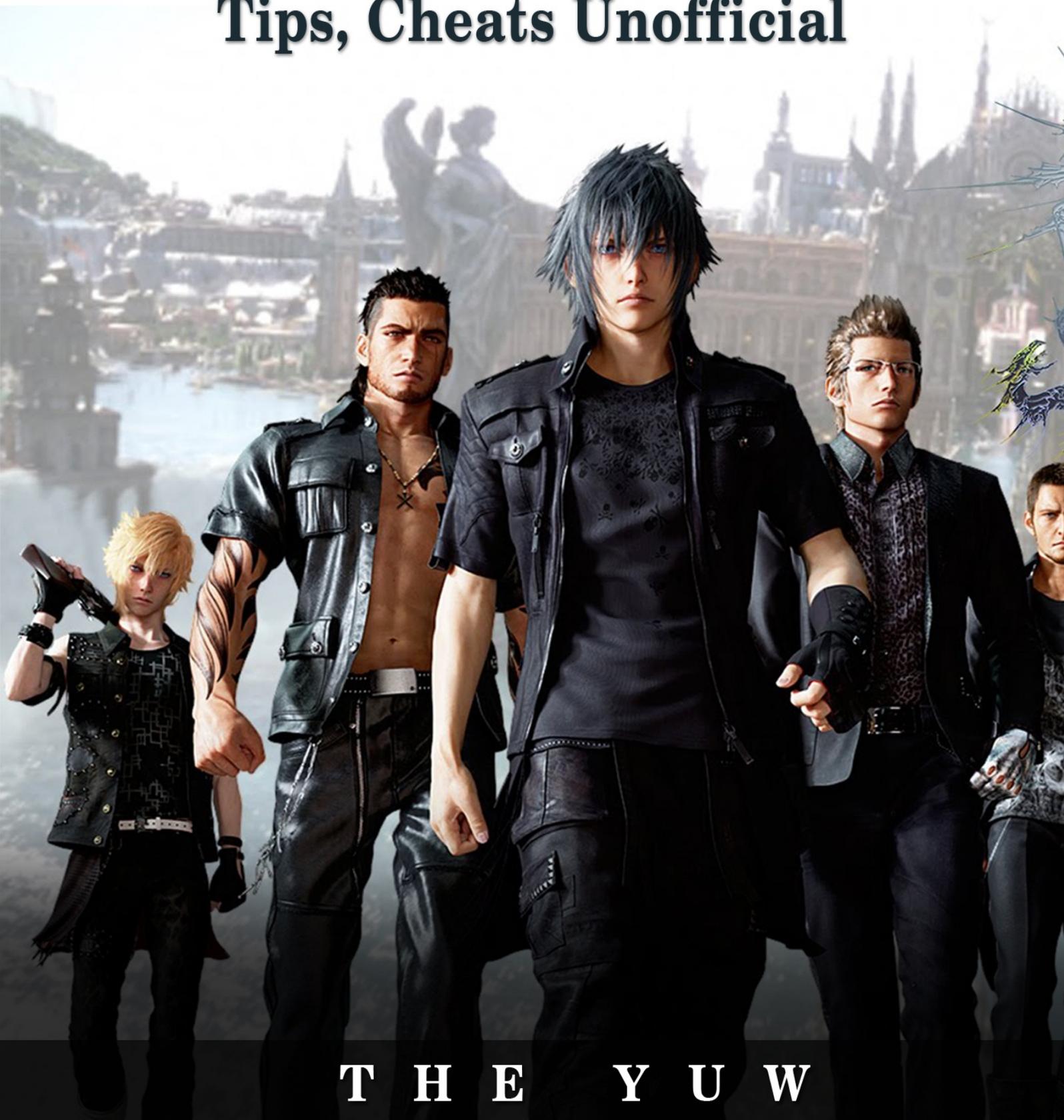


# FINAL FANTASY XV

**Game PC, PS4, DLC, Walkthrough  
Tips, Cheats Unofficial**



**T H E Y U W**

# Final Fantasy XV Game PC, PS4, DLC, Walkthrough Tips, Cheats Unofficial

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# Gameplay & Getting Started

Those who also are expecting for the kind of Need for Speed pattern will be dissatisfied. The capability to steer Regalia is very limited. It is not able to go off road or bump into other cars. The thing that a player can perform is to steer it like a normal vehicle: e.g. accelerate, hit brakes, can also reverse, take a u-turn, and you can park it as well. If a participant attempts to go off-road or accident with other automobiles, the game will automatically push you back on the normal route avoiding all sorts of accident.



The automobile will be driven both on auto-pilot and manually. Ignis, which is Noctis' royal bodyguard, is also the driver of the car when an auto driving function is turned on and on manual mode, Noctis will drive it. Ahead of steering the Regalia, you have got three choices between:

- 1) "Automatic Driving Mode"
- 2) "Continuous Automatic Driving Mode to a destination"
- 3) "Manual Driving Mode"

In "automatic driving mode", a player can request Ignis to travel towards a quest

location and shortest path will be used automatically. But, you even now have a choice to handle the car like brake, u-turn, change music, and also park it. Immediately after parking, a player may continue an “automatic driving mode” to an earlier location immediately.

Don't anticipate anything a lot around a “manual driving mode”. The speed is very limited making the journey to be considerably slower compared to automatic driving mode. It's nevertheless good on few times if a player chooses to drive to a close by location e.g. for objects that are unable to transport using an “automatic driving mode”. And also at night, a player requires to steer Regalia by himself because Ignis is very afraid of monsters. But, there is still an alternative to move back automatically to closest town.

The game attempts to provide the driving environment as true as achievable by putting numerous conversations if the party goes by particular locations. Additionally, a player requires refilling fuel at a gas stop or any parking spots just before it runs out. In case you ran out of fuel during the quest, a player always has an alternative to “fast travel” it to Hammerhead.

Fuel can be refilled at any parking spots using a petrol filling unit on a fixed price of 10 gil, regardless of how empty gas tank is.

## **Fast Travel with Regalia**

A player can quickly take a trip back to “Regalia” anytime he would like through “map menu” not having any cost. This particular can conserve time considerably. Bear in mind that time in FFXV is valuable. Investing a lot of time traveling is the same like the loss of food buffs as well as stamina. Additionally, a player can easily go back using Regalia to “Hammerhead” as well (cost 100 gils).

## **Modifying the Regalia**

### **Where to Acquire Parts**

There're primarily 3 ways to get parts for modifying the Regalia. First of all, a player can purchase it from particular NPCs, generally at gas stops. The very first NPC is situated in a garage area of Hammerhead. The second method is through, strangely, monster-drop. And the final one is through treasure spot which usually can be found across EOS. Speak to a NPC at diners to get your map up-to-date.

### **How you can customize Regalia**

At current, Cindy is the sole individual that has the capability to modify the Regalia. She consistently stays at Hammerhead. Once speaking to her, you have got an option to whether to maintain your car or simply to customise it. Nearly the entire body of Regalia, inside and exterior can certainly be personalized. A player can pick to adjust its exterior body-color to wheel and interior layout. A few component such as a spoiler could be put in and also stickers.

## **Appearance**

Regalia is a moderate size sedan in black color, together in and outside along with personalization choices, for example parts for changing specs and colours on inside, outside and also wheel. Skins tend to be also available too like Cindy edition, Platinum Leviathan edition, Golden Chocobo edition, 16 bit edition and many more.

## **Summon**

“Summons” or also “Archaeans” are an essential part of FF battle gameplay. These types of Astrals tend to be the protector of Eos and just be called by a particular person, Noctis the prime character in this place. When called, they bring in a strong force to opponents and can rapidly alter the tide of fight producing a victory for the party. Since the fresh real time combat system in FFXV, summon beasts tend not to function the exact same way anymore. We have organized some ideas and a quick guide to provide you concepts exactly how they function and which summons tend to be required to be included.

# Fundamental Information

## How to Attain Summons

Summons in FFXV can be acquired generally through two conditions: A person require to defeat and make an impression on during a fight with them. But, the fight at times doesn't take place as one-on-one battle among the summon and player party. A third party such as an imperial army is engaged too.

"Leviathan" is a perfect example of this situation. As observed from the video released by "Square Enix" in 2013, Noctis along with his party tend to be battling against "Leviathan" and also the "imperial army" simultaneously. This also occurs along with the "Titan" demonstration in 2016.

## Design

The designs of allmost all summons in FFXV are a lot more epic than before. Having the change of designing improvement, the design group is now combined with technology crew. This results in smoother design developing procedure and better outcome.

For instance more information were included to the sky whenever Ramuh will be summoned. Rather having the darker sky only, the design crew can increase complexity in the sky building it even more surreal. "Leviathan" is one more example because a lot more water motion is involved with her.

Since the change in building a process and much better technology, summons will no more be simply gigantic creatures to the sight of many people. They can demonstrate their majestic and large roles because of being the legendary creatures as the guardians of EOS.

## Environment

From the trailer, it seems like the significant summons will cling to the routine of cast, appear and attack. Nevertheless, it looks like "Square Enix" is investing plenty of resources in to summons and summons won't simply be a single strike sequence recurring for every casting.

Identical to elemental magics, Summons will certainly take into account the environment and respond as they strike. Titan can run in the direction of the opponent, grab Noctis and afterward slam his fist in to the surface, or he can also toss a boulder from a range. The designers mentioned that if you're in an indoor area such as a dungeon, the summons locate you and execute an alternative attack because the "outside" variant is significantly too large to perform inside.

Carrying on with the concept of extra depth, summons won't just be picked from a menu such as magic. There'll be different conditions for every summon that need to be met prior to use them, even though nothing reliable has been exposed regarding these prerequisites yet.

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