

Megadimension Neptunia Victory II

NG Any%

By ChoZox

This guide does not specify the optimal movement for dungeons nor the locations of chests (listed in order obtained). Watch the runs submitted to http://www.speedrun.com/victory_ii

Data

Boss Targeting

Several bosses target based on the highest numbered slot

Cache Loading

Play through until you're fighting Dark Purple, then return to the title screen (can probably save more time by continuing)

Character Speed Ties

Determined by the highest numbered slot

Damage Formula

May not be 100% accurate: <http://wikiwiki.jp/nep-v2/?%BE%AE%A5%CD%A5%BF%A1%A6%CE%A2%B5%BB>

Hardlocks

Possible hardlock while navigating Coral Station and Planepark

Settings

Movement Speed: 100%

Button Layout Type: Type B

Combo Camera: Disable

Direction Assist: 100%

Timing starts upon selecting "New Game" (not from Zero Dimension Neptunia Z)

Zero Dimension Neptunia Z

Nameless Ruins

Argo Deus (HP: 2800, VIT: 107, MEN: 88, AGI: 80)

Combo

Neptune: Nep Slash (2nd)

Position: Switch Neptune with Nepgear

Formation

Slot 1: Default position.

Slot 4: Up 3 spaces.

Slot 3: Up 1 space, right 2 spaces.

Slot 2: Up 1 space, left 2 spaces.

Cross Combination

Dropped Items: Life Fragment

Chests: SP Charger x4-5

Hi-Metal Guarder x3 (HP: 1950, VIT: 122, MEN: 148, AGI: 140)

Slash Wave for doubles

Dropped Items: Life Fragment

Uzume's Hideout

Nameless Ruins 2

Serpentis (HP: 5664, VIT: 183, MEN: 168, AGI: 160)

Mirage Dance and Dream Roar

Dropped Items: Nep Bull C

Mega Slaymon (HP: 19008, VIT: 202, MEN: 188, AGI: 180)

Spam skills

Dropped Items: Nep Bull C

Uzume's Hideout 2

Converse

Nameless Ruins 3

Chests: Life Fragment x2

Coral Station

Chests: (1) Beam Slicer, (2) Life Fragment x1-2, (3) Healing Grass x1-2, (4) SP Charger x1-2, (5) 600~1200 credits

The game can crash in this dungeon.

Kangaroo Champion Lv.2 (TEC+4)

Uniceldos (HP: 6000, VIT: 221, MEN: 208, AGI: 200)

Turn 1. Nep Slash

Turn 2. Rush (EXE Lv.1)

Turn 3. Move west and defend. If EXE Lv.1 was not obtained, use Triple Sound Waves instead.

Turn 4. Tri Burst

Turn 5. Skill

Dropped Items: Nep Bull. Wing: Healing Circle (plan).

Giga Slaymon (HP: 25056, VIT: 259, MEN: 248, AGI: 240)

Surround it in case Tri Burst is needed.

HP below 400: Heal

Dropped Items: P. SP Charger

Uzume's Hideout 3

Shop

Buy 11 Healing Grass

Converse x2

Jingu Sakura Park

Chests: SP Charger x1-2, 650~1300 credits, SP Charger x1-2, Life Fragment x1-2

Optional play: In the second room, you can choose to kill the first Koitsu. This will guarantee Lv.14 for Neptune at the Ancient Dragon and Lv. 14 for Nepgear at Arfoire giving a significant boost to consistency.

Dark Purple (HP: 33120, VIT: 335, MEN: 328, AGI: 320)

Move Uzume to the west island, and Nepgear to the east island. Now you just heal and spam skills; it's pure RNG if you're able to survive.

Dropped Items: Mystic Ruby

Uzume's Hideout 4

Converse x7

Club ZECA

Chests: Healing Circle, 690~1380 credits

Gagamut (HP: 37152, VIT: 373, MEN: 368, AGI: 360)

HP below 500: Heal.

Stay in Tri Burst formation and strike from behind when possible. You will have EXE Lv.2 by the time everyone can't use skills anymore and should be able to finish it off with Tri Burst spam.

Dropped Items: Panacea (plan)

Uzume's Hideout 5

Converse

Koitsu O x1-3, Squirrel Cat x1-3 (HP: 1241/1015, VIT: 387/430, MEN: 356/267, AGI: 322/295)

Amount that spawn is random. Use Slash Wave for doubles

Dropped Items: Kupocat Claw, Magical Paper

Planeptune

Shop

Sell all **Life Fragments** except for two or three if you want to play safe.

Sell **Beam Slicer**

Max out **Healing Grass** (buy 10 less for no safety on Arfoire 1)

Spend the rest of your credits on **SP Chargers**

Converse x5

Route Building: First-Gen CPU's Sanctuary (0 Credits)

First-Gen CPU's Sanctuary

Chests: SP Charger x1-2, SP Charger x1-2, 205~410 credits

Ancient Dragon (HP: 25210, VIT: 411, MEN: 408, AGI: 400)

HP below 1100: Heal

Main strategy is to just stay close and strike from the side. Heal, use a SP Charger or guard on your double turns to prevent the Dragon from getting double turns.

Dropped Items: Life Fragment

Planeptune 2

Shop

Buy **11 Healing Grass** if you have less than 17 (not required)

Converse

Datonya Cave

Chests: 205~410 credits, High Output Megaphone α (if terrible chest RNG), **Life Fragment x1-2**

Arfoire (HP: 45216, VIT: 449, MEN: 448, AGI: 440)

Before 50%: Spam skills, strike from behind. Raise Nepgear's SP before lowering Arfoire's HP to 50%

After 50%: Uzume heal and defend only once she runs out of SP; Uzume is tank, Nepgear is offense.

Surviving AoE: 1. Keep Nepgear's or Uzume's health above 1100 and defend or 2. Maintain full health

Dropped Items: P. SP Charger (plan)

Arfoire 2 (HP: 47232, VIT: 468, MEN: 468, AGI: 460)

Spam skills. Use Uzume's healing skill to conserve Healing Grass

Dropped Items: Disc Card

Uzume's Base

Shop

Buy **11 Healing Grass**, adjust to have at least 300 credits left over after buying **SP Chargers**

Spend the rest on **SP Chargers (1-2)**

Converse x9

Route Building: Smash Box Stadium (300 Credits)

Smash Box Stadium

Chests: SP Charger x1-2 (If low supply), Twin Blades

Combo

Neptune: Power Slash 3rd, Power Edge 4th

Equipment

Neptune: Twin Blades

Arfoire 3 (HP: 51264, VIT: 506, MEN: 508, AGI: 500)

Before 50%: Surround her, spam skills, and have Nepgear use HDD. Raise Nepgear's SP before lowering Arfoire's HP to 50%.

After 50%: keep HP above 1450 or just have Uzume defend with at least 1100 HP. Uzume is the item slave and XSS when Neptune can't use skills. Once again, don't use SP Chargers on Uzume and she can remain dead at the end.

Dropped Items: Healing Pod (plan)

Uzume's Base 2

Shop

Need at least 10 **Healing Grasses** in inventory

Spend all credits on **SP Chargers** (Need at least 2 in inventory)

Nameless Ruins 4

La Ignis (HP: 49248, VIT: 487, MEN: 488, AGI: 480)

Spam skills, activate HDD, XSS when Neptune can't use skills.

Dropped Items: Oratorio's Tangram

Uzume's Hideout 6

Go here to heal and shop if you need to. Ka'Hoole/La Ignis drop 1000 C.

Jingu Sakura Park 2

Ka'Hoole (HP: 49248, VIT: 487, MEN: 488, AGI: 480)

Spam skills, activate HDD, XSS when Neptune can't use skills.

Dropped Items: Jingu Cherry Blossoms

Uzume's Base 3

Converse

Dark Purple 2 (HP: 53280, VIT: 525, MEN: 528, AGI: 520)

Move Neptune to the west island and Nepgear to the east island. If Neptune's or Nepgear's HP are below 1500, use a Healing Grass if you want to play safe. Uzume and Adult Neptune aren't useful for the next arcs, so they can remain dead.

Dropped Items: Exuberant Fragment (plan)

Hyperdimension Neptunia G

Gold Third

Defend and lose

Neptune

Planeptune 3

Converse x3

Route Building: Sakura Tree Row (1000 Credits)

Sakura Tree Row

Chests: Exuberant Fragment x1-2 (not required)

Kangaroo Champion! Lv.3 (TEC+6)

Arfoire (HP: 35800, VIT: 525, MEN: 528, AGI: 520)

Spam skills and have IF strike from behind when she can.

Dropped Items: Forbidden Twig (plan)

Stolen Items: Nep Bull C, EnergyMate

Planeptune 4

Converse x4

Route Building: Haneda City Station (500 Credits)

Haneda City Station

Horsebird x1-3, Red Dogoo x1-3 (HP: 2052/1847, VIT: 753/527, MEN: 581/370, AGI: 586/488)

Amount that spawn is random.

Dropped Items: Horsebird Feather, Horsebird Thigh, Strawberry Jelly, Dogoo Jelly

Stolen Items: Horsebird Feather, CPU Chips, Strawberry Jelly, CPU Chips

Rabiilim x1-3, Heal Dogoo x1-3 (HP: 1574/1574, VIT: 724/507, MEN: 456/558, AGI: 515/468)

Amount that spawn is random.

Dropped Items: Round Rabbit Tail, Bright Rabbit Tail, Gel Feeler

Stolen Items: Round Rabbit Tail, CPU Chips, Gel Feeler, CPU Chips

Planeptune 5

Converse x3

Haneda City Station 2

Warechu, Horsebird x2 (HP: 24211/2052, VIT: 525/753, MEN: 528/581, AGI: 520/586)

Use La Delphinus on both Horsebirds, Critical Edge (can't reach with Cross Combination) and continue spamming skills.

Dropped Items: N Compa, Horsebird Feather, Horsebird Thigh

Stolen Items: N Compa, EnergyMate, Horsebird Feather, CPU Chips

Planeptune 6

Shop

Buy **Life Fragments**, but leave **1000 C** for route building.

Converse x3

Route Building: Planepark (1000 C)

Planepark

The game can crash in this dungeon.

Steamax (HP:40000, VIT: 601, MEN: 608, AGI: 600)

Surround and spam Cross Combination, Demonic Inferno, and Compa's Love Heart. Keep Neptune at full health so she can survive the AoE.

Dropped Items: Nep Bull (plan). Shuriken: Nep Bull, CPU Chips. Left Glove: SP Charger, CPU Chips. Right Glove: Angel Wings, Gamindustri Chocolate.

Stolen Items: Nep Bull C, EnergyMate

Planeptune 7

Shop if you have less than **7 revival items**

Converse

B-Sha (HP: 52350, VIT: 650, MEN: 628, AGI: 620)

Don't bother healing, just surround her and spam Cross Combination, Demonic Inferno, and Compa's Love Heart. Use Heart Force only as a finisher.

Dropped Items: Healing Rain

Stolen Items: Herb, CPU Chips

Go to the space below Planeptune and then return to heal

Planeptune 8

Converse

Warechu King (HP: 39554, VIT: 639, MEN: 648, AGI: 640)

La Delphinous, Cross Combination, Compa's Love Heart and Bazooka Rapid-Fire. Use B-Sha's EXE.

Dropped Items: N Compa. Chest Eye: Nep Bull, Gamindustri Chocolate. Tail Heart R1: Angel Wings, Gamindustri Chocolate. Tail Heart R2: SP Charger, CPU Chips. Tail Heart L1: Nep Bull, Gamindustri Chocolate. Tail Heart L2: Angel Wings, CPU Chips.

Converse

Noire

Westwind Ravine

Only use d-pad when going to or from Westwind Ravine

The current standard is to use the Media Card. This is not required, but gives a significant boost to consistency

Chests: Healing Grass x3-5 + 877~1754 credits, Adventure RPG x1-2, Healing Pod x1-2, SP Charger x2-3 (if the Fenrir is in the way save it for the next visit)

Kangaroo Champion! Lv.1 (TEC +3)

Hellish Turtle (HP: 5500, VIT: 525, MEN: 528, AGI: 520)

Lacy Dance x2

Dropped Items: Nep Bull C (plan)

Lastation

Converse x4

Westwind Ravine 2

Kangaroo Champion! Lv.2 (TEC+4)

Dark Unicorn (HP: 18000, VIT: 525, MEN: 528, AGI: 520)

Lacy Dance side hits.

Dropped Items: AGI Booster Z (plan)

Lastation 2

Shop: Eject Button

Guild: Can't Forgive Jellys

Formation

Move **Noire** to slot 3

Set **Uni** as leader (not required)

Westwind Ravine 3

Kangaroo Champion! Lv.1 (TEC+3)

Defeat 10 Exhausted Jelly using the escape method. Fight the first Exhausted Jelly once, then focus on the second Exhausted Jelly for the rest of the quest. Use a SP Charger on Uni when she is below 90. Eject Button out when you're done.

Lastation 3

Guild: Report the quest

Converse x3

Route Building: Daze Station (3000 Credits)

Daze Station

Chests: Media Card, 930~1860 credits, SP Charger x1-2, Moe Burnin' x2-3, 930~1860 credits (if you got terrible SP Charger RNG), **Healing Rain x1-2, Witch Hat x1-2**

Kangaroo Champion! Lv.2 (TEC+4)

Demonic Law (HP: 24590, VIT: 563, MEN: 568, AGI: 560)

Stand in place and spam Venom Shot and Lacy Dance

Dropped Items: Super Panacea (plan). Right Arm Cannon: Nep Bull, CPU Chips. Mask: Angel Wings, Gamindustri Chocolate.

Lastation 4

Shop

Buy **Healing Grass** if you're out. I'd say, with at least 2, you should be fine with the **Media Card**.
Spend the rest of your credits on **SP Chargers (6-7)**. If you're going to end up with **less than 155 credits**, lower your purchase by 1

Disc Dev

Media Card: Adventure RPG and Moe Burnin'

Equipment

L2 (Media Card)

Golvellia (HP: 28850, VIT: 563, MEN: 568, AGI: 560)

Lacy Dance both shoulder parts and Activate HDD. Finish with a combo if low enough. This battle will usually consume 1 to 3 Healing Grasses and 3 SP Chargers.

Dropped Items: INT Booster Z (plan). Mask: Angel Wings, CPU Chips. Left Shoulder Part: SP Charger, Gamindustri Chocolate. Right Shoulder Part: Nep Bull, CPU Chips.

Converse x2

Route Building: Golden Summit Lastation (2000 C)

Golden Summit Lastation

Chests: Code White, Exuberant Fragment x1-2

K-Sha (HP: 15680, VIT: 631, MEN: 608, AGI: 600)

Hit from the sides and from a distance with Lacy Dance.

Below 1500 HP: Healing Rain. Below 1000 HP: Healing Pod. If you get a double turn after healing, defend to prevent K-Sha from getting a double turn

Dropped Items: Nep Bull C

Lastation 5

Shop:

Sell **Code White, White Hats**

Buy **SP Charger x 1-2 (Have at least 7)**

Spend all credits on **Life Fragments**

Converse

Golden Summit Lastation 2

M-Gear (HP: 35420, VIT: 601, MEN: 608, AGI: 600)

Venom Shot and Lacy Dance

Dropped Items: STR Booster Z (plan). Shield: Nep Bull, CPU Chips. Right Handed Weapon: Nep Bull, Gamindustri Chocolate.

K-Sha 2 (HP: 49535, VIT: 650, MEN: 628, AGI: 620)

Uni: Venom Shot, revive Noire

Noire: Heal Uni's SP and defend.

You can run out of SP Chargers if Uni doesn't inflict poison, so use Light Schwarz when it is Noire's best option

Dropped Items: Angel Wings.

Lastation 6

Converse

Blanc

No D-pad for map selection for this story

Combo

Blanc: Strike Blow (2nd), Power Strike (3rd)

Formation

Put **Blanc** in slot 2

Delusion Rabbit x3 (HP: 1300, VIT: 487, MEN: 488, AGI: 480)

Tanzerin Trombe x3, or combos.

Dropped Items: Nep Bull C.

- **Lowee**
 - Guild
 - Converse

- **Player 2 Park**
 - **Chests: Healing Grass x3-5**
 - Kangaroo Champion! Lv.1 (TEC +3)
 - **Delusion Turtle (HP: 5500, VIT: 525, MEN: 528, AGI: 520)**
 - Stand in place and use Tanzerin Trombe (2-4)
 - Dropped Items: Healing Pod (plan)
- **Lowee 2**
 - Converse
 - Don't enter event without full health
 - **Gang Leader Cat x2, Plumindigo x2 (HP: 1968/2165, VIT: 651/869, MEN: 456/608, AGI: 515/328)**
 - Use Tanzerin Trompe. If the Plumindigo nearby defends, target the Gang Leader Cat instead.
 - Dropped Items: Ganglord Mask, Gang Mask, Plam-met Piece, Plum-met Piece.
 - If below 1500 health, heal before selecting Lowee if you want to play safe
 - Converse
 - Route Building: Hex Grasslands (1000 C)
- **Hex Grasslands**
 - **Reville Wyrm (HP: 31500, VIT: 563, MEN: 568, AGI: 560)**
 - No need to surround it, just spam skills. Able to kill Rom or Ram; don't revive.
 - Dropped Items: Angel Wings (plan). Mask: SP Charger, CPU Chips.
- **Lowee 3**
 - **Shop**
 - **11 Healing Grass** (not required with decent Nep Bull C drops)
 - **11 Life Fragment** (you can skip this and buy it before Affimojas instead)
 - Converse x6
 - Don't enter event without full health
 - **Magical Chocopi x4 (HP: 1922, VIT: 783, MEN: 494, AGI: 559)**
 - Tanzerin Trompe from a distance to lower the side and back hits or just stay in place and hope they don't crit. If HP is below 700, heal before killing the last one
 - Dropped Items: Magical Beak, Chocopi's Beak. Hat: Angel Wings, CPU Chips. Bell: SP Charger, Gamindustri Chocolate.
 - **Bright Fenrir (HP: 19104, VIT: 563, MEN: 568, AGI: 560)**
 - Open with Tanzerin Trompe if you have enough SP (85). Use combos for the rest of the battle.
 - Dropped Items: Nep Bull C.
 - **Z-Bit x4 (HP: 1998, VIT: 893, MEN: 627, AGI: 581)**
 - **Menu: Switch C-Sha with Blanc.**
 - C-Buster only and let Blanc die. If she survives, just defend.
 - Dropped Items: Illegal RAM, Illegal Memory.
 - **Heal Dogoo x2, Magic Dogoo x2 (HP: 1574/1843, VIT: 507/589, MEN: 558/650, AGI: 468/548)**
 - Turn 1. Left Left Right on the two Dogoos nearby.
 - Turn 2. Ice Coffin on the Heal Dogoo
 - Turn 3. Double kill the Dogoos nearby with Ice Coffin
 - Turn 4. Finish the last Dogoo with C-Sha or Ram, depending on distance.
 - Dropped Items: Gel Feeler, Magic Jelly.
- **Lowee 4**
 - Guild
 - Route Building: Golden Summit Lowee (1000 Credits)
- **Golden Summit Lowee**
 - Kangaroo Champion! Lv.2 (TEC+4)
 - **C-Sha (HP: 45621, VIT: 632, MEN: 608, AGI: 594)**
 - **Menu: Switch Blanc with Ram.**

- Spam Tanzerin Trompe and Ice Coffin. Characters can remain dead near the end. It's possible to beat her without a single death.
 - Dropped Items: Nep Bull C
- **Lowee 5**
 - Converse

Vert

- No d-pad for map selection for this story
- **Gun Lxion (HP: 5200, VIT: 487, MEN: 488, AGI: 480)**
 - Sylhet Spear x2
 - Dropped Items: INT Booster Z. Left Claw: Nep Bull. Right Claw: Angel Wings.
- **Leanbox**
 - **Shop**
 - **Buy 2 Eject Buttons**
 - Converse x3
- **Halo Forest**
 - **Chests: SP Charger x1-2**
 - Kangaroo Champion! Lv.1 (TEC+3)
 - **Pandeo Leos (HP: 36410, VIT: 525, MEN: 528, AGI: 520)**
 - Move Nepgear and Vert to opposite ends and spam skills. You can stand in place as well, but there is a chance of failure.
 - Dropped Items: Healing Field (plan)
- **Leanbox 2**
 - Converse x4
 - Guild
 - Accept Fascinating Title and Secret Request
- **Halo Forest 2**
 - **Chests: Exuberant Fragment x1-2, Healing Pod x1-2, Studded Bracelet, Wind Rose x1-2**
 - Quest: Take the north path. If every encounter was a double, you can continue to the west path for a chance to finish this quest in one visit (assuming no random encounters, around 7 seconds saved) by sacrificing a SP Charger or two. Otherwise, Eject Button out, heal, return, take the north path, take the west path, and then Eject Button out when quest is completed.
- **Leanbox 3**
 - Report quests
 - Converse
 - Route Building: Game Vision (500)
 - **Berserker Z (HP: 55296, VIT: 544, MEN: 548, AGI: 540)**
 - Surround and spam skills from a distance to be out of AoE range. Once Vert can't use Sylhet Spear, use Rush to increase EXE. Should be able to finish with Broken Fannings. Misses might require a SP Charger.
 - Heal with Nepgear's skill when HP is below 500
 - Dropped Items: Healing Pod. Left Claw: Nep Bull, Gamindustri Chocolate. Right Claw: Angel Wings, CPU Chips.
 - Go back to Leanbox to heal
- **Game Vision**
 - **Sarveria (HP: 29423, VIT: 563, MEN: 568, AGI: 560)**
 - Skills
 - Dropped Items: Healing Grass.

- **Leanbox 4**
 - **Shop**
 - Sell all **CPU Chips, Angel Wings, INT Booster Z, Studded Bracelet, Wind Rose, and Evonium** (should have **17000~19000 credits** now)
 - Buy **11-13 Healing Grasses, 8 SP Chargers**, and spend the rest on **Life Fragments (14-15)**. Make sure to have **1000 credits** left over for route building.
 - Converse
 - Route Building: Golden Summit Leanbox (1000 Credits)
- **Golden Summit Leanbox**
 - **Chests: P. SP Charger 2 x1-2**
 - Kangaroo Champion! Lv.2 (TEC+4)
 - **Neptune (HP: 32000, VIT: 629, MEN: 611, AGI: 582)**
 - Surround and spam skills. Nepgear or Vert may be able to bring her down to 50% for the target switch before Nepgear gets killed
 - Dropped Items: P. SP Charger.
 - Heal HP and SP
 - **Dogoo Lady & Dogoo Man (HP: 24520/31680 VIT: 620/620 MEN: 628/628 AGI: 631/620)**
 - Keep Nepgear and Vert close to each other so you can get doubles with Slash Wave and Sylhet Spear
 - Heal when below 650 if you want to conserve Life Fragments
 - Dropped Items: Premium Jelly
 - Heal HP and SP
 - **S-Sha (HP: 65376, VIT: 669, MEN: 648, AGI: 640)**
 - Safety Method: The turn before Nepgear's first death, defend to prevent consecutive deaths. Revive and have Nepgear defend the turn before S-Sha's. If she survives, Mirage Dance and Sylhet Spear. Repeat this after every revive. Always defend from a distance.
 - Dropped Items: Exuberant Fragment
- **Leanbox 5**
 - Converse
- **Planeptune 8**
 - Route Building: Space after Creator Town (1000 Credits)
- **Leanbox 6**
- **Lastation 7**
 - Route Building: Space above Daze Station (500 Credits)
- **Lowee 6**
 - Select Planeptune with d-pad menu. For every encounter before the space east of Creator Town, press up or down on the d-pad, cancel, and manually select Planeptune
- **Planeptune 9**
 - **Shop**
 - Buy **10 Deep Fried Chocopi**
 - Buy **4 Pudding**
 - Buy **11 Life Fragments** if you didn't do so during Blanc story
 - Buy **Steel Bracelet**
 - **Development**
 - **Power Bracelet**
 - Route Building: Affimax Base (2000 C)
 - **Party:** Switch **Neptune** with **Uni**, **Neptune** behind **Uni**, **Blanc** behind **IF**, **Noire** behind **Compa**, Switch **Compa** with **Ram**, and switch **IF** with **Rom**
 - **1. Uni – Neptune**

- 2. Rom – Blanc
- 3. Ram – Noire
- 4. Vert

- **Affimax Base**
 - **Steamax (HP: 67392, VIT: 658, MEN: 668, AGI: 660)**
 - Spam Venom Shot, Sylhet Spear/Spiral Break (EXE Lv.1) and Ice Coffin.
 - Heal with Deep Fried Chocopi and Pudding
 - **Affimojas (HP: 69408, VIT: 677, MEN: 688, AGI: 680)**
 - Before 50%: Surround and spam Venom Shot, Sylhet Spear, and Ice Coffin.
 - After 50%: You can move everyone near a boundary to prevent AoE knock back or keep the same formation. At EXE Lv.1, use Vert's Spiral Break. Have Uni heal the party's SP and use Ram's healing skill if AoE is used. Even though Uni can't deal damage, she can still inflict poison (4338 per turn) and can survive the AoE consistently at max HP
 - Destroying the Head Horn will make him vulnerable to debuffs.
 - **Affimojas (HP: 71424, VIT: 696, MEN: 708, AGI: 700)**
 - Switch everyone out. Same as before
- **Planeptune 10**
 - Converse

Heart Dimension Neptunia H

- **Planeptune 11**
 - **Shop**
 - Buy 11 Life Fragments if you have less than 7 revival items
 - Route Building: Division Passageway (2500 C)
- **Division Passageway**
 - **Karmelieus (HP: 3917, VIT: 606, MEN: 465, AGI: 698)**
 - Sylhet Spear (chance of survival)
- **Planeptune 12**
 - Switch Nepgear with Ram
 - Converse x2
 - **B-Sha (HP: 73440, VIT: 472, MEN: 680, AGI: 408)**
 - Surround and spam Venom Shot/Dolce Vida (EXE Lv.2), Mirage Dance and Ice Coffin. Finish with any EXE. Ram and Rom can remain dead at the end
 - Dropped Items: Healing Rain
- **Leanbox 7**
 - Converse
 - **S-Sha (HP: 73440, VIT: 642, MEN: 680, AGI: 680)**
 - Same as B-Sha
 - Dropped Items: Super Panacea
- **Lastation 8**
 - Converse
 - **K-Sha (HP: 73440, VIT: 439, MEN: 477, AGI: 477)**
 - Same as S-Sha
 - Dropped Items: Healing Rain
- **Lowee 7**
 - Converse
 - **C-Sha (HP: 73440, VIT: 540, MEN: 306, AGI: 782)**
 - Same as K-Sha
 - Dropped Items: P. SP Charger 2
 - Select Planeptune with d-pad menu. For every encounter before the space east of Creator Town, press up or down on the d-pad, cancel, and manually select Planeptune
- **Planeptune 13**
 - Converse
- **Uzume's Hideout 7**

- Converse
- **Uzume's Base 4**
- **Deprived Domain**
 - **Magic Owl (HP: 79488, VIT: 772, MEN: 788, AGI: 780)**
 - Stand in place and spam Venom Shot/Dolce Vida (EXE Lv.2), Mirage Dance and Ice Coffin. Finish with any EXE.
 - Dropped Items: Nep Bull S (plan)
- **Ruins of the Heart**
 - Route Building: Channel Space (1000c)
- **Channel Space**
 - **Arfoire (HP: 85536, VIT: 829, MEN: 848, AGI: 840)**
 - Poison Shot, Mirage Dance, Raging Rush, and Dream Smash Fist/Special Dream Combo. Finish with any EXE
 - Dropped Items: P. SP Charger 2 (plan)
- **Ruins of the Heart 2**
 - Converse
- **Ontario Corridor**
 - Timing ends when “Game has been Cleared” is shown