FFX Any%

Mr.Tyton

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Introduction

Welcome to the Final Fantasy X Any% Speedrun Notes. These notes are the work of a lot of very amazing people who have helped me compile everything here into one document.

Some beginning information about the run:

- You should be able to complete the first run that you do, as long as you follow the notes exactly. Misreading them can lead to runs that cannot complete. Don't try to do something else because you think it will also work, unless you've tried it before. Examples of this include using Marbles instead of Gems on Biran and Yenke - even though Marbles will still kill, you won't get the overkill which gives us required drops. Information about WHY we do these things are not present in these notes, as they are outside the scope of this document, but if you ask someone will definitely be able to tell you.
- Common mistakes usually end up being gridding mistakes - some of these are unrecoverable. It sucks, it happens, just realize for next time and double check your grids before doing anything.
- The run is very long. Make sure you have all the supplies you need.
- Blitzball sucks. If you lose, it's awful, but the run is still very completable, only loses about 1-2 minutes. Don't worry about it too much.
- Have fun!

Some information about how these notes are laid out:

- There are a few acronyms used throughout the run.
  - **SD**: **Skip Dialogue**. During some cutscenes, some of the dialogue is skippable. As soon as the text finishes appearing on the screen, you can hit **Confirm** to cause it to disappear. This will stop the Voice Over lines from completing, causing the cutscene to progress faster. As a result, you can mash during this to progress faster.
  - **CS**: **Cutscene**. In game rendered cutscene. Can't do anything about it, just take a break. Usually they will have the approximate time that the cutscenes take, so you can plan your breaks better. These are timed for PS2.
  - **FMV**: Full Motion Video. Pre-rendered cutscene. Can't do anything about it (usually), just take a break. Usually they will have the approximate time that the cutscenes take, so you can plan your breaks better. These are timed for PS2.
  - **Skippable FMV**: **Skippable Full Motion Video**. Pre-rendered cutscene, but you can skip these if you are on PC. They still have times, because these are not skippable on PS2.
  - **Touch the Save Sphere**: Touching Save Spheres will full heal you. Touch the save sphere, and then cancel out.
- Read each page as such: Left column, then right column, then the next page. There are some instances Read the columns left column first, then right column, then next page. There are some instances where there will be an instruction box that takes up both columns - in this case, do whatever is above the instruction box first (left column, then right column), then do whatever is below the instruction box the same way (left column, then right column)
- Each bullet point is their own item. Do what it says there before going to the next one.
- There are instances where you have to get an item, or overdrive, etc before progressing. If the notes say to do so... **Do So**. These notes don't contain many backup strats.

Some information about Spheres:

- The sphere grid route requires 47 Power Spheres. There are 37 Power Spheres that are guaranteed drops during the course of the run, so you need 10 "bonus" spheres in order to be able to complete the run. It will be stated which ones are guaranteed and which values are bonuses. Keep track of the bonuses in order to determine at the stated points if you're low and to do the backup strats then. The guaranteed power spheres are:
  - Tros - 2
  - Besaid Dingos - 2
  - Besaid Garuda - 1
  - Geneaux - 2
  - Sahagins - 17
  - Vouivre + Garuda - 2
  - Raldo - 1
  - Bunyip (Mix) - 2
  - Wendigo - 2
  - Bombs - 6
- The sphere grid route requires 17 Speed Spheres. For the most part it doesn't matter when you get them, but keep track of all the ones that you get dropped. There are points to get backup speed spheres that are stated throughout the run.
- These set of notes contain both the **Blitz Win** and **Blitz Loss** strategies. At various points, the strategies that you have to do are different depending on whether or not you won or lost blitzball.

Zanarkand

1. Press Select to skip Cutscene (about 15 seconds in on PS2)
2. Talk to the three kids, name self, then the women, walk down center
3. Up+Right walking down road. **SD** through crowd. **Skippable FMV** (2:30)
4. Down to Auron, **SD**, 2 **Skippable FMV** (2:30), **SD**
5. On the second FMV where the Sinscales fly out of sinspawn, don't skip - press **Start** towards the end of the **FMV**. This lets you skip the one after Tanker.

SINSPAWN

- **SD**
- Defend with Tidus
- Attack 3 Sinspawn
- **SD**
- Attack 3 Sinspawn

SINSPAWN AMMES - 2,400 HP

- **SD**
- **Auron**: Overdrive (↓, ←, ↑, →, L1, R1, O, X)
- **Tidus**: Attack
- **Tidus**: Overdrive
- Continue attacking until dead.

6. Run around dead Sinspawn, **Touch the Save Sphere**, **SD**

TANKER - 1,000 HP

- **Tidus**: Switch Weapon
- **Auron**: Attack Self
- **Tidus**: Switch Weapon x2
- **Tidus**: Attack Tanker
- **Auron**: Attack Tanker
- **Tidus**: Attack Tanker after Auron has returned to position

7. **CS** (2:00), **Skippable FMV**

Baaj Temple

1. Hold O, Down talk to Jecht. **SD** when **Tidus** wakes up. Swim around rock and to temple.
2. **CS**, hold O, down and right, **CS**.

SAHAGINS AND GEOSGAENO

- Attack the two Sahagins until dead
- **CS** (0:30)
- Defend until **CS**

3. Heal **Tidus** with Potions. Open options, switch cursor to memory, aeons to short.
4. **CS**, go down and left and go through door. Pickup flint and exit.
5. Go north and through door. Climb steps to withered bouquet. Go back to the fire in the center. **CS** (2:10)

KLIKK - 1,500 HP

- **Tidus**: Attack x6, less with Crits
- **CS**, **SD**
- **Rikku**: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- **Tidus**: Attack
- Potion if **Tidus** is less than 110 HP
- Continue until dead

6. **CS** (2:30). Talk to **Rikku** for tutorial, **SD**
7. Hold O, down, left. Use circle and move forward.

ENCOUNTERS

- Piranha:
  - Steal Grenades with **Rikku** and Attack with **Tidus**

8. Swim to **Touch the Save Sphere**, swim forward. Circle and right across the station.

PIRANHA

- **Rikku**: Steal Grenades from each set
- **Tidus**: Attack

9. **CS**, swim down, swim left. Heal with potions if **Rikku** is below 250 HP

TROS - 2,200 HP

- **Rikku**: Steal if you had less than 6 grenades
- **Rikku**: Grenade x6
- **Tidus**: Attack x2, Standby otherwise

Guaranteed 2 Power Spheres, Overkill gives +2 Power Spheres

10. Swim up to the next screen. **CS**, follow red arrow to **CS** (0:50)
11. **SD** until **Tidus** gets food. **CS** (3:00). Walk to **Rikku**. **CS** (2:30), **SD** during Al Bhed Dialogue. Don't save.

Besaid

1. **CS** (0:30), **SD**, **FMV**. Swim to the beach and **SD**. Walk up to **Wakka**, **SD**, walk down to next screen.
2. Walk right to next screen, right again, down to **Wakka**.
3. Swim in the Lagoon. Watch out for invisible wall at the end.

ENCOUNTERS

- Piranhas:
  - Attack if 2 groups, or 3 if preempt.
  - Otherwise run away.

4. **SD** next couple of screens. Walk to temple, **CS** (0:30). Walk to the Priest, **CS** (1:30). Walk to **Wakka** tent (middle right), talk to him and **SD**
5. Walk to temple, **SD**

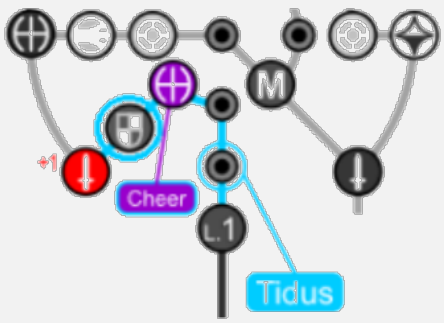
CLOISTER OF TRIALS

- Touch the wall at the end
- Touch the wall on the right
- Go down the steps and pickup the sphere from the wall
- Go down the steps and place the sphere in the door
- Go down the corridor past the first pedestal
- Touch the wall opposite the second pedestal to open the hidden room
- Pickup the sphere in the hidden room, place it on the second pedestal
- Push the pedestal to complete the trials

6. **CS** (1:00), **SD** inside the Fayth room. **FMV**+**CS** (1:00). **SD** after the **FMV**, walk down to Besaid Center. **CS** (1:40), name **Valefor**.
7. **SD** at party, walk to **Yuna**. **SD**, respond with the 2nd option, "She's not my type". Talk to **Wakka**, go to sleep, **SD** on the dream docks.
8. Walk out of tent, **SD**.
9. Go back to Besaid, talk to the shop owner in the bottom left tent. Talk to the dog in the top right tent.
10. Leave village, **SD** through forced encounters, **SD** during cutscene, avoid statue and leave the area by going up. You get 2 Power Spheres from these tutorials. **Skippable FMV** right before the **Kimahri** fight.

SPHERE GRID

- *If Tidus has 3 levels:*
  - Move ←
  - Get Cheer, Str +1



KIMAHRI - 750 HP

- **Tidus**: Attack x3-7, depending on crits/Strength node.
- **Tidus**: Each attack does average of 125, so 6 attacks averaging that will kill.
- **Tidus**: Need either Str Node, 2 Evades, 1 Crit, or +7 damage, otherwise Potion after 6th Attack

11. **SD**, continue running

GARUDA

- **Yuna**: Summon **Valefor**
- **Valefor**: Thunder x6 to build **Overdrive**

Guaranteed 1 Power Sphere.

12. If you didn't do the sphere grid yet, do it now.
13. **Formation: Tidus**, **Yuna**, **Lulu**

GARUDA

- Flee using the Escape Command

ENCOUNTERS

- Dingo: **Tidus** Attack
- Condor: **Wakka** Attack
- Water Flan: **Lulu** Thunder

14. At Besaid Beach go onto the boat.

S.S. Liki

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1. **CS** (2:00), walk up to **Yuna**, **SD**, walk back to **Wakka**, **SD**, walk back up to **Yuna**, **CS**+ 4 **Skippable FMV** (4:20), **SD** from 'Sin!'

SIN FIN - 2,000 HP

- **Tidus**: Defend
- Switch **Yuna** for **Lulu**
- **Lulu**: Thunder the Sin Fin
- **Kimahri**: Lancet the Sin Fin
- **Enemy**: Moves
- **Tidus**: Defend
- **Kimahri**: Lancet the Sin Fin
- **Lulu**: Thunder the Sin Fin
- Switch **Tidus** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: Energy Blast **Overdrive** on Sin Fin

2. **FMV**+**CS** (1:40)

SINSPAWN ECHUILLES - 2,000 HP

- **Tidus**: Cheer x2
- **Wakka**: Dark Attack
- **Tidus**: Attack x2 *if Str Node else* Cheer x2
- **Wakka**: Attack x2
- **Enemy**: Blender
- **Wakka**: Attack x2
- **Tidus**: Attack x2, one less if either **Tidus** crits or **Wakka** crits twice.
- **Tidus**: **Overdrive**

Check for **Ice Brand, Ice Ball**

3. **Skippable FMV+CS** (1:30), **SD** during **Tidus** monologue.

Kilika

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1. **SD** on exiting the boat, go up and left, **SD**. **Skippable FMV** (2:00), (press Start immediately after skip) **SD**

2. Exit inn, go right to **Wakka**, **SD**. Go left and up to Kilika Woods, **SD**

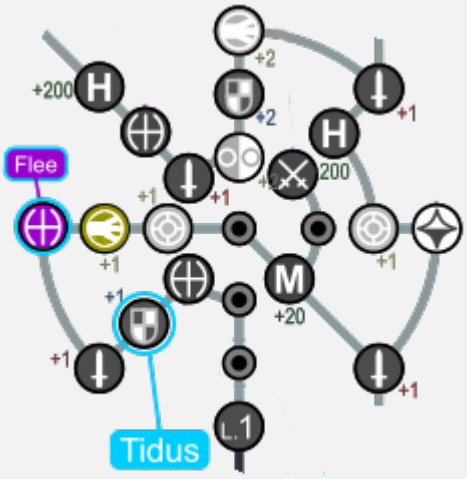
LANCET TUTORIAL

- **SD**
- **Kimahri**: Lancet
- Switch **Kimahri** for **Yuna**
- **Yuna**: Defend
- **Tidus**: Attack
- **Lulu**: Fire

3. Go left and up the hidden path, open the chest for the **Scout**

SPHERE GRID

- **Tidus**:
  - Move ←←
  - Flee, Agi+1



EQUIPMENT

- **Wakka**: Scout
- *If you have them:*
  - **Wakka**: Ice Ball
  - **Wakka**: Armguard
- *If you got the Ice Brand:*
  - **Tidus**: Ice Brand

4. **Formation: Tidus**, **Yuna**, **Wakka**

5. Continue up the hidden path, following the map. Fill up **Valefor** **Overdrive** with the first set, then do the rest of the encounters with the second set.

6. Need 16 Speed Spheres from this point on. Need 45-55 AP on **Tidus**, which is about 5-7 kills.

ENCOUNTERS

On Pre-Empts, Defend on Everyone.

- Killer Bee + Yellow Element:
  - **Tidus**: Defend
  - Yuna: Summon Valefor
  - Valefor: Boost
  - Valefor: Thunder Killer Bee
  - Valefor: Water Yellow Element
- Dinonix + Yellow Element
  - **Tidus**: Attack Dinonix
  - Yuna: Summon Valefor
  - Valefor: Boost x2
  - Valefor: Water Yellow Element
- Killer Bee + Dinonix + Yellow Element
  - **Tidus**: Attack Dinonix
  - Yuna: Summon Valefor
  - Valefor: Boost
  - Valefor: Thunder Killer Bee
  - Valefor: Water Yellow Element
- Killer Bee x2 + Ragora
  - **Tidus**: Attack Ragora
  - Yuna: Summon Valefor
  - Valefor: Thunder Killer Bee
  - Valefor: Thunder Killer Bee
  - Valefor: Fire x2 Ragora
- Ragora (Bad Encounter)
  - **Tidus**: Defend
  - Yuna: Summon Valefor
  - Valefor: Boost
  - Valefor: Sonic Wings
  - Valefor: Fire x2
- 2x Ragora (Super Bad Encounter)
  - **Tidus**: Defend
  - Yuna: Summon Valefor
  - Valefor: Boost
  - Valefor: Dismiss
  - Wakka: Defend
  - Flee

ENCOUNTERS

- Killer Bee: WakkaAttack
- Dinonix: **Tidus** Attack
- Yuna: Defend
- Ragora: Flee
- Flee whatever is left.

7. **SD**
8. **Formation: Tidus**, Yuna, Wakka
9. **Touch the Save Sphere**

SINSPAWN GENEAUX - 3,000 HP

- *If **Tidus** is going before Yuna:*
  - **Tidus**: Attack Main Body
  - Yuna: Summon Valefor
  - Valefor: Energy Blast **Overdrive**
  - Valefor: Fire x4-5
- *Else:*
  - Switch Yuna for Kimahri
  - Kimahri: Attack Main Body
  - **Tidus**: Defend
  - Switch anyone for Yuna
  - Yuna: Summon Valefor
  - Valefor: Energy Blast **Overdrive**
  - Valefor: Fire x4

Guaranteed 2 Power Spheres.

10. **SD** on stone steps and temple. go into temple. Walk up to Wakka and Pray. **SD** inside temple and go up steps. Wait for lift and **SD**.

CLOISTER OF TRIALS

- Take the sphere from the pedestal
- Place into the door, take it off of the door.
- Place sphere into the next door, take the sphere back.
- Place the sphere into the right holder
- Touch glpyh
- Take the sphere from the next room
- Place it into the left holder
- Take the glyph sphere from the pedestal
- Place it in the Fire Room
- Take the sphere that you put into the right holder
- Use it to open the door in the Fire Room
- Take the sphere off the door
- Enter the Fayth room

11. In Fayth room, **SD**, speak to Wakka first. Try to leave room, **SD**, name **Ifrit**
12. Hold down to exit temple, **CS** (0:40), **SD**
13. Go south through Kilika Woods, take the left path and open the chest for the **Luck Sphere**, referencing map.
14. Exit Kilika Woods same way that you entered, treating fights the same way as above.
15. Go down and right to S.S. Winno. **SD**

S.S. Winno

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1. **CS** (1:10), exit door on the right. **SD** with Oaka, then give him 1100 Gil. Run outside, go up to the top deck for Wakka and Lulu cutscene, **SD**
2. Run up the blitzball on the front of the boat. **CS** (1:10)

3. Follow the tutorial, fail the minigame
4. **SD** on **Yuna**'s scene, do not save. **Skippable FMV** (0:30) if you buffered the Start command in Kilika.

Luca

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1. **SD**, go right and up to the next screen, **CS** (2:30). Don't save.
2. **SD** in locker room. Don't do the tutorial. **SD**by mashing another button (like **R1**) at the same time as confirm, walk down, **SD**
3. Walk down to next screen, **SD**. Whistle **CS** (0:30), walk right to next screen.
4. **SD**, run to the cafe. **SD**, **Skippable FMV**+**CS** (1:20), **SD**
5. Run left to next screen, then left to the docks. Run north to the next screen.

MACHINA

- *For the first two encounters:*
  - **Tidus**: Defend
  - **Kimahri**: Defend
  - **Lulu**: Thunder
- *For the third encounter:*
  - *First Wave*
    - **Tidus**: Attack
    - **Kimahri**: Attack
    - **Lulu**: Thunder a different Machina
    - **Tidus**: Attack
    - **Kimahri**: **Overdrive** Seed Cannon *if no crits else* Attack
  - *Second Wave*
    - **Tidus**: Defend
    - **Kimahri**: Defend
    - **Lulu**: Thunder
  - *Third Wave*
    - **Tidus**: Attack
    - **Kimahri**: Attack or **Overdrive** Seed Canon
    - **Lulu**: Thunder a different Machina

6. If anyone is Critical HP, use Potions.
7. Do the below Sphere Grid if **Tidus** has 5 S.Levels.
8. Run right.

OBLITZERATOR - 3,000 HP

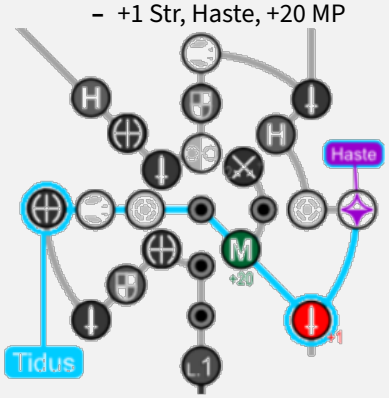
- **Kimahri**: Defend
- **Tidus**: Defend *If No Early Haste Else* Haste **Lulu**
- **Lulu**: Thunder Crane x3
- **Tidus**: Use Crane after **Lulu**'s string
- **Kimahri**: Defend
- **Lulu**: Thunder
- **Tidus**: Attack

Check for **Lightning Steel, Thunder Ball**

9. **CS** (2:00), **SD** during and after Blitzball game.

SPHERE GRID

- **Tidus**: (5 S.Lvl)
  - Move ↓↘↘
  - +1 Str, Haste, +20 MP



10. Auto-Sort items

EQUIPMENT

- *If you got Lightning Steel*
  - **Tidus**: Lightning Steel
- *If you got Thunder Ball*
  - **Wakka**: Thunder Ball

11. Run South for the next two screens. **Touch the Save Sphere**. Go up the stairs to the locker room, **SD**
12. Go back into locker room, speak to **Wakka**, **SD**, **CS** (1:20). **SD** after **Lulu** scene. **CS** (1:40) on Auron Entrance.

BLITZBALL

- **First Half:**
  - *If Luca wins the Blitzoff:*
    - Triangle, switch the mode to **Mark Mode**, and then **Left Side**
  - *When you get the ball:*
    - Change to **Manual A** and **Normal Mode**
    - down some, pass the ball to **Tidus**
    - **Tidus**: Swim next to Jassu, pass to Jassu
    - Hide behind the Goalie
    - If you aggroed a Goer, Swim Around
- **SD** during half time
- **Second Half:**
  - *If Luca wins the Blitzoff:*
    - Triangle, switch the mode to **Mark Mode**, and then **Right Side**
  - *When you get the ball:*
  - Pass to Jassu if he doesn't have it
  - Swim to the Bottom Middle
  - Wait until 2:20, if Abus Aggros then Break
  - Swim to the Left, aggro Balgerda (bottom player), then swim back some
  - Pass to **Tidus** before Balgerda gets in range to block
  - **Tidus**: Swim close to the Goal and Sphere Shot before anyone is close enough to block
    - If 1 Defender and 2:49, Sphere Shot over the Defender
    - Otherwise, Break and Sphere Shot
    - If 2 Defenders, Break 1, Sphere Shot
  - **SD** during **Wakka** **CS**
  - If you need to Score or it's 1-1, then do the same as above with Jassu
  - Wait until 4:20 then aggro Balgerda, Pass to **Wakka**
  - **Wakka**: swim close and Venom Shot, or Break, Venom Shot
- Don't try to score in the First Half
- If you're losing, Change to **Mark Mode** and lose the game.

13. **SD**, Don't Save, **CS** (1:00)

SAHAGIN CHIEF

- If no Lightning Steel:
  - **Tidus**: Haste **Tidus**
  - **Wakka**: Attack one Sahagin for the first two waves, defend on the third wave
  - **Tidus**: Attack the other Sahagin
  - **Wakka**: Potion if **Tidus** has less than 156 HP
- If Lightning Steel:
  - **Tidus**: Haste **Tidus**
  - **Wakka**: Attack
  - **Tidus**: Attack

Guaranteed 17 Power Spheres. Each Overkill is +1 Power Sphere

14. **SD**, **Skippable FMV**. Overkill on Vouivre is +1 Power Sphere

GARUDA - 1,800 HP

- **Tidus**: Haste **Auron**
- **Auron**: Attack x3
- **Wakka**: Defend, Potion if **Tidus** is less than 312 HP
- **Tidus**: Attack
- **Tidus**: Defend
- **Wakka**: Defend, Potion if **Auron** is less than 202 HP
- **Auron**: Attack x3
- Don't revive non-**Auron** party members

Guaranteed 2 Power Spheres from this and the Vouivre. Overkill is +1 Power Sphere

15. **CS**+**Skippable FMV** (1:30). Don't save. **SD** the Auroch scene

16. **CS** (4:50). Run north to the hidden chests, open the chest for the **Magic and HP Sphere**

17. Run South and try to speak to **Auron** while he's walking away.

18. Follow red arrow to **Yuna**. **SD** during guardian scene. Walk to **Yuna**, **CS** (4:20)

Mi'ihen Highroad

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1. Walk up. Forced encounter, **SD**. Walk up, **SD** during Maechen Scene. Guaranteed 1 Power Sphere from the tutorial.

ENCOUNTERS

- Bomb:
  - Switch anyone for **Kimahri**
  - **Kimahri**: Lancet Bomb, learn **Self Destruct**
  - Flee.
- Else Flee, Heal afterwards if it was an ambush.

2. Mi'ihen Skip
    - After Maechen Scene, run up as quickly as possible.
    - Go to the White Spot on the ground towards the left before the Man in Blue
    - Speak to the man, get the **Hunter's Spear**
    - Mash and step forward over the cutscene line
    - Walk up during the cutscene after the teleport to the next screen.
3. Make sure you get the **Hunter's Spear** if you fail the skip.
4. Go right and **SD** at Calli scene. Continue walking up. **SD** Luzzu scene, **SD** Shelinda scene
5. **Formation: Tidus**, **Wakka**, **Kimahri**
6. Go to the next screen
7. Go to the Al-Bhed shop, **SD**. Walk out of the shop and **CS** (5:30)
8. Leave shop, **SD**. **SD** on Rin. Walk outside.

CHOCOBO EATER

- **Tidus**: Haste Boss
- Defend with everyone.
- Swap any characters that fall into crit HP with someone in the back.

9. **SD**
10. Walk north, **Touch the Save Sphere**. Walk north to next screen. Walk to blocked road, **SD**. Speak to the guard on the right, **SD**, walk back, **SD**. Walk up to next screen.
11. *If you don't have **Self Destruct**, make sure that you get it before leaving the second screen.*

Mushroom Rock Road

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1. **SD**, **CS**.
2. Clasko Skip
    - Run forward to the 3 Soldiers
    - Wedge yourself behind the right soldier by holding Left for a second
    - Tap Down-Right, X to speak to the bottom soldier
    - If the Soldier got away:
        - Run up near the white spot on the wall near the trigger
        - Talk to the Soldier right after he pushes you into the trigger
        - Mash until trigger dialogue during the **CS**
3. Flee from any encounters, go to the next screen.
4. **Touch the Save Sphere**. Go up the lift. Follow path.
5. **Formation: Tidus**, **Wakka**, **Auron**

NON-GARUDA NON-AMBUSH ANYTHING

Try to make it an encounter with a Funguar, but take whatever the third encounter is.

- Switch **Tidus** for **Kimahri**
- **Kimahri**: Defend
- **Wakka**: Defend
- Switch **Auron** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: Energy Ray

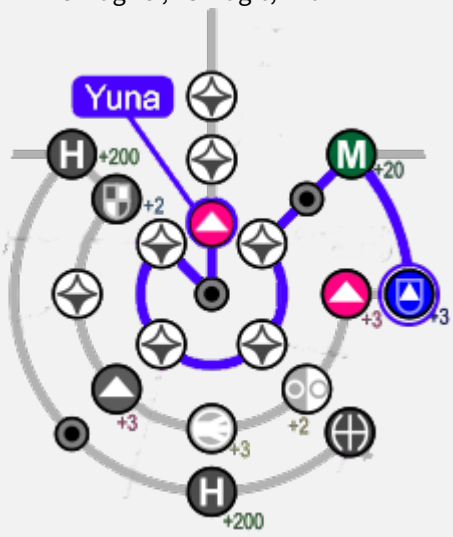
EQUIPMENT

- **Wakka**: Scout/Ice Ball

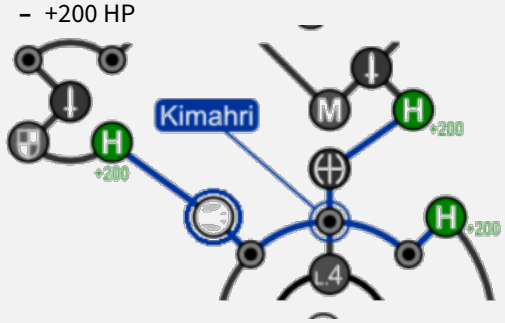
6. **Formation: Tidus**, **Wakka**, **Auron**

SPHERE GRID

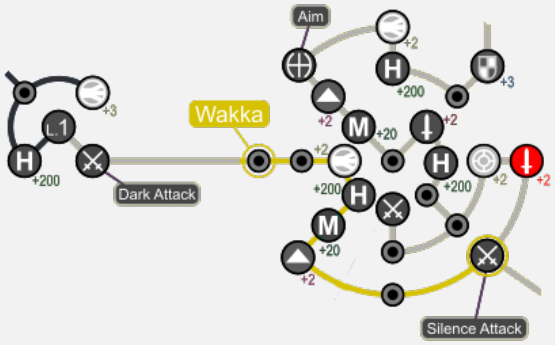
- **Yuna**: (8 S.Lvl)
  - Use Magic Sphere
  - +4 Magic
  - Move →→→→
  - +3 MagDef, +3 Magic, +20 MP



- **Kimahri**: (6 S.Lvl)
  - Move →
  - +200 HP
  - Move ←↑
  - +200 HP
  - Move ←
  - +200 HP



- **Wakka**: (7 S.Lvl)
  - Move → $x4(\downarrow)$Silence Attack
  - +2 Strength



ENCOUNTERS

The actions that you do here to charge **Valefor**'s overdrive will change depending on the enemies. Follow the flow chart.

- *If the enemy is a Garuda:*
  - Flee
- *If there is a Lamashtu, a Gandarewa and no Raptor, or there wasn't a Funguar in the previous farmed encounter:*
  - Switch **Tidus** for **Kimahri**
- *If there is a Lamashtu:*
  - **Kimahri**: Attack Lamashtu
- *Otherwise:*
  - **Kimahri** or **Tidus**: Defend
- *If there is a Raptor:*
  - **Wakka**: Attack Raptor
- *If there is a Gandarewa and no Raptor:*
  - **Kimahri**: Lancet Gandarewa *If you didn't attack a Lamashtu*
  - **Wakka**: Attack Gandarewa
  - *If the Gandarewa is still alive:* Flee
- Switch **Auron** for **Yuna**
- **Yuna**: Summon **Valefor**
- *If the encounter was a pre-empt:*
  - **Valefor**: Shield
- *If there is still a Gandarewa:*
  - **Valefor**: Water Gandarewa
- *Otherwise, if there is a Lamashtu or a Funguar*
  - **Valefor**: Fire the Lamashtu or the Funguar
- **Valefor**: Boost
- **Valefor**: Blizzard Red Element

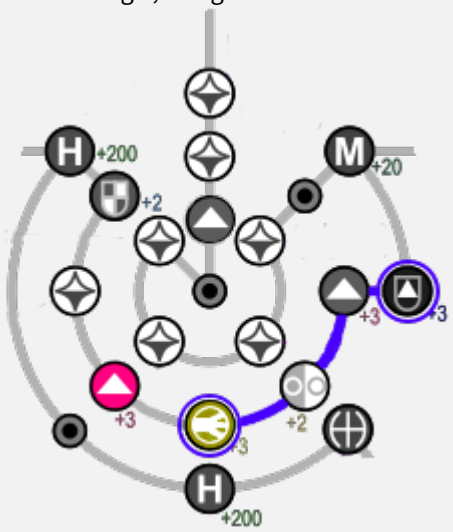
7. Keep the **Formation: Kimahri**, **Wakka**, **Yuna**
8. Keep on fighting encounters until Yuna can do the next Sphere Grid menu, which is at 3 S. Levels, as you progress through the area.

ENCOUNTERS

- **Wakka**: Attack Raptors or Gandarewas
- **Yuna**: Defend
- Flee

SPHERE GRID

- Yuna: (3 S.Lvl)
  - Move ↓↓
  - +3 Magic, +3 Agi



9. After the Sphere Grid, **Formation: Tidus**, Yuna, Wakka, and you can stop grinding encounters.
10. Speak to the man to the left, right before the elevator that brings you up the to HQ Elevator, on the second screen, for 400 Gil. Go on lift, go to HQ.
11. Walk down and **SD**. Walk right to next screen, then right, **SD**. Walk right to O'aka

SHOP 10890 GIL

- Sell
  - Hi-Potions
  - X-Potions
  - Elixirs
  - Hunter's Spear
  - Anything other than Longsword, Official Ball, Lightning Steel, Thunder Ball
- Buy
  - Sentry, Equip

12. **Touch the Save Sphere**
13. **SD**, go right, **CS** (1:00), **SD** after Seymour. Go down to guard, use the 2nd option to confirm Yes, **SD**

SINSPAWN GUI 1 - 12,000 HP

- Switch Yuna for **Auron**
- **Auron**: Power Break Main Body
- **Tidus**: Defend
- **Wakka**: Switch Weapon to Thunder Ball, Power Ball, or Official Ball
- Switch **Wakka** for Kimahri
- Kimahri: Self Destruct main body
- Switch **Tidus** for Yuna
- Yuna: Summon Valefor
- Valefor: Energy Blast **Overdrive** x2
- *If Valefor doesn't charge second **Overdrive**:*
  - Valefor: Shield until Gui used a physical attack
  - Valefor: Boost
  - Valefor: Energy Blast **Overdrive**
- *If Self Destruct Crit (7464):*
  - Valefor: Energy Blast
  - Valefor: Thunder Main Body
- *If Power Break Failed*
  - Valefor: Energy Blast
  - Yuna: Summon **Ifrit** once Valefor dies.
  - **Ifrit**: Fire Main Body until 3000 HP
  - **Ifrit**: Hellfire

14. **CS**+**Skippable FMV** (2:20). **SD** Seymour dialogue.

SINSPAWN GUI 2 - 6,000 HP

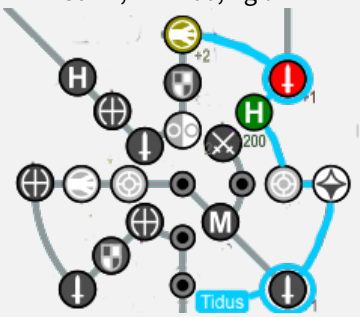
- *If Yuna or Valefor don't have **Overdrive**:*
  - Seymour: Thundara Head (←)
  - Seymour: Thundara Body x5
  - Yuna: Defend
  - **Auron**: Defend
- *If they do:*
  - Seymour: Thundara Body x2
  - Yuna: Summon Valefor or Grand Summon Valefor
  - Valefor: Energy Blast

15. **SD**, **CS**+**Skippable FMV** (2:00) (press Start immediately after the skip. Do not use it on the upcoming scenes, as you will crash your game). Walk left and up to Gatta, **SD**. **FMV**+**CS** (1:30), **SD** during **Tidus** monologue. **CS** (1:00), **SD**
16. Walk left, **SD**. Walk left, speak to **Auron**, **SD**. **Touch the Save Sphere** if **Auron** is in critical HP. Go up and right, **SD**, exit area, **SD**.

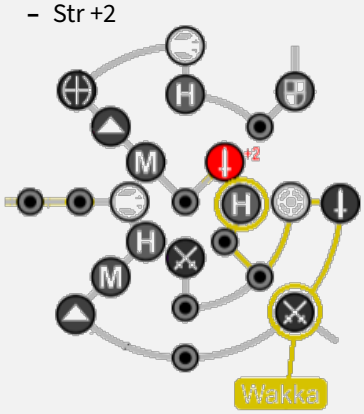
Djose

SPHERE GRID

- **Tidus**:
  - Move →↑
  - Str+1, HP+200, Agil+2



- **Wakka**:
  - Move ↑↑↑ (PC) or ↑↑ (PS2)
  - Str +2



1. **Formation: Tidus**, Yuna, **Auron**
2. Walk North.

ENCOUNTERS

- Basilisk:
  - Switch anyone for **Kimahri**
  - **Kimahri**: Lancet Basilisk, learn **Stone Breath**
  - Flee.
- Else Flee

3. Continue walking north, **SD**, walk up to the next screen.
4. Walk along bridge to next screen, **SD**, walk into temple. Speak to **Auron** at the doorway, **SD**, walk up the stairs.

CLOISTER OF TRIALS

- Take the sphere from the left wall
- Place into door
- Take the sphere from the right wall
- Place into door
- Take the sphere from the left wall
- Push pedestal to the right
- Put sphere into the far right wall
- Take right sphere
- Place into the far right wall
- **CS**
- Take sphere from far right wall
- Reset puzzle with the far left tile
- Place sphere into pedestal
- Take the pedestal sphere
- Put sphere into right wall
- Take the far right sphere
- Put into pedestal
- Push pedestal through the door
- Jump onto pedestal
- Push the second pedestal, return to main room
- Take the charged sphere from the right wall
- Place charged sphere into the left wall
- Reset
- Place the two pedestal spheres in the first left and right walls
- Go onto the lift in the center
- Push all the pedestals in, walk up the stairs

5. Talk to **Auron**, wait. **SD**, try to leave, **SD**, name Ixion
6. Speak to **Auron**, enter the temple and go to the left room. Open the chest for a **Remedy**. Speak to the priest, **SD**. Exit the temple, **SD**
7. Go left, open the chest for the **4000 Gil**, cross the bridge, **SD**, exit, **SD**, go up to Moonflow.

Moonflow

1. Walk north, **SD** on Kimahri Scene.
2. Near the end of the screen, go left through the hidden path. open the chest for the **Magic Def Sphere**.
3. Walk north, **SD**, walk left, **SD**, walk left past 2 screens, **SD**. Potion/Cure **Tidus** if he got injured.Walk right and use the 2nd option to ride ze shoopuf, **SD**.

EXTRACTOR - 4,000 HP

- **Tidus**: Haste self, then **Wakka**
- **Wakka**: Attack
- **Tidus**: *If Lightning Steel:*
  - Cheer x1

  Else:
  - Cheer x4
- **Tidus**: Attack
- *If got a Crit and don't have Thunder Ball:*
  - **Wakka**: **Overdrive**Thunder Reels before Extractor's 4th turn.

4. **SD**, walk left to next screen, walk left and talk to **Rikku**, **SD**

5. Walk up to the forced encounter

RIKKU TUTORIAL

- Mash through the tutorial
- **Rikku**: Steal from the Treasure Chest
- *If you have less than 23 Power Spheres:*
  - **Rikku**: **Overdrive** Two Ability Spheres
- *Else:*
  - **Rikku**: **Overdrive** Two Potions
- Flee

Guaranteed 2 Power Spheres when doing the Ability Sphere Mix.

6. Walk to next screen.

7. **Formation: Tidus**, **Wakka**, **Auron**

8. Heal everyone with Potions

9. Walk north to next screen.

Guadosalam

---

1. **SD**, walk to Seymour's house, try to leave. Walk into room, speak to **Auron**, **SD**, speak to **Wakka**, **Lulu**, **Rikku**, **Yuna**. **SD**, **Skippable FMV+CS** (5:50) if you buffered the Start command after Gui.

2. Exit the house, walk down, **SD**. Go to the Farplane. Hidden to the left in the screen going to the Farplane, open the chest for the **Lightning Marble x8**

3. **SD**, speak to **Auron**, go into the Farplane. **CS** (1:20). Speak to **Wakka**, **SD**, speak to **Yuna**, **CS** (2:10), **SD**.

4. Go to Seymour House Entrance, **SD**

5. Guadosalam Skip:
   - Stand outside of the Potion Shop
   - Wait until you get pushed by the Guado to trigger the skip
   - Run to the exit using the minimap
   - If on HD Remaster, speak to the woman on the left to stop her walking abit, then speak to the running Guado as the woman pushes you to into the door.

Thunder Plains

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1. Walk north, dodging lightning. Try to end Thunder Plains with the Light Curtain. Flee all encounters

2. **SD** when approaching Al Bhed shop. Walk into the shop when **Rikku** begs to go inside.

SHOP 2850-3450 GIL

- Sell: Longsword, Katana
- *If you **lost Blitz**:*
  - Sell: Other Equipment worth 1k+ Gil
  - Buy: Baroque Sword (Do Not Equip)
- Buy:
  - Shimmering Blade (Do Not Equip)
  - 3 Phoenix Downs
  - 3 Grenades, +1 for every Buer encounter you want for Speed Spheres, +1 if **Blitz Loss**

Try to leave the shop with 7075 Gil

3. Walk into shop corridor, **CS** (2:00)

4. Speak to **Auron**, then to **Rikku**, **SD**.

5. Pickup the **Yellow Shield** outside the shop on the ground.

ENCOUNTERS

- Buer: If short on Speed Spheres, can throw Grenades
- Iron Giant:
  - Switch **Tidus** for **Rikku**
  - **Rikku**: Steal Light Curtain
  - Switch **Wakka** for **Tidus**
  - **Tidus**: Defend
  - **Enemy**: Attacks **Rikku**
  - **Auron**: Defend
  - Flee
- *If you **lost Blitz**:*
  - Larva: Try to steal Lunar Curtain
- Melusine: Steal Petrify Grenade if want to.

6. Exit screen, go north, near the exit **SD**, **CS** (3:10)

Macalania Woods

---

1. **SD**, walk north, **SD**, **Touch the Save Sphere**
2. **Formation: Tidus**, **Rikku**, **Auron**
3. Follow path, open the chest for the **2000 Gil**
4. Cure **Tidus** if he's ever below 404 HP.
5. Make sure that you build up **Rikku** **Overdrive**, and that you do at least one of each of the following steals.

ENCOUNTERS

- Chimera: Steal Arctic Wind, Flee
- Blue Elemental: Steal Fish Scale x2, Flee
- Else: Flee

6. Follow path, **SD** twice
7. Catch butterfly near the exit to avoid encounters **Formation: Tidus**, **Yuna**, **Kimahri**
8. **Touch the Save Sphere**, talk to Oaka. Say his "Prices are too expensive", go in again.

SHOP 9075 GIL

- Buy: Sonic Steel, Equip

9. Run up, **SD**. Enter the hidden path, walk to **Auron**, **SD**

SPHERIMORPH - 12,000 HP

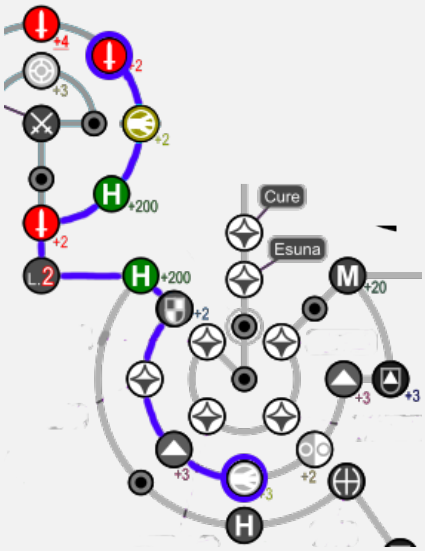
- **Tidus**: Change Armor to Yellow Shield
- **Tidus**: Defend
- **Yuna**: Defend
- Switch **Tidus** for **Rikku**
- **Rikku**: Grenade, check the Element
- **Kimahri**: Defend
- **Rikku**: **Overdrive**, Mag Def Sphere with
  - Fire: Arctic Wind
  - Ice: Bomb Core
  - Water: Lightning Marble
  - Thunder: Fish Scale

Tidus, **Yuna**, **Kimahri**, **Rikku** all need AP. If anyone dies, Mega Phoenix.

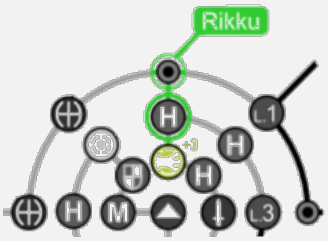
10. **CS** (1:50), **SD**, **SD**

SPHERE GRID

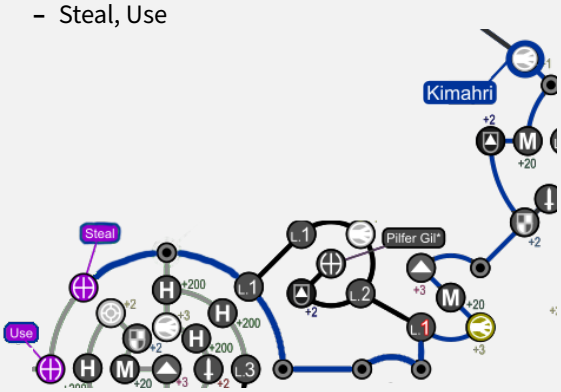
- **Yuna**: (9 S.Lvl)
  - Move ↑ $x4$ or ↖ $x3$
  - HP +200, Level 2 Key Sphere
  - Move ↑
  - Str+2, HP+200
  - Move ↑↑
  - Str+2, Str+4, Agi+2



- **Rikku**: (1 S.Lvl)
  - Move ↓
  - Agi+3



- **Kimahri**: (15 S.Lvl)
  - Move ↓ $x7$ or ↙↙↓↓, Agi+3 next to Key Sphere
  - Agi+3, Level 1 Key Sphere
  - Move ←←←←
  - Level 1 Key Sphere
  - Move ↓←←
  - Steal, Use



11. Manual Sort Items, put Phoenix Downs in the First Slot and Lightning Marbles in the Third
12. *If you **lost Blitz**:*
    - Cure **Kimahri** he has less than 985 HP
13. **Formation: Tidus**, **Lulu**, **Kimahri**
14. Talk to **Auron** on the way out, then exit

Lake Macalania

1. Run up and **SD**

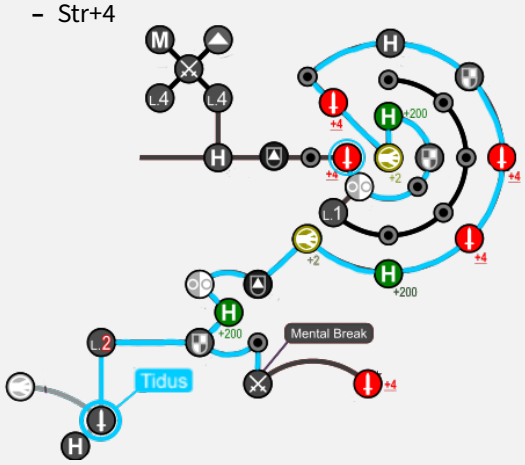
CRAWLER - 16,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Lightning Marble x1/2 Negator (1 000 HP)
- **Rikku**: Lightning Marble Crawler
- **Kimahri**: Lightning Marble Crawler
- **Lulu**: Phoenix Down **Rikku**
- *If **Blitz Win** or you have a Lunar Curtain:*
  - Switch **Kimahri** for **Yuna** *If **Kimahri** didn't die*
  - **Yuna**: Defend
  - **Rikku**: Lightning Marble Crawler
  - **Lulu**: Phoenix Down **Rikku** *If **Kimahri** didn't die else* Swap for **Yuna** and **Yuna** Phoenix Down **Rikku**
- *If **Blitz Loss** and don't have a Lunar Curtain:*
  - **Kimahri**: Steal
  - **Rikku**: Lightning Marble Crawler
  - Switch **Lulu** for **Yuna**
  - **Yuna**: Phoenix Down **Rikku**
- Switch **Yuna** for **Tidus**
- **Tidus**: Defend
- **Rikku**: **Overdrive**, HP Sphere and Lightning Marble

Tidus, **Yuna**, **Lulu** need AP.

SPHERE GRID

- **Tidus**: (22 S.Lvl)
  - Level 2 Key Sphere
  - Move →↑
  - Str +4
  - Move ↑↑
  - HP+200
  - Move →→↑
  - HP+200, Str+4, Agi+2
  - *If you **won Blitz**:*
    - Move →
    - Use Strength Sphere, Activate it
    - Move ↑←← or ↖↖
  - *If you **lost Blitz**:*
    - Move ↑↖
  - HP+200, Str+4, Agi+2
  - Move ←
  - Str+4



2. Tidus should have 1320 Max HP

3. **SD**, **CS** (0:40), head to next screen

4. Head to Temple, **SD**. **Touch the Save Sphere**, speak to Tromell for **Shell Targe**

5. Jyscal Skip:

   - Walk into the wall to the right of Tromell
   - Move slightly to the right, turn around and Talk to Tromell while moving Right.
   - If successful, walk forward while mashing Shelinda's dialogue.
   - When dialogue finishes, walk up the stairs, push the man, and go through.
   - If Shelinda is not saying her dialogue, talk to one of the musicians

6. **SD**, walk to Fayth room, **CS** (2:10)

SEYMOUR - 3,000 HP

- *If you **won Blitz**:*
  - **Tidus**: Switch to Brotherhood
  - **Tidus**: Haste **Tidus**
  - **Enemy**: Seymour Blizzara
  - **Tidus**: Talk to Seymour
  - **Yuna**: Change Weapon Staff to Staff
  - **Enemy**: Guado Guardians None/Blizzard/Thunder/Shremedy
  - **Kimahri**: Defend. If Shremedy landed, Remedy/Attack the afflicted target. If **Yuna** is dead, Phoenix Down
  - Switch **Yuna** for **Auron**
  - **Auron**: Defend
  - **Tidus**: **Overdrive** Spiral Cut Seymour
- *If you **lost Blitz**:*
  - **Tidus**: Haste **Tidus**
  - **Tidus**: Cheer
  - **Tidus**: Talk to Seymour
  - **Yuna**: Change Weapon
  - Switch **Kimahri** for **Rikku**
  - **Rikku**: Defend. If Shremedy landed, Remedy the afflicted target.
  - Switch **Yuna** for **Kimahri**
  - **Kimahri**: Defend. If Shremedy landed, Remedy the afflicted target.
  - **Tidus**: Switch to Brotherhood
  - **Tidus**: **Overdrive** Spiral Cut Seymour

ANIMA - 18,000 HP

- *If you **won Blitz**:*
  - Switch **Tidus** for **Wakka**
  - **Wakka**: Change Weapon
  - **Kimahri**: Steal
  - **Enemy**: Pain
  - Switch first survivor for **Tidus**
  - **Tidus**: Attack x4
  - Switch second survivor for **Rikku**
  - **Rikku**: Steal/Phoenix Down **Yuna** if she's dead
- *If you **lost Blitz**:*
  - **Rikku**: Use Lightning Marble/Bomb Core/Arctic Wind
  - Switch **Tidus** for **Wakka**
  - **Wakka**: Change Weapon
  - **Kimahri**: Use Lightning Marble/Bomb Core/Arctic Wind
  - **Enemy**: Pain
  - Switch **Wakka** for **Tidus**, if **Wakka** died then switch **Rikku** instead.
  - **Tidus**: Attack x4
  - Switch **Kimahri** for **Rikku** *if you had to switch out **Rikku** before*
  - **Rikku**: Steal/Phoenix Down **Yuna** if she's dead.

Tidus and **Yuna** need AP.

SEYMOUR - 6,000 HP

- **Tidus**: Defend x2 until Multi-Thundara, Phoenix Down **Rikku** if she died before Multi-Thundara.
- **Rikku**: Defend
- **Tidus**: Attack x2

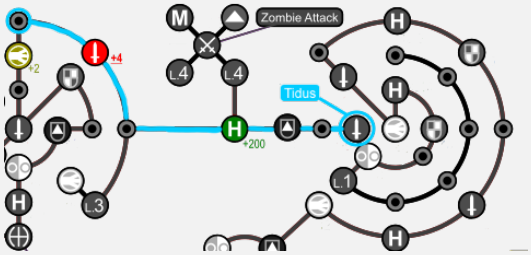
7. Name **Shiva**

EQUIPMENT

- **Tidus**: Sonic Steel

SPHERE GRID

- **Tidus**:
  - Move ←←
  - HP+200
  - Move ←↑↑
  - Str+4, Agi+2



8. **Formation: Rikku**, **Tidus**, **Yuna**

CLOISTER OF TRIALS

- **Touch the Save Sphere**, exit Fayth room.
- Slide pedestal to the right
- Take sphere from the right wall, place into pedestal
- Push pedestal up
- Take Glyph sphere from middle pillar
- Go downstairs and push pedestal to the right
- Place Glyph sphere in far left slot in the wall
- Go upstairs, pick up new sphere
- Go downstairs, place sphere in pillar
- Go upstairs, take the sphere at the top of the slope
- Place in last pillar

9. Go to temple entrance, **SD**
10. Move south and go down the left path.
11. *If you **lost Blitz**:*
    - Do at least one of the Guado Encounters.

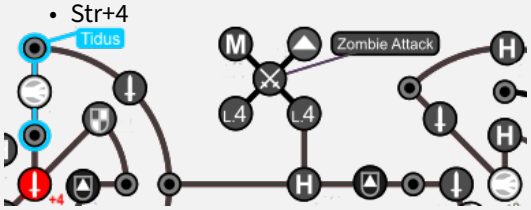
ENCOUNTERS

- Guado Fight:
  - **Tidus**: Attack Guado, then Surviving Enemies
  - **Rikku**: Silence Grenade
  - **Yuna**: Defend

Blitz Loss:

SPHERE GRID

- **Tidus**: Move ↓↓
- Str+4



WENDIGO - 18,000 HP

- **Tidus**: Haste **Tidus**
- **Tidus**: Switch Weapon to Brotherhood
- **Tidus**: Attack Guado B (Top One)
- *If Light Curtain:*
  - **Rikku**: Light Curtain **Tidus**

  Else:
  - Switch **Rikku** for **Auron**
  - **Auron**: Power Break
- **Tidus**: Attack Wendigo until its dead, then Guado
- **Yuna**: Defend/Elixir **Tidus**/Phoenix Down Dead Ally
- **Rikku**: Defend/Elixir **Tidus**/Steal Guado/Phoenix Down Dead Ally
- Switch **Yuna** for **Lulu**

Yuna, **Tidus** need AP. Helpful if **Lulu** gets it. Guaranteed 2 Power Spheres.

12. Run up to **Rikku**, **SD**, walk up to **Yuna**, **SD**, **Touch the Save Sphere**, run past **Kimahri** and go to the hidden area to open the chest for the **Level 2 Key Sphere**
13. Run up to **Auron** and speak with him, **SD**, walk back, **CS**+**Skippable FMV** (1:00), (press Start immediately after skip), **SD** in Dream Sequence

Bikanel Desert

---

1. You need 24 Power Spheres from now on
2. Walk up, **SD**, walk up

ZU

- **Tidus**: Attack
- **Enemy**: Attack
- **Tidus**: Defend until **Lulu** shows up
- **Auron**: Defend until **Lulu** shows up
- Flee

3. **SD**

EQUIPMENT

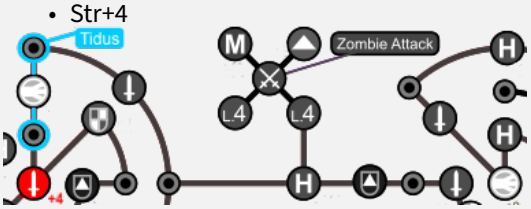
- **Tidus**: Equip Sonic Steel

4. Run up to meet with **Wakka**, **SD**. Go left to enter next screen, go right to join with **Kimahri**, **SD**. Run back and then up to meet **Rikku**, **SD**
5. After the Forced Encounter with **Rikku**: **Formation: Tidus**, **Kimahri**, **Auron** *if more than 3 Silence Grenades off Anima else* **Formation: Tidus**, **Rikku**, **Auron**

Blitz Win:

SPHERE GRID

- **Tidus**: Move ↓↓
- Str+4



6. Make sure that **Rikku**'s **Overdrive** is full
7. Continue along path. On the next screen, go in north-west towards the save sphere, take the shortcut to the left. Go up to the next screen and fight the Sandragora fights. They're located in the Top Right Sinkhole with Chest, and then at the end of the path up and to the left, then go up and **SD**
8. *If you still have 2 Bomb Cores:*
   - Need 5 in any combination of Sleeping Powders, Smoke Bombs, Silence Grenades
9. *Else:*
   - Need 7 in any combination of Sleeping Powders, Smoke Bombs, Silence Grenades

- 2 Sleeping Powders is Mandatory for the Bevelle Guards

ENCOUNTERS

- Prioritize Sleeping Powders over Smoke Bombs
- Sand Wolf steals Sleeping Powders x2
- Zu steals Smoke Bomb x3
- Alcyone steals Smoke Bomb
  - If short on Speed Spheres, use the Smoke Bombs on them.
- *Pre-Empt:*
  - **Tidus**: Defend
  - **Rikku**: Steal
  - **Auron**: Defend
  - Flee
- *Neutral:*
  - Switch **Tidus** for **Kimahri**
  - **Kimahri**: Steal
  - Switch **Rikku** for **Tidus**
  - Flee
- *Else:* Flee

SANDRAGORA 1

- Switch **Tidus** for **Kimahri** or **Tidus**: Haste **Kimahri**
- **Kimahri**: **Overdrive** Stone Breath

10. At the bottom of the pit, open the chest for the **Teleport Spheres**
11. **Formation: Tidus**, **Rikku**, **Auron**

SANDRAGORA 2

- **Tidus**: Haste **Auron**
- **Auron**: **Overdrive** Shooting Star (Triangle, O, Square, X, ←, →, X)

Home

---

1. Go into door, **SD**

BOMBS

- **Tidus**: Haste **Tidus**
- **Tidus**: Attach each, starting with Guado
- **Auron**: Attack Guado if it didn't die to **Tidus**
- *If you **lost Blitz**:*
  - **Rikku**: Grenade

Guaranteed 6 Power Spheres.

2. **SD**

DUAL HORN

- Switch anyone for **Kimahri**
- **Kimahri**: Lancet Dual Horn (Fire Breath)
- **Kimahri**: **Overdrive** Stone Breath

3. Heal **Tidus** without Elixirs
4. *If you **lost Blitz**:*
   - Go down the stairs. Once the camera flips, **Formation: Tidus**, **Rikku**, **Auron**, go back up the stairs into the door.
   - Do the following Dual Horn encounter

     DUAL HORNS
     - **Tidus**: Haste **Tidus** *If no Petrify Grenade else* Defend
     - **Tidus**: Attack Dual Horns
     - **Rikku**: 1 Petrify Grenade/Smoke Bomb/Silence Grenade (Try to keep Sleeping Powders)
     - **Tidus**: Attack
   - Open the rear chest for a **Friend Sphere**, with the codes: Bottom Middle (up x2), Middle Right (up x4), Middle (down x4)
5. **Formation: Tidus**, **Lulu**, **Auron**
6. Go down and left, **CS** (0:50)

CHIMERA

- Switch anyone for **Kimahri**
- **Kimahri**: Lancet Chimera (Aqua Breath)
- **Kimahri**: **Overdrive** Stone Breath

7. Walk down steps, **CS** (1:30)
8. Before going further, open the chest for the **Level 2 Key Sphere**
9. **SD** until Tidus asks "why", **CS** (6:20)
10. **Formation: Tidus**, **Rikku**, **Kimahri**
11. Go bottom right to the next screen, run across the bridge

Airship

---

1. **SD** during **CS**+3 **Skippable FMV**. Walk down corridor to the next screen, go back in, **SD**. Speak to Brother, **SD**. Walk towards corridor, **SD**. Walk towards camera to the next screen, go up and speak to Rin.
2. If missing any spheres, buy Distillers from Rin either the first time you see him or right before Evrae Altana. Each one counts as 2 Spheres.
3. **Touch the Save Sphere**. Make sure that **Rikku** has **Overdrive**. If she doesn't, you can get encounters on Rin's first screen.

EVRAE - 32,000 HP

Turns in this fight can be a bit random at times - Treat each character indepdendantly of each other, doing their action as their turn comes up.

- *If you **won Blitz**:*
  - **Tidus**: Haste **Tidus**
  - **Tidus**: Cheer
  - **Tidus**: If **Tidus** is still going next, immediately after his previous action, Change Armor
  - **Rikku**: **Overdrive** Mix Luck Sphere + Map
  - **Tidus**: Attack x2
  - **Tidus**: Cheer
  - **Tidus**: Attack x3
  - **Kimahri**: Heal **Tidus** if he was hit in the first attack, Steal otherwise
  - **Rikku**: Steal
- *If you **lost Blitz**:*
  - **Tidus**: Haste **Tidus**
  - **Tidus**: Cheer x2
  - **Tidus**: Equip Baroque Sword
  - **Tidus**: Attack x6
  - **Rikku**: **Overdrive** Mix Luck Sphere + Map
  - **Kimahri** or **Rikku**: Full Heal **Tidus**, Lunar Curtain **Tidus**
  - **Kimahri** or **Rikku**: Steal

4. **SD**, **Skippable FMV** (3:00) - Press Start immediately after the FMV.

Bevelle

EQUIPMENT

- **Tidus**: Equip Sonic Steel

1. Use a Mega-Potion
2. *With Sleeping Powder:*

GUARD FIGHTS - SLEEPING POWDER

- *Fights 1 and 3:*
  - **Tidus**: Attack
  - Defend or use Distillers
- *Fights 2 and 4:*
  - **Tidus**: Attack
  - **Rikku**: Sleeping Powder
  - **Kimahri**: Bomb Core/Silence Grenade/Smoke Bomb/Distiller
- *Fight 5:*
  - **Tidus**: Haste **Rikku**
  - **Rikku**: Throw Items x2
  - **Tidus**: Attack

3. *Without Sleeping Powder:*
   - **Formation: Tidus**, **Rikku**, **Auron** *unless **Lulu** doesn't have at least 35 levels, then* **Formation: Tidus**, **Rikku**, **Lulu**

GUARD FIGHTS - NO SLEEPING POWDER

- *Fights 1 and 3:*
  - **Tidus**: Attack
  - Defend or use Distillers
- *Fights 2 and 4:*
  - Switch **Tidus** for **Kimahri**
  - **Kimahri**: Bomb Core/Silence Grenade/Smoke Bomb
  - Switch **Rikku** for **Tidus**
  - **Tidus**: Attack
  - **Kimahri**: Repeat
  - If Underdamaged anyone, use another Throwable
- After the second fight, **Formation: Tidus**, **Rikku**, **Lulu**
- *Fight 5:*
  - Switch **Tidus** for **Rikku**
  - **Rikku**: Bomb Core/Silence Grenade/Smoke Bomb x2
  - Switch **Kimahri** for **Tidus**
  - **Tidus**: Attack

4. **SD**, **Skippable FMV** (1:30), **SD** on **Yuna** dialogue. **Skippable FMV** (30), **SD**. Use lift, **SD**.

CLOISTER OF TRIALS

- For all of these you can Hold X instead of pressing it when you get onto the directional pad. The counts of which junction are 1-indexed, starting at the beginning of each area.
- Push the pedestal in
- Press X
- Go left at the second junction
- Take sphere, push pedestal back into the junction
- At the third junction, go back
- Go left at the second junction
- Place sphere into wall, push pedestal back
- Go left at the first junction
- Go left
- At the third junction and go right
- Take glyph sphere from wall, push pedestal back onto the road
- At the fourth junction go right
- Place glyph sphere into pedestal
- Take Bevelle sphere from pedestal
- Place Bevelle sphere into the wall
- Take the glyph sphere
- Place into the next wall
- Take Destruction sphere from the new wall
- Take Bevelle sphere from old wall
- Push pedestal back and fall off the edge
- Go straight
- At the third junction go right
- Place destruction sphere into wall
- Push pedestal back and fall off the edge
- Go straight
- At the second junction go right
- Push pedestal
- Go up the stairs, open the chest

5. **SD**, name **Bahamut**, don't save, **SD**

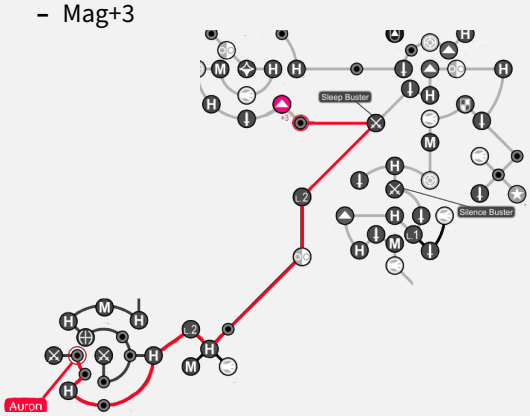
Via Purifico

---

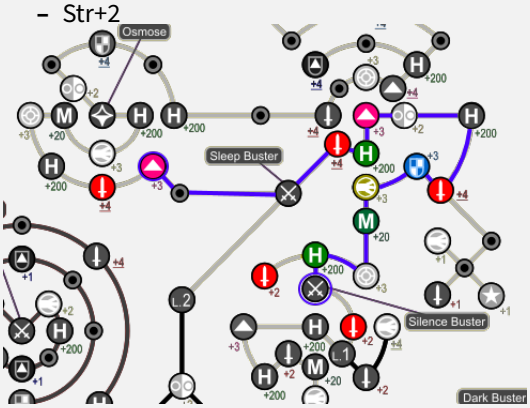
1. Run up past the first telepad
2. Go to the second telepad and travel north.

SPHERE GRID

- **Auron**:
  - Move →→→
  - Level 2 Keysphere
  - Move →→→→
  - Level 2 Keysphere
  - Move ↑↑
  - Mag+3



- **Yuna**:
  - Teleport Sphere to Auron's Magic Node ↑
  - Mag+3, Str+4
  - Move →→→↑
  - HP+200, Str+4, Mag+3
  - Move →
  - Def+3, Str+4, Agi+3
  - Move ↙↓
  - MP+20
  - Move ↙
  - HP+200, Str+2
  - Move ↓
  - Str+2



3. Check how many Power Spheres you have left, you need 15 more for the rest of the run
4. Keep track of how many things you kill here.

ENCOUNTERS

- Maze Larva: Summon **Ixion**, Attack

ISAARU

- Grothia (8000 HP):
  - Yuna: Summon Bahamut
  - Bahamut: Attack
- Pterya (12000 HP):
  - Yuna: Summon Bahamut
  - Bahamut: Attack x2
- Spathi (12000 HP):
  - Yuna: Summon Ixion
  - Ixion: Attack x5

5. Swim right and then up. Can use the underwater chest at the start to buy Power Distillers. If needed, you can attack Yellow Starfish and Sahagins with **Tidus** for 2x Power Spheres.

EVRAE ALTANA

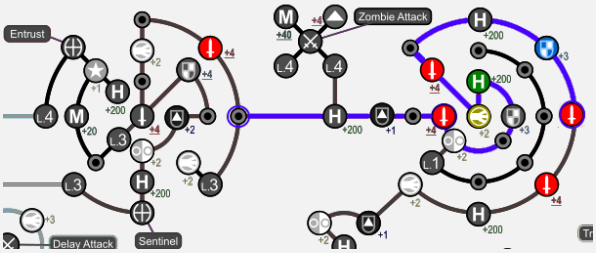
- Anyone: 1 Power Distiller if needed
- Anyone: Phoenix Down x2/Elixir Evrae Altana

6. Swim to exit, **SD**

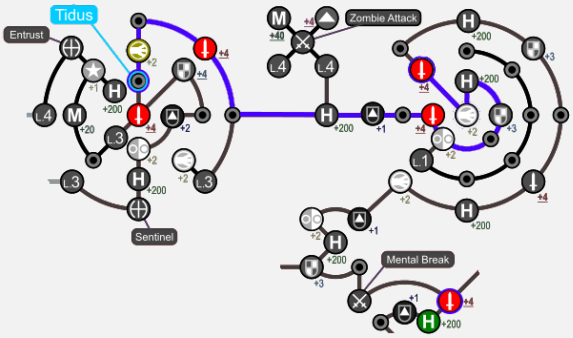
SPHERE GRID

- **Yuna**:

  Blitz Win:
  - Teleport to Strength Sphere ↑↑ or ↗
  - Str+4, Str+4, Def+3
  - Move ←←
  - Str+4, HP+200, Agi+2
  - Move ←
  - Str+4
  - Move ←←←←
  - Str+4



  Blitz Loss:
  - Teleport to Tidus Str+4 by Mental Break ←
  - Str+4, HP+200
  - Friend Sphere to **Tidus** ↑
  - Agi+2, Str+4
  - Move →→
  - Str+4
  - Move →→→→
  - Str+4
  - Move ↑
  - Str+4



1. Walk north
2. From this point on, watch any pre-empts if Yuna is in the party, because she can get the first turn. Check to make sure that **Lulu** has 35 levels.
3. **Formation: Tidus**, Yuna, **Auron**
4. Need 4 Maze Larva/YKT-63 Kills total, Overkills add 1 to the count.

ENCOUNTERS

- YKT-63:
  - **Tidus**: Attack
  - **Yuna**: Attack
  - Flee

SEYMOUR NATUS - 36,000 HP

- *If **Lulu** has less than 35 levels:*
  - Switch **Tidus** for **Lulu**
  - **Lulu**: Switch Weapon
  - Switch **Lulu** for **Tidus**
- **Tidus**: Attack
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

5. **SD**
6. Walk to **Yuna**, **CS**+**Skippable FMV** (10:10). Walk down, **CS** (1:40), walk right, exit Macalania Woods

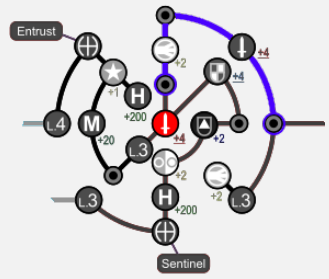
Calm Lands

1. **SD**, walk left

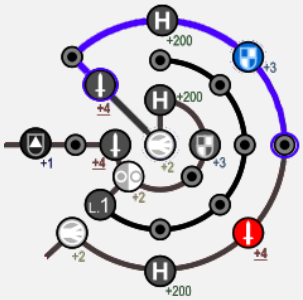
SPHERE GRID

- **Yuna**:

  Blitz Win:
  - Move ←
  - Str+4



  Blitz Loss:
  - Move →
  - Str+4, Def+3



2. *If you only have 1 **Water Gem**:* **Formation: Tidus**, **Auron**, **Yuna**, then make sure to do a Flame Flan Encounter

ENCOUNTERS

- Flame Flan:
  - Switch anyone for **Kimahri**
  - **Kimahri**: Steal
  - Switch anyone for **Tidus**
  - Flee

3. **Formation: Tidus**, **Kimahri**, **Auron**
4. Continue north to the Calm Lands Exit
5. Run north, **SD**

DEFENDER X - 64,000 HP

- Switch **Tidus** for **Yuna**
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack x2

6. **SD**, walk across bridge and up to Mt. Gagazet, **SD**

Mt. Gagazet

1. Walk up, **CS** (3:40), walk up, **SD**

BIRAN AND YENKE

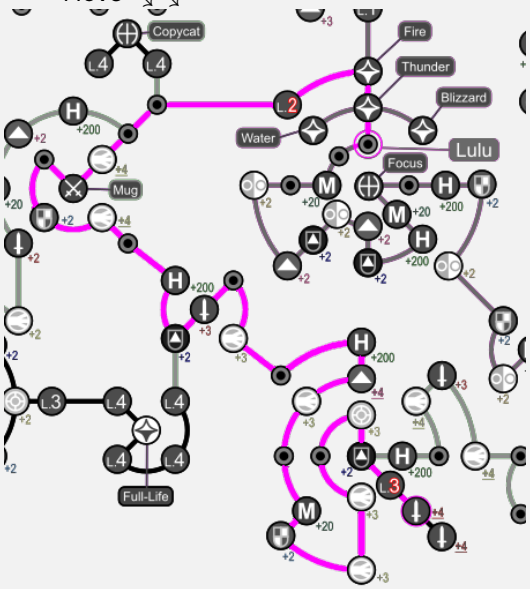
- **Kimahri**: Steal from Biran
- **Enemy**: Biran Bulldoze
- **Kimahri**: Gem Yenke
- **Kimahri**: Gem Biran

Pay attention to your drops, they affect **Yuna**'s sphere grid below.

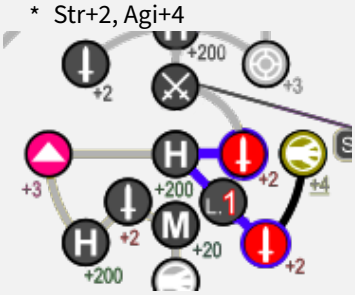
2. The drop from the previous fight will give be one of the following:
   - **4 Return Spheres**
   - **2 Return Spheres and 2 Friend Spheres**
   - **0 Return Spheres and 4 Friend Spheres**
3. These three branching paths will from now on be referred to by the number of **Return Spheres** that dropped.

SPHERE GRID

- **Lulu**:
  - Move ↑↑
  - Level 2 Key Sphere
  - Move ↓ $x9$
  - Level 3 Key Sphere
  - Move ↘↘

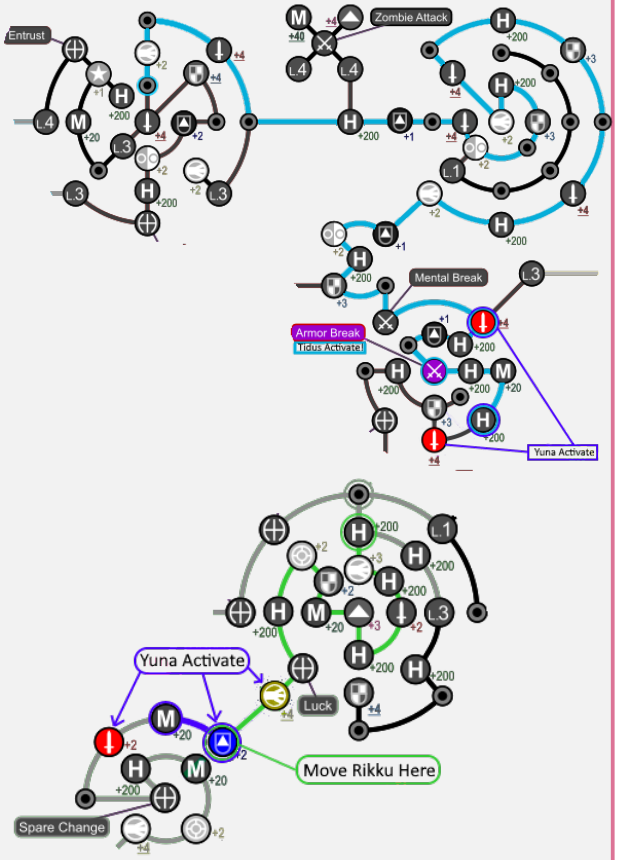


- **Yuna**:
  - *If you got **4 Return Spheres**:*
    - Return to the last Str+2 node in **Wakka**'s grid, Hold ↘
    - Move ←
    - Mag+3, Level 1 Key Sphere
    - Move ↓↓
    - Str+2, Agi+4



  - *If you got **2 Return Spheres**:*
    - Friend Sphere to **Lulu**, ↓↓
    - Str+4, Str+4
    - **Lulu**: Move ↗↑↑
    - **Yuna**: Friend Sphere to **Lulu**,
    - Str+3, Agi+4, Agi+4

  - *If you got **0 Return Spheres**:*
    - *If you **won Blitz**:*
      - **Tidus**: Move to Str+4 by Mental Break → $x3$, ↓, → $x3$
      - **Yuna**: Friend Sphere to **Tidus**
      - Str+4
      - **Tidus**: Move ↖← or ↙↙
      - Armor Break
    - *If you **lost Blitz**:*
      - **Tidus**: Move to Armor Break → $x3$, ↓ $x6$
      - **Tidus**: Armor Break
      - **Tidus**: Move to HP ↘↘
      - **Yuna**: Friend Sphere to **Tidus**
      - Str+4
    - Do the 2 Return Sphere Menu
    - **Rikku**: : Move ↓ $x5$
    - **Yuna**: Friend to **Rikku** ↓
    - Agi+4
    - *If you **won Blitz**:*
      - MgDef +2
    - Move ←
    - Str+2



- **Tidus** *if you didn't get Armor Break:*
  - *If you got **4 Return Spheres**:*
    - Return Sphere ↓↘↘, Str+4 near Armor Break
    - Move ↖← or ↙↙
  - *If you got **2 Return Spheres**:*
    - Move to Armor Break → $x3$, ↓ $x6$
  - Armor Break

1. *If you had 2 or 4* ***Return Spheres****:*
    - Customize:
        - **Auron**: Shimmering Blade → First Strike
        - **Yuna**: Staff → First Strike
2. **Formation: Tidus**, **Rikku**, **Auron** *If you need need to build up* ***Rikku Overdrive*** *else* **Formation: Tidus**, **Kimahri**, **Wakka**.

EQUIPMENT

- **Auron**: Sonic Blade

3. Walk up, **SD**, **CS** (1:20), continue walking up, avoid the gravestones.
4. Make sure you charge **Rikku**'s **Overdrive**, can skip if you still have a Silence Grenade, by taking the small robot fights, stealing from the small robot, and running with the other characters.
5. Follow the path around.
6. Once you're on the Seymour Flux screen, if you're using **Rikku Overdrive**, then Hi-Potion Rikku
7. **Formation: Tidus**, **Yuna**, **Auron** *If you had 2 or 4 Return Spheres else* **Formation: Tidus**, **Kimahri**, **Wakka**

SEYMOUR FLUX - 70,000 HP

- *If you had 2 or 4* ***Return Spheres****:*
    - **Yuna**: Attack
    - **Tidus**: Haste **Yuna**
    - Switch **Auron** for **Rikku**
    - **Rikku**: Silence Grenade or **Overdrive** HP Sphere + Grenade
    - **Yuna**: Summon **Bahamut**
    - **Bahamut**: Impulse
    - **Yuna**: Attack
    - **Tidus**: Attack. If **Yuna** crit, skip the second Attack to try and get Overkill
- *If you had 0* ***Return Spheres****:*
    - Switch **Tidus** for **Yuna**
    - **Yuna**: Summon **Bahamut**
    - **Bahamut**: Attack *If* ***Blitz Win****Else* Impulse

8. **Formation: Tidus**, **Kimahri**, **Auron**
9. **Touch the Save Sphere** if **Bahamut**was banished, Walk to the next screen. **Skippable FMV** (0:20), **SD**, walk up to **Tidus** House, go into the center, **SD**. Follow the boy outside, speak to him upstairs, **SD**.
10. Walk up to the next screen, go up the steps. Go down the left path into the water, **SD**, swim up. Go up the steps, play the minigame, return to the previous screen.
11. **Tidus** can attack Splashers for Power Spheres if needed. Try to only attack the 3 fish groups.
12. Return to Save Sphere, go up and left, then go down the right path, swim up into the next screen. Complete the minigame, **Rikku** Green, **Tidus** Blue, **Wakka** Red. Return.
13. Go up left path, **SD**, continue up the path, **Touch the Save Sphere** if **Bahamut** was banished and you didn't touch one earlier.
14. **Formation: Tidus**, **Yuna**, **Kimahri**. Go onto the next screen.

SANCTUARY KEEPER - 40,000 HP

- *If either (2 or 4* ***Return Spheres****) or (0* ***Returns Spheres*** *and* ***Blitz Loss****):*
    - **Yuna**: Defend
    - **Tidus**: Armor Break
- *If 0* ***Returns Spheres*** *and* ***Blitz Win****:*
    - **Tidus**: Defend
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

Zanarkand

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1. **SD**, **CS** (0:50), walk left. **FMV**+**CS** (2:20)
2. Move left to the sphere, **SD**, **CS** (1:40). Walk further left and follow the path down, **CS** (3:20), walk left onto the next screen.
3. **Formation: Tidus**, **Auron**, **Kimahri** *if you don't need to build* ***Rikku Overdrive*** *else* **Formation: Tidus**, **Auron**, **Rikku**.
4. Make sure to build **Rikku Overdrive** on Behemoth or Defender Z, unless you want to use a Skill Sphere on the Final Boss for Armor Break.
5. If you missed the Overkill on **Seymour Flux**, then kill two **YKT-11** or one **Defender Z** with **Yuna** and **Tidus**, with **Formation: Tidus**, **Yuna**, **Auron**. Only **Yuna** needs the AP.

ENCOUNTERS

- YKT-11:
    - **Tidus**: Attack
    - **Yuna**: Attack
- Singular Defender Z Inside of Dome:
    - **Yuna**: Summon **Bahamut**
    - **Bahamut**: Attack

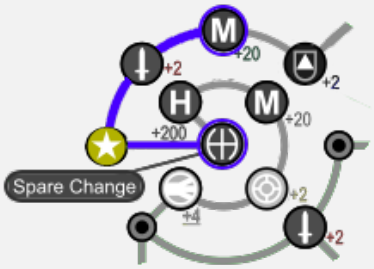
6. Continue on the path. open the chest for the **Fortune Sphere** on the left of the road. Seymour's Mom **CS**
7. After the **CS**, open the chest for the **Friend Sphere** on the right, **skip** it if you had 0 or 2 Return Spheres. When you leave the last encounter zone, the hallway before the Zanarkand Trials, open the chest for the **Luck Sphere** on the right.

SPHERE GRID

- **Yuna**:
  - *If you got **4 Return Spheres**:*
    - Friend Sphere to **Lulu**↓↓
    - Luck Sphere, Fortune Sphere
    - Str+4, Str+4
    - Move ↗↑↑
    - Agi+4, Agi+4, Str+3

  - *If you got **2 Return Spheres**:*
    - Return Sphere to Str+2 in **Wakka**'s grid, ↗
    - Move ←
    - Level 1 Key Sphere, Mag+3
    - Luck Sphere, Fortune Sphere
    - Move ↘↘
    - Agi+4, Str+2
    - Move ←←
    - Agi+3, Str+2
    - Move ↓
    - Str+2

  - *If you got **0 Return Spheres**:*
    - Move ↓↓
    - Luck Sphere, Fortune Sphere

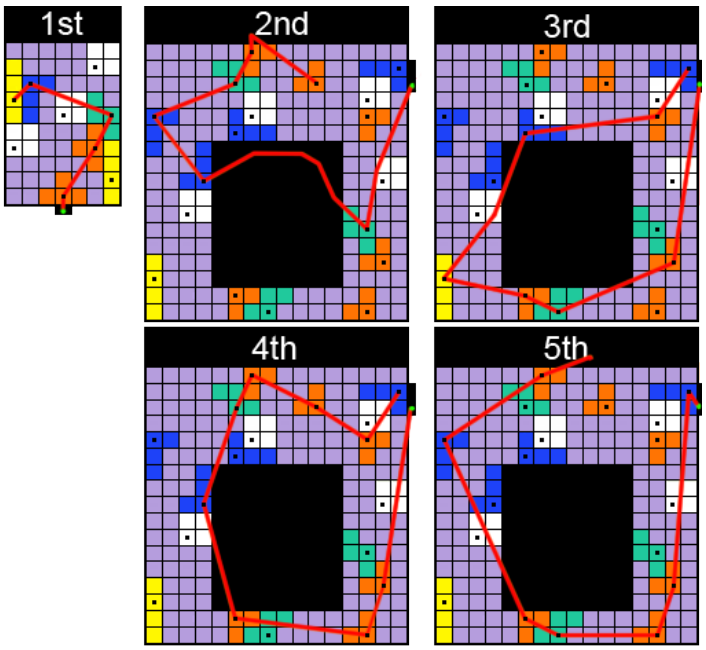


8. **Formation: Tidus**, **Auron**, Yuna
9. *If you had 0 Return Spheres:*
   - Customize:
     - **Auron**: Shimmering Blade → First Strike
     - **Yuna**: Staff → First Strike

EQUIPMENT

- Auron: Sonic Blade

10. **Touch the Save Sphere**



11. Push in the pedestals starting from the Top Left, to Bottom Left, then Top Right, Bottom Right, then Besaid Sphere. After pushing in each pedestal, do the corresponding puzzle, shown above.
12. After the second puzzle, take the Kilika Sphere on the left and put it into the second pedestal.
13. After the fifth puzzle, take the Besaid Sphere from the right and put it into the fifth pedestal.
14. **CS**, run into the large room

SPECTRAL KEEPER - 52,000 HP

- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

SPHERE GRID

- *If you had 4* ***Return Spheres***:
  - Return Sphere to Mag+3 in **Wakka**'s Grid, ↑→↓ or ↗
  - Move →
  - Str+2
  - Move ↓↓
  - Str+2, Agi+3
- **Yuna** should have 70 Str and 35 Agi. If short, then the key Str Nodes are near **Tidus**'s Armor Break and the end of **Wakka**'s grid, and Agi is near **Lulu** (+8), **Rikku** (+3) and **Wakka**(+3 near Mag+3). If you need more Return Spheres to do these, then you can attack Sinspawn Genais for an extra one, though it costs 26 seconds

15. **Touch the Save Sphere**, Run up, **SD**by mashing another button (like **R1**) at the same time as confirm, walk up to Yunalesca's room, **SD**

YUNALESCA - 132,000 HP

- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

Check for any weapon drops with **Zombie Strike**

16. **SD**, leave room, walk down steps, **SD**, go down on the next screens, **Touch the Save Sphere**, go up the lift, walk out of the cloister of trials, walk down the steps, walk down, **SD** during **CS**+**Skippable FMV**

Airship

1. **SD**, walk out of the cockpit past Rin, along the corridors to **Yuna** and **Kimahri**. **SD**. Walk back to the cockpit, **SD**. Talk to Cid to travel to Highbridge.
2. Walk up to the Bevelle entrance, **SD**. In the Fayth room, pick the 1st option "I Think So", then pick the 2nd option "Defeat Yu Yevon"
3. Walk up to Cid, travel to Sin, **SD**, **Skippable FMV**, **SD**. Go through the corridors to the outside of the airship, **SD**, 3 **Skippable FMV** (2:10), **SD**

SIN LEFT FIN - 65,000 HP

- **Yuna**: Summon **Bahamut**
- **Bahamut**: Impulse x2

4. **SD**, **CS**+**Skippable FMV**

SIN RIGHT FIN - 65,000 HP

- **Yuna**: Summon **Bahamut**
- **Bahamut**: Impulse x2

5. **SD**, **CS**+**Skippable FMV**

SIN GENAIS AND CORE - 56,000 HP

- **Yuna**: Summon **Bahamut** *If you still need Return Spheres:*
  - **Bahamut**: Attack Genais
- **Bahamut**: Impulse Core

Check for any weapon drops with **Zombie Strike** if you killed Genais.

6. **SD**, **Skippable FMV**
7. Walk along the corridors to the outside of the ship, speak to **Yuna**. **CS** (1:40), **SD** **Rikku** dialogue. **Skippable FMV**. Go through the corridors, go outside again, **Skippable FMV**, **SD**.

OVERDRIVE SIN - 140,000 HP

- **Yuna**: Summon **Bahamut**
- **Bahamut**: Impulse
- **Bahamut**: Attack x2

8. **Skippable FMV** (1:20), **SD**

Inside Sin

1. **Formation: Tidus**, **Auron**, **Kimahri** *unless you still need to build up* ***Rikku Overdrive*** *then* **Formation: Tidus**, **Auron**, **Rikku**
2. Walk along the path, flee from all encounters. Build up **Rikku** **Overdrive** used for backup for Omnis if it missed or if using Chaos Grenade on Braska's Final Aeon.

3. Before Seymour Omnis, **Formation: Tidus**, **Auron**, **Yuna**

4. Go up the steps, **SD**

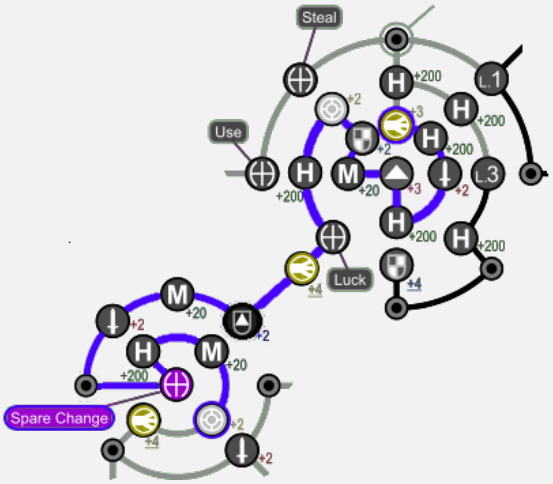
SEYMOUR OMNIS - 80,000 HP

- **Yuna**: Defend
- **Tidus**: Armor Break
- *If Armor Break Hit:*
  - **Auron**: Defend
  - **Yuna**: Summon **Bahamut**
  - **Bahamut**: Attack
- *If Armor Break Missed:*
  - Switch **Auron** for **Rikku**
  - **Rikku**: **Overdrive** Mix Spherimorph Throwable + HiPot/MegaPot/XPot/Mega Phoenix
  - **Yuna**: Cure Mortiphasm
  - **Tidus**: Armor Break
  - **Yuna**: Summon **Bahamut**
  - **Bahamut**: Attack

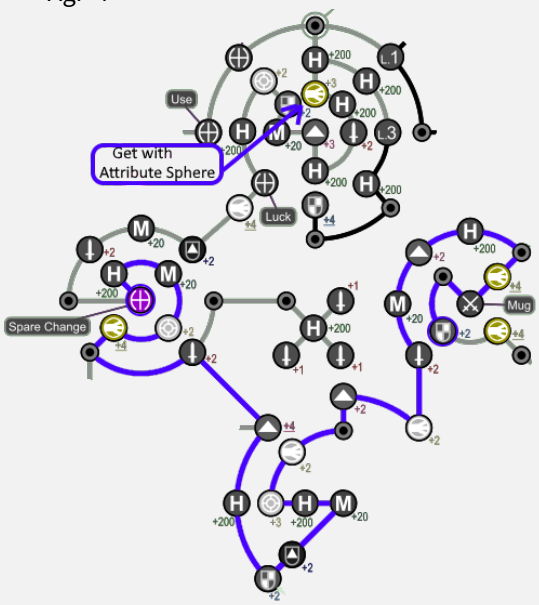
5. **SD**, walk north.
6. **Formation: Tidus**, **Kimahri**, **Auron**
7. Make sure that **Rikku**'s **Overdrive** is charged. Can skip if using Skill Sphere for Armor Break.
8. Turn left onto the bridge, go onto the next screen. **Touch the Save Sphere** if needed.
9. Complete the minigame, picking up the eggs and avoiding the crystals.

SPHERE GRID

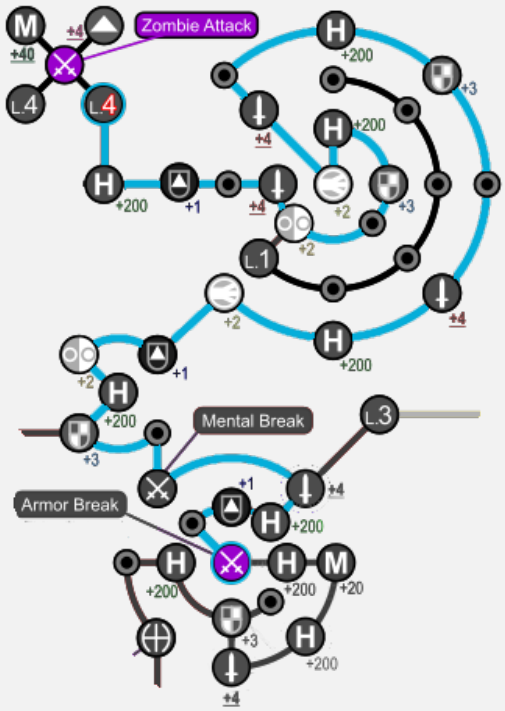
- *If you got 2 or 4* ***Return Spheres****:*
  - Yuna: Attribute Sphere Rikku's +3 Agi (hold L)
  - Return Sphere (↓↓←←) or Friend Sphere (↓←) there
  - Go down, picking up Agi+4, Spare Change, Agi+4



- *If you got 0* ***Return Spheres****:*
  - Spare Change
  - Move ↙
  - Agi+4
  - Attribute Sphere Agi+3 at the start of Rikkuś grid
  - Move to Mug ↘→ $x7$
  - Agi+4
  - Move ↓
  - Agi+4



- **Tidus**: *If you didn't get a* ***Zombie Strike*** *weapon*:
  - *If you got 2 or 4* ***Return Spheres****:*
    - Return ↑←
    - Move ↑
    - Level 4 Keysphere
    - Move ↑
    - Zombie Attack
  - *If you got 0* ***Return Spheres****:*
    - Move ↑ $x5$
    - Level 4 Keysphere
    - Move ↑
    - Zombie Attack



- **Rikku**: If no **Overdrive**, use Skill Sphere to learn Armor Break

EQUIPMENT

- Anyone that isn't **Tidus**, Yuna, **Auron**:
  - Equip Zombie Strike Weapon

1. Walk up to Jecht, **CS** (4:30)

BRASKA'S FINAL AEON - 180,000 HP

- Switch Yuna for **Rikku**
- **Rikku**: **Overdrive** Mix Grenade + HP Sphere or Armor Break
- **Tidus**: Talk
- Switch **Auron** for Yuna
- Yuna: Summon **Bahamut**
- **Bahamut**: Attack

1. **CS+Skippable FMV** (4:00)

POSSESSED AEONS

- Spare Change as follows:
  - **Valefor**: 20,000 Gil
  - **Ifrit**: 30,000 Gil
  - **Ixion**: 30,000 Gil
  - **Bahamut**: 40,000 Gil
  - **Shiva**: All Remaining Gil

2. **CS** (1:40)

YU YEVON - 99,999 HP

- Zombie Attack:
  - **Yuna**: Defend
  - **Tidus**: Zombie Attack
- **Yuna** Zombie Strike Weapon:
  - **Yuna**: Switch Weapon
  - **Tidus**: Switch Weapon
  - **Yuna**: Attack
  - **Tidus**: Phoenix Down Yu Yevon
- **Tidus** Zombie Strike Weapon:
  - **Yuna**: Defend
  - **Tidus**: Change Weapon
  - **Tidus**: Attack
- **Rikku** Zombie Strike Weapon:
  - **Yuna**: Defend
  - **Tidus**: Haste **Rikku**
  - **Yuna**: Change Weapon
  - **Rikku**: Attack
- **Auron** Zombie Strike Weapon:
  - Switch **Yuna** for **Auron**
  - **Auron**: Change Weapon
  - **Tidus**: Defend
  - **Auron**: Attack
- Anyone Else Zombie Strike Weapon:
  - Switch **Yuna** for character with Zombie Strike Weapon
  - That Character: Attack
  - **Tidus**: Phoenix Down Yu Yevon
- Anyone: Phoenix Down Yu Yevon