

# FFX - No Sphere Grid (with Flee)

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April 7, 2022



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## Acknowledgements

Mr.Tyton, Roosta, Madhyama

## 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. 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.

## 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 important considerations for the run:

### Encounter Count:

One of the mechanics present in the game is that Aeons get more powerful the more encounters have happened in the game. Starting at 60 encounters and every 30 encounters thereafter the base power of the Aeons increases. In this route we repeatedly force fights against Lord Ochu in Kilika and Flee to increase the encounter count in the fastest way possible. This route forces 140 Lord Ochu Encounters. On PC this route saves time vs the existing route which only forces 50 Lord Ochu Encounters, however on PS2 it is slower due to the increased load times of encounters.

### Tidus' Overdrive:

By the late game we need to have Tidus learn his Slice and Dice overdrive ability which becomes available after using 10 total overdrives throughout the run. To that end it is a good idea to try to fit in a Spiral Cut (Tidus' starting overdrive) wherever possible. The route has 3 mandatory Spiral Cut uses on Sinspawn Ammes, Sinspawn Echuilles and Seymour. Others Good Locations to fit in a Spiral Cut are:

- Garuda (Luca)
- Extractor
- Spherimorph (First Turn)
- Defender X

### Lulu's Overdrive:

In the late game we utilise Lulu's Fury Overdrive in combination with Rikku's Trio of 9999 Mix to deal large damage to enemies. This overdrive works by rotating the right thumbstick with the number of hits increaseing with more rotations. There are 3 Bosses in the game that have mandatory 7 hit requirements on Fury to be able to defeat the Boss. Some people find this difficult to achieve consistently so you should practice this overdrive before your first run and be confident in getting at least 7 hits. The following resources may also be of help:

- Fury Tips by CrimsonInferno9 - <https://youtu.be/CuwgUXgQMHc>

## 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 Tibus
- Attack 3 Sinspawn
- **SD**
- Attack 3 Sinspawn

### SINSPAWN AMMES - 2,400 HP

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

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

### TANKER - 1,000 HP

- **Tibus**: Switch Weapon
- **Auron**: Attack Self
- **Tibus**: Switch Weapon x2
- **Tibus**: Attack Tanker
- **Auron**: Attack Tanker
- **Tibus**: 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 **Tibus** 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 **Tibus** with Potions. Open options, switch cursor to memory, aeons to short.

4. **CS**, go down and left and go through door. Pick up flint and exit.
5. Go north and through door. Pick up the Ether Chest hidden at the bottom of the stairs (Walk down + left). Climb steps to withered bouquet. Go back to the fire in the center. **CS** (2:10)

### KLIKK - 1,500 HP

- **Tibus**: Attack x6, less with Crits
- **CS**, **SD**
- **Rikku**: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- **Tibus**: Attack
- Potion if **Tibus** is less than 120 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 **Tibus**

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

### PIRANHA

- **Rikku**: Steal Grenades from each set
- **Tibus**: 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
- **Tibus**: Attack x2, Standby otherwise

10. Swim up to the next screen. **CS**, follow red arrow to **CS** (0:50)
11. **SD** until **Tibus** 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 2<sup>nd</sup> 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. **Skippable FMV** right before the **Kimahri** fight.

#### KIMAHRI - 750 HP

- **Tidus**: Attack x3-7, depending on crits
- **Tidus**: Each attack does average of 125, so 6 attacks averaging that will kill.
- **Tidus**: Need either 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**

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

#### GARUDA

- Flee using the Escape Command

#### ENCOUNTERS

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

13. At Besaid Beach talk to the priest at the edge of the dock and the guy in the red shorts on the dock, then 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
- **Kimahri**: Lancel the Sin Fin
- **Enemy**: Moves
- **Tidus**: Defend
- **Kimahri**: Lancel 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**: Spiral Cut as soon as it is available, then spam attacks for the rest of the fight
- **Wakka**: Dark Attack
- **Wakka**: If anybody is below 200HP potion them, otherwise Attack
- **Enemy**: Blender
- **Wakka**: Dark Attack
- **Wakka**: If anybody is below 200HP potion them, otherwise Attack
- **Enemy**: Blender
- **Wakka**: Attacks

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

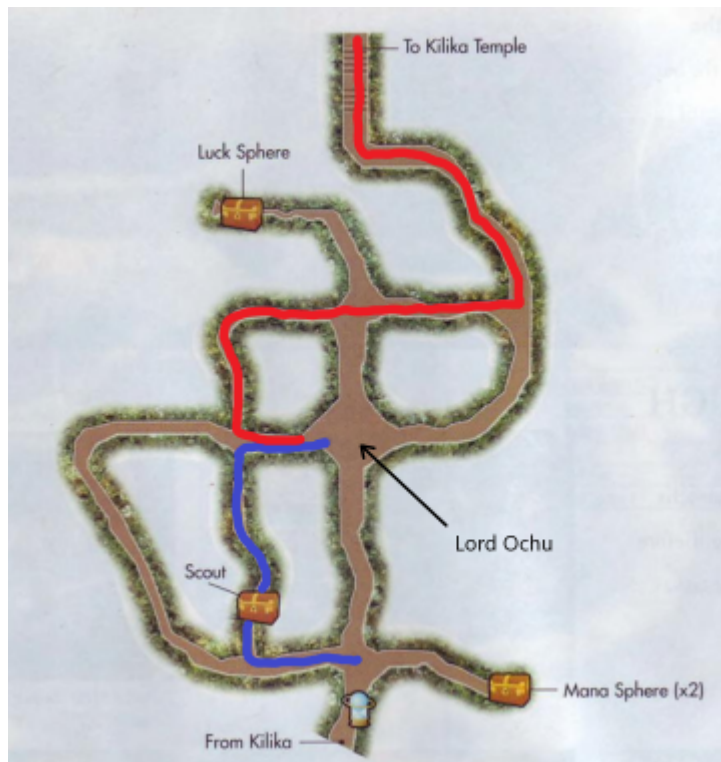
**Kilika**

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**: Lancel
- **Kimahri**: Attack
- **Tidus**: Defend
- **Lulu**: Fire



3. Go left and up the hidden path, open the chest for the **Scout**. Do not equip, it is sold later. (**Blue Path**)

4. Teach Tidus Flee via the Sphere Grid

5. Immediately after crossing the log bridge turn right (**Blue Path**). Repeatedly run into **Lord Ochu** and Flee until your total encounter count is 159 (141 Random Encounters). After the first Flee a crusader will give you 3x Phoenix Down. It is important to keep track of your encounters as you will need 240 total / 206 random encounters before Seymour and 270 total / 222 random encounters before Isaaru.

6. Continue up the hidden path, following the map, to the temple steps (**Red Path**)

7. **SD**

8. **Formation:** Yuna, Kimahri, Lulu

9. **Touch the Save Sphere**

#### SINSPAWN GENEAX - 3,000 HP

- Yuna: Summon **Valefor**
- **Valefor**: Fire Tentacle
- **Valefor**: Fire Tentacle
- **Valefor**: Fire Main Body x3
- **Valefor**: Sonic Wings Main Body
- **Valefor**: Fire Main Body x1-2

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 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

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. Exit Kilika Woods same way that you entered

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

#### S.S. Winno

1. **CS** (1:10), exit door on the right. **SD** with Oaka, then run outside. Go up to the top deck for **Wakka** and **Lulu** cutscene, **SD**
2. Run up to 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

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.

#### SHOP 3050 GIL

- Sell
  - All Weapons and Armor, including longsword.
- Buy
  - Stunning Steel, Equip
- If you have 1100 gil left over, lend O'aka 1100 gil.

7. Walk up after finishing with O'aka and grab the Chest on the north side of the dock.

8. Run 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

9. If anyone is Critical HP, use Potions.

10. Run right.

#### OBLITERATOR - 3,000 HP

- **Kimahri**: Defend
- **Tidus**: Defend
- **Lulu**: Thunder Crane x3
- **Tidus**: Use Crane after 3 Thunders
- **Kimahri**: Defend
- **Lulu**: Thunder
- **Tidus**: Attack

Check for **Lightning Steel**, **Thunder Ball**

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

#### EQUIPMENT

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

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

13. 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.

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

#### SAHAGIN CHIEF

- **Tidus**: Attack
- **Wakka**: Attack
- **Wakka**: Hi-potion anyone who falls below 200 HP

15. **SD**, Skippable FMV



#### GARUDA - 1,800 HP

- **Tidus**: Attack
- **Wakka**: Dark Attack
- **Auron**: Attack
- **Wakka**: Attack
- **Tidus**: Spiral Cut on 3rd turn, if available
- **Tidus**: Attack

16. **CS+Skippable FMV** (1:30). Don't save. **SD** the Auroch scene (PS2 only)
17. **CS** (4:50). Run north to the hidden chests, open the chest for the **Magic and HP Sphere**
18. Run South and try to speak to **Auron** while he's walking away.
19. Follow red arrow to **Yuna**. **SD** during guardian scene. Walk to **Yuna**, **CS** (4:20)

### Mi'ihen Highroad

From this point until the end of Mushroom Rock Road the encounters can be dangerous. Heal after any ambushes and any time Tidus gets hit.

1. Walk up. Forced encounter, **SD**. Walk up, **SD** during Maechen Scene.

#### 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, Auron**
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

- 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**. **Lend O'aka 1100 gil if you didn't give it to him earlier.**
11. 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.
12. *If you don't have **Self Destruct**, make sure that you get it before leaving the second 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 all encounters, go to the next screen.

#### 4. Touch the Save Sphere. Go up the lift. Follow path.

#### 5. Formation: Tidus, Wakka, Auron

6. Early on there is a crusader stood next to a chest, through a rock arch. Open the chest for 1000 Gil
7. At the end of the first path go up the lift.
8. Speak to the man immediately ahead of you for an X-Potion
9. Speak to the man to the left of the next elevator that takes you up to the HQ Elevator, for 400 Gil.
10. Speak to the man next to the HQ elevator for a Mega-Potion. Go on lift, go to HQ.
11. Walk down and **SD**. Walk right to next screen, then right, **SD**. Walk right to O'aka.
12. Before talking to O'aka:
  - Auto-sort Items
  - **Formation: Tidus, Wakka, Yuna**

#### SHOP 10890 GIL

- Sell
  - Ethers
  - X-Potions
  - Elixirs
  - Mega-Potions
  - Hunter's Spear
  - Any Equipment other than Official Ball, Lightning Steel, Thunder Ball, Stunning Steel
- Buy
  - Sentry, Equip

#### 13. **Touch the Save Sphere**

14. **SD**, go right, **CS** (1:00), **SD** after Seymour. Go down to guard, use the 2<sup>nd</sup> option to confirm Yes, **SD**

This fight aims to use Valefor to deal the bulk of the damage with energy blast. After the first energy blast Gui will Attack and follow up with Demi. Then you need to do 3-4 Thunders with Valefor to get Gui to 4218HP or below to kill with Energy Blast. Energy Blast has a damage range of 4218 - 4763 with an average of 4491, so it is possible to kill Gui if its HP is between these values but not guaranteed.

Gui will always follow up an Attack with Demi but can follow up Demi with either an Attack or Demi. Depending on which attacks Gui uses and whether his Attacks miss or not you may only be able to fit in 3 Thunders when a 4th is needed to get Gui below 4218 HP. If Valefor has < 329 HP and Gui just used Demi then Valefor is at risk of dying so you should shield until Gui uses a normal Attack and then use Thunder. After this Thunder use Energy Blast. It is possible that at this point Gui is not dead, however 3 Thunders should be sufficient 80% of the time.

#### If Yuna hit by Thunder:

- **Tidus**: Switch Weapon to Stunning Steel
- Switch **Yuna** for **Auron**
- **Auron**: Power Break Main Body
- Switch **Wakka** for **Kimahri**
- **Kimahri**: Self Destruct main body
- Switch **Tidus** for **Yuna**
- **Yuna**: Summon **Valefor**

#### Otherwise:

- Switch **Tidus** for **Auron**
- **Auron**: Power Break Main Body
- **Yuna**: Switch Weapon to Staff
- Switch **Wakka** for **Kimahri**
- **Kimahri**: Self Destruct main body
- **Yuna**: Summon **Valefor**

#### Then:

- **Valefor**: Energy Blast
- **Enemy**: Attack
- **Enemy**: Demi
- **Valefor**: Thunder Body
- **Enemy**: Attack / Demi
- **Valefor**: Thunder Body
- **Enemy**: Attack / Demi
- **Valefor**: Thunder Body 1x-2x (If HP < 329 and last action was Demi, use shield until gui attacks then use Thunder)
- **Valefor**: Energy Blast
- If Gui still alive:
- Switch anyone for **Lulu** and Thunder Gui to death
- *If Self Destruct Crit (3864):*
  - **Valefor**: Energy Blast
  - **Valefor**: Boost
  - **Valefor**: If Gui used demi: Thunder Body
  - **Valefor**: Energy Blast

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

#### SINSPAWN GUI 2 - 6,000 HP

- **Seymour**: Thundara Head (←)
- **Seymour**: Thundara Body x5
- **Yuna**: Defend
- **Auron**: Defend

2. **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**
3. 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

1. Talk to the guard in Burgundy just to the left and get Soft Ring
2. **Formation: Tidus, Yuna, Auron**
3. Walk North.

#### ENCOUNTERS

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

4. Continue walking north, **SD**, walk up to the next screen.
5. 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

6. Talk to **Auron**, wait. **SD**, try to leave, **SD**, name **Ixion**
7. 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**
8. Go left, open the chest for the **4000 Gil**
9. Cross the bridges, **SD**, exit, **SD**, go up to Moonflow.

#### Moonflow

1. Walk north, **SD** on Kimahri Scene.
2. If **Blitz Loss**: 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**
4. Talk to O'aka if no Lightning Steel or Thunder Ball

#### SHOP 975 GIL

- Buy
  - Switch Hitter, Equip

5. walk left past 2 screens, **SD**. Potion/Cure **Tidus** if he got injured. Walk right and use the 2<sup>nd</sup> option to ride ze shoopuf, **SD**.

In this fight you need to apply Slow to extractor with Stunning Steel. You can check after each of Tidus' Attacks if Slow has been applied by looking at the turn order. If Slow has been applied Tidus and Wakka will get more than one turn each after some boss turns.

On Extractor's 3rd turn it will rise. Each time extractor falls back down it will always use Aqua shooter on it's next turn and then it will randomly choose between Aqua Shooter and Rise on subsequent turns. You need to deal 500 damage to Extractor once it has risen to force it back down and this is only possible with 4 Attacks, 2 from each of Wakka and Tidus (If you have lightning steel you only need 3 turns, 1 Wakka attack and 2 Tidus Attacks). You need to make sure you always have enough turns following a turn in which Extractor can rise, so you will need to pay attention to the turn order and use Switch Weapon, where necessary, to fix the turn order to make the fight safe.

**Side Note:** If you have Wakka's overdrive available and are confident in your ability to get 2/3 lightning elements this deals 500 damage on its own. This can help you out if slow isn't landing or can allow you to play less cautiously with the turn order whilst available since reels + Tidus attack will always do 500 damage. Similarly Tidus' overdrive will deal at least 355 damage which means you can get away with 3 turns to make Extractor fall whilst this is available.

- **Tidus:** Attack
- **Wakka:** Attack
- **Tidus:** After Slow Applied: Switch Weapon to Lightning Steel/Brotherhood
- **Wakka:** Hi-Potion anybody who falls below 250

1. **SD**, walk left to next screen, walk left and talk to **Rikku**, **SD**
2. Walk up to the forced encounter

#### RIKKU TUTORIAL

- Mash through the tutorial
- **Rikku:** Steal from the Treasure Chest
- **Rikku:** **Overdrive** Two Potions
- Flee

3. Walk North
4. **Formation:** **Tidus**, **Rikku**, **Auron**
5. Steal from Wolves / Bees as they have rare steals of Sleeping Powders / Poison Fangs respectively

#### 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.



1. Walk north, dodging lightning.
2. Pray (With Square/X) at the cactuar stone just North of the first Lightning Tower

## ENCOUNTERS

- Steal the following items from Fiends in the Thunder Plains. Always Flee after Stealing.
  - Gold Element / Aerouge: 1x Electro Marble
  - Larva: 2x Lunar Curtain
  - Qactuar: 1x Chocobo Feather (Can be stolen later in Bikanel if needed. More are better so steal any extras you can.)
  - Iron Giant: 2x Light Curtain (Only seen in second half of Thunder Plains)
  - **(Optional):** Rare steals from lizards for Petrify Grenades, which can be helpful later
- On the first Iron Giant Fight Defend with **Tidus** and **Auron** so **Rikku** gets hit then Flee
- On the second Iron Giant Fight, if **Yuna** needs Overdrive :
  - Switch **Rikku** for **Yuna**
  - **Yuna**: attack self
  - **Tidus**: defend
  - Switch **Auron** for **Rikku**
  - **Rikku**: steal from Iron Giant
  - Flee

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

## SHOP 3400 GIL

- Buy:
  - 2x Soft
  - 11x Grenade

Check to see if you have at least 6313 Gil after the shop

4. Walk into shop corridor, **CS** (2:00)
5. Speak to **Auron**, then to **Rikku**, **SD**.
6. Pickup the **Yellow Shield** outside the agency if you had less than 6313 Gil after the shop.
7. Exit screen, go north, near the exit **SD**, **CS** (3:10)

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 ever gets damaged.
5. Make sure that you build up **Rikku** and **Yuna Overdrive** before Spherimorph, and that you do the following steals.

## ENCOUNTERS

You will need an arctic wind and fish scale for Spherimorph plus up to 2 more Arctic winds and 4 more fish scales later in the run for customising SOS NulFrost and Water Ward respectively. The 2 arctic winds are needed for a backup strategy and the 4 fish scales are optional but helpful. Arctic Winds can also be stolen from Ice Flans in Macalanian - Crevasse

- Chimera: Steal Arctic Wind, Flee (Steal up to 3 total)
- Blue Elemental: Steal Fish Scale x2, Flee (Steal up to 5 total)
- Else: Flee

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

## SHOP 9075 GIL

- Sell: Stunning Steel
- If less than 9075 Gil, Sell: Yellow Shield
- Buy: Sonic Steel, Equip

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

## SPHERIMORPH - 12,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Grenade, check the Element
- **Rikku: Overdrive**, Mag Def Sphere with
  - Fire: Arctic Wind
  - Ice: Bomb Core
  - Water: Lightning Marble
  - Thunder: Fish Scale

11. **CS** (1:50), **SD**, **SD**
12. heal **Rikku** and any other party members who are damaged
13. **Formation: Tidus, Kimahri, Auron**
14. Talk to **Auron** on the way out, then exit

1. Run up and **SD**

### CRAWLER - 16,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Lightning Marble Crawler
- **Rikku**: Lightning Marble Negator
- **Enemy**: Gatling Gun
- **Kimahri**: **If Negator Survives**: Lancet Negator
- **Auron**: Phoenix Down **Rikku**, otherwise Defend
- **Rikku**: Lunar Curtain Auron
- Switch **Kimahri** for **Tidus**
- **Tidus**: Phoenix Down **Rikku** / Heal **Auron** / Defend
- **Rikku**: Lightning Marble Crawler x2
- **Auron**: Phoenix Down **Rikku** / Defend
- **Auron**: **After Mana Beam**: Phoenix Down Rikku
- **Rikku**: **After 3 Total Lightning Marbles**: Mix Lightning Marble + Lv2. Key Sphere

2. **SD, CS** (0:40)

3. **You need 240 encounters before entering the temple (206 Random Encounters). Valefor should have 1229 Max HP. If you need more encounters you can grind them in the Crevasse. Equip Brotherhood only after grinding encounters.**

### EQUIPMENT

- Brotherhood

4. Head to next screen

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

6. 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

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

### SEYMOUR - 3,000 HP

- **Tidus**: Spiral Cut Seymour
- Switch **Yuna** for **Rikku**
- **Rikku**: Throw Bomb Core / Lightning Marble / Arctic Wind
- **Kimahri**: Self Destruct Seymour

### ANIMA - 18,000 HP

- **Rikku**: Steal
- **Enemy**: Pain
- **If Rikku survived Pain**:
  - Switch **Rikku** for **Yuna**
  - Grand Summon **Shiva**
  - **Shiva**: Diamond Dust
  - **Shiva**: Blizzara Anima X2
  - **Shiva**: Blizzara Self
  - **Shiva**: Blizzara Anima x2
- **If Tidus survived Pain**:
  - Switch **Tidus** for **Yuna**
  - Grand Summon **Shiva**
  - **Shiva**: Blizzara Anima
  - **Shiva**: Diamond Dust
  - **Shiva**: Blizzara Self
  - **Shiva**: Blizzara Anima X3

### SEYMOUR - 6,000 HP

- **Shiva**: Diamond Dust

8. Name **Shiva**

### EQUIPMENT

- **Tidus**: Sonic Steel

9. **Formation**: **Tidus**, **Rikku**, **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

10. Go to temple entrance, **SD**, Shop with O'aka outside temple



## SHOP 17550 GIL

- Buy
  - 21x Hi-Potion
  - 11x Phoenix Down
  - 2x Antidote

11. Move south and go down the left path.

12. Charge Rikku and Yuna Overdrive before Wendigo as follows:

## ENCOUNTERS

- **Tidus**: Escape
- **Rikku**: Steal Arctic Wind from Ice Flan if you have less than 2, otherwise steal Sleeping Powders from Wolves
- **Yuna**: Attack Self  
Heal after every Battle

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

## WENDIGO - 18,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Mix Grenade + Any Purple Sphere
- **Yuna**: Grand Summon **Shiva**
- **Shiva**: Diamond Dust
- **Shiva**: Blizarra x2-3

14. Run up to **Rikku**, **SD**, walk up to **Yuna**, **SD**, Touch the Save Sphere

15. Don't need any chests under the lake

16. 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. Walk up, **SD**, walk up

## ZU

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

2. **SD**

## EQUIPMENT

- **Tidus**: Equip Sonic Steel

3. 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**

4. After **Rikku** cutscene, open chest for 8x Al Bhed Potion

5. After the Forced Encounter with **Rikku**: **Formation: Tidus, Wakka, Auron**

6. Before entering Home you need to achieve the following:

- Fill **Rikku** and **Auron Overdrive**
- Steal throwables until you have at least **15** throwables, including the following:
  - 5x Sleeping Powder (Steal from Sand Wolves)
  - 2x Smoke Bomb (Steal from Alcyone and Zu)
  - 2x Silence Grenade (Stolen earlier from Anima)
  - 2x Shadow Gem (Steal from Sand Worms - Very helpful for Bevelle Guards fights but not strictly necessary)
- If you didn't get silence grenades from Anima then steal 2 other throwables in their place
- You can steal up to 3 extra throwables, for a total of up to 18, to make some of the later fights faster

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 fight at the end of the path, then go up and **SD**

## ENCOUNTERS

After each encounter reset **Formation: Tidus, Wakka, Auron**

- Machina x2
  - **Tidus**: Flee
- All other encounters:
  - Switch **Tidus** for **Rikku**
  - **Rikku**: Steal
  - **Rikku**: Steal again if she survived
  - Switch **Wakka** for **Tidus**
  - **Tidus**: Flee

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

## SANDRAGORA

- Switch **Tidus** for **Auron**
- **Auron**: **Overdrive** Shooting Star

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

## Home

1. Go into door, **SD**



### BOMBS

- Switch **Tidus** for **Rikku**
- **Rikku**: Use Silence Grenade (other throwable if no Silence Grenades)
- **Rikku**: Use Smoke Bomb
- **Auron**: Attack Guado twice then defend for rest of fight
- **Wakka**: Defend or heal **Rikku** if she gets hit
- **Rikku**: Steal from each bomb once
- **Rikku**: Throw 2x Grenade or 1x Throwable, if you have any extras
- Anyone attack bombs if any remain

2. **SD**

3. **Heal Kimahri if he is not full HP**

4. **Formation: Tidus, Rikku, Auron** or if you have a Petrify Grenade: **Formation: Tidus, Wakka, Auron**

### DUAL HORN

- No Petrify Grenade:
  - Switch anyone for **Kimahri**
  - **Kimahri**: Lancet Dual Horn
  - **Kimahri**: **Overdrive** Stone Breath
- Petrify Grenade:
  - Switch anyone for **Rikku**
  - **Rikku**: Use Petrify Grenade

5. **Heal Kimahri if he is not full HP**

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

7. Go down and left, **CS** (0:50)

### CHIMERA

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

8. Walk down steps, **CS** (1:30)

9. Before going further, open the chest for the **Level 4 Key Sphere (Chest on left at bottom of stairs)**

10. Auto Sort Items, Manual Sort Phoenix Downs to top

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

12. **SD** until Tidus asks “why”, **CS** (6:20)

13. 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. **Touch the Save Sphere**. Make sure that **Rikku** has **Overdrive**. If she doesn't, you can get encounters on Rin's first screen.

3. Shop with Rin next to the elevator

### SHOP 6186 GIL

- Sell first 2 weapons / armours in inventory except Soft Ring, Sentry & Claw
- Buy & Equip:
  - Shimmering Blade
  - Devastator
  - Seeker's Armlet
  - Seeker's Bracer

The key to this fight is reducing Evrae's health until it is in the window [11460-11967]. Once Evrae is in the damage window you need to perform the killing combo blow but it needs to be well timed. You should try to get Evrae into this window before the second Poison Breath. If you fail to get Evrae into this window before the second Poison Breath it is best to tank another Poison Breath and defend for an extra cycle. Once you are confident with the fight you can judge whether you have the time to get her in the window after the Poison Breath.

There is a rare outcome where **Rikku's** Second Mix crits Evrae (9000+ Damage). Evrae will likely have overshoot the damage window and in rare cases Evrae may use haste here. If Evrae hastes then recovery is almost impossible and it is very likely game over. If Evrae is below the damage window do not damage her until next poison breath, Hi-Potion Auron and Phoenix Down Rikku if hit by Evrae.

- Switch **Tidus** for **Rikku**
- **Rikku**: Mix Grenade + Purple Sphere
- **Kimahri**: Hi-Potion **Auron** / Phoenix Down **Rikku** if either gets hit, otherwise spam Attacks
- **Auron**: Spam Attacks
- **Rikku**: Steal x2
- **Rikku**: Lunar Curtain **Auron**
- **Rikku**: Use Smoke Bomb / Sleeping Powder (Don't use last Smoke Bomb)
- **Rikku**: Use Elemental Damage Item(s)
  
- **Enemy**: Poison Breath
  
- Switch **Auron** for **Tidus**
- **Tidus**: Phoenix Down **Rikku**
- **Tidus**: Phoenix Down **Kimahri**
- **Anyone**: Heal Petrification with Al Bhed Potion / Soft
- **Rikku**: Mix Lv.1 Key Sphere + Lv.2 Key Sphere
- Switch **Tidus** for **Auron**
- **Auron**: Antidote Self
- **Kimahri**: Hi-Potion **Auron**
- **Rikku**: Use Water Gem(s) then 1 Smoke Bomb / Sleeping Powder then elemental damage items
- Get Evrae into the damage window here. Once she is in the window defend with all until Poison Breath
  
- **Enemy**: Poison Breath
  
- Switch **Auron** for **Tidus**
- **Tidus**: Phoenix Down **Rikku**
- **Tidus**: Phoenix Down **Kimahri**
- **Kimahri** / **Tidus** Heal Petrification with Soft
- **Rikku**: Use Smoke Bomb
- Killing Combo (Make sure **Kimahri** has a turn between both of **Rikku's** turns):
  - **Rikku**: Use Smoke Bomb / Sleeping Powder (If Evrae has already Hasted Skip this step)
  - **Kimahri**: Self Destruct
  - **Rikku**: Mix Yellow Sphere + Lv.4 Key Sphere

1. **SD, Skippable FMV** (3:00) - Press Start immediately after pressing Square/X.

## Bevelle

1. Use a Mega-Potion
2. **Formation: Tidus, Auron, Kimahri**

### GUARD FIGHTS - SLEEPING POWDER

Reset **Formation: Tidus, Auron, Kimahri** and **heal** after every fight

- **Fights 1 and 3:**
  - Switch **Tidus** for **Rikku**
  - **Rikku**: Use Sleeping Powder
  - **Rikku**: Use 2x Grenade or 1x Throwable if spare
- **Fights 2 and 4:**
  - Shadow Gem:
    - \* Switch **Tidus** for **Rikku**
    - \* **Rikku**: Sleeping Powder
    - \* **Rikku**: Shadow Gem
    - \* **Kimahri**: Phoenix Down **Rikku**, otherwise Defend
    - \* **Auron**: Attack Robot once
    - \* **Rikku**: Bomb Core on Robot
    - \* **Rikku**: Use Grenade
  - No Shadow Gem:
    - \* Switch **Tidus** for **Rikku**
    - \* **Rikku**: Sleeping Powder
    - \* **Rikku**: Bomb Core on Robot
    - \* **Kimahri**: Phoenix Down **Rikku**, otherwise Defend
    - \* **Auron**: Phoenix Down **Kimahri**, otherwise Attack Robot
    - \* **Rikku**: Bomb Core on Robot
    - \* **Auron**: Attack Robot
    - \* **Rikku**: Use Throwable
- **Fight 5:**
  - Switch **Tidus** for **Rikku**
  - **Rikku**: Use Sleeping Powder
  - **Rikku**: Use Throwable
  - **Rikku**: Use Bomb Core on Robot

3. **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 and put it in the pedestal
- 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

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

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

## EQUIPMENT

- **Auron:** Equip Sentry
- **Yuna:** If you have 4 Fish Scales, Customise Ring with Water Ward

You need 270 total encounters before fighting Isaaru (222 Random Encounters). Valefor should have 1341 Max HP. If you need more encounters you can grind them on Maze Larvae. If you had 240 encounters before Seymour the most you should ever need to grind here should be 3 encounters.

## ENCOUNTERS

Charge **Yuna**, **Valefor** and **Shiva** Overdrives as follows:

- **Yuna:**
  - **If Water Ward:**
    - \* **Yuna:** Hi-Potion Self if damaged, otherwise defend
    - \* **Auron:** Defend Always
    - \* Don't revive **Auron** if he dies
    - \* Once **Yuna** has her **Overdrive** summon one of the Aeons and charge their **Overdrive**
  - **Otherwise:**
    - \* **Yuna:** Defend
    - \* **Auron:** Phoenix Down **Yuna**, or Hi-Potion Self
    - \* Once **Yuna** has her **Overdrive** summon one of the Aeons and charge their **Overdrive**
- **Valefor:**
  - Sonic Wings x3
  - If 2 turns in a row: Shield
  - Boost
  - Sonic Wings until Maze Larva is below 900 HP (< 750 HP if fewer than 271 Encounters)
  - Thunder
- **Shiva:**
  - If Shiva ever has 2 turns in a row: Shield
  - Boost
  - Blizzard Maze Larva
  - If fewer than 271 Battles: Heavenly Strike
  - Blizzard Maze Larva

After Charging All overdrives Finish the remaining fights with Shooting Star

## ISAARU

- Grothia (8000 HP):
  - **Yuna:** Summon **Shiva**
  - **Shiva:** Diamond Dust
- Pteryx (12000 HP):
  - **Yuna:** Grand Summon **Shiva**
  - **Shiva:** Diamond Dust
  - **Shiva:** Boost
  - **Shiva:** Blizzard Pteryx
  - **Shiva:** Attack to finish if necessary
- Spathi (12000 HP):
  - **Yuna:** Summon **Shiva**
  - **Shiva:** Blizzard Spathi x5
  - **Shiva:** Diamond Dust

3. Swim right and then up

## EVRAE ALTANA

- Anyone: Phoenix Down/Elixir x2 on Evrae Altana

4. Swim to exit, **SD**

## Highbridge

### 1. If you have fewer than 2 Chocobo Feathers:

- **Customise and equip:**

- Soft Ring → SOS NulFrost
- Targe → SOS NulFrost

### 2. **Formation: Tidus, Yuna, Rikku**

3. Walk north

4. Charge **Yuna** and **Rikku** Overdrive on fights

#### ENCOUNTERS

- **Tidus:** Escape
- **Rikku:** Attack Self
- **Yuna:** Attack Self

#### SEYMOUR NATUS - 36,000 HP

##### If 2 or more Chocobo Feathers:

- Switch **Tidus** for **Rikku**
- **Rikku:** Use Chocobo Feather on Yuna
- **Yuna:** Summon **Valefor**
- **Valefor:** Energy Blast
- **Enemy:** Banish Valefor
- **Rikku:** Mix Grenade + Purple Sphere
- **Yuna:** Grand Summon **Shiva**
- **Shiva:** Diamond Dust

##### Otherwise:

- Switch **Tidus** for **Rikku**
- **Rikku:** Use Bomb Core / Lightning Marble x2
- **Yuna:** Hi-Potion Self
- **Rikku:** Mix Grenade + Purple Sphere (Chaos Grenade)
- **Yuna:** Defend / Hi-Potion Self if less than 200 HP
- **Yuna:** After 7 poison ticks on Natus: Summon **Valefor**
- **Valefor:** Energy Blast

If you don't have a spare Chocobo Feather for this fight there is a small chance that Natus outspeeds the mortibody which will cause him to use Blizzara on 2 of your party members, before Rikku and Yuna have SOS NulFrost active. If this happens the only option is to Throw a single Bomb Core / Lightning Marble and Mix Chaos Grenade early and hope for good damage rolls. In this case wait 8 poison ticks instead of 7 before summoning Valefor.

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 then at the bottom of ramp run towards the lady sat on the chocobo in the north west Calm Lands

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

3. Charge **Rikku Lulu** & **Kimahri** Overdrive

4. Steal Poison Fangs from Wasps (need up to 5)

#### ENCOUNTERS

After every fight heal and reset **Formation: Tidus, Kimahri, Auron**

- If fight contains a Wasp:
  - **Tidus:** Escape
  - Switch whoever survives for **Rikku**
  - **Rikku:** Steal from Wasp

5. Talk to the lady on the chocobo and do Wobbly Chocobo training

6. Get on a chocobo and run back to the south west Calm Lands, up the ramp and to the far right

7. Interact with the chocobo feather on the ground to jump down

8. Run into the passageway and on to Remiem Temple

9. Run across the bridge and to the left hand side of the temple and interact with the sphere on the ground

10. **SD** and run to the chocobo on the right hand side of the table

11. Interact with the chocobo and do the chocobo races. Win with 0 chests and then 3 chests.

12. Auto-sort items and then manual sort Phoenix Down to slot 2 and Wings to Discovery to slot 1

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

14. Run back to Calm Lands and get on the chocobo then run to Calm Lands exit

#### DEFENDER X - 64,000 HP

- **Tidus:** Spiral Cut if available otherwise Attack
- **Enemy:** Attack
- Switch anyone for **Lulu**, Swap Weapon
- Switch anyone for **Rikku**, Mix 2x Wings to Discovery
- **Lulu:** Thunder Fury (7 hits required)

15. **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**: Ronso Rage: Aqua Breath
- **Kimahri**: Lancet Biran then Seed Cannon Biran (Repeat 3x)
- **Kimahri**: Attack Yenke until defeated

Pay attention to your drops, need at least 1 Return Sphere but 2 Returns is ideal

2. The drop from the previous fight will give be one of the following:
  - 2 Return Spheres
  - 1 Return Sphere and 1 Friend Spheres
  - 2 Friend Spheres
3. If you got 2 Friend spheres (~1.5% chance) then you can't continue. You must reload the autosave and redo the Biran and Yenke Fight to continue.
  - Customize:
    - **Rikku**: Devastator → First Strike
    - **Lulu**: If 2 Returns: Moogles → First Strike
4. **Formation**: **Tidus**, **Rikku**, **Lulu**
5. Walk up, **SD**, **CS** (1:20), continue walking up, avoid the gravestones.
6. Steal 5x Fire Gems from Bombs
7. Use Spiral Cut and keep recharging **Tidus**' Overdrive until **Tidus** has learned Slice and Dice
8. charge **Rikku** **Lulu** & **Tidus** Overdrives for flux fight

### ENCOUNTERS

For the remainder of the run, when charging overdrives always do the following 2 things:

- Flee from all ambushes
- Always escape with at least one person

9. Once you get to Wantz half way along gagazet do the following shop

### SHOP 90225 GIL

- Sell 6x Wings to Discovery
- Sell Equipment if necessary to get enough Gil (Don't Sell Claw or Shimmering Blade)
- Buy & Equip:
  - Haste Targe

10. Once you're on the Seymour Flux screen, heal everyone except **Rikku**. **Rikku** must be in critical for this fight

### SEYMOUR FLUX - 70,000 HP

- If you had 2 Return Spheres:
  - **Rikku**: Use Silence Grenade if available, otherwise Use Poison Fang
  - **Tidus**: Switch Weapon
  - **Lulu**: Switch Weapon
  - **Rikku**: Mix 2x Wings to Discovery
  - **Tidus**: Slice and Dice
  - **Lulu**: Thunder Fury
  - **Rikku**: Use Fire Gem if Flux Still Alive
- If you had 1 Return Sphere (This fight variation has a 25% Game Over Chance, if you die reload the autosave):
  - **Rikku**: Use Poison Fang
  - **Tidus**: Switch Weapon
  - **Rikku**: Mix 2x Wings to Discovery
  - **Tidus**: Slice and Dice
  - **Lulu**: Thunder Fury
  - **Rikku**: Use Fire Gem

11. 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**.
12. Walk up to the next screen to enter Gagazet Cave.

### EQUIPMENT

- **Rikku**: Claw

13. Inside Gagazet cave charge **Rikku** and **Tidus** Overdrives. Behemoth is the best encounter.
14. Also charge **Lulu** and **Yuna** Overdrives if the opportunity presents itself, e.g. a second Behemoth encounter.
15. 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.
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

### EQUIPMENT

#### Before exiting the cave

- **Rikku**: Devastator

### SANCTUARY KEEPER - 40,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Tidus**: Slice and Dice

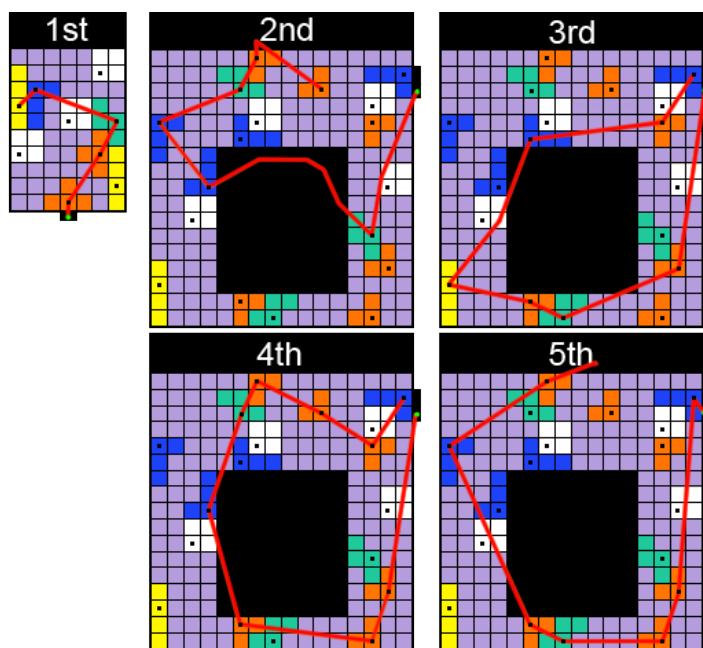
18. **SD**, **CS** (0:50)
19. Swap Wakka for Lulu in party

## EQUIPMENT

- Equip
  - **Auron**: Shimmering Blade
- Customise
  - **Auron**: Shimmering Blade → First Strike
  - **Lulu**: If not already done: Moogles → First Strike

## Zanarkand

1. 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. Charge **Tidus**, **Rikku** & **Lulu** Overdrives. Best Encounters are Behemoth on broken bridge and Defender Z inside the dome.
4. Also Charge **Yuna** 's Overdrive if not already done.
5. Continue on the path and into the dome.
6. Before Spectral Keeper:
  - **Formation**: **Rikku**, **Lulu**, **Auron**
  - Heal everyone except **Rikku**. **Rikku must remain in critical HP for the Spectral Keeper fight.**



7. 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.
8. After the second puzzle, take the Kilika Sphere on the left and put it into the second pedestal.
9. After the fifth puzzle, take the Besaid Sphere from the right and put it into the fifth pedestal.
10. **CS**, run into the large room

## SPECTRAL KEEPER - 52,000 HP

- **Rikku**: Use Light Curtain on **Auron**
- **Auron**: Defend
- **Lulu**: Switch Weapon
- **Rikku**: Mix 2x Wings to Discovery
- **Lulu**: Thunder Fury (Exactly 5 hits)
- **Enemy**: Attack All
- **Enemy**: Berserk Tail
- **Auron**: Attack

11. Switch **Auron** for **Tidus**
12. If **Lulu** didn't get hit by Spectral Keeper run back out of the Trials and force encounters to charge **Lulu** 's Overdrive
13. Heal everyone except **Rikku** before Yunalesca. **Rikku must remain in critical HP for the Yunalesca fight.**
14. Run up, **SD** by mashing another button (like **R1**) at the same time as confirm, walk up to Yunalesca's room, **SD**

## YUNALESKA - 132,000 HP

- **Rikku**: Light Curtain on Self
- **Tidus**: Switch Weapon
- **Lulu**: Switch Weapon
- **Rikku**: Mix 2x Wings to Discovery
- Switch **Tidus** for **Wakka**, Defend
- Switch **Lulu** for **Auron**, Hi-Potion **Rikku**
- **Enemy**: Dispelling Slap
- **Enemy**: Absorb
- **Wakka**: Hi-Potion **Rikku** if she is damaged, otherwise defend
- **Rikku**: Use Fire Gem
- Switch **Auron** for **Tidus**, Slice and Dice
- Switch anyone for **Lulu**, Thunder Fury (7 hits required)

Check what equipment drops from Yunalesca. Any weapon dropped by Yunalesca will have **Zombiestrike** which will be important for later.

15. **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 1<sup>st</sup> option "I Think So", then pick the 2<sup>nd</sup> option "Defeat Yu Yevon"
3. Walk up to Cid and search for Omega Ruins (Small Islands just to the right of the mainland)



4. Travel to Omega Ruins **Formation: Tidus, Rikku, Lulu**
5. Charge **Rikku, Lulu** and **Tidus** Overdrives
6. Return to Airship
7. Switch **Tidus** for **Auron**
8. 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

- **Rikku**: Mix 2x Wings to Discovery
- **Auron**: Defend entire fight
- Switch **Lulu** for **Kimahri**
- **Kimahri**: Lancet x7
- **Rikku**: Defend until 6th Lancet then Switch Weapon until sin swipes
- **Enemy**: Sin Swipes
- Switch **Auron** for **Lulu**, Thunder Fury
- **Lulu**: Spam Thunder to finish if needed

#### 9. **SD, CS+Skippable FMV**

#### SIN RIGHT FIN - 65,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- Switch **Lulu** for **Auron**
- **Auron**: Defend entire fight
- **Rikku**: Use Al-Bhed Potion
- **Kimahri**: Lancet x5
- **Rikku**: Defend until 4th Lancet then Switch Weapon until sin swipes
- **Enemy**: Sin Swipes
- Switch **Auron** for **Lulu**, Spam Thunder to finish

#### 10. **SD, CS+Skippable FMV**

#### SIN GENAIS AND CORE - 56,000 HP

- Switch **Rikku** for **Tidus**, Switch Weapon
- Switch **Lulu** for **Rikku**, Mix 2x Wings to Discovery
- **Tidus**: Slice and Dice
- **Rikku**: Use Fire Gem

Check to see if the first equipment drop listed is a weapon. If it is it will have **Zombiestrike**.

#### 11. **SD, Skippable FMV**

12. Walk along the corridors to the outside of the ship, speak to **Yuna. CS (1:40), SD Rikku** dialogue. **Skippable FMV**.
13. Walk back into the cockpit area and talk to Cid. Travel to Omega Ruins. **Formation: Tidus, Rikku, Lulu**
14. Charge **Rikku** and **Lulu** Overdrives
15. Return to Airship

16. If no Zombiestrike weapon dropped from Yunalesca or Sinspawn Genais:
  - Talk to Rin in the corridor and buy 70x Holy Water
  - Customise Claw → Zombietouch
  - Customse Staff → First Strike

#### 17. Otherwise:

- Equip Zombiestrike Weapon
- Customise Staff → First Strike
- Customise Zombiestrike Weapon → First Strike

#### 18. Switch **Tidus** for **Kimahri** in party

#### 19. Go through the corridors, go outside again, **Skippable FMV, SD**.

#### OVERDRIVE SIN - 140,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Lulu**: Thunder Fury
- **Kimahri**: Lancet
- **Rikku**: Use Gem
- Finish with Thunder / Lancet / Attacks if needed

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

### Inside Sin

1. **Formation: Tidus, Lulu, Rikku**
2. Walk along the path
3. Charge **Tidus, Lulu** and **Rikku** Overdrives
4. Charge **Yuna** Overdrive if you haven't done it yet



#### 5. Go up the steps, **SD**

#### SEYMOUR OMNIS - 80,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Tidus**: Slice and Dice (Intentionally Fail)
- **Lulu**: Thunder Fury (6 hits required)

#### 6. **SD**, walk north.

7. Charge **Tidus, Lulu** and **Rikku** Overdrives
8. Charge **Yuna** Overdrive if you haven't done it yet
9. Turn left onto the bridge, go onto the next screen.



10. Heal everyone except **Rikku**. **Rikku must remain in critical HP for the BFA fight.**
11. Complete the minigame, picking up the eggs and avoiding the crystals.
12. Walk up to Jecht, **CS** (4:30)

#### BRASKA'S FINAL AEON - 180,000 HP

- **Tidus**: Talk
- Switch **Yuna** for **Rikku**, Use Chocobo Feather on **Tidus**
- Switch **Auron** for **Yuna**, Switch Weapon
- **Rikku**: Switch Weapon
- Switch **Yuna** for **Lulu**, Switch Weapon
- **Rikku**: Mix 2x Wings to Discovery
- **Tidus**: Talk
- Switch **Lulu** for **Kimahri**, Lancet
- **Tidus**: Slice and Dice
- Switch **Rikku** for **Yuna**, Grand Summon Shiva
- **Shiva**: Diamond Dust
- Switch **Kimahri** for **Rikku**, Use Fire Gem
- Switch **Tidus** for **Lulu**, Thunder Fury (7 Hits Required)

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

#### POSSESSED AEONS

In the Aeon fights you need up to 4 poison fangs. If you have 2 or fewer Poison Fangs prioritise using them on Ifrit and Ixion.

- **Valefor**: Throw Poison Fang (or 2x Bomb Core / Lightning Marble / Arctic Wind / Dream Powder if short on Poison Fangs)
- **Ifrit**: Throw Poison Fang + any non-fire throwable
- **Ixion**: Throw Poison Fang + any non-lightning throwable
- **Shiva**: Throw Poison Fang (or 2x Bomb Core / Lightning Marble / Arctic Wind / Dream Powder if short on Poison Fangs)
- **Bahamut**:
  - **Rikku**: Throw Bomb Core / Lightning Marble / Arctic Wind / Dream Powder
  - Switch **Yuna** for **Kimahri**
  - **Kimahri**: Self Destruct

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

- **Rikku** Zombiestrike Weapon:
  - **Rikku**: Attack
  - Anyone Throw Phoenix Down at Yu Yevon
- **Lulu** Zombiestrike Weapon:
  - **Rikku**: Switch Weapon
  - **Lulu**: Attack
  - **Rikku**: Throw Phoenix Down at Yu Yevon
- **Kimahri** Zombiestrike Weapon:
  - **Rikku**: Switch Weapon
  - **Kimahri**: Attack
  - Anyone Throw Phoenix Down at Yu Yevon
- Anyone Else Zombiestrike Weapon:
  - Switch **Rikku** for character with Zombie Strike Weapon
  - That Character: Attack
  - Anyone Throw Phoenix Down at Yu Yevon
- **Rikku** Zombietouch Weapon:
  - **Rikku**: Switch Weapon to Zombietouch Weapon
  - **Lulu**: Switch Weapon
  - **Rikku**: Attack
  - **Lulu**: If Curaga deals 9999 damage to Yu Yevon (White numbers) Throw Phoenix Down at Yu Yevon, otherwise Switch Weapon
  - Keep switching weapon on **Lulu** and **Kimahri** until **Rikku** lands Zombie status and the curaga numbers are white
  - Once curaga lands, anyone Throw Phoenix Down at Yu Yevon