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Before we start this FFXV Walk-through/Guide, I just want to point out what we're trying to accomplish with this walk-through. I will try to make them as short and simple as I can, just addressing important decisions or value moves you can make for the area... FFXV Walk-through – SPOILER FREE disclaimer I will avoid using names, and avoid talking about story elements. Of course there may be things that you read that can spoil secrets or something, I put 'em in spoiler tags. Overall, this walk-through guide is relatively neutral and I won't talk about the story's specifics or events, but will still try to be clear enough to help you along. Lemme know how it can be better, of course. Work is still ongoing!!! So you're pushing your car, I'm sure you've seen this scene before. DID YOU FOLLOW KINGSGLAIVE AND THE FRATERNITY? You should get to it. I imagine you'll regret not doing it. While this is technically optional, your enjoyment of this game will definitely improve if you do. If you had no idea it existed - don't worry. You can at the beginning of the part do without losing much not watching these things. But next time you take a break, consider watching these before you get too advanced. Hammerhead hold on! Don't go crazy exploring anymore! To have a maximum value, follow these steps. WAIT UNTIL YOU UNLOCK THE CAR BEFORE YOU GO EXPLORING! It won't be long. Step One: Upgrading your weapons right now is your best bet. Just take the L2 Hunt from the chef, finish it, and you'll have enough money to buy weapons for the whole party (bought from a gun dealer in Hammerhead). Don't worry, the next level of upgrades is not available for a long time. Whoa! He unlocks a lot! I'm sure you have a ton of questions right now... Go on and quest until you unlock your car. The Regalia! all right! So now you have your ride. Regalia is obviously a great substitute for walking! Here are some key facts you need to know about Regalia – You can go back to it as a checkpoint! From the menu you can teleport to the car. Bejeesus's abuse of it in the search. Between being able to return to your previous resting place, and car hunting and side-searching can be easy. You can quickly travel to the parking spaces that you have been! As beautiful as the landscape is, sometimes you just want to cram in as much action as you can. Car or manual - You can tell Ignis to drive for you (while you have coffee...) anywhere on the map you are able to go. You can also drive yourself. Longwythe Rest area There wasn't much to do, IIRC. Just do some quick hunts while you're here – the story quest points you out of here fairly quickly. Galdin Quay Don't forget to get back in the car so you don't deny that damn walk back from the dots. After meeting and getting some gems for Dino, don't listen to the warning that when you talk to Dino, you won't be back for a while. It's fake. You'll be back in Leide in a minute. Already You were supposed to be Hunter Rank 2. Since you're in your third city, a city, Remind you that you can turn on completed hunts in any restaurant! I hate myself for not trying that before.... Other tasks are a little time consuming, but in the end, they are not dangerous. You will know that you are in for a long expedition once you are asked to go to the blockade in the Ostrium Gorge. If you haven't explored here how there is a fishing spot, you can unlock it here. Once you get a good view from the mountain you are done with the search, and can look around the area. Meeting Cor Just keep doing quests until the Royal Armaments are unlocked. You'll know. Armigers and you - Royal Armament (Armigers) are strong, but come with a huge disadvantage - you lose your life when you use them. However, try to equip as much as you can as they provide strong passive stat bonuses! So even if you never actually use it in combat, they can help in a big way. Talking to a girl to disrupt the blockade is a long expedition, feel free to tie all the loose ends before you do. But don't worry too much, you'll be roaming free soon. Stock up on potions, and some Phoenix Downs just in case. It's wise to do this for every long expedition. Potions are cheap, and prevent a lot of BS. Further into Duscae - but retreat first! After unlocking Duscae, retreat to hammerhead (and Leide in general). You can snoop here and take side-quests, of which there are many back in Hammerhead... Cid & Weapon Upgrades: This is probably the highest impact side-quest from Leide... Weapons with yellow exclamation pointes can be improved. At this point you only have a blade engine and a Lance drain, and some of the Prompto machines. I was lucky enough to get the first upgrade of the items without having to do anything. Other side-quests strings start from Leide, and eventually require you to go to Duscae. Chef in Hammerhead - Unlocks food and recipes. 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Bandersnatch: Hitting your feet will knock him down, otherwise it's not a very threatening fight. Go and get your prize right after, and luckily there's a Return to The Entrance button available in the menu! Let Ignis take the wheel! On Caem... Finally... I'm just kidding! A short pit stop in a random parking lot to change drivers. Fortunately, you will get silver bangle for your problems. You can listen to the NPC's too. Now on Caem... Not! Another parking space. Just go ahead and camp because it will be at night soon. There's some food gathering to be here, as well as a fishing spot if you're into it. There are 2 beastly fish here that I couldn't quite reel in. . Still. Don't forget to get back in the car! Finally... Finally you get to go to Caem. There's a Choco rental and merchandise shop before you get down, stock up! Once you talk to Iris, a good 'ol There will be no back warning will happen. This time it's true. Gladiolus is leaving the party temporarily! So if you're itching to do some hunts, now's the time. Rush this part while not getting sidetracked – page 3 is pretty worse than 4... Also, fast travel to parking spaces seems to be locked in some places, so yes, best to be quick with this piece of the story. Vesperpools! I DONT KNOW HOW, but Regalia has a shop now (it came out earlier!?) There are some very important things you can do with this business... Buy Ingredients (ehem, Stock up on any Noctis bowl) Potions and Restorative! Portable MP3 player! Using the discs you found for your car. Beast Whistle - Spawning areas suitable enemies at any time! Okay, let's move on ... In particular, there's a Cactuar needle along the winding road leading to this place. You'll see it pop on the map... Be attentive and make a quick stop at it! It's just before the long bridge. Used to upgrade Auto Crosses! They're pretty rare at this point in the game - it's worth the makin' stop. Follow the dusty road, pass its length until you find a parking space to reveal it for future reference. There's a campsite, too. I came here at night, so, could I! The next search is long, you will be glad that you made ascension - Survival After taste (Extend the condition to increase the time from food to eat in the camp). You do, don't you? Vesperpools guards at the gate? It's business. They have some special weapons, so you pick them up. Ms. Dragoon McTitties will join you and show you how to open the door. Just wait till dusk! Fortunately, talking to one of the NPCs is there giving you the opportunity to do so. I found some of these doors before reaching this point in the story, and I'm sure I visited some during dusk. I'm not 100% sure you can enter this point in the story – so feel free to ring the bell in the *** Maybe they're just an end-game thing, and just share the same look*** steyliff grove (Vesperpools Dungeon) Before they break out into the cold sweat thinking labyrinthine type dungeon, no. The layout is quite simple from the first part, it's just long. Notable items Magic Bank – (B2) illuminated platform in a submerged room. Hard to miss. Apart from that magic bank, you won't miss anything important here in the whole dungeon. The B3 and B4 looks quite confusing, and you can (and will) fall into the second floor quite often. Just look around and try all the ways until you start the Iron Giant event. Do not worry about breaking bridges that lead to the exit - the room repairs itself after this event. Will you know that you are going to fight with the boss when you see a large illuminated hallway (roughly B6?) If noctis has a low HP maximum, use Elixir pre-fight... YOU'LL REGRET IT IF YOU DIE ALL THE WAY HERE! Boss - Quetzalcoatl: Lots of heavy hits here, and can turn sour really fast. It has a long knockdown that can cause game over (I think) if your HP max is low enough. Just be careful, it's a long way back from the beginning, my friend. DON'T GO BACK TO THE ENTRANCE. There's an allural shallot meal gathering knot here. There's more to this dungeon, but not at this time... Once you get out, you can freely explore Vesperpools. There's more than 1 fishing spot, if that's your thing. Talk to Ariane quickly to travel to Lestallum. I'm pretty sure it's game over. I don't know if it's an advantage to run it all right now – I was too lazy to budge. Is there anyone who cares? In the Powerplant After meeting hunter, go straight into the hallway, look behind just before you go up the stairs - there's a Silver Bracelet. Kill the demons in a forgiving time limit and get on with it. There are no other relevant items and you can't miss anything. Next to Caem! Again... From there you can roam freely like a full party again. It's a good time to catch up with some hunts and rank up to 4 if you haven't already. Do any of the sidequest strings you are interested in, and turn in any weapons upgrades you have found. Iris is on board with a side trip. Don't worry, you don't have to do anything. She will give you a Moogle Decoy that you can use from the tactical menu items. I wonder how good it is... Rock of Ravatogh. I think, is the only tomb to which you have access here that you can realistically beat at this point. Enemies here are quite low level, but they are uncomfortable to fight. 25-30 should be a pretty good level for this. It is located on the westernmost road from Cleigne. If you have explored all the bases, as I told you, a nearby tipster actually reveals the location. Just go to Verinas – Ravatogh (base) rest area, and talk to the chef to see where it is. Caem Outpost is a magical bank inside behind the counter, in the base. There are some simple sidequests here in front of you Get them all, anyway. Cat, and Iris' sidequests were free. Caem Carrots from items, I did not have time to check what prices you can get here ... While a good 'ol warning appears again – don't listen. You can come back. If you've watched Kingsglaive and/or Fraternity, just do it now before going any further THIS is my last reminder of this! Altissia finally Whoa ... stunning map isn't it? Before you ask ... How do I get to Maagho! USE THE BOAT TO GET TO THE RESTAURANT! You can't go for it if I'm not wrong! Once you're on Maahgo, talking to a guy a few times, it takes a few attempts before the usual restaurant menu appears. The hunts here are quite easy to complete given the ease of traveling around the city. But it's all night hunts, so at least you have work to do. Simple stars! Take mindflayer's hunt and take the boat to Leville. Time to upgrade some weapons! It costs a painful 5000 each, but if you follow this guide you already have two of them (Thunderbolt and Delta Daggers). Your main expedition is here, too. Soon after, you'll unlock Umбра. Umбра allows you to retreat to the old continent through memory, haha. It's basically a way to give way to all the tasks you want to do while you're here. You can summon Umбра at any point you can sleep in (I've tried in camps). Again... Before you ask ... How do I get to the 'Summit' meet Camelia!? Take your boat to Palsino Street Station, and then go up left. It should be self-explaining from there. You can't go back to the city once you enter... It's a bit true ... What do you mean you can't come back? THIS TASK PUTS YOU IN ACCELERATED UNTIL THE END OF THE GAME. It's one long and linear journey to the very end. It's going to take a few hours. Don't worry, you can still retreat through Umбра. I highly recommend you just race to the end of the game at this point. You can back off later ... As for the part of town that will get wrecked... I don't know if you can even visit this. But judging from what I've seen, there's never a relevant item in any place you can't budge on. Hmm... Negotiations & The Hydraean I classes to be nice during this whole negotiation scene. I wonder what happens if you? I'll find out in the next playthrough, I guess! Hydronium problems? Do a bunch of Warp strikes trigger cutscene. If you are wondering how to win, Whoa it will take ages!. Ne... You're in for treatment. Don't click on it while you're on the Damn train that was epic, right? Even if the battle was not difficult, it will be difficult to beat this setting. In the very definition of an epic, it was an epic battle. I wasn't so devastated by the development of our girlfriend... I really don't know why. But Ignis ... Hell. Bloody son. Cartanica If you couldn't get guns from Altissia, the gun dealer sells the same thing here. There's a few notable things up and down the railroad. I tried to go out into the desert, lol - but you can't (thankfully). Stairs down at do not lead to mine, annoyingly, but have more unusual items. There's a chef (no hunts, but get local information) and a rest area. Gone to the mines! Fodina Caestino Mines You will be asked if you want Ignis to come. If you refuse, you are a bad person and you should feel bad. If you take him, Gladio will give you a bead to walk too fast. I can't win them all! I backtracked to the exit as I spawned and got a Titanium bangle for my problems (meh). At the first alligator pool, the path is divided into 3... TLDR: Rush the main quest as soon as you have to find the generator key - to camp, you can not miss (optional cutscene), then complete the rest of the main task. There is absolutely no remarkable point in this area if I missed it. Exploring this place is a suction. TRUST ME ON THIS. Click on the bottom to see the longer version. Don't you want to listen to EY? Top – connects to RIGHT. It's all part of a huge lower area. Medium - Where is your task marker. Leads to the upper area and beyond. Somehow I got the light to enter the dungeon as soon as I explored a little bit of this upper area... more on that below. Right - Connects to UP. It's all part of a huge lower area. The camp is closer here. Up & Right – I searched this bottom area, and I'm sure there was nothing special. The best thing I found was ruby bracelet, it's in most corner no on the map. Meh. All you really want in this area is camp. It's worth camping here - there's a cutscene. Central – in the middle of the road, you have a lot of places to go. There are a few fingers that lead north. Third finger (from left / west), follow this and you end up on the surface. Somehow, when I got here, I got sunlight to enter a place that would make my life easier. Or maybe daylight just spawned when I came here. After the machine blockade, there's another alligator lake. No good items here either. Boss – Marlboro: Ach, classic. Not too hard. You're just going to burn the boss, ignore the little boys. Okay - soon you'll be on the train and get rid of this place. I really hope you took the advice I had above, it will save you a good hour or two. Train the pain you will be in a fairly long and non-threatening quest, which is more like cutscene. Pretty cool. You make a deal and keep going! Tenebrae Again, if you need to buy the same level of weapons, there's a gun store inside one of the Magitek ships here. Not much here except the story. Go outside! Train to Brosan Head NORTH on the map on the train. Pick up items along the way. When you run into Regalia, you'll know you're in the last car. Get out of there. Head south and get things - I tried rotating my camera in every room looking for sneaky items - there aren't any. It's going to be a lot. So I won't interrupt you until... Kings Fight: Zegnautus Keep Yeahp... Where's Cindy when you need to! Retreat to find oracle ascension coins. Where is Power Grid B!? To power, then retreat to the place where you fathered. Somewhere there you will find Power Grid B. Auto Sprint is your friend - Press L analog stick. There are beds (hostels) spreading here, these are savepoints too. Follow the quest marker on this one. I made the mistake of exploring and had to basically walk the entire length of this place like three times. To clarify, you can (and should) manually store in each bed. In case you need to recall the skills ... About : Death / Suction L1 + Triangle: AoE (consumes all MP) Square: Dodge + damage How to beat Rogue Axeman!? If you're in the Stealth zone along the corridor. Lol, these guys are pretty strong, but I didn't bother stealthing. You can cheese these people by holding a square while on STEALTH MODE (find those boxes or corners). Eventually, they'll kill them. Spider (Uttu) !? As! You guessed it. L1 + Triangle ices this crazy. Broke down and do not want to wait for an MP? Potion and go through with. One of the level 3 rooms (upper left corner) contains a magnetron. I don't know if it's relevant, but it's the first time I've seen this item. There is also a Magitek Core at the very end of this floor keep following the quest tracker... Once you get a new sword, retreat to read some notes on the floor. Eventually you get to the vending machine. Stock up! The Rank 4 card is located next to it. There's a remarkable drop here... Chobham Armor. After that vending machine, go north and back. This is an optional area and the ultimate depositor. Elevator Demon? Just defend ... Hold the square if you have to until the elevator arrives. Can you kill him? Probably not (I'll try my next playthrough). You'll see him again when you go, just run. Follow the search marks and on the lights. Feel free to go to the rooms after. Floor with many rooms Go straight to the quest marker and touch the control panel (west of the room). Try to read the various messages around the rooms to get more understanding of what's going on. When I talk about the orientation of the room, use the menu map, not the room diagram. Don't blow anything, and proceed to the N then NW room, there's a Panel B tab here. Insert the key and then head to Room S and then to sw. Now head to the quest marker in room NW for the next keycard, Panel C. Now to A+C, and check out the W room. Go around. It's the only new room. Now to B + C, and head to the room SE, exit. That's what all rooms do! It's a LOOOOOOOONG process until you get anywhere near the next problem. When you finally unlock the elevator and come to the big hangar. You know shit is going to be really real. Hopefully you're stocked in vending machines.... Boss - Ravus: This guy is robust, and has some pretty deadly attacks. Don't be lazy on parry. He doesn't seem to have a weakness, but he tries to save the armiger every time he is in a vulnerable state. World of Whoa ruins, pretty cool, right? Well, let's see.. The first order of business is - weapons! There's a gun store, but luckily these guys already have some is bought and equipped. Gentlemen! At 10k a pop, it's not cheap! Durandal (Sword) Radiant Lance (Spear) Black Prince (Shield) doesn't bless making old quests anymore! Complete the game and will unlock many endgame sidequests and secrets as well as Significantly improved mobility options.... So yes, just get it with before you think to go back and pack things up! Cure for insomnia How can I defeat demons here!? You don't have to. If you forgot, just press the triangle to blink forward. I think you can try to kill them, but it's not an effort. Lost? Can't find a way? Just go to the southwest end and find the stairs leading down. There is one notable point in this segment of the city! Near those stairs, go south to the very edge of the map, that little box. There's a Dynamo, which is upgrading the material for the Bioblaster metro area is pretty easy. How do I get through the second urban area!? You see that King Behemoth? Yes. You can try to see if the black hole rings works, but I was itching to fight haha. Don't worry about healing max HP after, another cutscene automatically restores you. Boss - Inferian: More storyline boss than challenge. Same old old one. In the lobby of the Citadel there are 2 remarkable objects rune earring on the south side. Tempered shield on the north table – This accessory is GODLIKE. It's the last leg from here. Good luck and have fun! WORK IN PROGRESS!!! MANY IMPROVEMENTS TO BE MADE YET! Need ore related articles? Check out our FFXV guides. Like us on Facebook for more updates on FFXV! You can promote our site through Patreon! Patreon!

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