

FFX Any%

Mr.Tyton

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Contents

- 1 Introduction**
- 2 Zanarkand**
- 3 Baaj Temple**
- 4 Besaid**
- 5 S.S. Liki**
- 6 Kilika**
- 7 S.S. Winno**
- 8 Luca**
- 9 Mi'ihen Highroad**
- 10 Mushroom Rock Road**
- 11 Djose**
- 12 Moonflow**
- 13 Guadosalam**
- 14 Thunder Plains**
- 15 Macalania Woods**
- 16 Lake Macalania**
- 17 Bikanel Desert**
- 18 Home**
- 19 Airship**
- 20 Bevelle**
- 21 Via Purifico**
- 22 Highbridge**
- 23 Calm Lands**
- 24 Mt. Gagazet**
- 25 Zanarkand**
- 26 Airship**
- 27 Inside Sin**

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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. If you want additional reading, you can check out [this site by Grayfox](#) or join us in the [Discord](#) and ask - we don't bite.
- 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. If you want a shorter run, use the Cutscene Remover Mod, which is its own category. These notes will still work.
- 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.
- **Learn how to do MRR Skip First.** These sets of notes require that you do not fail the skip. A tutorial video can be found [here](#). Practice saves can be found in the [Discord](#).
- These notes do not include how to RNG Manipulate, as the actions taken when doing that will vary depending on what the seed is and how the run goes. Do not worry about it when starting out. Once you get a feel for the run, if you want to give it a go, then ask in the [Discord](#).
- 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 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 45 Power Spheres. There are 37 Power Spheres that are guaranteed drops during the course of the run, so you need 8 "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 - 4
 - Sahagins - 17
 - Vouivre + Garuda - 2
 - Raldo - 1
 - 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.

**READ EVERY LINE AND LEARN MRR SKIP
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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** (if on PS2, wait until **Auron** has returned to position)

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

Baaj Temple

1. Hold O, Down-Left to 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, Potion once **Tidus** has less than 227 HP
- **CS, SD**
- **Rikku**: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- **Tidus**: Attack
- Potion if **Tidus** has less than 114 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**.

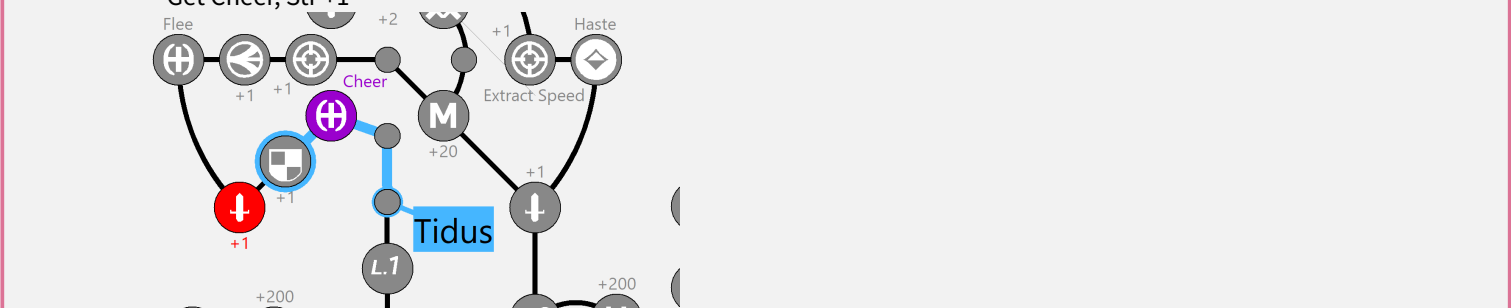
9. Leave village, **SD** through forced encounters (guaranteed 1 Power Sphere, Overkill on Dingo gives +1 Power Sphere), **SD** during cutscene, avoid statue and leave the area by going up. **Skippable FMV** right before the **Kimahri** fight.

SPHERE GRID

- If **Tidus** has 3 levels:

- In **Flask** has 3 levels.
 - Move ←

- Get Cheer Str +1



KIMAHRI - 750 HP

Each Attack does average of 125, count damage compared to average to know if you need to Potion or not. If you did the above sphere grid already, 6 Attacks will always kill.

- **Tidus:** Attack x5
- *If the Attacks did at least 7 damage over average:*
 - **Tidus:** Attack
- *If **Tidus** has less than 178 HP:*
 - **Tidus:** Potion
- **Tidus:** Attack x1-2

10. **SD**, continue running

GARUDA

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

Guaranteed 1 Power Sphere.

11. If you didn't do the above sphere grid yet, do it now (only get Cheer if Tidus has 2 levels).

12. **Formation:** Tidus, Yuna, Lulu

GARUDA

- Flee using the Escape Command

ENCOUNTERS

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

Guaranteed 1 Power Sphere, Overkill on Dingo gives +1 Power Sphere.

13. At Besaid Beach **Touch the Save Sphere**, talk to the guy in red shorts for 400 Gil, go onto the boat.

S.S. Liki

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
- Switch **Kimahri** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: Energy Ray **Overdrive** on Sin Fin
- **Enemy**: Move x2 and Spines x2
- **Valefor**: Thunder the Sin Fin
- **Enemy**: Spines and Move
- **Valefor**: Thunder the Sin Fin x2
- *If Sin Fin is not dead yet:*
 - **Enemy**: Spines
 - Switch **Tidus** for **Wakka**
 - **Wakka**: Attack the Sin Fin

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

SINSPAWN ECHUILLES - 2,000 HP

- **Tidus**: Cheer x2
- **Wakka**: Dark Attack
- **Tidus**: if Str Node Attack x2, otherwise 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.

- **SD**
- **Kimahri**: Lancet
- Switch **Kimahri** for **Wakka**
- **Wakka**: Defend
- **Tidus**: Attack
- *If Valefor died on Sin Fin:*
 - Switch **Lulu** for **Yuna**
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Boost x2
 - **Valefor**: Fire
- *Else:*
 - **Lulu**: Fire



- **Tidus:**
 - Move ←← or ↖
 - Flee, Agi+1 (, Str +1 if you didn't get it already)

The diagram shows a skill tree for Tidus. It begins with a purple circle labeled 'Flee'. An arrow points from 'Flee' to a green circle labeled '+1' (representing Agility +1). From this green circle, three arrows branch out: one to a grey circle labeled 'Cheer', one to a grey circle labeled 'Extract Speed', and one to a grey circle labeled 'Haste'. From 'Cheer', an arrow points to a grey circle labeled 'M'. From 'Extract Speed', an arrow points to a grey circle labeled '+1' (representing Speed +1). From 'Haste', an arrow points to a grey circle labeled '+1' (representing Speed +1). Both 'M' and the bottom '+1' lead to a grey circle labeled 'L.1'. A blue box labeled 'Tidus' has an arrow pointing to the green '+1' circle.

- **Wakka:** Scout/Ice Ball
- **Wakka:** Any Armguard (optional)
- **Tidus:** Ice Brand (optional)

4. **Formation: Tidus, Wakka, Lulu**
5. Continue up the hidden path, following the map. Fight encounters as described below.
6. Need 45 AP on **Tidus**, which is 5 kills (Overkills count as 2). This is your main source of Speed Spheres but you can obtain the rest later.

7. You can benefit from kills beyond the first 5 but do not intentionally farm encounters and stop killing if you have 17 kills already.

ENCOUNTERS

- If there is only Ragoras:
 - **Tidus**: Flee
- **Tidus**: Attack the Dinonix if present, else Defend
- **Wakka**: Attack the Killer Bee if present, else Defend
- **Lulu**: Water the Yellow Element or Killer Bee
- **Tidus**: Flee

8. **SD**

9. **Formation**: **Tidus**, **Yuna**, **Lulu**

10. **Touch the Save Sphere**

SINSPAWN GENEAX - 3,000 HP

- If **Tidus** is going before **Yuna**:
 - **Tidus**: Defend
- Else:
 - Switch **Yuna** for **Wakka**
 - **Wakka**: Defend
 - **Tidus**: Defend
 - Switch **Lulu** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: **Overdrive** Energy Ray
- **Valefor**: Fire x3
- **Valefor**: **Overdrive** Energy Ray

Guaranteed 4 Power Spheres, if Rare Drop from Geneaux +2 Power Spheres.

11. **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 glyph
- 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

12. In Fayth room, **SD**, speak to **Wakka** first. Try to leave room, **SD**, name **Ifrit**

13. Hold down to exit temple, **CS** (0:40), **SD**

14. **Formation**: **Tidus**, **Wakka**, **Lulu**

15. Go south through Kilika Woods, take the left path and open the chest for the **Luck Sphere**, referencing the above map.

16. Exit Kilika Woods same way that you entered, treating fights the same way as above.

17. Do the below Sphere Grid if **Tidus** has 5 S.Levels.

18. Go down and right to S.S. Winno. **SD**

S.S. Winno

1. **CS** (1:10), exit door on the right. **SD** with Oaka. 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. Do **not** get Jecht Shot.
4. **SD** on **Yuna**'s scene, do not save. **Skippable FMV** (0:30) if you buffered the Start command in Kilika.

Luca

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.
6. Talk to O'aka on the first docks screen, before going into the Machina Fights. Do the following shop:

SHOP 3050 GIL

- Sell
 - All Weapons and Armor other than Official Ball, Lightning Steel, Thunder Ball.
- Buy
 - Stunning Steel, Equip
- If you don't have enough gil after selling Equipment, on the same dock as O'aka there are 2 chests with 600 Gil and a Tidal Spear you can sell

7. Run north to the next screen.

MACHINA - FIRST TWO ENCOUNTERS

- **Tidus**: *if Early Haste* Haste **Lulu** on his first turn, otherwise Defend
- **Kimahri**: Defend
- **Lulu**: Thunder

8. Do the below Sphere Grid if **Tidus** has 5 S.Levels.

MACHINA THIRD ENCOUNTER

- **No Early Haste:**
 - **First Wave:**
 - * **Tidus:** Attack
 - * **Kimahri:** Attack
 - * **Lulu:** Thunder a different Machina
 - * **Tidus:** Attack
 - * **Kimahri:** if no crits **Overdrive** Seed Cannon, 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
- **Early Haste:**
 - **Tidus:** Haste **Lulu**, then Defend
 - **Kimahri:** Defend
 - **Lulu:** Thunder

9. If anyone is Critical HP, use Potions. If you had Early Haste, **Touch the Save Sphere** to restore **Tidus's** MP.
10. Do the below Sphere Grid if **Tidus** has 5 S.Levels.
11. Run right.

OBLITZERATOR - 3,000 HP

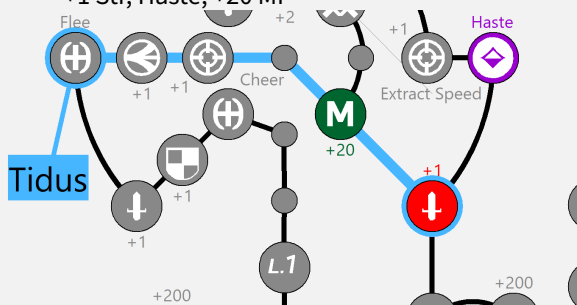
- **Kimahri:** Defend
- **Tidus:** If Early Haste Haste **Lulu**, else Defend
- **Lulu:** Thunder Crane x3
- **Tidus:** Use Crane after **Lulu's** 3rd Thunder
- **Kimahri:** Defend
- **Lulu:** Thunder
- **Tidus:** Attack

Check for **Lightning Steel, Thunder Ball**

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

SPHERE GRID

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



EQUIPMENT

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

13. Run South for the next two screens. **Touch the Save Sphere**. Go up the stairs to the locker room, **SD**

14. 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 Aggro 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.

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

SAHAGIN CHIEF

- *If no Thunder Ball:*
 - **Tidus**: Haste **Tidus**
 - **Wakka**: For the first two waves Attack Sahagin C
 - **Wakka**: For the third wave Potion **Tidus** if he has less than 156 HP, otherwise Defend
- *If Thunder Ball:*
 - **Tidus**: Cheer
 - **Wakka**: Attack
 - **Tidus**: Haste **Tidus**
 - **Tidus**: Haste **Wakka**
 - *If also Lightning Steel:*
 - * **Tidus**: Cheer
- **Tidus**: Attack

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

16. **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** has less than 312 HP
- **Tidus**: Attack x1, then Defend
- **Wakka**: Defend, Potion if **Auron** has 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

17. **CS+Skippable FMV** (1:30), buffer the FMV Skip. Don't save. **SD** the Auroch scene

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

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

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

Mi'ihen Highroad

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

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

3. Flee from every encounter

4. Heal using **Yuna's** Cure if **Tidus** is in crit and after every Ambush

5. 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.

6. Make sure you get the **Hunter's Spear** if you fail the skip.

7. Go right and **SD** at Calli scene. Continue walking up. **SD** Luzzu scene, **SD** Shelinda scene

8. Go to the next screen

9. Go to the Al-Bhed shop, **SD**. Walk out of the shop and **CS** (5:30)

10. 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.

11. **SD**
12. **Formation**: **Tidus**, **Wakka**, **Auron**
13. 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.

Mushroom Rock Road

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 back to the previous screen. If you are not confident in MRR skip, then **Save**. If you fail this skip, you cannot continue the run.
5. Perform MRR Skip. For a tutorial, please see [this tutorial](#).
6. **SD** during **Tidus** monologue. **CS** (1:00), **SD**
7. Walk left, **Touch the Save Sphere**, **SD**. Walk left, speak to **Auron**, **SD**. Go up and right, **SD**, exit area, **SD**.

Djose

1. Walk North, if by the end of the road you have not found a Basilisk, force more encounters until you get one, now or after you exit Djose Temple.

ENCOUNTERS

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

2. Continue walking north, **SD**, walk up to the next screen.
3. 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

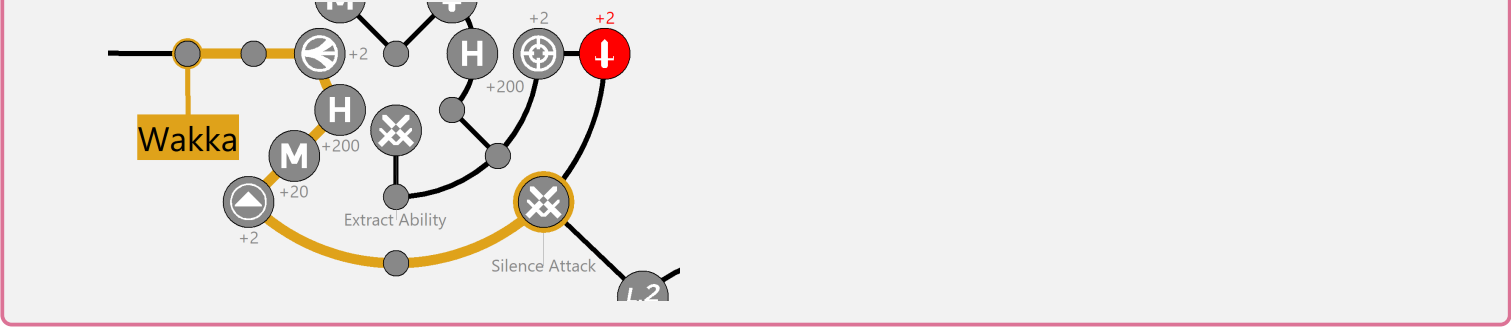
4. Talk to **Auron**, wait. **SD**, try to leave, **SD**, name **Ixion**
5. Speak to **Auron**, enter the temple and go to the left room. Speak to the priest, **SD**. Exit the temple, **SD**
6. Go left, open the chest for the **4000 Gil**, cross the bridge, **SD**, exit, **SD**, go up to Moonflow.

Moonflow

1. **Formation: Tidus, Kimahri, Auron**
2. Walk north, **SD** on **Kimahri** Scene.
3. Before Belgemine, go right into alcove and open the chest for the **Lv. 1 Key Spheres x3**
4. Walk north, **SD**, walk left, **SD**, walk left past 2 screens, **SD**.

SPHERE GRID

- **Wakka:** (7 S.Lvl) (if you don't have enough, skip this Grid entirely)
 - Move ↓↓→ to Silence Attack
 - +2 Strength



EQUIPMENT

- *If you don't have Thunder Ball:*
 - **Wakka**: Official Ball
- *If you had Lighting Steel:*
 - **Tidus**: Stunning Steel

5. 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
- **Wakka:** If anyone is below 216 HP Hi-Potion them, otherwise Attack
- **Tidus:** Attack Extractor until you apply Slow
- *If Extractor is not Slowed when it Rises:*
 - **Wakka: Overdrive** Thunder Reels.
- **Tidus:** Haste Wakka
- *If Lightning Steel:*
 - **Tidus:** Cheer x1
 - **Tidus:** Equip Lightning Steel
- *Else:*
 - **Tidus:** Cheer x4
 - **Tidus:** Equip Brotherhood
- **Tidus:** Attack

- **Tidus**: Cheer x4

Thus: Attack

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

7. Walk up to the forced encounter

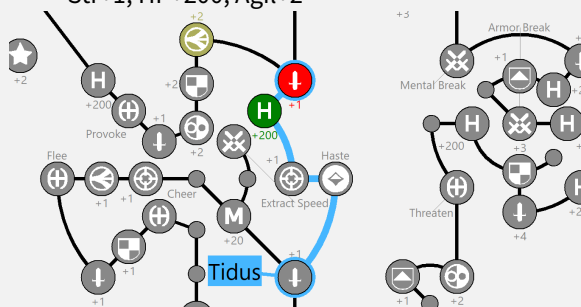
RIKKU TUTORIAL

- Mash through the tutorial
 - **Rikku:** Steal from the Treasure Chest
 - *If you have less than 34 (35 on **Blitz Loss**) Power Spheres:*
 - **Rikku: Overdrive** Two Ability Spheres
 - *Else:*
 - **Rikku: Overdrive** Two Potions or Hi-Potions
 - **Rikku:** Defend
 - Flee
- +2 Power Spheres when doing the Ability Sphere Mix.

+2 Power Spheres when doing the Ability Sphere Mix.

SPHERE GRID

- **Tidus:** (4 S.Lvl)
 - Move → ↑
 - Str+1, HP+200, Agil+2



8. Auto-Sort items

9. Heal everyone with Potions (use them all if you can to free up the 1st Inventory Slot)

10. If your 1st Inventory Slot is not empty: Manual Sort, select whatever is in the 1st Inventory Slot and scroll down a page with R2, place it there.
11. **Formation: Tidus, Wakka, Auron**
12. 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 Luca Garuda.
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

1. Walk north, dodging lightning, Flee all encounters.
2. **SD** when approaching Al Bhed shop. Walk into the shop when **Rikku** begs to go inside.

SHOP 1200+ GIL

Buy:

- If **Blitz Loss** Baroque Sword (Equip)
- 3 Phoenix Downs
- 3 Grenades, +1 if **Blitz Loss**, +1 if you are missing any Speed Spheres (need 15 Speed Spheres for the rest of the run)

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.

EQUIPMENT

- **Tidus**: Yellow Shield

6. Try to end Thunder Plains with the Light Curtain.

ENCOUNTERS

Iron Giants will always target the Character with the least HP, make sure everyone's HP is above Rikku's

- Iron Giant + 2 Buers, if you bought an extra Grenade for Speed Spheres (only do this once):
 - Switch **Tidus** for **Rikku**
 - **Rikku**: Use Grenade
 - **Wakka**: Defend
 - **Auron**: Defend
 - **Enemy**: Attacks **Rikku**
 - Switch **Wakka** for **Tidus**
 - Flee
- Iron Giant (only do this once):
 - **Tidus**: Defend
 - Switch **Wakka** for **Rikku**
 - **Rikku**: Steal Light Curtain
 - **Auron**: Defend
 - **Enemy**: Attacks **Rikku**
 - Flee
- If you **lost Blitz**:
 - Larva: Steal Lunar Curtain

7. 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. Cure **Tidus** if he's ever below 404 HP.
4. Make sure that you charge **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

5. Once **Rikku** has **Overdrive** and you have at least 1 Arctic Wind and 1 Fish Scale, **Formation**: **Tidus**, **Kimahri**, **Auron**
6. Follow path, **SD** twice
7. Catch butterfly near the exit to avoid encounters **Formation**: **Tidus**, **Kimahri**, **Auron**
8. **Touch the Save Sphere**, talk to O'aka, pick the first option ("Got any weapons?"), exit the shop, pick the first option ("Too pricey."), talk to him again ("Got any weapons?")

SHOP 11550 GIL

- Sell: Stunning Steel, Buckler, Hunter Spear, any other equipment to go above 11550 Gil
- Buy:
 - Sonic Steel, Equip
 - Shimmering Blade, Equip

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

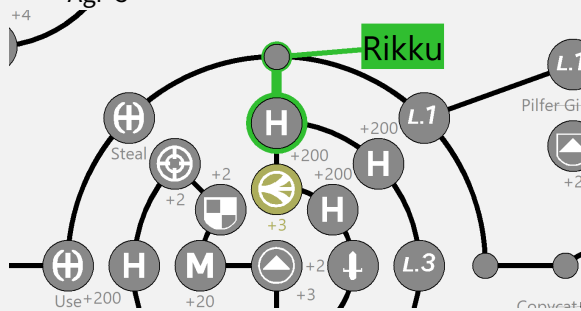
- **Tidus**: Defend
- Switch **Tidus** for **Yuna**
- **Yuna**: Defend
- **Kimahri**: Defend
- Switch **Auron** for **Rikku**
- **Rikku**: Grenade, check the Element
- **Yuna**: Defend
- **Rikku: Overdrive**, HP Sphere with
 - Fire: Arctic Wind
 - Ice: Bomb Core
 - Water: Lightning Marble
 - Thunder: Fish Scale
- *If you don't have the elemental item:*
 - Switch **Rikku** for **Lulu**
 - **Lulu**: Use the spell opposite of what Spherimorph used
 - **Kimahri**: Attack, check the Element
 - Switch **Yuna** for **Rikku**
 - **Rikku: Overdrive**

Tidus, **Yuna**, **Kimahri**, **Rikku** all need AP.

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

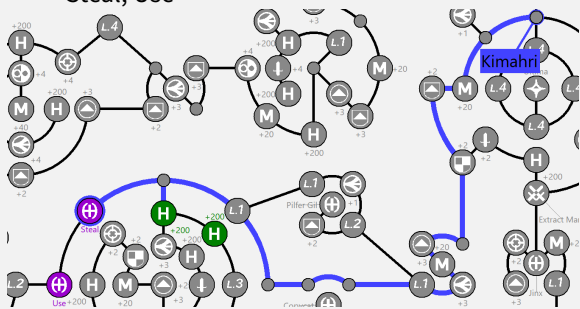
• **Rikku:** (1 S.Lvl)

- Move ↓
- Agi+3



• **Kimahri:** (15 S.Lvl)

- Move ↓ x6 (or Hold ↓), next to Lv. 1 Lock
- Level 1 Key Sphere
- Move ← x4 (or Hold ←)
- Level 1 Key Sphere
- If you **won Blitz**:
 - * Move ↑↑←
- If you **lost Blitz**:
 - * Move ↑↑↓
 - * HP+200, HP+200
 - * Move ←
- Steal, Use



11. **Formation:** Tidus, Lulu, Kimahri

12. If **Blitz Loss** and don't have a Light Curtain: Use a Mega-Potion

13. Talk to **Auron** on the way out, then exit

Lake Macalania

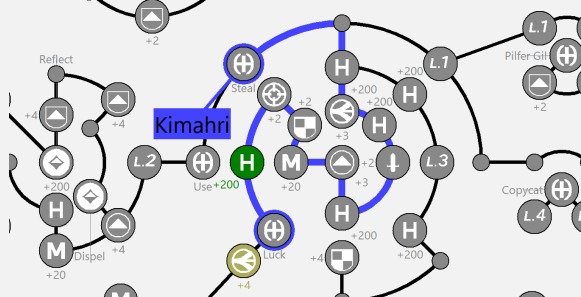
1. Run up and **SD**

- 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**
- **Rikku**: Lightning Marble Crawler
- **Kimahri**: If **Blitz Loss** and you need a Lunar Curtain Steal Crawler, else Defend
- Switch **Lulu** for **Yuna**
- **Yuna**: If 2 Characters dead Mega Phoenix, else Phoenix Down **Rikku**
- Switch **Yuna** for **Tidus**
- **Tidus**: If **Kimahri** is dead Phoenix Down him, otherwise Equip Brotherhood
- **Rikku**: **Overdrive** Lv. 2 Key Sphere and Lightning Marble

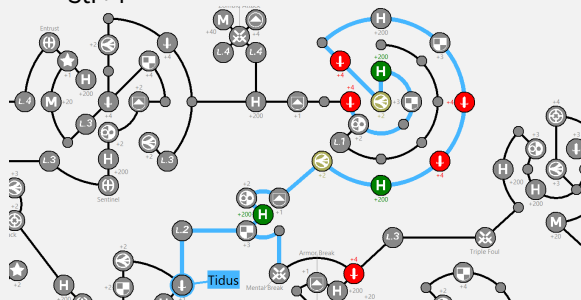
Tidus, Yuna, **Lulu** and **Kimahri** need AP.

SPHERE GRID

- **Kimahri:** (12 S.Lvl)
 - Move ↓↓↓↓ on the Luck node
 - HP +200, Agi+4



- **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



3. Head to Temple, **SD**. **Touch the Save Sphere**.

4. Jyscal Skip (Ignore if playing with Cutscene Remover):

- Speak to Tromell for **Shell Targe**
- 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

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

SEYMOUR - 3,000 HP

- **Tidus**: Haste **Tidus**
- **Yuna**: Change Weapon to Staff
- **Kimahri**: **Overdrive** Stone Breath
- **Tidus**: Talk to Seymour
- Switch **Yuna** for **Auron**
- **Auron**: Defend
- **Enemy**: Seymour Blizzara
- **Tidus**: if **Blitz Loss** Cheer, else Defend
- **Tidus**: Attack

ANIMA - 18,000 HP

- If you **won Blitz**:
 - **Kimahri**: Defend
 - **Auron**: Defend
 - Switch **Tidus** for **Wakka**
 - **Wakka**: Change Weapon to anything
 - **Enemy**: Pain
 - Switch first survivor for **Tidus**
 - **Tidus**: Attack x4
 - Switch second survivor for **Rikku**
 - **Rikku**: Steal x2
- If you **lost Blitz**:
 - **Kimahri**: Lightning Marble Anima
 - Switch **Auron** for **Rikku**
 - **Rikku**: Lightning Marble Anima
 - Switch **Tidus** for **Wakka**
 - **Wakka**: Change Weapon to anything
 - **Enemy**: Pain
 - Switch first survivor for **Tidus**
 - **Tidus**: Attack x4
 - Switch second survivor for **Rikku** or **Kimahri**
 - **Rikku** or **Kimahri**: Steal
- If **Tidus** Misses:
 - On Tidus' 4th turn switch him for **Lulu**
 - **Lulu**: Phoenix Down dead character
 - **Enemy**: Pain
 - Switch first survivor for **Tidus**
 - Continue the fight like normal

SEYMOUR - 6,000 HP

- **Tidus**: Phoenix Down **Rikku** if she died before Multi-Thundara.
 - If you *won Blitz*:
 - **Tidus**: Change Weapon to Sonic Steel
 - Anyone: Defend until Multi-Thundara.
 - **Enemy**: Multi-Thundara
 - **Tidus**: Attack x2
- Tidus** and **Yuna** need AP.

SPHERE GRID

- [illegible]

7. You need 21 Power Spheres and 10 Speed Spheres **at this point** to be done farming them

7. You need 21 Power Spheres and 10 Speed Spheres **at this point** to be done farming them.

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

9. If you **lost Blitz**:

EQUIPMENT

- **Tidus:** Equip Sonic Steel

10. **Touch the Save Sphere**, exit Fayth room. Make sure that the Save Sphere touch is done **after** the above Sphere Grid, otherwise you will die to Wendigo.

CLOISTER OF TRIALS

- 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

11. Go to temple entrance, **SD**

12. Move south and go down the left path.

13. If you **won Blitz**:

- Try to not get caught by the Guados chasing you, if you get caught Flee

14. If you **lost Blitz**:

- Intentionally get caught by a Guado, kill the enemies to gain AP on Tidus

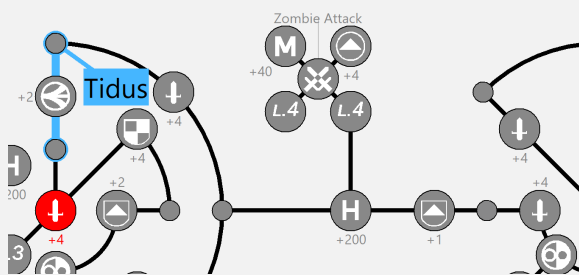
ENCOUNTERS

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

Blitz Loss:

SPHERE GRID

- **Tidus:**
 - Move ↓↓ (or ↓)
 - 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 Wendigo
 - Switch **Auron** for **Rikku** on his next turn
- **Tidus**: Spiral Cut Wendigo, then Attack it until it's dead
- **Kimahri**: Steal from Guado if everyone is at full HP, otherwise switch to **Lulu**
- **Lulu**: Elixir **Tidus**/Phoenix Down dead character/Defend
- **Rikku**: Elixir **Tidus**/Phoenix Down dead character/Steal from Guado/Defend
- After Wendigo is dead:
 - Switch anyone for **Yuna**
 - **Yuna**: Defend
 - Switch anyone for **Tidus**
 - **Tidus**: Attack Guado

Yuna, Tidus need AP. Helpful if **Lulu** gets it. Guaranteed 2 Power Spheres, if Rare Drop from Wendigo +2 Power Spheres.

- 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**
- 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

1. Walk up, **SD**, walk up

ZU

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

2. **SD**, then 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**, **Touch the Save Sphere**
3. Need 6 (4 if you still have 2 Bomb Cores) in any combination of Silence Grenades, Sleeping Powders, Smoke Bombs
4. If **Rikku** needs her **Overdrive**, you can charge it on an encounter with a Zu or a Sand Worm (Escape with the others).
5. 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**

ENCOUNTERS

- Steal (preferably Sleeping Powders) and optionally Use items on these enemies:
 - Sand Wolf steals Sleeping Powders x2, drops 2 Power Spheres
 - Zu steals Smoke Bomb x3 (don't try to kill them)
 - Alcyone steals Smoke Bomb x1, drops 2 Speed Spheres
 - Mushussu drops 1 Power Sphere (don't Steal from them)
- *Pre-Empty*:
 - **Tidus**: Defend
 - **Rikku**: Steal or Use a Smoke Bomb/Silence Grenade/Sleeping Powder
 - **Lulu**: Defend
 - Flee
- *Neutral*:
 - Switch **Tidus** for **Kimahri**
 - **Kimahri**: Steal
 - **Rikku**: Switch for **Tidus** or Use a Smoke Bomb/Silence Grenade/Sleeping Powder
 - Flee
- *Ambush*: Flee

SANDRAGORA

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

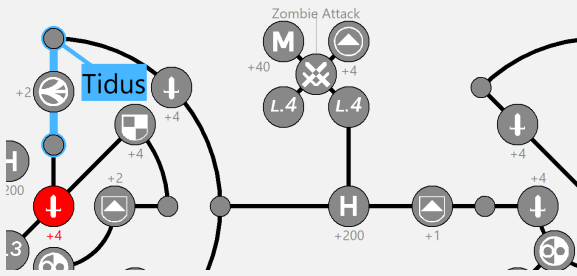
6. At the bottom of the pit, open the chest for the **Teleport Spheres**

Blitz Win:

SPHERE GRID

- **Tidus:**

- Move $\downarrow\downarrow$ (or \downarrow)
- Str+4



7. If you **won Blitz**:

- **Formation:** Tidus, Lulu, Auron

8. If you **lost Blitz**:

- **Formation:** Tidus, Rikku, Auron

9. You need 22 Power Spheres and 10 Speed Spheres **at this point** to be done farming them.

10. Sandragora skip:

- Go near the Sandragora pit that blocks the entrance to Home
- Run North into the wall just on the right of the pit until Tidus is in the pit
- Let **Rikku** push you (don't move until she goes past you)
- Go north and enter Home
- If Rikku is stuck running East walk South to trigger the Sandragora encounter
- If you have triggered the encounter, Flee and retry

Home

1. Go into door, **SD**

BOMBS

- **Tidus**: Haste **Tidus**
- If you **won Blitz**:
 - **Tidus**: Attack each, starting with Guado
 - Others: Defend
- If you **lost Blitz**:
 - **Tidus**: Attack Guado
 - **Rikku**: Grenade
 - **Tidus**: Attack Bomb x2
 - **Auron**: Defend
 - If *Kimahri* doesn't have OD:
 - * Switch anyone for **Kimahri**
 - * **Kimahri**: Lancet Bomb
 - * Switch anyone for **Tidus**
 - **Tidus**: Attack Bomb

Guaranteed 6 Power Spheres.

2. Formation: Tidus, Lulu, Auron

3. Follow the others, **SD**

DUAL HORN

- Switch anyone for **Kimahri**
- If you **won Blitz**:
 - **Kimahri**: Lancet Dual Horn (Fire Breath) if he doesn't have **Overdrive**
- **Kimahri**: **Overdrive** Stone Breath

4. Go down the stairs. Once the camera flips, **Formation: Tidus, Lulu, Auron**

5. If you **lost Blitz**:

- Go back up the stairs into the left door.
- You will be forced into another Dual Horn encounter

DUAL HORNS

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

- **Formation: Tidus, Lulu, Auron**
- Open the right chest for a **Friend Sphere**, with the codes: Bottom Middle (up x2), Middle Right (up x4), Middle (down x4), exit the room and go down the stairs once again

6. Go left into the door, **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** and open the chest for the **Level 4 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.
2. If you need more than 4 Power Spheres or any Speed Spheres, buy Distillers from Rin, each one counts as 2 Spheres (need 28 Power Spheres and 10 Speed Spheres for the rest of the run).
3. **Touch the Save Sphere**. Make sure that **Rikku** has **Overdrive**. If she doesn't, you can get encounters on Rin's first screen.

Turns in this fight can be a bit random at times - Treat each character independantly 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 Weapon to Sonic Steel
 - **Rikku**: **Overdrive** Mix Luck Sphere + Map
 - **Tidus**: Attack x2
 - **Tidus**: Cheer
 - **Tidus**: Attack x3
 - **Kimahri** or **Rikku**: Heal **Tidus** with an Elixir/X-Potion/Mega-Potion if he was hit in the first attack, Steal otherwise
- If you **lost Blitz**:
 - **Tidus**: Haste **Tidus**
 - **Tidus**: Cheer x2
 - **Tidus**: Equip Baroque Sword [Strength +5%, -]
 - **Tidus**: Attack x6
 - **Rikku**: **Overdrive** Mix Luck Sphere + Map
 - **Kimahri** or **Rikku**: Heal **Tidus** with an Elixir/X-Potion/Mega-Potion, Lunar Curtain **Tidus** or Steal

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

Bevelle

1. Use a Mega-Potion

2. If you **lost Blitz**:

EQUIPMENT

- **Tidus**: Equip Sonic Steel

3. With Sleeping Powder:

GUARD FIGHTS - SLEEPING POWDER

- *Fights 1 and 3 (3 Monks):*
 - **Tidus**: Attack
 - Others: Defend or use Distillers
- *Fights 2 and 4 (2 Monks and a YKT-63):*
 - **Tidus**: Attack the YKT-63
 - **Rikku**: Sleeping Powder
 - **Kimahri**: Smoke Bomb/Silence Grenade/Sleeping Powder
 - If you **lost Blitz**:
 - * If the YKT-63 is still alive Use a Lightning Marble/Arctic Wind/Fish Scale or Attack with **Tidus**
- *Fight 5 (2 Monks and a YAT-99):*
 - If you have 2 Smoke Bombs/Sleeping Powders/Silence Grenades:
 - * **Tidus**: Haste **Rikku**
 - * **Rikku**: Sleeping Powder/Smoke Bomb/Silence Grenade
 - * **Rikku**: If the Guards are sleeping use a Bomb Core on the YAT-99
 - * **Rikku**: Sleeping Powder/Smoke Bomb/Silence Grenade
 - * **Tidus**: Attack
 - If you have 2 Bomb Cores:
 - * **Tidus**: Attack the Monks
 - * Others: Use Bomb Core x2 on the YAT-99

4. Without Sleeping Powder:

- Keep **Formation: Tidos, Rikku, Lulu** for the first 4 fights, **Formation: Tidos, Rikku, Kimahri** for the last one

GUARD FIGHTS - NO SLEEPING POWDER

- *Fights 1 and 3 (3 Monks):*
 - **Tidos**: Attack
 - Others: Defend or use Distillers
- *Fights 2 and 4 (2 Monks and a YKT-63):*
 - Switch **Tidos** for **Kimahri**
 - **Kimahri**: Silence Grenade/Smoke Bomb
 - **Rikku**: Silence Grenade/Smoke Bomb
 - Switch **Kimahri** for **Tidos**
 - **Tidos**: Attack the YKT-63
 - *If you **lost Blitz**:*
 - * *If the YKT-63 is still alive* Use a Lightning Marble/Arctic Wind/Fish Scale or Attack with **Tidos**
- *Fight 5 (2 Monks and a YAT-99):*
 - *If you have 2 Smoke Bombs/Silence Grenades:*
 - * **Tidos**: Haste **Rikku**
 - * **Rikku**: Smoke Bomb/Silence Grenade x2
 - * **Tidos**: Attack
 - *If you have 2 Bomb Cores:*
 - * **Tidos**: Attack the Monks
 - * Others: Use Bomb Core x2 on the YAT-99

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

- *Upper section:*
 - Push the pedestal in
 - Press X
 - Go left at the 2nd junction
 - Take sphere, push pedestal back
 - At the 3rd junction, go back (hold X)
 - Go left at the 2nd junction
 - Place sphere into wall, push pedestal back
 - At the 3rd junction, go back (hold X)
 - Go left at the 1st junction (hold X after the 2nd junction)
- *Lower section (1st visit):*
 - The platform will automatically stop at the 1st junction
 - After the platform stops, press X the 2nd time the arrow is pointing left
 - Go right at the 3rd junction (hold X after the 2nd junction)
 - Take Glyph sphere from wall, push pedestal back
 - At the 4th junction go right (hold X)
 - Place Glyph sphere into pedestal
 - Take Bevelle sphere from pedestal
 - Place Bevelle sphere into the wall
 - Take the Glyph sphere from pedestal
 - Place Glyph sphere into the next wall
 - Take Destruction sphere from the new wall
 - Place Destruction sphere on the pedestal
 - Take Bevelle sphere from the wall
 - Push pedestal back and fall off the edge
- *Lower section (2nd visit):*
 - Go straight (start holding X before the platform stops)
 - At the 3rd junction go right (hold X after the 2nd junction)
 - Place Bevelle sphere on the pedestal
 - Take Destruction sphere from the pedestal
 - Place Destruction sphere into wall
 - Push pedestal back and fall off the edge
- *Lower section (3rd visit):*
 - Go straight
 - At the 2nd junction go right (hold X)
 - Push pedestal
 - Go up the stairs, open the chest

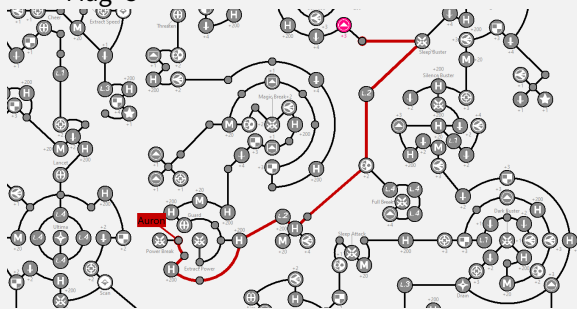
6. **SD**, name **Bahamut**, don't save, **SD**

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

SPHERE GRID

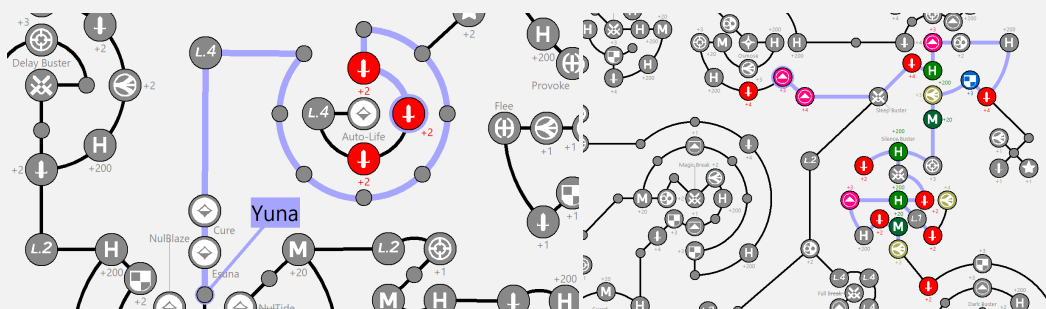
• **Auron:**

- Move →→→
- Level 2 Keysphere
- Move → $\times 4$ (or Hold →)
- Level 2 Keysphere
- Move ↑↑ (↑← if you are not on the correct Node)
- Mag+3

• **Yuna:**

- Move ↑↑
- Level 4 Keysphere
- Move → $\times 3$ ↑
- Str+2, Str+2, Str+2
- Teleport Sphere to **Auron's** Magic Node ↑
- Use Magic Sphere
- Str+4, Mag+3, Mag+4
- Move →→→↑
- Mag+3, HP+200, Str+4
- Move →
- Def+3, Str+4
- Move ←↓

- ↑ Agi+3, MP+20
- ↑ Move ←↓
- ↑ HP+200, Str+2
- ↑ Move ↓↓
- ↑ HP+200, Str+2, Mag+3
- ↑ Level 1 Keysphere
- ↑ Move ↘↘
- ↑ Agi+4, Str+2
- ↑ Move ←←
- ↑ Str+2
- ↑ Move ↓
- ↑ Str+2, MP+20, Agi+3



3. You need 13 Power Spheres and 7 Speed Spheres for the rest of the run.

4. **Touch the Save Sphere**

5. Keep track of how many things you kill here.

ENCOUNTERS

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

ISAARU

- Grothia (8000 HP):
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack
- Pteryia (12000 HP):
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack
- Spathi (20000 HP):
 - **Yuna**: Summon **Ixion**
 - **Ixion**: Attack x4

6. You can use the underwater chest on the right at the start to buy a Speed Distiller (this is the last convenient opportunity to acquire Speed Spheres) or a Power Distiller.
7. If needed, you can attack a Phlegias or a Sahagin with **Tidus** for 2x Power Spheres (only do so on a non-Ambush).
8. Swim up, then up again when the camera changes.

EVRAE ALTANA

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

9. Swim to exit, **SD**

Yuna:

Blitz Win:

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

Blitz Loss:

- Teleport to **Tidus** Str+4 by Mental Break ←
- Str+4
- Friend Sphere to **Tidus** ↑
- Str+4, Agi+2
- Move →→
- Str+4
- Move →→→→→
- Str+4
- Move →
- Def+3

- ## ENCOUNTERS

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

- 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

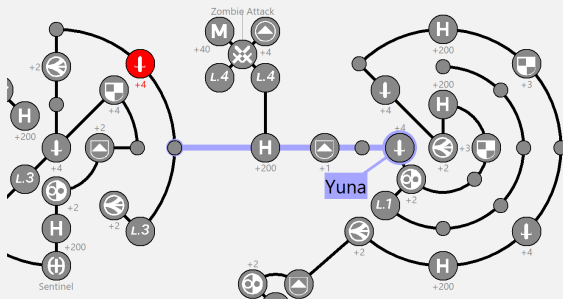
1. **SD**, walk left

SPHERE GRID

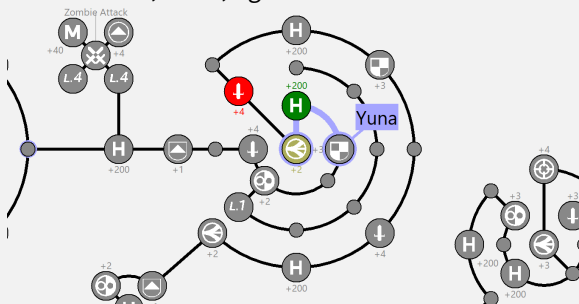
- **Yuna**:

Blitz Win:

- Move ←←←←
- Str+4

**Blitz Loss:**

- Move ←
- HP+200, Str+4, Agi+2



2. If you have less than 2 **Water Gems**: **Formation**: **Tidus**, **Yuna**, **Kimahri**, then steal Gems from **Non-Ambush** Flame Flans until you have 2 total

ENCOUNTERS

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

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

- 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:

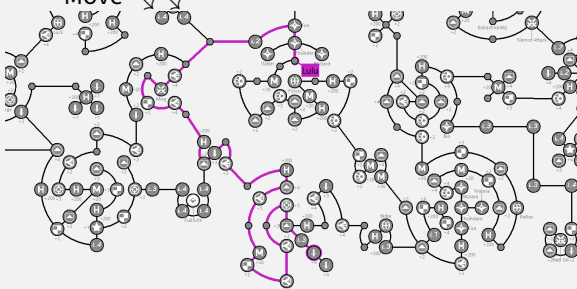
- **4 Return Spheres**
- **2 Return Spheres and 2 Friend Spheres**
- **0 Return Spheres and 4 Friend Spheres**

3. These three branching paths will from now on be referred to by the number of **Return Spheres** that dropped.

4. Do the **Lulu** Grid below first, then one of the three Grids depending on the drop from the previous fight.

SPHERE GRID - Lulu

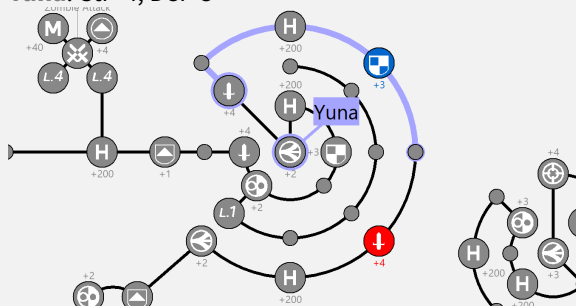
- **Lulu**:
 - Move ↑↑
 - Level 2 Key Sphere
 - Move ↓ x9
 - Level 3 Key Sphere
 - Move ↘



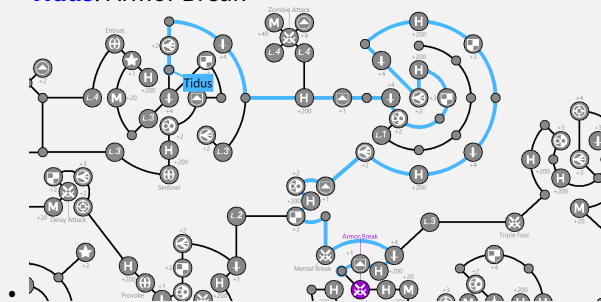
- If you **won Blitz**:
 - **Yuna**: Use Return Sphere to Str+4 Node
 - **Yuna**: Move to the empty node $\leftarrow \downarrow$
 - **Yuna**: Str+4, Agi+2



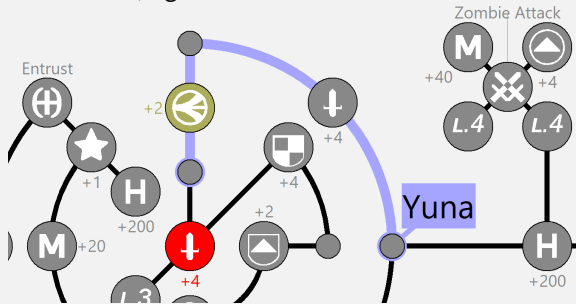
- If you **lost Blitz**:
 - **Yuna**: Use Return Sphere to Str+4 Node ←
 - **Yuna**: Move to the empty node →→→
 - **Yuna**: Str+4, Def+3



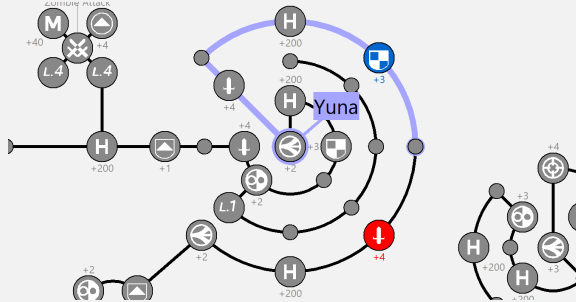
- **Tidus:** Move to Armor Break $\rightarrow x3, \downarrow x5$
- **Tidus:** Armor Break



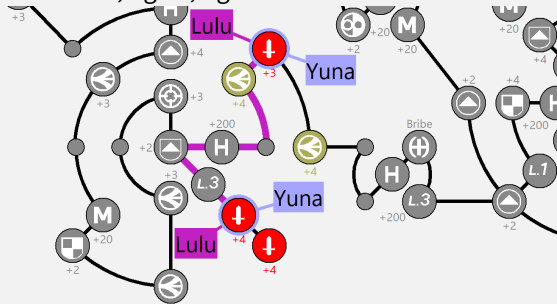
- If you **won Blitz**:
 - **Yuna**: Move to the empty node ←
 - **Yuna**: Str+4, Agi+2



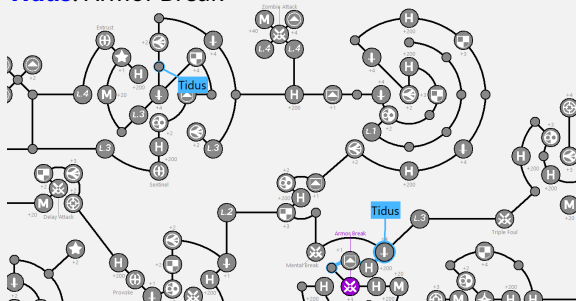
- If you **lost Blitz**:
 - **Yuna**: Move to the empty node →→
 - **Yuna**: Str+4, Def+3



- **Yuna:** Friend Sphere to **Lulu** ↓↓
- **Yuna:** Str+4, Str+4
- **Lulu:** Move ↗↑↑
- **Yuna:** Friend Sphere to **Lulu**
- **Yuna:** Str+3, Agi+4, Agi+4

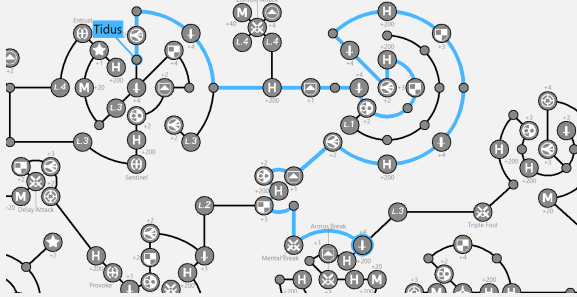


- **Tidus:** Return Sphere ↓↘↘ (or Hold ↘) to Str+4 near Armor Break
- **Tidus:** Move ↖← or ← x3
- **Tidus:** Armor Break

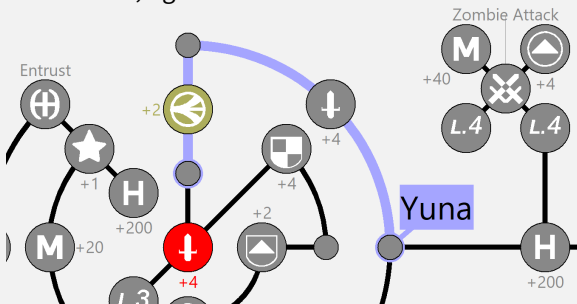


• If you **won Blitz**:

- **Tidus**: Move to Str+4 by Mental Break $\rightarrow x3, \downarrow, \rightarrow x3$

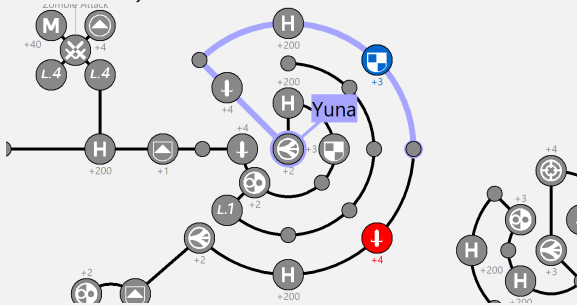


- **Yuna**: Move to the empty node \leftarrow
- **Yuna**: Str+4, Agi+2

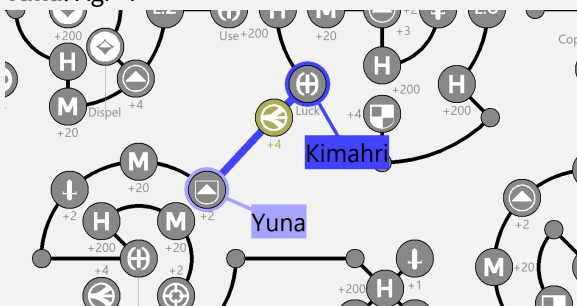


• If you **lost Blitz**:

- **Tidus**: Move to Armor Break $\rightarrow x3, \downarrow x6$
- **Tidus**: Armor Break
- **Tidus**: Move to HP $\rightarrow \rightarrow \downarrow$
- **Yuna**: Move to the empty node $\rightarrow \rightarrow$
- **Yuna**: Str+4, Def+3

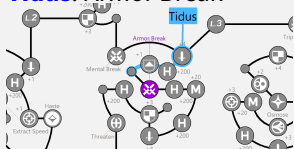


- **Yuna**: Friend Sphere to **Tidus**
- **Yuna**: Str+4
- Friend Sphere to Lulu twice like described in the 2 Return Sphere Menu
- **Kimahri**: Move $\swarrow x2$
- **Yuna**: Friend to **Kimahri** \downarrow
- **Yuna**: Agi+4



• If you **won Blitz**:

- **Tidus**: Move $\nwarrow \leftarrow$ or $\leftarrow x3$
- **Tidus**: Armor Break



5. If you got **4 Return Spheres**:
 - Customize:
 - **Auron**: Shimmering Blade → First Strike
 - **Yuna**: Staff → First Strike
6. If you got **2 Return Spheres**:
 - Customize:
 - **Yuna**: Staff → First Strike
7. If you need need to charge **Rikku**'s **Overdrive** **Formation: Tidus, Rikku, Auron**, otherwise **Formation: Tidus, Kimahri, Wakka**.
8. Walk up, **SD, CS** (1:20), continue walking up, avoid the gravestones.
9. Charge **Rikku**'s **Overdrive** in an encounter with Mechs, Steal from the Mech Leader with **Rikku** and Escape with the others (optional if you have a Silence Grenade)
10. Follow the path around.
11. If you had 2 or 4 **Return Spheres** **Formation: Tidus, Yuna, Auron**, otherwise **Formation: Tidus, Kimahri, Wakka**

SEYMOUR FLUX - 70,000 HP

- If you had **4 Return Spheres**:
 - **Yuna**: Attack
 - **Tidus**: Haste **Yuna**
 - Switch **Auron** for **Rikku**
 - **Rikku**: **Overdrive** HP Sphere + Grenade or Silence Grenade
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: If you used a Silence Grenade Impulse, otherwise Attack
 - **Yuna**: Attack
 - **Tidus**: If you used a Silence Grenade Attack once, otherwise Defend
 - **Rikku**: Defend
 - Check if you get the Overkill on Seymour Flux
- If you had **2 Return Spheres**:
 - **Yuna**: Attack
 - **Tidus**: Haste **Yuna**
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Impulse
- If you had **0 Return Spheres**:
 - Switch **Tidus** for **Yuna**
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack

12. **Formation: Tidus, Kimahri, Auron**
13. **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**.
14. 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.
15. **Tidus** can attack Splashers for Power Spheres (only attack the 3 fish group): if you got **4 Return Spheres** you need 4 Power Spheres; if you got **2 Return Spheres** you need 1 Power Sphere, on **0 Return Spheres** you don't need any Power Spheres.
16. 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.
17. Go up left path, **SD**, continue up the path, **Touch the Save Sphere** if **Bahamut** was banished and you didn't touch one earlier.
18. **Formation: Tidus, Yuna, Wakka**. Go onto the next screen.

- If you got 2 or 4 **Return Spheres**:
 - **Yuna**: Defend
 - **Tidus**: Armor Break
- If 0 **Returns Spheres**:
 - **Tidus**: Defend
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

Zanarkand

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. If **Rikku** doesn't have **Overdrive** **Formation: Tidus, Auron, Rikku**, otherwise **Formation: Tidus, Auron, Kimahri**
4. You can charge **Rikku's Overdrive** on an encounter with a Behemoth or a Defender Z (Escape with the others).
5. Open the first chest on the left for the **Fortune Sphere**, continue on the path until you get inside the Dome.
6. If you got **4 Return Spheres** and you missed the Overkill on **Seymour Flux** kill two **YKT-11** or one **Defender Z** with **Formation: Tidus, Auron, Yuna**, only **Yuna** needs the AP.

ENCOUNTERS

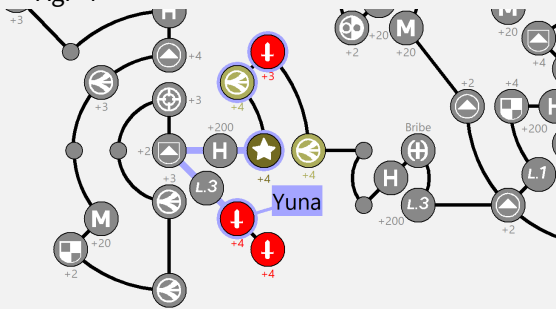
- YKT-11:
 - **Yuna**: Attack
 - **Tidus**: Attack
 - Flee
- Defender Z:
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack

7. After Seymour's Mom **CS**, if you had **4 Return Spheres** open the chest for the **Friend Sphere** on the right path.
8. When you leave the last encounter zone, the hallway before the Zanarkand Trials, open the chest for the **Luck Sphere** on the right.

• **Yuna:**

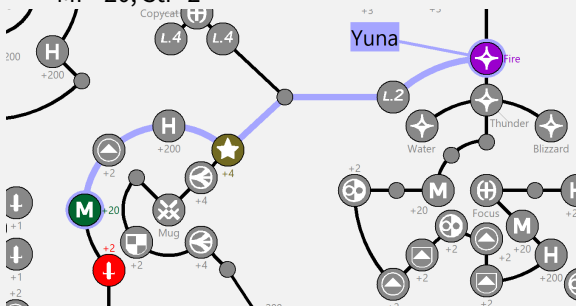
– If you got **4 Return Spheres:**

- * Friend Sphere to **Lulu** ↓↓
- * Str+4, Str+4
- * Move ↗ to the empty node between HP+200 and Agi+4
- * Agi+4
- * Luck Sphere, Fortune Sphere
- * Return Sphere to the Agi+4 node you just activated
- * Str+3
- * Return Sphere to the Str+3 node you just activated
- * Agi+4



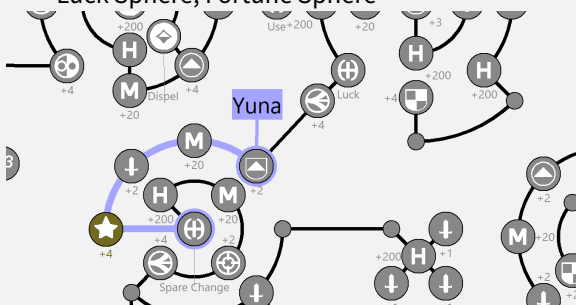
– If you got **2 Return Spheres:**

- * Use Blk Mag Sphere on Fire ↑
- * Return Sphere to Fire ↑
- * Move ←←←
- * Luck Sphere, Fortune Sphere
- * Agi+4
- * Move ↖←←
- * MP+20, Str+2



– If you got **0 Return Spheres:**

- * Move ↘↘
- * Luck Sphere, Fortune Sphere

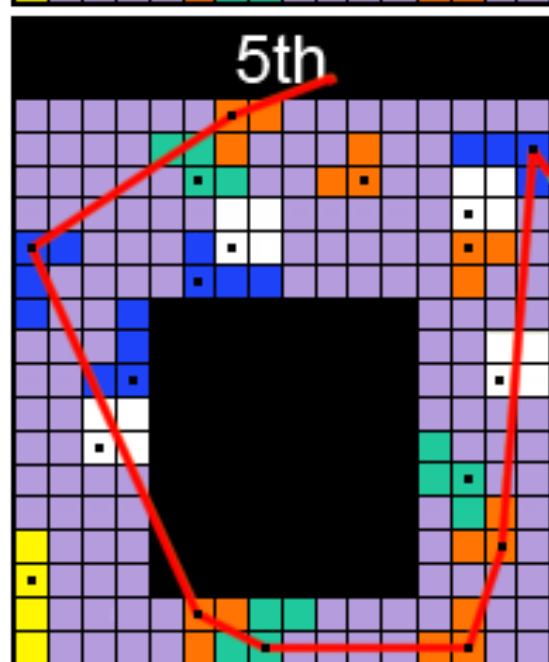
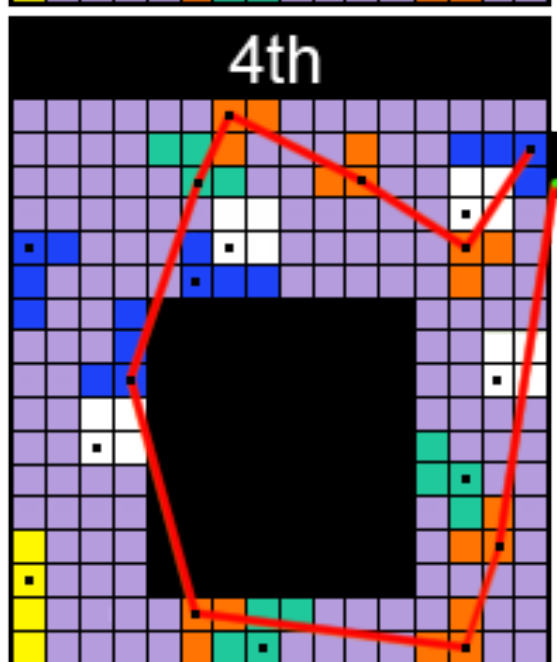
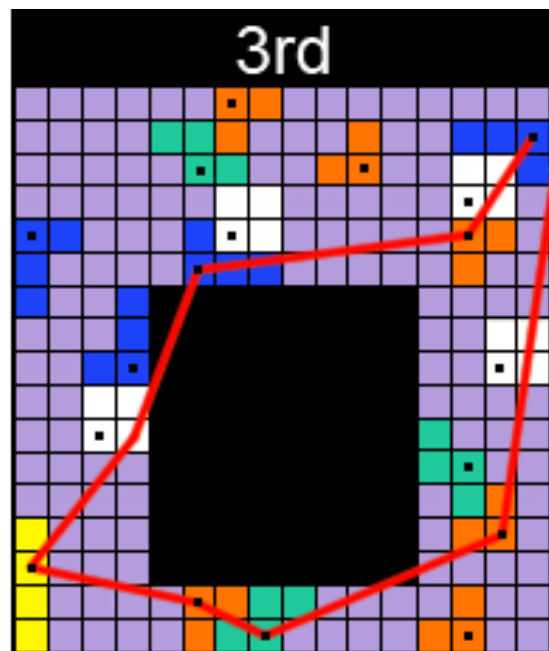
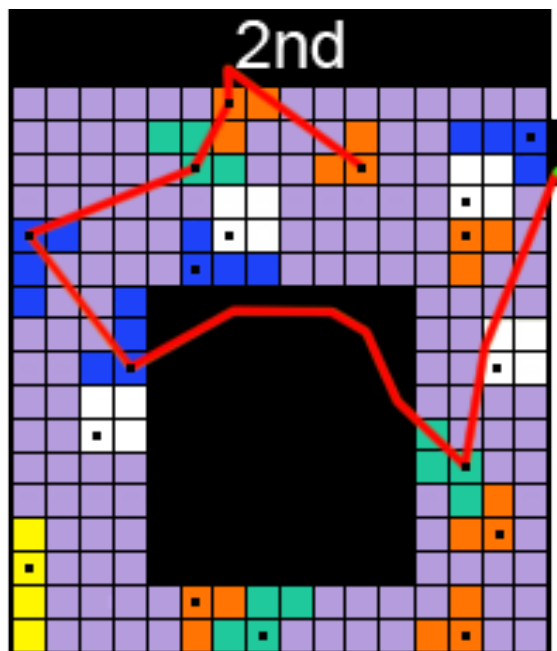
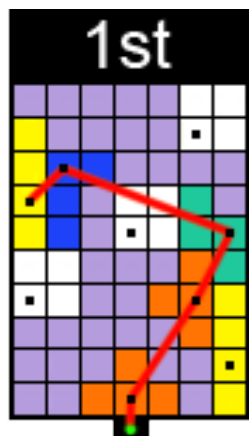


9. **Formation: Tidus, Auron, Yuna**

10. If you had 0 Return Spheres:

- Customize:
 - **Auron:** Shimmering Blade → First Strike
 - **Yuna:** Staff → First Strike

11. **Touch the Save Sphere**



12. 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.
13. After the second puzzle, take the Kilika Sphere on the left and put it into the second pedestal.
14. After the fifth puzzle, take the Besaid Sphere from the right and put it into the fifth pedestal.
15. **CS**, run into the large room

SPECTRAL KEEPER - 52,000 HP

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

SPHERE GRID

Yuna:

If you had 4 **Return Spheres**:

Use Blk Mag Sphere on Fire ↑

Return Sphere to Fire ↑

Move ←←←

Agj+4

Move ↖←←

MP+20, Str+2

- YUNALESKA - 132,000 HP

 - **Yuna:** Summon **Bahamut**
 - **Bahamut:** Attack x3

If any weapon drops, it will have **Zombie Strike**

- ## Airship

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

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

- **Yuna:** Summon **Bahamut**
 - **Bahamut:** Impulse Core

- ## 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. If **Rikku** doesn't have **Overdrive** **Formation: Tidus, Auron, Rikku**, otherwise **Formation: Tidus, Auron, Kimahri**
2. Walk along the path, you can charge **Rikku's Overdrive** on an encounter with a Behemoth King or Adamantoise (Escape with the others), flee from the rest.
3. Before Seymour Omnis, **Formation: Tidus, Auron, Yuna**
4. If you got **2 Return Spheres**:
 - Customize:
 - **Auron**: Shimmering Blade → First Strike
5. Go up the steps, **SD**

SEYMOUR OMNIS - 80,000 HP

- **Yuna**: Defend
- **Tidus**: Armor Break
- If Armor Break Hit:
 - **Auron**: Defend
- If Armor Break Missed:
 - Switch **Auron** for **Rikku**
 - **Rikku**: **Overdrive** Mix Arctic Wind/Lightning Marble/Bomb Core/Fish Scale + HiPot/MegaPot/XPot/Mega Phoenix
 - **Yuna**: Cure Mortiphasm
 - **Enemy**: Firaga x3, Blizzara
 - **Yuna**: Change Weapon to Wind Rod
 - **Tidus**: Armor Break
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

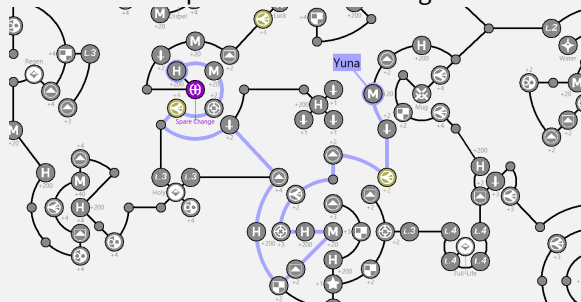
6. **SD**, walk north.
7. **Formation: Tidus, Kimahri, Auron**
8. You can charge **Rikku's Overdrive** on an encounter with a Behemoth King, Adamantoise or Barbatos (Escape with the others), flee from the rest.
9. Turn left onto the bridge, go onto the next screen.

10. Complete the minigame, picking up the eggs and avoiding the crystals.

SPHERE GRID

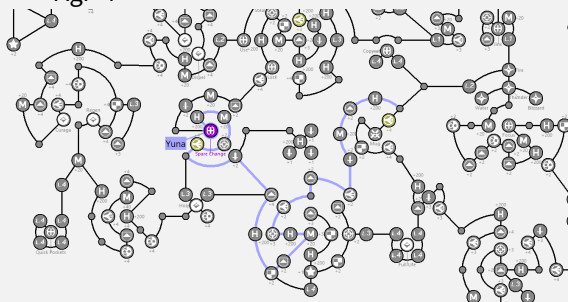
• If you got 2 or 4 **Return Spheres**:

- Move ↓↓
- Agi+2
- Move ← x5
- Agi+4 (be careful to not activate the Acc+2 Node)
- Move ↖
- Spare Change
- Attribute Sphere **Kimahri**'s +4 Agi



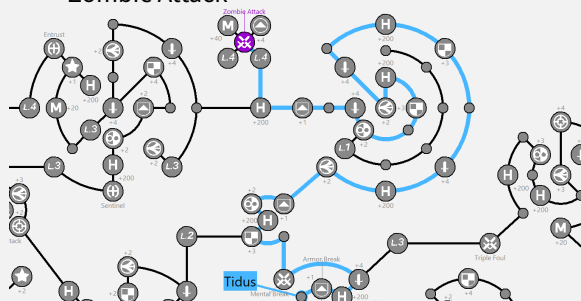
• If you got 0 **Return Spheres**:

- Attribute Sphere **Rikku**'s +3 Agi →
- Spare Change
- Move ↓
- Agi+4 (be careful to not activate the Acc+2 Node)
- Move → x6
- Agi+4



• **Tidus**: If you didn't get a **Zombie Strike** weapon:

- Move ↑ x5
- Level 4 Keysphere
- Move ↑
- Zombie Attack



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

EQUIPMENT

- If you got a **Lulu/Kimahri/Wakka/Rikku** **Zombie Strike** weapon:
 - Equip **Zombie Strike** Weapon

11. 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

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

POSSESSED AEONS

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

13. **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** 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
- Anyone: Phoenix Down Yu Yevon