

There are a lot of tutorials on how to dominate Creature Creator and Fiend Arena on the Internet you can check on. These are just some tips from my personal experience with the game, I was on my first playthrough so there are some monsters I'm not available to capture and test yet.

Notes: When I say complete a monster storyline it means you have to level it up 4 times and then release it (it will say that its storyline is complete before releasing it), some monsters only need 2 or 3 levels to complete theirs storyline. Before increasing a monster stat by consuming an accessory, unequip its stats accessories to prevent limiting the stat increment, this is particularly true when some of your stats are close to 255 because of a boost from an equipped accessory.

-I started with Fiend Arena on chapter 5, but it's recommended that you capture Flame Dragon (L-Besaid) on chapter 1-4 (for Aeon Cup), and Killer Hound on (S-Bikanel) on chapter 1 (for an Adamantite latter). If you missed any of those monsters in previous chapters like me it's ok, you can still capture them on chapter 5 (Luca) but it might take a lot of tries.

-Capture a Chocobo (S-Mi'hen). Chocobos can learn Auto-Haste and the amazing METEOR spell without using items, which is a big advantage in early battles. It is also needed to enter the Chocobo Cup.

-Capture and complete the storyline of: Killer Hound (S-Bikanel), then YSLZ-Zero (M-Zanarkand) and Machina Panzer (L-Thunder Plains). You will get an Adamantine accessory which gives you a HUGE defense boost.

-Beat Standard Cup at least three times, then Standard Cup:Hard at least once, then Grand Cup at least 3 times. There should be no problems beating these cups on chapter 5 with any team.

-Beat Grand Cup: Hard once to unlock Chocobo Cup.

-Now put your Chocobo on your team and equip it with your only Adamantite and an accessory that increases its magic and have it to learn Meteor, also use White Mage dressphere on him so it has even more magic and it can use Vigor. Enter the Chocobo cup and demolish the other teams using Meteor, the other 2 members must support Chocobo by healing his HP/MP/status ailment if needed.

-Now farm some Minerva's Plate by beating Chocobo cup several times, equip one Minerva's Plate on Chocobo (it will dramatically increase your magic but you won't get any experience after battle), this accessory also increases your Magic Defense by 40 when consumed, increase Chocobo base M. Defense above 200.

-Now here is when it gets challenging, you need to beat the Grand Cup: Hard at least 4 times to unlock Cactuar Cup and 6 times to unlock Youth League Tournament. Beating this cup 3 times is easy...but after that, the f#\$%& Mega Tomberry will enter the Arena, and that thing WILL annihilate you if unprepared.

-To beat Mega Tomberry, equip Minerva's Plate and Adamantine on Chocobo, keep your stars on battle at 1 (increase your defences, decrease your attacks) except when Chocobo uses Meteor where you will increase your starts up to 5 (increase your attacks, decreases your defenses) and repeat until that damn thing is dead (3 Meteors should be enough). You can have whatever you want as the other 2 team members, without the Adamantine it WILL be a one-hit-kill for them, but you can always try to use 2 Lady Luck and get a 777 on Random Reels for an insta-win (that only worked for me ONCE so don't put your hopes on 777).

-Unlock Fiend Cup: capture Daeva (M-Kilika) and complete its storyline, you will get Aka Mana so complete its storyline, you get then Aeshma so complete its storyline too, now you get Jahi complete its storyline. Now capture Tomb (M-Djose) complete its storyline, then capture Dolmen (M-Kilika) complete its storyline, capture Monolith (M-Djose) complete its storyline, finally you get Ultima Weapon so complete its storyline.

-Beat Fiend Portal (make sure to save before entering this cup, if you lose a battle in this cup it's game over). After you beat this cup pick Omega Weapon (if your Chocobo can handle Mega Tomberry it will have no problems beating this cup by himself)...**BUT DO NOT COMPLETE OMEGA'S STORYLINE FOR NOW.**

-Beat Fiend Portal several times, the goal now is to farm Adamantites (if you complete Omega storyline you will have hell trying to farming those), when you consume an Adamantites you get +40 Defense, increase Chocobo base defense above 250 (it will make coming battles much easier), and save at least 12 more Adamantites for later use.

-Sell Pixie Dusts and Faerie Earrings (2500 gil each), you will get a lot (literally hundreds) of those when farming for Adamantites, you will need the money later.

- (5 hours later after farming....) Pick the other members of your team, I picked Machina Leader & Machina Hunter because Impale ignores enemy's defense, so make sure Impale is listed in the commands along with Vigor. Consume 6 Adamantites for each monster (your whole team base defense should be above 250), and increase their base M. Defences above 200 by consuming Minerva's Plate from Chocobo Cup. Go to Rin's Travel Agency and to buy Titanium Bangle (3000 gil each), consume it for +22HP on one monster. Increase your team base HP up to 9.999 (you need to buy around 818 of those (2.454.000 gil total). Don't worry at this point I already had over 4.000.000 gil just from battling in the tournament farming the Adamantites and selling Faerie Earrings and Pixie Dusts.

-You can complete Omega Weapon storyline now. Almighty Shinra will enter the Arena, beat him to get Last Resort garment grid (a life saver for Major Numerus battle). If your team has over 250 Defense and 200 M. Defense beating Almighty Shinra should not be a big problem.

-Unlock Aeon Cup, capture and level up the following monsters 3 times. It has to say it has a Fayth Fragment before releasing them. Flame Dragon (L-Besaid), Flan Blanco (S-Moonflow), Mycotoxin (S-Mi'hen Highroad), Machina Striker (L-Thunder Plains), Azi Dahaka (L-Bevelle), Critical Bug (M-Bevelle), Aranea (L-Bevelle, first get to Via Infinito level 21), Jumbo Cactuar (L-Bikanel).

-Beat Aeon Cup, Youth League Tournament and Cactuar Cup at least once each to unlock Farplane Cup.

-Now here comes the next big challenge, beat Trema, this guy has 999.999 of HP with maximum Defenses (now is when Impale shines). If your defenses are high most of Trema attacks will do around 500hp of damage, Flare and Ultima only will do around 1000hp, Vigor will take care of that damage, Auto-Regen can help too but it's only optional. The only dangerous attack is Meteor because his Meteor is actually a physical attack that deals 12.5% off the target's Max HP per hit, he only uses it twice in battle, when his HP is below 50% and then again at 25%. So make sure your team has full HP when he uses this attack or your team will be in problems. If you manage to beat this cup 3 times Major Numerus will enter the Arena, so enter this cup until you fight him, the first time you will die, that's ok, we just need to face it so he appears in Battle Simulator.

-Beat Major Numerus and farm its not-so-rare drop Iron Duke. The first time I beat it it took me around 1 hour, but it gets easier as you get more Iron Dukes. At that time I had:

Chocobo with Meteor, Vigor, MP Absorb, and Full-Life.

Garment Grid: Higher Power (Break HP Limit +50%HP)

Dressphere: Mascot

Accessories: Minerva's Plate, and Crystal Bangle (Double HP)

Auto-Abilities: Auto-Haste, Auto-Protect, Life Preserver and Half MP Cost

Machinas: Impale, Vigor, Strength Up and Full-Life.

Garment Grid: Peerless (Critical Effect)

Dressphere: Mascot

Accessories: Kaiser Knuckles (+50 Attack), Rabite's Foot (+100 Luck)

Auto-Abilities: Auto-Haste, Auto-Protect, Ailment Def and Half MP Cost

Major Numerus usually drops 2 Enterprise and 2 Invincible, however sometimes it replaces 1 or more of those items by a x5 Iron Duke each (you may get 1 Enterprise, 2 Invincible and 5 Iron Dukes, or 2 Enterprises and 10 Iron Dukes, or in the best case scenario 20 Iron Dukes and nothing more). When

you get your first x5 Iron Duke, replace Minerva's Plate and Kaiser Knuckles with Iron Dukes and keep farming. Then consume the new Iron Dukes to increase all of your monsters stats until they reach 255, when you get there, teach the Machinas Break Damage Limit by consuming an Invincible (you will have a bunch of them by now) and teach Chocobo Break HP Limit by consuming an Enterprise. Now how you handle it from here on it's your own decision. Experiment with new monsters and pick the best team for you.