FFX Any%

Mr.Tyton

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Acknowledgements

Roosta, Flobberworm, Keeano, TheMixedHerb

Zanarkand

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

Sinspawn

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

Sinspawn Ammes - 2,400 HP

- SD
- Auron: Overdrive $(\downarrow, \leftarrow, \uparrow, \rightarrow, L1, R1, O, X)$
- Tidus: AttackTidus: Overdrive
- Continue attacking until dead.
- 6. Run around dead Sinspawn, Touch the Save Sphere, SD

Tanker - 1.000 HP

- Tidus: Switch Weapon
- Auron: Attack Self
- Tidus: Switch Weapon x2
- Tidus: Attack Tanker
- Auron: Attack Tanker
- Tidus: Attack Tanker after Auron has returned to position
- 7. CS (2:00), Skippable FMV

Baaj Temple

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

Sahagins and Geosgaeno

- Attack the two Sahagins until dead
- **CS** (0:30)
- Defend 4 times
- 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. \mathbf{CS} (2:10)

Klikk - 1.500 HP

- Tidus: Attack x6, less with Crits
- CS, SD
- Rikku: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades)
- Tidus: Attack
- Potion if **Tidus** is less than 110 HP
- Continue until dead
- 6. CS (2:30). Talk to Rikku for tutorial, SD
- 7. Hold O, down, left. Use circle and move forward.

ENCOUNTERS

- Piranha:
 - Steal Grenades with Rikku and Attack with Tidus
- 8. Swim to **Touch the Save Sphere**, swim forward. Circle and righ 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
- 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**. Walk to the Priest. Walk to Wakka tent (middle right), talk to him and **SD**
- 5. Walk to temple, **SD**

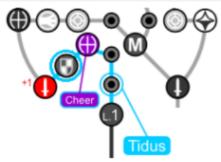
Cloister of Trials

- 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 "She's not my type". Talk to Wakka, go to sleep.
- 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 encoutners, **SD** during cutscene, avoid statue and leave the area by going up.

SPHERE GRID

• If Tidus has 3 levels:

- Get Cheer, Str +1



Kimahri - 750 HP

• Tidus: Attack x3-7, depending on crits/Strength node.

11. **SD**, continue running

Caruda

• Yuna: Summon Valefor

• Valefor: Fire x6 to build Overdrive

12. If you didn't do the sphere grid yet, do it now.

13. Formation: Tidus, Yuna, Lulu

Garuda

• Flee using the Escape Command

ENCOUNTERS

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

14. At Besaid Beach go onto the boat.

S.S. Liki

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

Sin Fin - 2.000 HP

• Tidus: Defend

• Switch Yuna for Lulu

• Lulu: Thunder the Sin Fin

• Kimahri: Lancet the Sin Fin

• Enemy: Moves

• Tidus: Defend

• Kimahri: Lancet the Sin Fin

• Lulu: Thunder the Sin Fin

• Switch **Tidus** for Yuna

• Yuna: Summon Valefor

• Valefor: Energy Blast Overdrive on Sin Fin

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

Sinspawn Echuilles - 2,000 HP

• Tidus: Cheer x2

• Wakka: Dark Attack

• Tidus: Attack x2

• Wakka: Attack x2

• **Enemy**: Blender

• Wakka: Attack x2

• Tidus: Attack x2, one less if either Tidus crits or Wakka crits twice.

• Tidus: Overdrive

Check for Ice Brand, Ice Ball

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

Kilika

- 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

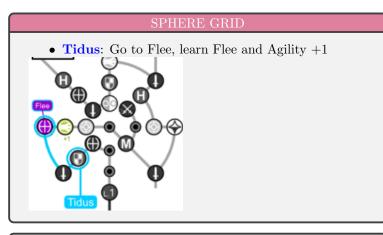
Kimahri: LancetTidus: Attack

Switch anyone for YunaYuna: Summon Valefor

Valefor: Boost x2 Valefor: Fire



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



EQUIPMENT

• Wakka: Scout

• If you got the Ice Brand:

- **Tidus**: Ice Brand

4. Formation: Tidus, Yuna, Wakka

5. Continue up the hidden path, following the map.

ENCOUNTERS

• Killer Bee:

Wakka: AttackLulu: Blizzard

• Dinonix: Tidus Attack

• Yellow Element: Lulu Water

• Ragora: Flee

Keep track of Speed Spheres, need 17 over the course of the run. Need about 45-55 AP on **Tidus**, which is about 6 kills these encounters.

6. Touch the Save Sphere, SD

7. Formation: Tidus, Yuna, Wakka

8. Touch the Save Sphere

Sinspawn Geneaux - 3,000 HP

• If **Tidus** is going before **Yuna**:

- Tidus: Attack Main Body

- Yuna: Summon Valefor

Valefor: Energy Blast Overdrive

- Valefor: Fire x4-5

• *Else*:

- Switch Yuna for Kimahri

- Kimahri: Attack Main Body

- **Tidus**: Defend

- Switch anyone for Yuna

- Yuna: Summon Valefor

- Valefor: Energy Blast Overdrive

- Valefor: Fire x4

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

Cloister of Trials

• Take the sphere from the pedestal

• Place into the door, take it off of the door.

• Place sphere into the next door, take the sphere back.

• Place the sphere into the right holder

• Touch glpyh

• Take the sphere from the next room

• Place it into the left holder

• Take the glyph sphere from the pedestal

• Place it in the Fire Room

• Take the sphere that you put into the right holder

• Use it to open the door in the Fire Room

• Take the sphere off the door

• Enter the Fayth room

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

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

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

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

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 give him 1100 Gil. Run outside, go up to the top deck for **Wakka** and **Lulu** cutscene, **SD**
- 2. Run up the blitzball on the front of the boat. **CS** (1:10)
- 3. Follow the tutorial, fail the minigame
- 4. SD on Yuna's scene, do not save. Skippable FMV (0:30) if you buffered the Start command in Kilika.

Luca

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, walk down, SD
- 3. Walk down to next screen, **SD**. Whistle **CS** (0:30), walk right to next screen.
- 4. SD, run to the cafe. SD, Skippable FMV+CS (1:20), SD
- 5. Run left to next screen, then left to the docks. Run north to the next screen.

Machina

- For the first two encounters:
 - Tidus: DefendKimahri: 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
 - * Lulu: Thunder a different Machina
- 6. If anyone is Critical HP, use Potions.
- 7. Run right.

Oblitzerator - 3 000 HP

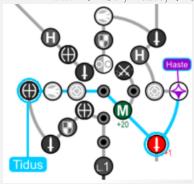
- Kimahri: Defend
- **Tidus**: Defend
- Lulu: Thunder Crane x3
- Tidus: Use Crane after Lulu's string
- Kimahri: DefendLulu: ThunderTidus: Defend

Check for Lightning Steel, Thunder Ball

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

SPHERE GRID

- Tidus: Jump straight to Str Node
- **Tidus**: +1 Str, Haste, +20 MP



EQUIPMENT

- If you got Lightning Steel
 - **Tidus**: Equip Lightning Steel
- 9. Auto-Sort items
- 10. Run South for the next two screens. **Touch the Save Sphere**. Go up the stairs to the locker room, **SD**
- 11. Go back into locker room, speak to Wakka, SD, CS (1:20). SD after Lulu scene. CS (1:40) on Auron Entrance.

Cloister of Trials

Blitzball

- If Luca wins the Blitzoff:
 - Triangle, switch the mode to Mark Mode
 - When Graav is close to your central player, return to **Normal Mode**
- When you get the ball:
 - Change to Manual A and Normal Mode
 - Hide behind the Goalie
 - Alternatively pass to Jassu and swim around
 - Only try to score when the time is almost up
 - If losing, don't try to score
- SD during half time, SD during Wakka protest, SD end of game.
- 12. **CS** (1:00), Don't Save

Sahagin Chief

- If no Lightning Steel:
 - Tidus: Haste Tidus
 - Wakka: Attack one Sahagin for the first two waves, defend on the third wave
 - Tidus: Attack the other Sahagin
 - Wakka: Potion if **Tidus** has less than 150 HP
- If Lightning Steel:
 - Tidus: Haste Tidus
 - **Tidus**: Cheer x2
 - Wakka: Attack
 - Tidus: Attack

Garuda - 1.800 HP

Tidus: Haste AuronAuron: Attack x3

Wakka: Defend

• Tidus: Defend until Auron finishes his string, then

Attack

• Auron: Attack x3

• Don't revive non-**Auron** party members

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

Mi'ihen Highroad

1. Walk up. Forced encounter, ${\bf SD}.$ Walk up, ${\bf SD}$ 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 to the next screen.
- 3. Make sure you get the **Hunter's Spear** if you fail the skip.
- 4. Go right and **SD** at Calli scene. Continue walking up. **SD** Luzzu scene, **SD** Shelinda scene

- 5. Formation: Tidus, Wakka, Kimahri
- 6. Go to the next screen
- 7. Go to the Al-Bhed shop, **SD**. Walk out of the shop and **CS** (5:30)
- 8. Leave shop, SD. SD on Rin. Walk outside.

Chocobo Eater

- Tidus: Haste Boss
- Defend with everyone.
- Swap any characters that fall into crit HP with someone in the back.
- 9. **SD**
- 10. Walk north, **Touch the Save Sphere**. Walk north to next screen. Walk to blocked road, **SD**. Speak to the guard on the right, **SD**, walk back, **SD**. Walk up to next screen.

Mushroom Rock Road

- 1. **SD**, **CS**. Walk back to guard to get **Tough Bangle**. Walk up, **SD**, **SD**.
- 2. If you don't have **Self Destruct**, make sure that you get it before leaving the screen.
- 3. Flee from any encounters, go to the next screen.
- 4. Touch the Save Sphere, go up the lift. Follow path.
- 5. Formation: Tidus, Wakka, Auron

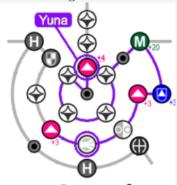
Non-Garuda Non-Ambush Anything

- Switch Tidus for Kimahri
- Kimahri: Defend
- Wakka: Defend
- Switch **Auron** for **Yuna**
- Yuna: Summon Valefor
- Valefor: Energy Ray
- 6. Formation: Tidus, Wakka, Auron

SPHERE GRID

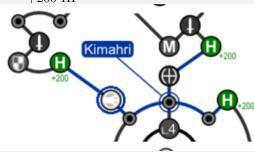
• Yuna:

- Use Magic Sphere
- +4 Magic
- Move to the right to +3 MagDef
- +3 MagDef, +3 Magic, +20 MP
- Move to Agil Node
- +3 Magic



• Kimahri:

- Move one right
- +200 HP
- Return to Lancet
- +200 HP
- Move to Agil node on the left
- +200 HP



• Wakka:

- Move to the HP node on the right
- +200 HP
- Move to Silence Attack on the right
- +2 Strength



ENCOUNTERS

- Raptor, Red Element, Gandarewa:
 - Wakka: Attack Raptor
 - Switch anyone for Kimahri
 - Kimahri: Defend
 - Switch anyone for Yuna
 - Yuna: Summon Valefor
 - Valefor: Boost
 - Valefor: Blizzard Red Elemental
- Raptor, Red Element, Fungar:
 - Wakka: Attack Raptor
 - Switch anyone for Kimahri
 - Kimahri: Defend
 - Switch anyone for Yuna
 - Yuna: Summon Valefor
 - Valefor: Fire Fungar
 - Valefor: Boost
 - Valefor: Blizzard Red Elemental
- Raptor, Red Element, Lamashu:
 - Wakka: Attack Raptor
 - Switch anyone for Kimahri
 - Kimahri: Attack Lamashtu
 - Switch anyone for Yuna
 - Yuna: Summon Valefor
 - Valefor: Fire Lamashtu
 - Valefor: Boost
 - Valefor: Blizzard Red Elemental
- Funguar, Red Element, Gandarewa:
 - Wakka: Attack Gandarewa
 - Switch anyone for Kimahri
 - Kimahri: Defend
 - Switch anyone for Yuna
 - Yuna: Summon Valefor
 - Valefor: Fire Funguar
 - Valefor: Boost
 - Valefor: Blizzard Red Elemental
- Raptor, Red Element, Gandarewa:
 - Wakka: Attack Gandarewa
 - Switch anyone for Kimahri
 - Kimahri: Attack Lamashtu
 - Switch anyone for Yuna
 - Yuna: Summon Valefor
 - Valefor: Fire Lamashtu
 - Valefor: Boost
 - Valefor: Blizzard Red Elemental
- Garuda: Flee
- 1. While Yuna still needs AP, do the following

ENCOUNTERS

- Wakka: Attack Raptors or Gandarewas
- Switch anyone for Yuna
- Yuna: Defend
- Flee
- 2. Make sure that you've completed the above sphere grid.
- 3. Formation: Tidus, Yuna, Wakka
- Go on lift, go to HQ. Go onto the main lift and onto the next screen.

Walk down and SD. Walk right to next screen, then right,
 SD. Walk right to O'aka

SHOP 10890 GIL

- Sell
 - Hi-Potions
 - Elixirs
 - Tough Bangle
 - Hunter's Spear
- Buy
 - Sentry, Equip
- 6. SD, go right, CS (1:00), SD after Seymour. Go down to guard, confirm Yes, SD

Sinspawn Gui 1 - 12,000 HP

- Tidus: Defend
- Switch Yuna for Auron
- Auron: Power Break Main Body
- Wakka: Switch Weapon to Thunder Ball or Official Ball
- Switch Wakka for Kimahri
- Kimahri: Self Destruct main body
- Switch **Tidus** for Yuna
- Yuna: Summon Valefor
- Valefor: Energy Blast Overdrive x2
- If Valefor doesn't charge second Overdrive:
 - Valefor: Shield until Gui used a physical attack
 - Valefor: Boost
 - Valefor: Energy Blast Overdrive
- 7. CS+Skippable FMV (2:20). SD Seymour dialogue.

Sinspawn Gui 2 - 6.000 HP

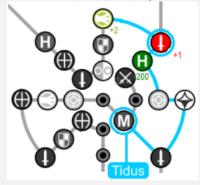
Seymour: Fira HeadSeymour: Fira Body x6

Yuna: DefendAuron: Defend

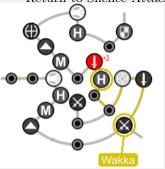
- 8. SD, CS+Skippable FMV (2:00), walk left and up to Gatta, SD. FMV+CS (1:30), SD during Tidus monologue. CS (1:00), SD
- 9. Walk left, **SD**. Walk left, speak to **Auron**, **SD**. Go up and right, **SD**, exit area, **SD**.

SPHERE GRID

- Tidus:
 - Go up to Str +1
 - Str+1, HP+200, Agil+2



- Wakka:
 - Go up to HP Node
 - Str +2
 - Return to Silence Attack



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

ENCOUNTERS

- Basilisk:
 - Switch anyone for Kimahri
 - Kimahri: Lancet Basilisk, learn StoneBreath
 - Flee.
- Else Flee, Heal afterwards if it was an ambush.
- 3. Continue walking north, **SD**, walk up to the next screen.
- 4. Walk along bridge to next screen, **SD**, walk into temple. Speak to **Auron** at the doorway, **SD**, walk up the stairs.

Cloister of Trials

- Take the sphere from the left wall
- Place into door
- Take the sphere from the right wall
- Place into door
- Take the sphere from the left wall
- Push pedestal to the right
- Put sphere into wall
- Take right sphere
- Place into far right wall
- CS
- Take sphere from left 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
- Place charged sphere into the left wall
- Reset
- Place the two pedestal spheres in the first left and right walls
- Go onto the lift in the center
- Push all the pedestals in, walk up the stairs
- 5. Talk to Auron, wait. SD, try to leave, SD, name Ixion
- 6. Speak to **Auron**, enter the temple and go to the left room. Open the chest for a **Remedy**. Speak to the priest, **SD**. Exit the temple, **SD**
- 7. Go left, open the chest for the **4000 Gil**, cross the bridge, **SD**, exit, **SD**, go up to Moonflow.

Moonflow

- 1. Walk north, SD on Kimahri Scene.
- 2. Near the end of the screen, go left through the hidden path. open the chest for the Magic Def Sphere
- 3. Walk north, **SD**, walk left, **SD**, walk left past 2 screens, **SD**. Walk right and ride ze shoopuf, **SD**.

Extractor - 4,000 HP

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

Else:

- If Tidus went First Cheer x4
- If Tidus went Second Cheer x5
- Tidus: Attack
- 4. SD, walk left to next screen, walk left and talk to Rikku, SD
- 5. Walk up to the forced encounter

Rikku Tutorial

- Complete tutorial
- If you have less than 23 Power Spheres:
 - Rikku: Overdrive Two Ability Spheres
- *Else*:
 - Rikku: Overdrive Two Potions
- Flee
- 6. Walk to next screen.
- 7. Formation: Tidus, Yuna, Auron
- 8. Heal everyone with Potions
- 9. Walk north to next screen.

Guadosalam

- 1. **SD**, walk to Seymour's house, try to leave. Walk into room, speak to **Auron**, **SD**, speak to **Lulu**, **Wakka**, **Rikku**, **Yuna**. **SD**, **FMV**+**CS** (5:50)
- 2. Exit the house, walk down, **SD**. Go to the Farplane. Hidden 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. Make sure that you end Thunder Plains with the Light Curtain.

ENCOUNTERS

- Screen 1: Flee
- Screen 2:
- Buer: If short of Speed Spheres, can throw Grenades
- Iron Giant:
 - Switch anyone for Rikku
 - Rikku: Steal Light Curtain
 - Flee
- Larva: If Blitz Loss, steal Lunar Curtain
- 2. **SD** when approaching Al Bhed shop. Walk into the shop when **Rikku** begs to go inside.

SHOP 2850-3450 GIL

- Sell: Longsword
- Blitz Loss:
 - Sell: Other Equipment worth 1k+ Gil
 - Buy: Baroque Sword
- Buy:
 - Shimmering Blade (Do Not Equip)
 - 3 Phoenix Downs
 - 3 Grenades, +1 for every Buer encounter you want for Speed Spheres
- 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.
- 6. Exit screen, go north, near the exit SD, CS (3:10)

Macalania Woods

- 1. SD, walk north, SD, Touch the Save Sphere
- 2. Formation: Tidus, Rikku, Auron
- 3. Follow path, open the chest for the **2000 Gil**
- 4. Make sure that you build up **Rikku Overdrive**, and that you do at least one of each of the following steals.

ENCOUNTERS

- Chimera: Steal Arctic Wind, Flee
- Blue Elementa: Steal Fish Scale x2, Flee
- Else: Flee
- 5. Follow path, **SD** twice
- 6. Catch butterfly near the exit to avoid encounters Formation: Tidus, Yuna, Kimahri
- 7. **Touch the Save Sphere**, talk to Oaka. Say his "Prices are too expensive", go in again.

SHOP 9075 GIL

- Buy: Sonic Steel, Equip
- 8. Run up, SD. Enter the hidden path, walk to Auron, SD

Spherimorph - 12,000 HP

- Tidus: Change Armor to Yellow Shield
- Tidus: Defend
- Switch **Tidus** for **Rikku**
- Rikku: Grenade, check the Element
- Kimahri: Defend
- Yuna: Defend
- Rikku: Overdrive, Mag Def Sphere with
 - Fire: Arctic Wind
 - Ice: Bomb Core
 - Water: Lightning Marble
 - Thunder: Fish Scale
- 9. CS (1:50), SD, SD
- 10. Auto Sort Items, put Phoenix Downs in the First Slot and Lightning Marbles in the Third

SPHERE GRID

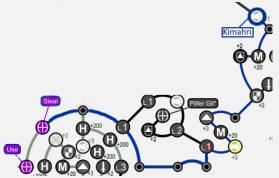
• Rikku:

- Move down 2 nodes (1 if you're doing quick hit)
- Agi+3

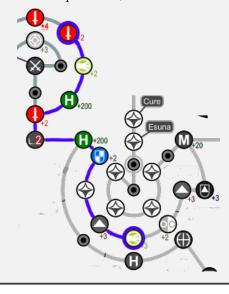


• Kimahri:

- Move to the bottom left of the grid
- Agi+3, Level 1 Key Sphere
- Move further left
- Level 1 Key Sphere
- Go to Steal Node
- Steal, Use



- Agi +3, HP +200, Def +2
- Level 2 Key Sphere
- Str + HP Nodes
- Agi+2 Node
- Stop at Str +4



- 1. Heal Party, with Cure/Mega-Potions
- 2. Formation: Tidus, Lulu, Kimahri
- 3. Talk to **Auron** on the way out, then exit

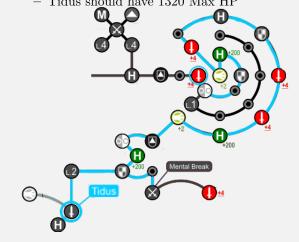
Lake Macalania

- Switch **Tidus** for **Rikku**
- Rikku: Lightning Marble x2/3 Negator, then Crawler
- Kimahri: Lightning Marble Negator, then Crawler
- Enemy: Assault Rikku
- Lulu: Phoenix Down Rikku
- Switch Kimahri for Yuna
- Yuna: Defend
- Rikku: Lightning Marble Crawler
- Enemy: Assault Rikku
- Lulu: Phoenix Down Rikku
- Switch Yuna for Tidus
- Tidus: Defend
- Rikku: Overdrive, HP Sphere and Lightning Marble

SPHERE GRID

• Tidus:

- Level 2 Key Sphere
- Move to Mental Break
- Str +4
- Move to Evasion
- HP + 200
- Move to HP+200 Node
- HP+200, Str+4, Agi+2
- Move right one node
- Use Strength Sphere, Activate it
- Move to Central Agility Node
- HP+200, Str+4, Agi+2
- Move Left
- Str+4
- Tidus should have 1320 Max HP



- 2. SD, CS (0:40), head to next screen
- 3. Head to Temple, SD. Touch the Save Sphere, speak to Tromell for Shell Target
- 4. 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 done, walk up the stairs and 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: Switch to Brotherhood
- Tidus: Haste Tidus
- Enemy: Seymour Blizzara
- Yuna: Change Weapon Staff to Staff
- Enemy: Guado Guardians
 None/Blizzard/Thunder/Shremedy
- Kimahri: Defend. If Shremedy landed, Remedy/Attack the afflicted target. If Yuna is dead, Phoenix Down
- Switch Yuna for Auron
- Auron: Defend
- Tidus: Talk to Seymour
- Tidus: Overdrive Spiral Cut Seymour

Anima - 18,000 HP

- Switch **Tidus** for **Wakka**
- Wakka: Change Weapon
- If you lost Blitz:
 - Kimahri: Lightning Gem/Bomb Core/Arctic
 Wind
- *Else*:
 - Kimahri: Steal
- Enemy: Pain
- Switch first survivor for **Tidus**
- Tidus: Attack x4
- Switch second survivor for Rikku
- Rikku: Steal
- Rikku: Phoenix Down Yuna if she's dead
- Rikku: Blitz Loss: Use lightning Gem/Bomb Core/Arctic Wind

Seymour - 6 000 HP

- Tidus: Swap Weapon to Sonic Steel
- Tidus: Defend until after Multi-Thundara to build Rikku Overdrive
- Rikku: Defend
- Tidus: Attack x2/3
- 6. Name Shiva

• Tidus: - Move Left - HP+200, Str+4, Agi+2 Tous in the street of the

Cloister of Trials

- Touch the Save Sphere, exit Fayth room.
- Slide pedestal to the right
- Take sphere from the right, place into pedestal
- Push pedestal up
- Take Glyphs sphere from wall, go downstairs.
- $\bullet\,$ Place Glyphs sphere in left wall
- Go upstairs, pick up sphere
- Go downstairs, place sphere in pillar
- Go upstairs, take the last sphere
- Place in pillar
- 7. Equip Sonic Steel if not done
- 8. Formation: Tidus, Rikku, Yuna
- 9. Go to temple entrance, **SD**
- 10. Move south and go down the left path.
- 11. If Blitz Loss, do one of the following encounters:

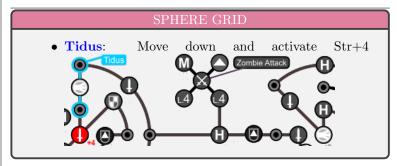
ENCOUNTERS

- Guado Fight:
 - Tidus: Attack
 - Rikku: Silence Grenade
 - Yuna: Defend

Wendigo - 18,000 HP

- Tidus: Haste Tidus
- Tidus: Switch Weapon to Brotherhood
- Tidus: Attack Guado B
- Rikku: Light Curtain Tidus
- Tidus: Attack Wendigo
- Yuna: Defend/Heal **Tidus**/Phoenix Down Dead Ally
- Rikku: Defend/Heal Tidus/Steal Guado/Phoenix Down Dead Ally
- Switch Yuna for Auron
- Make sure that Yuna survives in the end
- 12. Run up to Rikku, SD, walk up to Yuna, SD, Touch the Save Sphere, run past Kimahri and go to the hidden area to open the chest for the Level 2 Key Sphere
- 13. Run up to **Auron** and speak with him, **SD**, walk back, **CS+Skippable FMV** (1:00), **SD** in Dream Sequence

Bikanel Desert



- 1. You need 21 Power Spheres from now on
- 2. Tidus: Equip Sonic Steel

3. Walk up, SD, walk up

Zu

- Tidus: DefendTidus: Attack
- Tidus: Defend until all party members arrive
- Flee
- 4. **SD**
- 5. 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
- 6. Formation: Tidus, Kimahri, Auron
- 7. Make sure that **Rikku**'s **Overdrive** is full
- 8. Continue along path. On the next screen, go in north-west towards the save sphere, **Touch 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**
- Ideally you want 6 total Sleeping Powders, Smoke Bombs, Silence Grenades

ENCOUNTERS

- Sand Wolf: Steal Sleeping Powders, then Flee
- Zu: Steal Smoke Bomb x3, then Flee
- Alcyone: Steal Smoke Bomb, then Flee.
 - If short on Speed Spheres, use the Smoke Bombs on them.
- Otherwise: Flee

Sandragora 1

- Tidus: Haste Kimahri
- Kimahri: Overdrive Stone Breath

Sandragora 2

- Tidus: Haste Auron
- Auron: Overdrive Shooting Star (Triangle, O, Square, $X, \leftarrow, \rightarrow, X$)

Home

- 1. Formation: Tidus, Auron, Lulu
- 2. Go into door, SD

Bombs

- Tidus: Haste Tidus
- Tidus: Attach each
- Auron: Attack whatever didn't die to Tidus

Dual Horn

- Switch anyone for Kimahri
- Kimahri: Lancet Chimera (Aqua Breath)
- Kimahri: Overdrive Stone Breath
- 4. Restore party HP
- 5. If you lost Blitz:
 - Go down the stairs. Once the camera flips,
 Formation: Tidus, Auron, Rikku, go back up the stairs into the door.
 - Do the following Dual Horn encounter

Dual Horns - Blitz Loss

- Tidus: Haste Tidus
- Tidus: Attack
- Rikku: Petrify Grenade/Smoke Bomb
- Open the following chests: Bottom Middle (up x2), Midle Right (up x3), Middle (down x4)
- 6. Go down and left, CS (0:50)

Chimera

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

Airship

- SD during CS+3 Skippable FMV. Walk down corridor to the next screen, go back in, SD. Speak to Brother, SD. Walk towards corridor, SD. Walk towards camera to the next screen, go up and speak to Rin.
- 2. If missing any spheres, buy Distillers from Rin. Each one counts as 2 Spheres.
- 3. Touch the Save Sphere. Make sure that Rikku has Overdrive
- 4. Formation: Tidus, Rikku, Kimahri

Evrae - 32,000 HJ

- If you won Blitz:
 - Tidus: Haste Tidus
 - Tidus: Cheer
 - Tidus: If Tidus is still going next, Change
 - Rikku: Overdrive Mix Luck Sphere + Map
 - **Tidus**: Attack x2
 - **Tidus**: Cheer
 - Tidus: Attack x3
 - Kimahri: Heal Tidus if he was hit in the first attack, Steal otherwise
 - Rikku: Steal
- If you lost Blitz:
 - Tidus: Haste Tidus
 - **Tidus**: Cheer x2
 - **Tidus**: Equip Baroque Sword
 - Tidus: Attack x6
 - Rikku: Overdrive Mix Luck Sphere + Map
 - Kimahri or Rikku: Full Heal Tidus, Lunar Curtain Tidus
 - Kimahri or Rikku: Steal
- SD, Skippable FMV (3:00) Press Start immediately after the FMV.

Bevelle

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

Guard Fights - Sleeping Powder

- Fights 1 and 3:
 - Tidus: Attack
 - Defend or use Distillers
- Fights 2 and 4:
 - Tidus: Attack
 - Rikku: Sleeping Powder
 - Kimahri: Silence Grenade/Smoke
 - Bomb/Distiller
- Fight 5:
 - Tidus: Haste Rikku
 - Rikku: Throw Items x2
 - Tidus: Attack
- 3. Without Sleeping Powder:
 - Formation: Tidus, Rikku, Auron unless Lulu doesn't have at least 35 levels, then Formation: Tidus, Rikku, Lulu

Guard Fights - No Sleeping Powde

- Fights 1 and 3:
 - Tidus: Attack
 - Defend or use Distillers
- Fights 2 and 4:
 - Switch Tidus for Kimahri
 - Kimahri: Silence Grenade/Smoke Bomb
 - Switch Rikku for Tidus
 - Tidus: Attack
 - Kimahri: Repeat
- After the second fight, Formation: Tidus, Rikku, Lulu
- Fight 5:
 - Switch **Tidus** for **Rikku**
 - Rikku: Silence Grenade/Smoke Bomb x2
 - Switch Kimahri for Tidus
 - Tidus: Attack
- 4. SD, FMV (1:30), SD on Yuna dialogue. Skippable FMV (30), SD. Use lift, SD.

Cloister of Trials

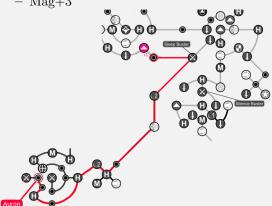
- Push the pedestal in
- Press X
- Go left at the second junction
- Take sphere, push pedestal back into the junction
- At the third junction, go back
- Go left at the second junction
- Place sphere into wall, push pedestal back
- $\bullet\,$ Go left at the first junction
- Go left
- At the third junction and go right
- Take glyph sphere from wall, push pedestal back onto the road
- At the fourth junction go right
- Place glyph sphere into pedestal
- Take Bevelle sphere from pedestal
- Place Bevelle sphere into the wall
- Take the glyph sphere
- Place into the next wall
- Take Destruction sphere from the new wall
- Take Bevelle sphere from old wall
- Push pedestal back and fall off the edge
- Go straight
- At the third junction go right
- Place destruction sphere into wall
- Push pedestal back and fall off the edge
- Go straight
- At the second junction go right
- Push pedestal
- Go up the stairs, open the chest
- 5. SD, name Bahamut, don't save, SD

Via Purifico

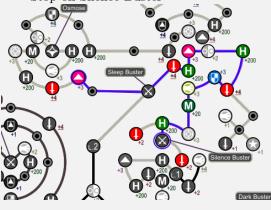
- 1. Run up past the first telepad
- 2. Go to the second telepad and travel north.
- 3. When you get Auron:

- Auron:
 - Unlock both Leve 2 Key Sphere Nodes
 - Move to Wakka's Grid
 - Go Left to Emtpy Node adjacent to Mag +3, up x2 from where you unlocked the second Level 2 Node

- Mag + 3



- - Teleport Sphere to Auron's Magic Node
 - Mag+3, Str+4
 - Go right
 - Get all Str, Hp, Mag, Def, Agi, MP nodes
 - Stop on Silence Buster



- 4. Check how many Power Spheres you have left, you need 13 more for the rest of the run
- 5. Keep track of how many things you kill here.

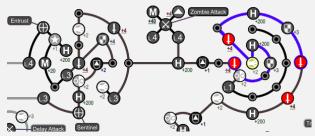
• Maze Larva: Summon Ixion, Attack

- Grothia (8000 HP):
 - Yuna: Summon Bahamut
 - Bahamut: Attack
- Pterya (12000 HP):
 - Yuna: Summon Bahamut
 - Bahamut: Attack x2
- Spathi (12000 HP):
 - Yuna: Summon Ixion
 - Ixion: Attack x5
- 6. Swim right and then up. If needed, you can attack Yellow Starfish with **Tidus** for 2x Power Spheres.

- Anyone: Phoenix Down x2/Elixir Evrae Altana
- 7. Swim to exit, **SD**
- 8. Walk north
- 9. From this point on, watch any pre-empts if Yuna is in the party, because she can get the first turn. Check to make sure that Lulu has 35 levels.
- 10. Formation: Tidus, Yuna, Auron

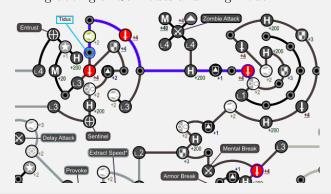
SPHERE GRID

- Yuna:
- If you won Blitz:
 - Teleport to Strength Sphere (Up x2)
 - Str+4, Str+4
 - Go left
 - Str+4, Agi+2, Str+4

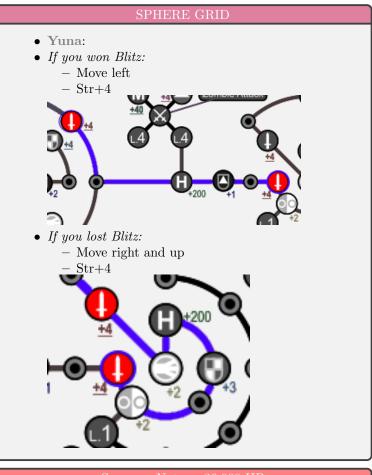


- If you lost Blitz:
 - Teleport to Tidus Str+4 by Mental Break

 - Friend Sphere to **Tidus**
 - Proceed backwards through Auron's grid, grabbing all Str nodes and 1 Agi node



- YKT-63 (get 4 kills):
 - **Tidus**: Attack
 - Yuna: Attack
 - Flee



Seymour Natus - 36,000 HP

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

11. **SD**

EQUIPMENT

• Tidus: Sonic Steel

• Auron: Shimmering Blade

12. Walk to Yuna, CS+Skippable FMV (10:10). Walk down, CS (1:40), walk right, Touch the Save Sphere, exit Macalania Woods

Calm Lands

1. SD, walk left

2. If you only have 1 Water Gem, steal a Fire Gem from one of the Flame Flans.

SPHERE GRID

• Yuna: Str+4

3. Formation: Tidus, Kimahri, Yuna

4. Continue north to the Calm Lands Exit

5. Run north, SD

Defender X - 64.000 HP

• Switch **Tidus** for Yuna

• Yuna: Summon Bahamut

• Bahamut: Attack x2

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

Mt. Gagazet

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

Biran and Yenke

• Kimahri: Steal from Biran

• Gem Yenke

• Gem Biran

Pay attention to your drops, they affect the sphere grid below.

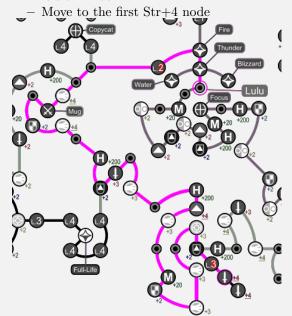
2. Formation: Tidus, Kimahri, Wakka

3. Make sure you charge Rikku's Overdrive

SPHERE GRII

• Lulu:

- Move up, unlock the Level 2 Key Sphere
- Move down, unlock the Level 3 Key Sphere to the left of Bribe



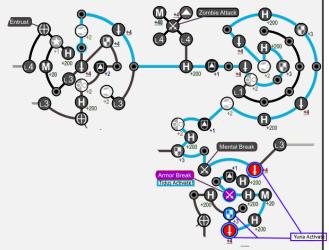
- Yuna:
 - If you got 4 Return Spheres:
 - * Return to the last Str+2 node in Wakka's grid $(\downarrow\downarrow\to\to\downarrow\downarrow)$
 - * Move left
 - * Mag+3, Level 1 Key Sphere
 - * Move down
 - * Str+2, Agi+4



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



- If you got 0 Return Spheres:
 - * Tidus: Move to Str+4 by Armor Break
 - * Yuna: Friend Sphere to Tidus
 - * Str+4
 - * Tidus: Move to Armor Break
 - * Armor Break
 - * Move to Str+4 Below
 - * Yuna: Friend Sphere to Tidus
 - * Str+4, Def+3
 - * Do the above 2 Return Sphere Menu



• Tidus: : Move to Armor Break and get it if not done already

EQUIPMENT

- Auron: Shimmering Blade
- 1. If you had 2/4 Return Spheres:
 - Formation: Tidus, Yuna, Auron
 - Customize:
 - **Auron**: Shimmering Blade \rightarrow First Strike
 - Yuna: Staff \rightarrow First STrike
- 2. If you had 0 Return Spheres:
 - Formation: Tidus, Kimahri, Auron

- 3. Walk up, \mathbf{SD} , \mathbf{CS} (1:20), continue walking up, avoid the gravestones.
- 4. Follow the path around, Touch the Save Sphere, SD

Seymour Flux - 70,000 HP

- If you had 2/4 Return Spheres:
 - Yuna: Attack
 - Tidus: Haste Yuna
 - Switch Auron for Rikku
 - Rikku: Silence Grenade or Overdrive HP
 Sphere + Grenade
 - Yuna: Summon Bahamut
 - Bahamut: Impulse unless Rikku Overdrive then Attack
 - Yuna: Attack
 - Tidus: Attack. If Yuna crit, skip the second Attack to try and get Overkill
- If you had 0 Return Spheres:
 - Switch **Tidus** for **Y**una
 - Yuna: Summon Bahamut
 - Bahamut: Attack
- 1. If you had 0 Return Spheres: Formation: Tidus, Kimahri, Auron
- 2. 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**.
- 3. 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.
- 4. Tidus can attack Splashers for Power Spheres if needed
- 5. 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.

- 6. Formation: Tidus, Yuna, Auron
- 7. Go up left path, **SD**, continue up the path, **Touch the Save Sphere**, go onto the next screen.

Sanctuary Keeper - 40,000 HP

- Yuna: Defend
- Tidus: Armor Break
- If doing Bahamut endgame:
 - **Auron**: Defend
- If doing Quick Hit endgame:
 - Switch Auron for Rikku
 - Rikku: Defend
- Yuna: Summon Bahamut
- Bahamut: Attack

Zanarkand

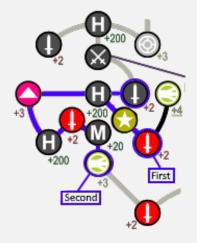
- 1. **SD**, **CS** (0:50), walk left. **FMV**+**CS** (2:20)
- 2. Move left to the sphere, **SD**, **CS** (1:40). Walk further left and follow the path down, open the chest for the **Fortune Sphere** on the left of the road. **CS** (3:20), walk left onto the next screen.
- 3. Make sure that you build up **Rikku Overdrive** for the final boss
- If you missed the Overkill on Seymour Flux, then kill two YKT-11 with Yuna and Tidus.
- 5. Continue on the path. Seymour's Mom CS, open the chest for the Friend Sphere on the right. When you leave the last encounter zone, open the chest for the Luck Sphere

SPHERE GRID

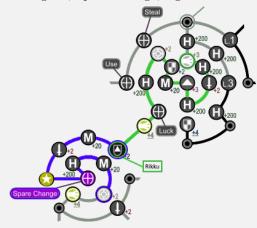
- Activate a Luck Sphere and a Fortune Sphere at some point during this Sphere Grid
- Yuna:
 - If you got 4 Return Spheres:
 - * Friend Sphere to Lulu
 - * Luck Sphere, Fortune Sphere
 - * Str+4, Str+4
 - * Move to Str+3
 - * Agi+4, Agi+4, Str+3
 - * Return to Mag+3 in Wakka's grid $(\uparrow,\rightarrow,\downarrow)$
 - * Move down one node
 - * Str+2



- If you got 2 Return Spheres:
 - * Return to Str+2 in Wakka's grid
 - * Move to HP node
 - * Mag+3, Level 1 Key Sphere, STr+2, Agi+4
 - \ast Luck Sphere, Fortune Sphere
 - * Move back down
 - * Str+2, Str+2, Agi+3



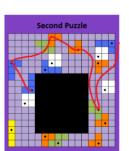
- If you got 0 Return Spheres:
 - * Rikku: Move to the MDef Node below Agi+4 below you
 - * Yuna: Friend Sphere to Rikku
 - * Agi+4, Spare Change, Agi+4

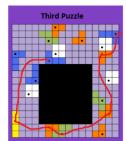


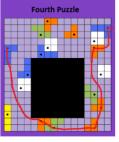
1. If you're doing Quick Hit endgame: If Rikku doesn't have 30 levels, give her a turn in the next fight

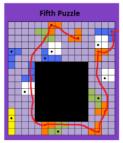
2. Formation: Tidus, Yuna, Auron











- 4. After the fifth puzzle, take the Besaid Sphere and place it into the fifth pedestal and push it in
- 5. **CS**, run into the large room

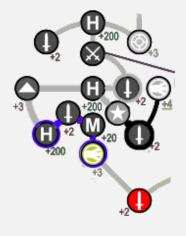
Spectral Keeper - 52,000 HP

• Yuna: Summon Bahamut

• Bahamut: Attack

SPHERE GRID

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



6. **Touch the Save Sphere**, Run up, **SD**, walk up to Yunalesca's room, **SD**

Yunalesca - 132,000 HP

• Yuna: Summon Bahamut

• Bahamut: Attack

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

7. **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

- 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, ${f SD}.$ In the Fayth room, pick "Defeat Yu Yevon"
- 3. Walk up to Cid, travel to Sin, **SD**. Go through the corridors to the outside of the airship, **SD**, 3 **Skippable FMV** (2:10), **SD**

Sin Left Fin - 65.000 HP

Yuna: Summon BahamutBahamut: Impulse x2

4. SD, CS+Skippable FMV

Sin Right Fin - 65,000 HP

Yuna: Summon BahamutBahamut: Impulse x2

5. SD, CS+Skippable FMV

Sin Genais and Core - 56,000 HP

Yuna: Summon BahamutBahamut: Attack GenaisBahamut: Impulse Core

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

6. SD, Skippable FMV

 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

• If 0 Return Spheres: Give Tidus a turn

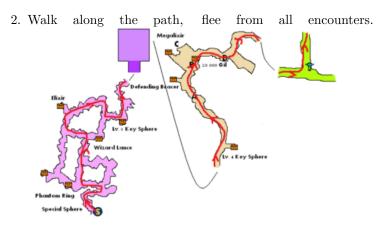
• Yuna: Summon Bahamut

Bahamut: ImpulseBahamut: Attack x2

8. Skippable FMV (1:20), SD

Inside Sin

1. Formation: Tidus, Kimahri, Auron



- 3. Before Seymour Omnis, Formation: Tidus, Yuna, Auron
- 4. Go up the steps, **SD**

Seymour Osmosis - 80,000 HP

• Yuna: Defend

• Tidus: Armor Break

• If Armor Break Hit:

- **Auron**: Defend

- Yuna: Summon Bahamut

- Bahamut: Attack

• If Armor Break Missed:

- Switch

- Auron: for Rikku

Rikku: Overdrive Mix SpherimorphThrowable + HiPot/MegaPot/XPot/Mega

Phoenix

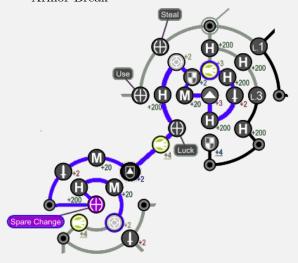
Yuna: Cure MortiphasmTidus: Armor BreakYuna: Summon Bahamut

Bahamut: Attack

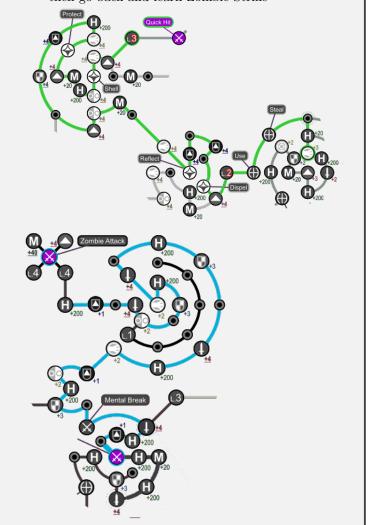
- 1. SD, walk north.
- 2. Formation: Tidus, Kimahri, Auron
- 3. Make sure that Rikku's Overdrive is charged
- 4. Turn left onto the bridge, go onto the next screen. **Touch** the Save Sphere if needed.
- 5. Complete the minigame, picking up the eggs and avoiding the crystals.

SPHERE GRID

- Bahamut Ending:
 - If you got 2/4 **Return Spheres**:
 - * Yuna: Attribute Sphere Rikku's +3 Agi (hold L)
 - * Return Sphere ($\downarrow\downarrow\leftarrow\leftarrow$) or Friend Sphere ($\downarrow\leftarrow$)
 - * Go down, picking up Agi+4, Spare Change, Agi+4
 - If you got 0 **Return Spheres**:
 - * Yuna: Attribute Sphere Rikku's +3 Agi (hold L)
 - * Yuna: Go right, getting +4 Agi, +4 Agi
 - Tidus: If you didn't get a Zombie Strike weapon, then go back and learn Zombie Strike
 - Rikku: If no Overdrive, use Skill Sphere to learn Armor Break



- Quick Hit Ending:
 - Rikku: Unlock Level 2 Key Sphere
 - Move Up, Left
 - Quick Hit
 - Yuna: Use White Magic Sphere to learn Haste
 - Yuna: Use Skill Sphere to learn Quick Hit
 - Tidus: If you didn't get a Zombie Strike weapon, then go back and learn Zombie Strike



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

Braska's Final Aeon - 180,000 HP

- Bahamut Ending:
 - Switch Yuna for Rikku
 - Rikku: Overdrive Mix Grenade + HP Sphere or Armor Break
 - **Tidus**: Talk
 - Switch **Auron** for **Yuna**
 - Yuna: Summon Bahamut
 - Bahamut: Attack
- Quick Hit Ending:
 - Yuna: Haste Yuna
 - Tidus: Talk
 - Switch **Auron** for **Rikku**
 - Rikku: Overdrive Mix HP Sphere + Grenade
 - for Chaos Grenade
 - Yuna: Quick Hit
 - **Tidus**: Talk
 - Yuna: Quick Hits until out of MP
 - Yuna: Summon Bahamut
 - Bahamut: Attack

2. CS+Skippable FMV (4:00)

Possesed Aeons

- Bahamut Ending:
 - Spare Change as follows:
 - * **Valefor**: 20,000 Gil
 - * **Ifrit**: 30,000 Gil
 - * Ixion: 30,000 Gil
 - * **Bahamut**: 40,000 Gil
 - * Shiva: All Remaining Gil
- Quick Hit Ending:
 - Yuna: Elixir Yuna
 - Option 1:
 - * Yuna: Quick Hit
 - * Yuna: Haste Yuna
 - * Yuna: Quick Hit
 - Option 2:
 - * Valefor: Waterga
 - * Ifrit: Waterga
 - * Shiva: Waterga
 - * Bahamut: Waterga x2
 - * Ixion: Switch Weapon to Mage's Staff
 - * Tidus: Defend* Yuna: Waterga
- 3. **CS** (1:40)

Yıı Yevon - 99.999 HP

- Anyone: Zombie Attack
- Anyone: Throw Phoenix Down