

GAMER GUIDE

FINAL FANTASY XVI:
THE RISING TIDE
EDITION



the need to know you didn't know you needed

WHAT IS IT?



Final Fantasy XVI: The Rising Tide is the second, and final, DLC for the 16th main instalment in the renowned Final Fantasy series. Released in April 2024 for Playstation 5, the DLC was directed by Takeo Kujiraoka, who is known for his work on Final Fantasy XIII.

FINAL FANTASY XVI THE RISING TIDE

The DLC answers the lingering question of Leviathan the Lost by introducing a new area, main quest, and side quests. Along with Leviathan as a new Eikon, it offers new abilities for Clive, a vast region to explore, and a challenging endgame mode. Additionally, it launched with a patch providing new features and quality-of-life improvements.

BREAKDOWN THE BASICS

Set before the conclusion of Final Fantasy XVI, this new DLC begins with an unmarked letter arriving at the hideaway, requesting the rescue of the Dominant of Leviathan, the long-lost Eikon of Water. Clive and his companions journey to the hidden land of Mysidia, uncovering the tragic history of a forgotten people.

Mechanics



Modes

After completing The Rising Tide's main story, players unlock Kairos Gate, a new mode offering some of the game's most challenging battles. In this mode, players must clear 20 levels consecutively.

Players will face waves of enemies, earning first-time and repeating rewards for clearing each Circle. Enemies include a mix of ground and aerial foes, with boss battles every 5 levels and a major boss fight at Circle 20. This roguelike mode locks character levels and gear, ensuring a fair challenge. Potions are not allowed, but Torgal provides healing during fights, and players regain some HP between Circles, requiring careful health management throughout.

Before each Circle in Kairos Gate, players can prepare by buying Enhancements and Boons and adjusting their Ability loadout. Players earn points after clearing each Circle, allowing them to purchase upgrades and enhance their combat effectiveness.

- Enhancements: Permanent upgrades like increased HP and attack damage, and upgraded Eikon Ability damage, which persist through Circles but reset upon death or exiting.
- Boons: Temporary boosts such as improved health regeneration and increased points, easing the difficulty of fights.

Although the player's level and equipment are locked, their Eikonic Abilities are not. Players can select any 3 Eikons along with abilities.





Combat

Final Fantasy XVI departs from the franchise's traditional turn-based combat, embracing a true-action RPG format that ensures continuous, fast-paced combat encounters. Unlike previous games where players typically control multiple party members, players only have control of the protagonist, Clive Rosfield. The game received some criticism around combat difficulty, which led to the addition of very challenging boss fights in this DLC.

In the battle against Leviathan, Clive transforms into Ifrit, eliminating the need for Eikon ability selection. The fight has 4 phases, with Leviathan's attacks becoming increasingly complex. Precise dodging and basic combo attacks are essential. To defeat the Timekeeper players must navigate 3 increasingly difficult phases of battle. As before Clive transforms into Ifrit. The Timekeeper, clad in black knight armour, uses various weapons like a sword, hammer, and spear, making it a versatile opponent in both close and long-range combat. Throughout all phases, players must manage potion usage, use Limit Break to replenish health and chip away at the stagger gauge to prevent Timekeeper's attacks.

The new DLC introduces a fresh batch of enemies to challenge players. Familiar foes like Tonberries return but with a more menacing and sinister look. Players also face off against King Tonberry, a towering giant wielding a massive sword. New enemy types also include Northern Wolves, Eddies, and Wily Wolf Traps to test their combat skills.



Eikons

Eikons are powerful beings known as Summons from previous games. They awaken within Dominants and grant immense power at a price. Clive Rosfield's story revolves around these Eikons and their abilities. In The Rising Tide DLC he'll have access to 2 new Eikons to unlock.

Leviathan

Abilities:

- **Deluge:** One of the initial Eikon abilities unlocked with Leviathan, Deluge operates like a machine gun, dealing average damage but excelling in staggering enemies.
- **Abyssal Tear:** This 2-step ability charges up and then releases a barrage of water targeting nearby enemies. It can stun smaller enemies while hitting them.
- **Cross Swell:** Primarily used to gather spread-out enemies into a line for more effective follow-up attacks. The final burst at the centre deals significant damage. It has a short cooldown, making it usable multiple times in quick succession.
- **Tsunami:** Leviathan's ultimate ability, Tsunami, has a long reach, making it effective against widely spread-out enemy groups. It deals massive damage, fills the limit break gauge, and consolidates and knocks back enemies. Though costly in ability points, it is highly valuable in DLC fights.

Feat:

- **Serpent's Cry:** Leviathan's Eikonic Feat transforms Clive's left arm into a serpent, changing his basic attack into a shotgun-like blast of water. This ranged attack can be used for any duration, with damage based on the number of water bursts hitting the enemy. Larger enemies take more damage, and the quick reload and infinite ammo make it ideal for fighting groups of small enemies.



Ultima

Abilities:

- **Proselytize:** Sends a river of divine energy that damages all enemies in its path and can be used mid-air. This ability is one of the first Clive gets, making it easy to aim and hit multiple enemies, including airborne ones. It provides a useful ranged attack, knocks up smaller enemies for follow-up combos, and has a large arc and considerable distance.
- **Dominion:** Emits an aetherial shockwave in all directions, followed by 8 magicked blades that pierce the heavens, dealing significant damage to a spread-out group of enemies.
- **Voice of God:** Calls forth a ray of pure aether from the heavens, usable mid-air. Clive transforms into a beam of energy, allowing him to move and hit enemies while being protected from attacks. This ability captures smaller enemies, has a quick cast time, and can be used multiple times due to its short cooldown.
- **Ultimate Demise:** Ultima's ultimate ability, it draws in smaller enemies and overwhelms them with a massive aether explosion. This ability has a large area of effect, pulls in enemies for maximum damage, and leaves survivors near death. It has a longer cooldown and a cast time where Clive is vulnerable to attacks.

Feat:

- **Ascension:** Clive channels Ultima's power, gaining wings and the ability to hover and move quickly over the battlefield. This upgrades his Dodge to a Blink, increases the reach and damage of his basic attacks, and allows him to fire a quick barrage of energy balls with the Triangle/Y button.



Gear

The DLC introduces new pieces of equipment for players, including 4 weapons, 2 belts, 2 vambraces, and plenty of accessories that enhance Clive's Eikonic Abilities.

Weapons:

- Curtana: A sword available from the Redeemable Items menu after purchasing the DLC.
- Tidestrike: A sword that can be crafted after unlocking Leviathan's Eikonic Abilities.
- Tonberry Knife: Crafted after defeating the Master Tonberry mini-boss.
- Original Sin: Crafted using the Opportunity crafting material earned from Kairos Gate mode.

Armour:

- Minwu Waistcloth (Belt): Purchased from Haven's shop after completing The Pursuit of Knowledge.
- Minwu Arm Ring (Vambrace): Purchased from Haven's shop after completing The Pursuit of Knowledge.
- Eludium Belt (Belt): Crafted after completing the main story.
- Eludium Wristlets (Vambrace): Crafted after completing The Rising Tide's main story.



Accessories

- Reflection of Fire: Enhances Phoenix Shift by increasing movement speed and distance.
- Reflection of Wind: Enhances Garuda's Deadly Embrace by increasing reach and elevation.
- Reflection of Lightning: Enhances Ramuh's Blink Justice by further slowing time and increasing target lock speed.
- Reflection of Earth: Enhances Titan's Titanic Block by allowing rear attack blocks and restoring HP.
- Reflection of Ice: Enhances Shiva's Cold Snap by increasing the duration of the ice trail and the input window for Permafrost.
- Reflection of Darkness: Enhances Odin's Arm of Darkness by increasing Zantetsuken's area of effect and recovery execution.
- The Will of Water: Increases Deluge damage by 10%. Increases Cross Swell damage by 8%.
- The Favor of Water: Increases Abyssal Tear damage by 10%. Increases Tsunami damage by 7%.
- The Serpent's Wonder: Reduces Deluge cooldown by 1.5 seconds.
- The Serpent's Word: Reduces Cross Swell cooldown by 2 seconds.
- The Serpent's Watch: Reduces Abyssal Tear cooldown by 2 seconds.
- The Serpent's Worth: Reduces Tsunami cooldown by 8 seconds.
- The Will of the Creator: Increases Proselytize damage by 9%. Increases Voice of God damage by 10%.
- The Breath of the Creator: Reduces Proselytize cooldown by 2.5 seconds. Reduces Dominion cooldown by 3 seconds. Reduces Voice of God cooldown by 2.7 seconds. Reduces Ultimate Demise cooldown by 15 seconds.
- The Favor of the Creator: Increases Dominion damage by 10%. Increases Ultimate Demise damage by 8%.



On evening tides.



Environment



Kingdoms

The DLC introduces a new region called Mysidia. The people of Mysidia created their own Mothercrystal which gave rise to the Eikon Leviathan, providing Mysidia with a formidable martial power to rival other kingdoms. Mysidia has a rich history of civilisation, evident in its numerous ruins, including the now Tonberry-infested Aire of Hours. The region's main settlement is Haven, a small town centred around an area miraculously spared from the ravages of the Blight.

TIPS & TRICKS



Be prepared

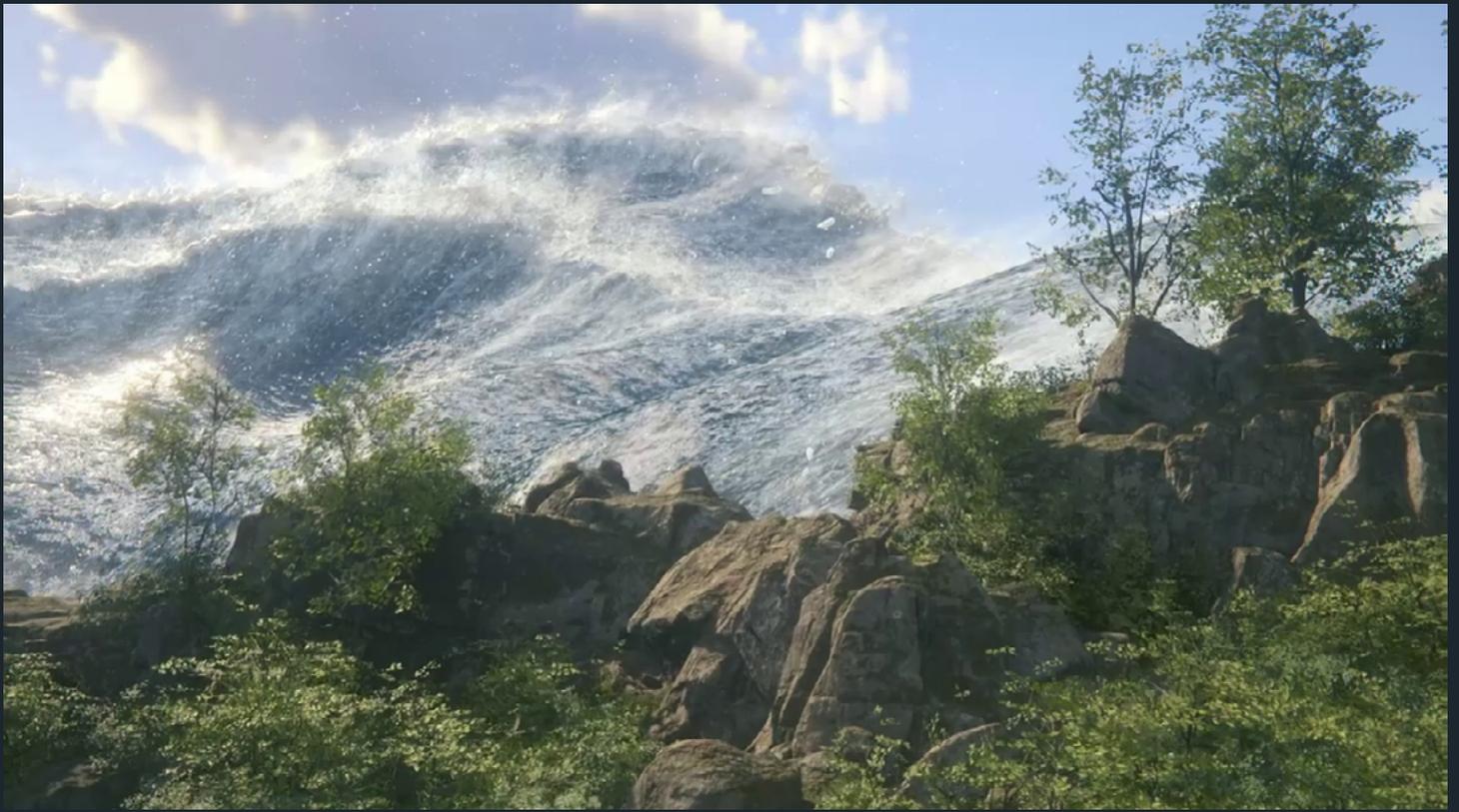
In Kairos Gate choose your Eikonic Abilities based on the upcoming enemy types. For large waves, AoE attacks are the smart choice, while powerful abilities like Gigaflare are best for single enemies. Enhancements and Boons, particularly those boosting defence or HP recovery, are key to making it through to the end. The first half of Kairos Gate is relatively easy, but the difficulty increases significantly, making these Enhancements and Boons vital.

Finish them

Players can equip 4 Timely Accessories from the Boons menu at no cost. While using them lowers your score, they help complete Kairos Gate and unlock the Occasio Calva Trophy. Rather finish with lower scores than fail near the end and have to start over.

It's a marathon not a sprint

The Leviathan fight is lengthy and divided into multiple sections. Focus on depleting the stamina bar to trigger the next cinematic rather than just the health bar. Spam Fireball to deal chip damage and locate Leviathan, who often hides. Remember to use Ifrit combos effectively when in melee range.



CONCLUSION

The Rising Tide DLC for Final Fantasy XVI has a lot to offer. It features excellent fights, new Eikonic abilities, and engaging side quests that build on the strengths of the original game. While it doesn't surpass the base game, it comes close and provides a satisfying extension to the story, making it a fitting conclusion to this instalment of Square Enix's beloved saga.