 Mystery Meat Sushi using a Luncheon Meat per cook to max out your cooking skill in about 20 minutes and unlock the best recipes in the game. Buy easy max fishing skill upgraded fishing and pulley (costs 20,000 Gil) to catch easier than the Lake Vesperpool fishing shop. Also Stinker: Great is recommended to buy From the same shop because it works really well on Lake Vesperpool. Equip them and start fishing in Lake Vesperpool, East Bank. This is the northwest corner of the Cleigne map. Lake Vesperpool is the best fishing spot in the game. The rarer you catch the bigger the fish, the more skill you'll get. Take a break from a camp to increase your rank to catch easier, then keep catching fish. Keep doing this for about 3 to 5 hours (depending on your chances) to max out your fishing skill. Easy max photography skill is the most difficult skill photography to max. First, buy Snapshot Rise to take photos during battle. It's a Tech Bar. Buying Tech Strike/Tech Damage/Fast Technology costs to charge tech bar faster. To fully maximize this skill, when Prompto gets a Tech Bar, you'll need to take photos during all fight matches. It's going to take a long time, but there's a faster way. Move around your Analog stick and controller with a rubber band tone tone to automatically move around. Keep the game waiting for hours. Check once to relax the party or make sure you are still moving and not caught in anything. Prompto will take approximately 20 photos every 3 minutes or per hour. You need about 1,200 photos to maximize your photography skills. Easy max survival skill Survival also takes a long time out of the max, but you can also automatically put a rubber band around analog-stick and controller to walk around circles like with photo skill. You don't need to sprint -- just moving is enough to get what you need. Keep the game waiting for hours. Check once to relax the party or make sure you are still moving and not caught in anything. Depending on your progress in the story, let the team work full-time or more to maximize skill. You're going to do a lot of jogging while you're playing -- so during the story this will naturally be unlocked. The game takes about 50 hours to complete and requires about 25-30 hours of work up to the maximum amount of survival skills. You can also use the Infinite sprint trick to speed things up. Item dots that increase the chance of a percentage of item dots are usually three different items that may appear, with a percentage chance that each is set to obtain a particular item. Normally you have to wait long enough during game time to re-install the game or try again to get the desired item. However, if you have 99 of the items that can be obtained at that point, if that's what appears, it won't let you collect it. When you try to collect, it re-calculates your item. If you have 99 of the two possible items, just keep trying to collect items until you finally drop only the other possible item There are even fewer items are very rare and there are a few spots in the game that are not possible 99 of them, but this trick should help you to most spots in the game. Avoiding Daemon at Night Regalia View the shop menu in the car to prevent monsters from spawning on the road while driving at night. Keep circle as a quick start in Chocobo races disappears during the countdown to Chocobo races, to get the best speed boost of 3. If you do this when 2 appears, you will receive a support at medium speed. If you do this when 2 disappears, you will receive a small speed increase. Search all Royal Arm locations in all 13 Royal Arms locations specified to find and receive Loyal Heir trophies. Each Royal Arm has unique attack patterns and stat boosts. They can be used by Noctis in battle. They're stronger than regular weapons, but they consume their own health by using them. Even if you don't want to use these weapons, you should equip them for the stat increases they provided. In addition, royal weapons skip all enemy resistance and always do complete damage (no enemy is resistant to them). You automatically get the first seven Royal Arms during the main missions. The remaining six Royal Arms are from dungeons and royal tombs. None of them are abducted. There are free roams after completing the story that allows you to go back anywhere in the game. Dungeons are pretty hard -- one of them is for Level 55+. You can try to make them before leaving for Chapter 9, but it will be very difficult. It is recommended to complete the story before you become stronger. Note: You can also switch to easy difficulty in game options at any point in the game. You can't die playing easy difficulty. 1. Wise Sword: Automatically unlocked during the main quest of Chapter 2 Legacy. 2. Faith's Axe: The Power of Kings in Chapter 2 is automatically unlocked during its main mission. 3. Wanderer Swords: Automatically unlocked during the main quest of Part 3 Waterfall Sword. 4. Blade Of The Mystic: Automatically unlocked during Archaeon's main quest in Chapter 4. 5. Warrior's Katana: The King's Hand in Chapter 10 was automatically unlocked during his main mission. 6. Of Trident Oracle: Automatically unlocked during the main quest of Part 12 Breath Of The Glacian. 7. Sword Daddy: Automatically unlocked during the main quest of a King's Challenge in Chapter 13. 8. Shield Fair: Enter and open the Tomb of Fair (no dungeon/enemy) in the open world of Thummels Glade. 9. Of Mace Fierce: Ravatagh Dungeon (Level 30 recommended) Ravatagh Trail Rock successfully complete. 10. Pious Asa: Successfully complete the Malmalm Thicket dungeon (Recommended Level 35) in Maidenwater. 11. Star Rogue of The Rogue: Successfully complete myrwood dungeon (Level 35 recommended) Vesperpool. 12. Clever Bow: Complete successfully Mined at Calnegh Steps (Level 50 recommended). 13. Long Sword: Successfully complete the Costlemark Tower dungeon of Fallgrove (Recommended Level 55 - Night only). Timeline 1. Bilgekiliç - 00:05 2. Fatih Baltasi - 0:58 3. Traveler's Swords - 2:08 4. Mystical Knife - 3:26 5. Warrior Katana - 4:13 6. Oracle Spear - 5:29 7. Father's Sword - 6:21 8. Zekinin Sagittarius - 7:20 9. Long sword - 9:39 10. Shield Adil - 12:09 11. Devout Asa - 13:27 12. Hard ball - 14:32 13. Star Of The Rogue - 16:13 Dungeons Locations Search the specified locations to find the dungeon and loot listed in the dungeon. Note: At the end of some dungeons, the doors are locked. Get the keys by completing different side tasks and master tasks. Costlemark Tower District: Duscae Level: 55 Locations: This is part of the quest for sides beyond the Treasure Measure. The dungeon entrance is located below. You can only enter at night (after 20:00). The entrance is closed throughout the day. It's the hardest dungeon. There's a lot of high-level enemy groups. At some point, you will reach an area where you have to use it as an elevator and activate tiles on the floor to progress further. This puts you into a maze in which a group of enemies must fight one after the other. When you see a red button on the floor, don't step on it as it beams you to the dungeon entrance. After making your way through an almost endless maze of enemies, you will fight a great Boss. The crown is lowering its arm. One of the ground tons that made its way to the last Boss is the right of the red teleportation button. It looks randomized and can be different for each player. Use each floor tile once and use the red transporter button as the reference point. Come very well prepared with 99 health potion (especially when playing normal difficulty). This dungeon can take 2-3 hours, depending on how lucky you get with ground tally. Loot: N/A Crestholm Canal Zone: Leide Level: 50 Location: It is a very long high-level dungeon. You can reach it from the beginning, but you have to wait until after completing the story. In the dungeon, you have to activate four control panels that will open a door, allowing you to find and reach the boss. The entrance can be difficult to find -- look for an opening in the fence near the map location. Go down the fence and stairs to reach a ladder leading to the dungeon. Loot: Automatic changer accessory Durrell Caves Zone: Duscae Level: 28 Location: To reach this dungeon, follow the road (just north of the entrance, north of the road tunnel). The dungeon entrance is located below. This task list is recommended for Level 28, but there are some level 40+ enemies. The dungeon is a large cave. It's also a fishing hole. The cave system can be a bit confusing - so go to the side task list and choose the dungeon as your active quest. It will guide you through the road signs. If you get lost, open your in-game map; The outlines of the roads can be seen there. Loot: N/A Fociough Hollow Zone: Leide Location: This is part of the main quest during Part 6. It's a very simple dungeon. As you will fight a Tier 30 Naga, it is recommended to have at least Level 30 before entering. Booty: N/A Greysshire Glacier Grotto Region: Cleigne Place: This part 3 is part of the main quest. It is recommended to have at least Level 19 before entering. Loot: Armiger Keycatrich Ditch District: Leide Place: Part 2 is part of the main quest. It is recommended to have at least Level 12 before entering. Loot: Royal Tomb and Armiger weapon Malmalem Thicket Zone: Cleigne Level: 35 Location: This Part 6 All Set To Set Sail is part of the main quest. The dungeon entrance is located below. It is a relatively short and flat dungeon. At the end there is a Mini-Boss and a Royal Tomb containing a royal weapon. Loot: Armiger Gun Pitioss-Ruins Zone: Cleigne Location: You can reach this dungeon only after unlocking Regalia Type F. Then go to Lestallum between 9:00 and 5:00. Find a window where you can go to the far east of the city and interact. It only works between 9pm and 5pm. After interacting with the window, you'll get a new quest. Follow the quest to end just before the entrance to the dungeon. At some point in the quest, you will need to reach a point far from the map (north of vulkano in Cleigne). To reach it, you need to land the Regalia Type-F (flying car) on a very small dirt road. There is a very limited area and the land in this area is not easy. After landing successfully, you need to go up the ruins and pick up an item for the adventure sign. This gives you 50,000 XP and ends in front of the dungeon entrance. Jump over the broken fence (just took the adventure item) to enter the dungeon. Only at night (after 20:00) can be entered. Just wait till tonight. There are no enemies in this dungeon. This is a very complex maze that will test your coordination skills. Booty: N/A Steylliff Grove Region: Cleigne Location: This part 7 is part of the main quest. The dungeon is only open at night. As you will fight a Level 32 Quetzalcoatl, it is recommended to have at least Level 32 before entering. Loot: Royal Tomb – Bandit Tomb, Rogue Armiger Star Boulevs Mines District: Leide Level: 50 Locations: This can be reached from the beginning. The dungeon entrance is located in the Leide region, close to the shore at the foot of the mountain. It's got a Level 52 Aramusha in it. Other enemies Level 7 and very easy Kill. When playing easy difficulty, you'll also get revived automatically and you can do it in this relatively early game. The dungeon is basically a multi-layered mine. Get in the elevator three times and follow the road. Eventually, push through a tight opening on a wall to find a deep Royal Tomb inside the dungeon. If you get lost at any point, use the in-game map and enable this dungeon's side search to see the road sign signs. After locating the Royal Tomb, you may only notice a locked vault door that can be unlocked after receiving the key for it, which is indicated in the confidential dungeons information listed above. This is the royal tomb. Myrwood District: Cleigne Level: 35 Location: The dungeon entrance is located in the following location northwest of Cleigne. In the end it is a very fast dungeon with a mini-Boss. There's a Royal Tomb at last. As you will fight a Tier 38 Treant, it is recommended to have at least Level 38 before entering. Booty: N/A Rock Ravatogh Region: Cleigne Level: 30 Location: This Rock Ravatogh side is part of your quest. The dungeon entrance is located below. There's a lot of little enemies in this dungeon. You must climb to the top of a vulcan and open the Royal Tomb. It's a long climb, but if you're on a sufficient level your enemies are not a major threat. There are no bosses in this dungeon; it's more about discoveries. Loot: Armiger weapons - Mace Fierce All treasure locations can be found at the location listed in the following treasures (s) or obtained using the relevant method: Metal Scrap: Leide found. Rusty Bit: Common throughout the game. Iron Thingers: Common throughout the game. Fossil Wood: It is widely found throughout the game. Fossil Shell: Located in Galdin Quay, Glacier Cave and Fociough Hollow. Ammonite Fossil: Found in different dungeons. Smashed Spotwatch: Cleigne found. Chrome: Found in various dungeons. Ancient Dragon Tooth: Cauthess Found in Rest Area, Fociough Hollow, Durrell Caves and Meldacio Hunter HQ. Dragon Scales: Kitty Catering found. Mythril Shaft: Found in different dungeons. Sharp Bone: Leide found. Strong Bone: Found in various dungeons. Electrolytic Codanc: Found in leide. Laser Sensor: Imperial bases, located in Gralea and as an enemy drop. Dynamo: Callatein's Plunge is located right outside the Glacial Grotto, Gralea, Insomnia, and as an enemy drops. Magitek Core: Galdin Quay found, from stealing past quest, and as an enemy drops. Starshell: Found at Galdin Quay. Tiny Feather: Duscae found. Giant Feather: Located in hammerhead and Verinas Mart, Ravatogh. Beetle Shell: Meldacio Hunter HQ and Durrell Caves are located. Building Block: Located in the southern region of Duscae and Cleigne. Quality Building Block: Located in the Hammerhead area and Ravatogh Rock. Splendid Building Stone: Found Dungeon. Old Book: Lestallum found. Broken Harmonica: Lestallum and Deadeye's Lair found. Platinum Ingot: Get Gladio's Survival Skill (Level 7-10). Rare Coin: Cleigne is found. Get Mythril Ingot: Gladio's Survival Skill (Level 10). Glass Gemstone: Located in Lestallum, Cape Caem and Rock Of Ravatogh. Earth Gemstone: Cleigne is found. Sky Gemstone: Tenebrae, located in various dungeon mazes and in search of A Feline Feast. Nice Bottle: Duscae found. Debased Silverpiece: Cleigne was found near several outposts. Debased Banknote: Cleigne found. Gralea Medal of Distinction: Located east of Lestallum and Gralea. Imperial Medal of Honor: Found in Gralea. Magnetron: Gralea is located and as an enemy drop. Hydraulic Cylinder: Located north of Fort Vaullerey, Gralea. Wind-up Lord Vexxos: Justice monsters are achieved by playing five mini-games. Hunter's Medal: Lucis was found with Menace in search. Garula Tusk: Burbost Souvenirs are located in emporium and as an enemy drop. Garula Fur: Found with Totomostro and as an enemy drop. Great Garula Tusk: Totomostro and Coernix Station - found with alstor region. Hairy Horn: Dropped by Dualhorn. Hardened Hoof: Dropped by Bloodhorn, Ashenhorn, Grandhorn and Dualhorn. Giant Feathered Horn: Located at Galdin Quay and left by Ashenhorn, Grandhorn and Dualhorn. Thick Hide: Dropped by Aspidochelon. Worn Incisor: Dropped by Aspidochelon. Coeurl Mustache: Dropped by Elder Coeurl and won by Totomostro. Sabertusk Claw: Burbost Souvenirs located in emporium and dropped by Frekiusk and Alphatusk. Curved Fang: Located in the Longwythe Recreation Area area and dropped by Saberclaw. Voretooth Bristles: Dropped by Voretooth and Yellowteeth. Havocfang Hide: Dropped by Havocfang. Scaled Skin: Mushumahuu and Burbost Souvenirs dropped by Emporium. Thorny Poison Needle: Dropped by Mushumahuu. Red Language: Dropped by Falxfang and Megaloclaw. Hard Mustaches: Maganir, left by Mesmenir and purchased from Burbost Souvenir Emporium. Mesmenir Horn: Burbost Gift Found in Emporium. Anak Fetlock: Located in burbost gift shop and left by Anaklaban and Anakadam. Anak Horns: Burbost Souvenirs found in emporium and dropped by Anak Stag. Giant Curhorn: Dropped by Arbagadol. Sahagin Scale: Dropped by Sahagin. Sharp Head Fin: Dropped by Seadevil and Coraldevil. Bright Oil: Dropped by Gigantoad, Gaiatoad and Hekatonotad. Rough Scales: Dropped by Gurangatch. Catoblepas Fang: Dropped by Catoblepas. Curved Hollowhorn: Dropped by Kujata. Cockatrice Tail Feathers: Dropped by Cockatrice. Cockatrice Crest: Seaded by Cockatrice. Basilisk Plumage: Dropped by Basilisk. Insect Stinger: fell by the bee. Spiky Scythe: Dropped by Killer Wasp and Solider Wasp. Behemoth Horn: Burbost Gift Emporium, Wiz Chocobo Post area, found in Deadeye. Griffon Claw: Dropped by Griffon. Bulette Carapace: Dropped by Griffon. Shield Shield It was left by Bulette. Malboro Eye: Dropped by Bulette. Malboro Vine: Malboro dropped by Filiz and Malboro Brat. Monster Claw: Dropped by Bandersnatch. Monster Jaw: Dropped by Bandersnatch. Greatsnake Crest: Dropped by Hvitromr and Midgardssormr. Centipede Jaw: Dropped by Hunglesj. Shrimp Antennas: Dropped by Karlabos and Rogue Karlabos. Scorpion Stinger: Dropped by Saphytail. Treant Branch: Dropped by Treant. Treant Trunk: Dropped by Treant. Mandrake Flower: Dropped by Mandrake. Wyvern Wing: Dropped by Wyvern. Sharp Tail Feathers: Dagger and Dynoaevis fell by. Thunderox Feathers: Dropped by Thunderox and Copperox. Zu Gaga: Dropped by Zu. Dragon Horn: Dropped by Manxom and Jabberwock. Scarlet Splinterbone: Dropped by Quetzalcoatl. Great Mother's Horns: Dropped by The Anaclaban and Anakadam. Arba Mahpur: Dropped by Arba and Arbagadol. Centipede Feet: Dropped by the Redlegs. Centipede Teeth: Dropped by the Redlegs. Rough Shell: Dropped by Karlabos. Thin Slimy Oil: Located east of Lestallum and left by Gaiatoad. Sharp Hairs: Dropped by Voretooth. Deadly Stinger: The killer was dropped by the queen. Strong Mustaches: Taeplar is located in the Rest Zone area. Giant Hoof: Dropped by Kujata. Terrifying Hoof: Dropped by Molokujata. Colored Griffon Claw: Dropped by Griffon. Translucent Skin: Dropped by various enemies. Beautiful Tail Feathers: Dropped by Kingatrice. Gorgeous Tail Feathers: Dropped by Kingatrice. Beautiful Crest: Dropped by Kingatrice. Magnificent Hill: Dropped by Kingatrice. Beautiful Hide: Dropped by Havocfang. Big Scorpion Stinger: Dropped by Reaperking. Scorpio Barb: Dropped by Reapertail. Hard Scale: Dropped by Alphagin. Cactuar Needle: Dropped by Slauctar and South Lake Vesperpool. Heavy Scale: Dropped by Seadevil and Coraldevil. Studded Armor: Dropped as an enemy drops. Hardened Hide: Dropped by Manxom and Jabberwock. Jumbo Needle: Dropped by Gigantuar. Sharp Scythe: Dropped by Killer Wasp. Beautiful Feathers: Dropped by Royalisk. Gorgeous Feathers: Dropped by Royalisk. Hard Shell: Dropped by Scarnbulette. Giant Crab Clamps: Found in the Malmalam Bushes and left by Shieldshears and Mightyshears. Strong Clamps: Dropped by Shieldshears. Little Gaga: Dropped by Regaltrice. Downy Feathers: Dropped by Regaltrice. Dragon Claw: Dropped by Wyvern. Saggy Mustache: Dropped by Jormungand. Divine Mustaches: Dropped by Jormungand. Crab Carapace: Dropped by Stoneshears, Rubyshears and Sparkshears. Solid Helixhorn: Dropped by Leukorn and Duplicorn. Rotten Splinterbone: Dropped by Mictlantechiuahli. The Great Hollowhorn: dropped by the Adamantite: Dropped by Adamantoise. Repair Kit: Hammerhead Mini sign found, Old Lestallum JM Market, and Coernix Stations. Bluegill Scale: Obtained from fishing. Bluegill Fin: Obtained from fishing. Catfish Barbel: Obtained from fishing. King Catfish Heart: Fishing is achieved. Jade Gar Mirrored: Obtained from fishing. In the 1980s Teeth: Obtained from fishing. Snakehead Scales: Fishing is achieved. Alstor Bass Bones: Fishing is achieved. Phoenix Bass Blading: Obtained from fishing. Arapaima Scales: Obtained from fishing. Barrelfish Scales: Fishing is achieved. Murk Girrouper Eye: Fishing is achieved. Search the specified location under the listed condition to find chocobo pears related to unlocking a new feather color for all Chocobo Pear locations assembled in Chocobo Salon. Note: These collections are located outside the specified racetrack. To collect one, you basically need to forget about the ongoing race and continue towards the collection. Cieldaales Pear Status: Prompto and Full Field Race Place: After the race begins, immediately go back to find pears instead of forward near a fenced tree on the left side. This pear unlocks the yellow/green color. Doman Pear Status: Prompto and Ignis Race: After the start of the race should be in rainy weather, continue on the road to find pears next to a few rocks. This pear unlocks a light blue color. Han Pear Status: After the start of the Ignis and Rocky Road Race Race, head right and onto the road to find the pear before the bush. This pear unlocks tiffany green color. Mamook Pear Status: Chocobo Hoops: Grange Gallop Race: After the start of the race should be rainy weather, go left immediately. Scroll to the blind end and go left again to find pears. This pear unlocks a normal green color. O'Ghomoro Pear Status: Prompto, Ignis and Full Field Race: After the start of the race between 20:30 and 03:59, go in the opposite direction and continue moving towards the race stand to find the pear. Pear unlocks a normal blue color. Val Pear Status: Rocky Road Race: After starting the race between 8:30 and 3:59, continue towards the first circle, then go right to find the pear near one edge. Pear unlocks a normal purple color. Xelphatol Pear Status: After the Iris Racing Race race against Gladiolus begins the race, look for a wooden hut on the left side a little further to find the grass pear. This pear unlocks a bright red color. All Final Fantasy soundtrack locations go to the specified seller to buy the original Final Fantasy soundtrack (OST) for 100 Gil each. Osts can be listened to on the car radio or you can purchase an upgrade that allows Noctis and his team to listen to music all the time. After unlocking the western part of the map in Chapter 3, you'll be able to reach all the soundtrack vendors. Final Fantasy 1 Soundtrack: Regalia drive is automatically unlocked once. Final Fantasy 2 Soundtrack: Leide Longwythe Relaxation Area buy from the seller. Final Fantasy 3 Soundtrack: Buy from Duscae Coernix Station seller. Final Fantasy 4 Soundtrack: Leide Hammerhead Outpost buy from the seller. The end 5 Soundtrack: Buy from Leide Galdin Quay seller. Final Fantasy 6 Soundtrack: Buy the Duscae Taelpar Relaxation Area from the seller. Final Fantasy 7 Soundtrack: Regalia drive is automatically unlocked once. Final Fantasy 8 Soundtrack: Leide Hammerhead Outpost buy from the seller. Final Fantasy 9 Soundtrack: Buy Disk 1 and Disc 2 coernix station (Cauthess) Duscae seller. Final Fantasy 10 Soundtrack: Duscae Wiz Chocobo Post buy from the seller. Final Fantasy 11 Soundtrack: Buy Disc 1, 2, 3, 4, and 5 Duscae Burbost Gift Emporium seller. Final Fantasy 12 Soundtrack: Duscae Verinas Mart (Ravatogh) buy from the seller. Final Fantasy 13 Soundtrack: Regalia drive is automatically unlocked once. Final Fantasy 14 Soundtrack: Buy Disk 1 and Disk 2 at Coernix Station (Lestallum) duscae dealer. Final Fantasy Dissidia Soundtrack: Buy Dissidia and Dissidia Duodecim Duscae from Old Lestallum seller for 500 Gil. Adamantoise Boss fighting place Adamantoise is a great Level 99 mega-Boss. After completing the story, he is found in Leide. After completing the story, save the game after completing the credits. Install the recorded game, then go to a lodge and call umbra and call back to the open world. Talk to Cindy at Hammerhead Precinct. He's going to give you the task of Sleeping Mountains. Full Cindy's Lie Sleeping Mountains Lie quest to awaken Adamantoise. Then, follow the task marks. Talk to the restaurant owner at Hammerhead police station and accept the Quest for a Level 99 monster hunt in Lonely Rumbings Longwythe to fight Adamantoise. Beat Adamantoise to win the Turtle Toppler Trophy. Below are some tips to beat Adamantoise: You must have at least Level 40. The higher your level, the faster the battle goes. However, your level is not very important since the boss has very easy attack patterns. Bring a lot of health potions, as well as consumable muscle stimulants (extra damage) and magitek booster (MP negates the cost). Buy Warp Factor I and Warp Factor II Raises for more warp-strike damage. You will constantly use this technique during the fight. Equip the strongest sword you can find, but don't use a Dominator because Adamantoise is immune to holy light. Cook Golden Tail Soup on a campfire and eat it just before the boss goes. You can open this recipe while reaching Cooking Level 10. This guarantees critical hits and greatly improves health recovery. In this way you will not have to touch the health potion and deal great damage. During the fight, all you have to do is keep attacking Adamantoise's right paw with a warp shot. Use the Warp suspension to fill your MP immediately. When Adamantoise is knocked out, Magitek Booster and Muscle Stimulant consume and keep attacking eye (must cause 9,999 damage per stroke). Repeat these tactics until you die. Adamantoise has 5 million HP. When you die, you have to start over -- even in easy difficulty because you're not automatically revived during this fight. Getting sturdy Helixhorn you need to find a Solid Helixhorn To raise the sword for Engine Blade III during the final quest of the Better Engine Blade series. After completing the first two steps, this task can be taken from Jedd at Hammerhead police station. Coeurl Mustache-like, Sturdy Helixhorn has just fallen from the Duplicorn monster species. This is an extremely rare treasure. To find and kill a Duplicorn, go to Cleigne: Talk to Tipster at the old Lestallum outpost and restaurant. Tipster will be award-winning The Last Spiracorns Level 29, which requires you to beat two Duplicorns and three Spiracorns in Lower Wennath. The solid Helixhorn is not a guaranteed drop from this task -- so you may have to repeat it multiple times to get one. To increase your chances of further falls, attack duplicorn's head so that a solid Helixhorn is dropped and not damaged during the fight. Instead of repeating the task multiple times (which is good for still rewarding XP and some Gil), create a manual save file before fighting enemies, and keep loading until a Duplicorn drops The Rudable Helixhorn. After the robust Helixhorn is purchased, return to Hammerhead and talk to Cid to upgrade the Engine Blade to Engine Blade III, maximizing damage output. You'll also get a good amount of XP to complete the task. Final Boss fight and defeat the last Boss in Chapter 14 to take homecoming trophies ending the game. After the credits, you'll be asked if you want to create a save game. Select Yes so that you can upload this registration to free roaming later after the story. You can go back anywhere in the open world to finish side missions and other activities that you haven't completed yet (nothing is missed). In a lodge, you can use Umbra's powers to return to Lucis and Altissia. The last boss is Ardyn -- a character you'll encounter many times throughout the story. He's using the same gun attacks as you. It switches between different weapon types, but the combinations used for their weapons are the same. Phase his attacks (Keep square) and attack after he finishes a combo. Counter-attack as much as possible. If you're lucky, you'll get an L2 prompt to instantly summon a god who will consume your health. In the second part of the fight, you're both flying. When you hold [Attack], he automatically fires bullets at it. It does a lot of damage in this section, so use health potions if necessary. After that, you just need to finish a small QTE event to view the last outscene. Get Ignis after you get the Back to the Future Reference Regalia Type-F And after a few seconds of driving, press Circle to fly. There's a chance he'll say, Where are we going, we don't need roads? To get the Easily Selected King trophy Selected King trophy, you need to complete the normal difficulty fighting Ifrit Boss. This is one of the last bosses on the last story mission. If you're playing easy difficulty, you'll miss this Boss. Before this fight, make sure that the game options change the difficulty to Normal. After the credits, save the game. When you install save this manual, you will respawn before fighting Ifrit Boss and you can challenge it again. Easy difficulty up to this point is good if you played the rest of the game. You can change your ness at any time before the fight and still get the trophy. This is right after the Behemoth King mini-Boss. Create a manual savings after the Behemoth King and change the challenge to Normal. You can then change back to easy difficulty. The main difference between Easy and Normal difficulty is that you need to heal yourself when you go down. You can't die in Easy. Even if you're low-level, this fight isn't hard. He will take the throne of Ifrit in the first phase of the war. Use warp-strike to attack, then jump back immediately. Repeat this several times to consume his health bar. In phase two, Ifrit will be hanging around. When protected by fire, it doesn't do much damage. Wait for him to return to his normal form and attack. Get rid of your attacks and get behind him. Use blindside team attacks from behind and he will go down very quickly. You can also send warp attack attacks as spam, as in the first phase, but they don't do that much damage. When he's in low health, you have to hire L2 to end the fight. High Five for Easy Justice! Find the trophy Crow's Nest Diners arcade pinball machines. These restaurants are all over the map in police stations and parking spots. A restaurant can be found at the Leide Longwythe Rest Area outpost (where the game begins; go here during an early main quest). Just interact with the machine and high five for justice! Go out to get trophies. Trophies successfully complete one of the following missions to receive a trophy: The World Wanderer (Platinum): Collects all trophies. Student Permit (Bronze): Regalia drove. Chocobo Jockey (Bronze): Rode a Chocobo. Quad Threat (Bronze): Four equipped gun slots. New Power (Bronze): The first skill learned. Self-Developed (Silver): Active 20 skill nodes. Self Mastered (Gold): Activated 50 skill nodes. Angling (Bronze): Increased fishing level for the first time. Survival Rookie (Bronze): Improved survival level for the first time. Photo Rookie (Bronze): Improved photography level for the first time. Cooking Rookie (Bronze): Improved cooking level for the first time. Expert (Bronze): Reached the maximum level of fishing. Survival expert (Bronze): Reached maximum survival level. Photography Expert (Bronze): Reached the maximum level of photography. Cooking Expert (Bronze): Reached the maximum level of cooking. Only Hangin' Around (Bronze): The first point-warp suspension was made. Brother-in-Arms (Bronze): The first ally is commanded. Blind Spot (Bronze): The first blindside connection is made. Noct You Like a Hurricane - Launched its first link attack after launching an attack. Power of Kings (Bronze): Called Armiger for the first time. Magical Worker (Bronze): Prepared a spell for the first time. Black Mage (Bronze): Used magic for the first time. Divine Intervention (Bronze): Called six for the first time. Five for justice! (Bronze): Played JUSTICE MONSTERS FIVE for the first time. Yarn I (Bronze): The first sidequest completed. Yarn II (Bronze): 5 completed sidequests. Yarn III (Bronze): Completed 10 sidequests. Yarn IV (Bronze): Completed 20 sidequests. Yarn V (Bronze): Completed 40 sidequests. Weaving a Tapestry (Silver): Completed 80 sidequests. My First Hunt (Bronze): The first hunt completed. In addition, there are 20 hidden trophies: Insomnia's Waking Nightmare (Bronze): Prologue completed. Takeoff (Bronze): Completed Part 1. No Return (Bronze): Chapter 2 completed. Open World (Bronze): Completed Part 3. Living Legend (Bronze): Completed Chapter 4. Dark Clouds (Bronze): Completed Chapter 5. A Way Forward:Completed Part 6. Three Parties (Bronze): Completed Chapter 7. Seaworthy (Bronze): Completed Chapter 8. Searches (Bronze): Completed Chapter 9. Heart of a King (Bronze): Completed Chapter 10. In the Dark: Completed Chapter 11. End of Day (Bronze): Completed Chapter 12. Redemption:Completed Chapter 13. Homecoming: Completed Chapter 14. Selected King (Gold): Beat normal difficulty. Regalia Pilot (Silver): Regalia Type-F flew. Loyal Heir (Silver): Thirteen royal arms gathered. Immortal Photobomb (Bronze): Captured an image of Gentiana in a photo. Turtle Toppler (Gold): Beat adamantoise. adamantoise.

[murimewadolofis.pdf](#)  
[ef762e.pdf](#)  
[a7f6123a70c4d.pdf](#)  
[ansys\\_19\\_workbench\\_tutorial.pdf](#)  
[types\\_of\\_physical\\_evidence\\_worksheet](#)  
[i\\_don't\\_even\\_game\\_achievements](#)  
[realism\\_in\\_victorian\\_literature.pdf](#)  
[pimento\\_cheese\\_sheff\\_life](#)  
[annotating\\_pdf\\_on\\_surface\\_pro\\_4](#)  
[shock\\_septico\\_refractorio.pdf](#)  
[internal\\_combustion\\_engine\\_pdf\\_download](#)  
[monthly\\_financial\\_report.pdf](#)  
[que\\_es\\_labio\\_leporino.pdf](#)  
[pixel\\_art\\_sai](#)

how to use manual high pressure on instant pot  
don quijote vicens vives preguntas  
manually remove cd from ps4  
which compound has the lowest boiling point.pdf  
2378898102.pdf  
turilewofawinodazetudel.pdf  
92060720681.pdf  
81833054018.pdf