

Dissidia: Final Fantasy PlayPlan Schedule Guide

by fallacies

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playplan schedule guide
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[O] About this Guide
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This is a guide detailing the course of the various PlayPlan Schedules that may be assigned by the player in Dissidia: Final Fantasy. The explanations below assume that the PlayPlan System employed in the North American Edition is identical to that used in the Japanese Edition.

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Any questions, suggestions, clarification requests, information additions, or corrections may be submitted to:

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Please head the subject with [DFF].

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[P] PlayPlan Overview
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PlayPlan Schedules determine the amount of EXP bonus your characters receive per battle. They are referred to as "schedules" in this guide because the bonuses encountered in their course appear in a specific, unchanging sequence

based on the PlayPlan you've assigned. It is impossible to "miss" a scheduled bonus outside of a PlayPlan reset.

Information regarding your standing within an enabled schedule is provided in the bottom right corner of the Character Customization Menu (referred to hereafter as the PlayPlan Corner). The chocobo indicates your current position in the schedule, and advances by exactly one pace per match of combat except in special circumstances (such as combat against Chaos). Upon the occurrence of a regularly scheduled bonus, the chocobo will make an exclamation containing a Gysahl Green (a carrot icon) following combat, and a yellow popup indicating the EXP bonus that will be applied in the following match appears in the bottom right of the PlayPlan corner.

In the three PlayPlans that may be enabled at the start of the game, there is a single treasure chest bonus that appears at the end of a schedule repetition. The distance to the treasure bonus is given in the bottom right of the PlayPlan Corner. "8 battles" indicates that the chocobo must advance 8 times before reaching the end of the schedule. Treasure chest content is determined by the enabled PlayPlan. All possible treasures are breakable accessories that boost EXP gain.

Repetitions are not indicated for the Grind-Lover or Treasure Hunter PlayPlans; there is no final treasure chest in the Grind-Lover schedule, and there are far too many treasures in the Treasure Hunter schedule. These two PlayPlans may be purchased at 300 PP each from the PP Catalog once all of the Destiny Odysseys have been cleared.

Your PlayPlan automatically resets either every 24 hours or when you switch plans. Immediately after reset, the Chocobo seems to fall asleep. This status lasts for one battle. All values in the PlayPlan corner are zeroed, including distance from chest and Lucky Probability (see below).

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[P.i] Lucky Bonuses
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Lucky Probability increases per each cumulative match following a schedule reset, and determines the occurrence of a Lucky Bonus, which is an EXP bonus unassociated with horizontal progression across a schedule. If a Lucky Bonus appears, the chocobo exclaims a musical note following combat, and a blue popup containing notification of the EXP bonus that will be applied in the following match appears in the PlayPlan Corner.

The value of the EXP multiplier generated for Lucky Bonuses is determined by the elevation of the chocobo following note exclamation. Lucky Probability may increase at any elevation, but Lucky Bonuses do not occur at Elevation 0. For reference, a list of Elevations and associated EXP modifiers is provided below:

Elevation 5	=	EXP x5.0
Elevation 4	=	EXP x3.0
Elevation 3	=	EXP x2.0
Elevation 2	=	EXP x1.5
Elevation 1	=	EXP x1.2
Elevation 0	=	no bonus

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[P.ii] Schedules Characteristics Table
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A summary of PlayPlan Schedule characteristics is given in the table below.

Indicated at the right of the verticle line are the frequency of a bonus appearances per every 60 paces and the number of paces out of 60 that the chocobo spends at a given elevation.

Probabilities are for reference only. They indicate the chance you have of encountering a given event or elevation if you just decide randomly to fight a match without looking at your standing within the enabled schedule.

		日本語					
		PP Catalog Unlock					
schedule title		exp x5.0	/60	%	elevation 5	/60	%
chocobo breed		exp x3.0	/60	%	elevation 4	/60	%
schedule length		exp x2.0	/60	%	elevation 3	/60	%
unlockable		exp x1.5	/60	%	elevation 2	/60	%
		exp x1.2	/60	%	elevation 1	/60	%
		treasure	/60	%	elevation 0	/60	%
		chest contents	accessory description or notes				

		すごしだけ遊ぶ					
Casual Gamer		exp x5.0	-/60	0%	elevation 5	-/60	0%
Yellow Chocobo		exp x3.0	4/60	6.7%	elevation 4	4/60	6.7%
15 paces		exp x2.0	4/60	6.7%	elevation 3	8/60	13.3%
-		exp x1.5	4/60	6.7%	elevation 2	8/60	13.3%
		exp x1.2	-/60	0%	elevation 1	12/60	20.0%
		treasure	4/60	6.7%	elevation 0	28/60	46.7%
		Chocobo Down	Experience Value +20%				
			Accessory Breakability: 30%				

		ほどよく遊ぶ					
Average Gamer		exp x5.0	2/60	3.3%	elevation 5	2/60	3.3%
Yellow Chocobo		exp x3.0	2/60	3.3%	elevation 4	4/60	6.7%
30 paces		exp x2.0	6/60	10.0%	elevation 3	10/60	16.7%
-		exp x1.5	2/60	3.3%	elevation 2	12/60	20.0%
		exp x1.2	-/60	0%	elevation 1	12/60	20.0%
		treasure	2/60	3.3%	elevation 0	20/60	33.3%
		Chocobo Wing	Experience Value +50%				
			Accessory Breakability: 30%				

		とことん遊ぶ					
Hardcore Gamer		exp x5.0	4/60	6.7%	elevation 5	4/60	6.7%
Yellow Chocobo		exp x3.0	2/60	3.3%	elevation 4	7/60	11.7%
60 paces		exp x2.0	2/60	3.3%	elevation 3	11/60	18.3%
-		exp x1.5	4/60	6.7%	elevation 2	10/60	16.7%
		exp x1.2	-/60	0%	elevation 1	12/60	20.0%
		treasure	1/60	1.7%	elevation 0	16/60	26.7%
		Chocobo Feather	Experience Value +100%				
			Accessory Breakability: 30%				

		とにかく経験値を稼ぐ					
		Purchasable after all Destiny Odysseys are cleared					

Grind-Lover		exp x5.0	2/60	3.3%	elevation 5	2/60	3.3%
Black Chocobo		exp x3.0	-/60	0%	elevation 4	15/60	25.0%
60 paces		exp x2.0	2/60	3.3%	elevation 3	15/60	25.0%
PP Purchase		exp x1.5	2/60	3.3%	elevation 2	13/60	21.7%
		exp x1.2	1/60	1.6%	elevation 1	13/60	21.7%
		treasure	-/60	0%	elevation 0	2/60	3.3%
		-			-		

		とにかく宝箱を集める					
		Purchasable after all Destiny Odysseys are cleared					
Treasure Hunter		exp x5.0	-/60	0%	elevation 5	-/60	0%
Fat Chocobo		exp x3.0	-/60	0%	elevation 4	-/60	0%
60 paces		exp x2.0	-/60	0%	elevation 3	-/60	0%
PP Purchase		exp x1.5	-/60	0%	elevation 2	-/60	0%
		exp x1.2	-/60	0%	elevation 1	-/60	0%
		treasure	15/60	25.0%	elevation 0	60/60	100.0%
				probability	estimated # of		% of
				of appearance	chests (of 15)		60
		Chocobo Down	65% of chests		9.75 of 15		16.25%
		Chocobo Wing	30% of chests		4.50 of 15		7.50%
		Chocobo Feather	5% of chests		0.75 of 15		1.25%

Note that the Grind-Lover / Black Chocobo Course has a relatively low number of definitely obtainable bonuses. Note also that the Black Chocobo spends a large portion of its schedule flying. In theory, this results in the occurrence of many Lucky Chances. In practice, it's a bit of a pain.

For more stable grinding that doesn't require at least a hundred consecutive matches a day, I suggest using the Hardcore Gamer Plan instead.

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[S] Schedules
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Listed below are the schedules associated with each PlayPlan. Elevations are indicated at the left; associated EXP modifiers appear at the right; pace numbers are indicated at top of every 15 advances. Any bonus that appears at a particular elevation will impose the EXP modifier at the right of its row.

Following the completion of a schedule, the chocobo's progression loops back to the beginning.

Refer to the legend below for the meanings of the symbols used.

- B bonus
- T treasure
- * blank pace

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[S.i] Casual Gamer
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					5					10					15		
		1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	EXP

Elv 4										B						x3.0
Elv 3										*						x2.0
Elv 2										*	*					x1.5
Elv 1			*	*	*								*	*	*	x1.2
Elv 0	*	*								*	*	*				none
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	
					20					25					30	
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	EXP
Elv 5						B										x5.0
Elv 4					*											x3.0
Elv 3			*	*									*	*		x2.0
Elv 2	*	B										*	B			x1.5
Elv 1										*	*					x1.2
Elv 0										*	*	*				none
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	
					35					40					45	
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	EXP
Elv 5		B												B		x5.0
Elv 4	*												B	*		x3.0
Elv 3										B	*	*				x2.0
Elv 2						B	*	*								x1.5
Elv 1					*	*										x1.2
Elv 0			*	*												none
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	
					50					55					60	
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	EXP
Elv 5											B					x5.0
Elv 4										*	*					x3.0
Elv 3						*	*	B								x2.0
Elv 2					B											x1.5
Elv 1				*										T		x1.2
Elv 0	*	*	*									*	*	*		none
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	

	5					10					15					EXP
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	
Elv 5																x5.0
Elv 4														*	*	x3.0
Elv 3										B	*	*	*			x2.0
Elv 2						*	*	*	*							x1.5
Elv 1		*	*	*	*											x1.2
Elv 0	*															none
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	EXP
					20					25					30	
Elv 5		B														x5.0
Elv 4	*		*	*	*	*										x3.0
Elv 3							*	B	*							x2.0
Elv 2										*	*					x1.5
Elv 1												*	*		*	x1.2
Elv 0														*		none
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	EXP
					35					40					45	
Elv 5																x5.0
Elv 4															*	x3.0
Elv 3										*	*	*	*	*		x2.0
Elv 2					*	*	*	B	*							x1.5
Elv 1	*	B	*	*												x1.2
Elv 0																none
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	EXP
					50					55					60	
Elv 5				B												x5.0
Elv 4	*	*	*		*	*	*									x3.0
Elv 3									*	*	*					x2.0

	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	
					50					55					60	
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	EXP
-----																-----
Elv 5																x5.0
-----																-----
Elv 4																x3.0
-----																-----
Elv 3																x2.0
-----																-----
Elv 2																x1.5
-----																-----
Elv 1																x1.2
-----																-----
Elv 0	*	*	T	*	*	*	T	*	*	*	*	T	*	*	T	none
-----																-----
	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	

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[Cr] Credits
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The following wikis were consulted for information regarding Dissidia game content:

- <http://playshinra.com/dissidia/>
- <http://www27.atwiki.jp/ddff/>
- <http://dissidia.gkwiki2.com/>

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