

FFX Any%

Mr.Tyton

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Acknowledgements

Flobberworm, Roosta, CloseToWar, 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 Tidos
- Attack 3 Sinspawn
- **SD**
- Attack 3 Sinspawn

Sinspawn Ammes - 2,400 HP

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

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

Tanker - 1,000 HP

- **Tidos**: Switch Weapon
- **Auron**: Attack Self
- **Tidos**: Switch Weapon x2
- **Tidos**: Attack Tanker
- **Auron**: Attack Tanker
- **Tidos**: 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 **Tidos** 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 **Tidos** with Potions. Open options, switch cursor to memory, aeons to short.
4. **CS**, go down and left and go through door. Pickup flint and exit.
5. Go north and through door. Climb steps to withered bouquet. Go back to the fire in the center. **CS** (2:10)

Klikk - 1,500 HP

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

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

Piranha

- **Rikku**: Steal Grenades from each set
- **Tidos**: 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
 - **Tidos**: Attack x2, Standby otherwise
- Overkill gives +2 Power Spheres

10. Swim up to the next screen. **CS**, follow red arrow to **CS** (0:50)

11. **SD** until **Tidos** 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 "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.

SPHERE GRID

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



Kimahri - 750 HP

- **Tidus**: Attack x3-7, depending on crits/Strength node.
- **Tidus**: Each attach does average of 125. Need +7 damage overall to kill in 6 Attacks.
- **Tidus**: Need either Str Node, 2 Evades, 1 Crit, or +7 damage, otherwise Potion after 6th Attack

11. **SD**, continue running

Garuda

- **Yuna**: Summon **Valefor**
- **Valefor**: 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 *if Str Node else* Cheer x2
- **Wakka**: Attack x2
- **Enemy**: Blender
- **Wakka**: Attack x2
- **Tidus**: Attack x2, one less if either **Tidus** crits or **Wakka** crits twice.
- **Tidus**: **Overdrive**
Check for **Ice Brand**, **Ice Ball**

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

Kilika

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

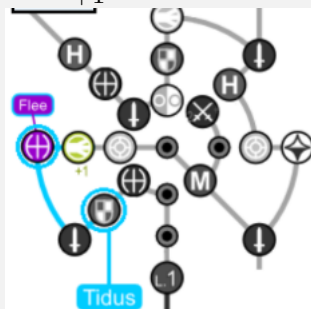
- **SD**
- Switch **Kimahri** for **Yuna**
- **Yuna**: Defend
- Flee



- Go left and up the hidden path, open the chest for the Scout

SPHERE GRID

- Tidus**: Go to Flee (←←), learn Flee and Agility +1



EQUIPMENT

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

- Formation**: **Tidus**, Yuna, **Wakka**
- Continue up the hidden path, following the map. Fill up **Valefor Overdrive** with the first set, then do the rest of the encounters with the second set.
- Need 13 (Quick Hit) or 16 (Bahamut) Speed Spheres from this point on. Need 45-55 AP on **Tidus**, which is about 5-7 kills.

ENCOUNTERS

On Pre-Empts, Defend on Everyone.

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

ENCOUNTERS

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

7. SD

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

9. Touch the Save Sphere

Sinspawn Geneaux - 3,000 HP

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

- 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 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. Go south through Kilika Woods, take the left path and open the chest for the **Luck Sphere**, referencing map.
 14. Exit Kilika Woods same way that you entered, treating fights the same way as above.
 15. Go down and right to S.S. Winno. **SD**
- S.S. Winno**

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

6. If anyone is Critical HP, use Potions.
 7. Run right. Do the below Sphere Grid if **Tidus** has 5 S.Levels.
- Oblitzerator - 3,000 HP

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

Check for **Lightning Steel, Thunder Ball**

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

- **Tidus:** (5 S.Lvl)
 - Move → $x6$ or Move ↘
 - +1 Str, Haste, +20 MP

-
9. Auto-Sort items

EQUIPMENT

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

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

- **First Half:**
 - If *Luca wins the Blitzoff*:
 - * Triangle, switch the mode to **Mark Mode**, and then **Left Side**
 - * When Graav is close to your central player, return to **Normal Mode**
 - 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 Graav is close to your central player, return to **Normal Mode**
 - 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 Spot 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.

- SD**, **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 156 HP
 - If Lightning Steel:
 - **Tidus**: Haste **Tidus**
 - **Tidus**: Cheer x2
 - **Wakka**: Attack
 - **Tidus**: Attack
- Each Overkill is +1 Power Sphere

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

Garuda - 1,800 HP

- **Tidus**: Haste **Auron**
 - **Auron**: Attack x3
 - **Wakka**: Defend, Potion if **Tidus** is less than 312 HP
 - **Tidus**: Attack
 - **Tidus**: Defend
 - **Wakka**: Defend, Potion if **Auron** is less than 202 HP
 - **Auron**: Attack x3
 - Don't revive non-**Auron** party members
- Overkill is +1 Power Sphere

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

Mi'ihen Highroad

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

ENCOUNTERS

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

2. Mi'ihen Skip

- After Maechen Scene, run up as quickly as possible.
- Go to the White Spot on the ground towards the left before the Man in Blue
- Speak to the man, get the **Hunter's Spear**
- Mash and step forward over the cutscene line
- Walk up during the cutscene after the teleport to the next screen.

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

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

5. **Formation: Tidus, Wakka, Kimahri**

6. Go to the next screen

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

8. Leave shop, **SD**. **SD** on Rin. Walk outside.

Chocobo Eater

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

9. **SD**

10. Walk north, **Touch the Save Sphere**. Walk north to next screen. Walk to blocked road, **SD**. Speak to the guard on the right, **SD**, walk back, **SD**. Walk up to next screen.

11. *If you don't have **Self Destruct**, make sure that you get it before leaving the second screen.*

Mushroom Rock Road

1. **SD**, **CS**.

2. Clasko Skip

- Run forward to the 3 Soldiers
- Wedge yourself behind the right soldier by holding Left for a second
- Tap Down-Right, X to speak to the bottom soldier
- If the Soldier got away:
 - Run up near the white spot on the wall near the trigger
 - Talk to the Soldier right after he pushes you into the trigger
 - Mash until trigger dialogue during the **CS**

3. Flee from any encounters, go to the next screen.

4. **Touch the Save Sphere**. Speak to the man before the elevator for 400 Gil. Go up the lift. Follow path.

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

Non-Garuda Non-Ambush Anything

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

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

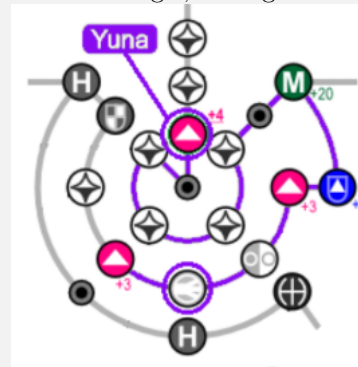
EQUIPMENT

- **Wakka**: Scout/Ice Ball

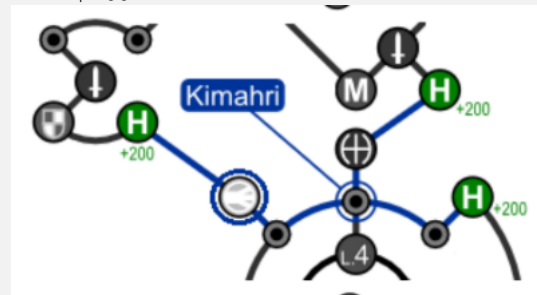
6. **Formation: Tidus, Wakka, Auron**

SPHERE GRID

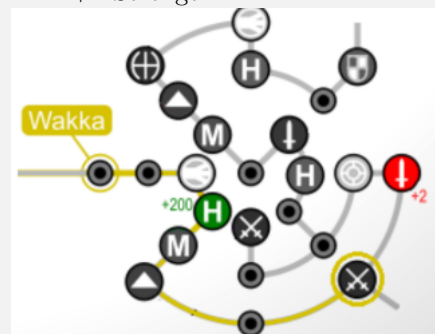
- **Yuna**: (11 S.Lvl)
 - Use Magic Sphere
 - +4 Magic
 - Move →→→→→
 - +3 MagDef, +3 Magic, +20 MP
 - Move ↓↓
 - +3 Magic, +3 Agi



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



- **Wakka**: (7 S.Lvl)
 - Move →→→→→
 - +200 HP
 - Move → (↓), Silence Attack
 - +2 Strength



ENCOUNTERS

- Raptor, Gandarewa, Red Element
 - Switch **Tidus** for **Kimahri** if didn't get a Funguar **Overdrive**, else Defend
 - **Kimahri**: Defend
 - **Wakka**: Attack Raptor
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Water Gandarewa
 - **Valefor**: Boost
 - **Valefor**: Blizzard Red Element
- Raptor, Funguar, Red Element
 - Switch **Tidus** for **Kimahri** if didn't get a Funguar **Overdrive**, else Defend
 - **Kimahri**: Defend
 - **Wakka**: Attack Raptor
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Fire Funguar
 - **Valefor**: Boost
 - **Valefor**: Blizzard Red Element
- Raptor, Lamashtu, Red Element
 - Switch **Tidus** for **Kimahri**
 - **Kimahri**: Attack Lamashtu
 - **Wakka**: Attack Raptor
 - Switch **Auron** for **Yuna**
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Fire Lamashtu
 - **Valefor**: Boost
 - **Valefor**: Blizzard Red Element
- Gandarewa, Funguar, Red Element
 - Switch **Tidus** for **Kimahri** if didn't get a Funguar **Overdrive**, else Defend
 - **Kimahri**: Lancet Gandarewa
 - **Wakka**: Attack Gandarewa
 - Switch **Auron** for **Yuna**
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Fire Funguar
 - **Valefor**: Boost
 - **Valefor**: Blizzard Red Element
- Gandarewa, Lamashtu, Red Element
 - Switch **Tidus** for **Kimahri**
 - **Kimahri**: Attack Lamashtu
 - **Wakka**: Attack Gandarewa
 - Switch **Auron** for **Yuna**
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Fire Lamashtu
 - **Valefor**: Boost
 - **Valefor**: Blizzard Red Element
- Garuda: Flee

7. Keep the **Formation**: **Kimahri**, **Wakka**, **Yuna**

8. While Yuna still needs AP, do the following

ENCOUNTERS

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

9. Make sure that you've completed the above sphere grid.

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

11. Go on lift, go to HQ. Go onto the main lift and onto the next screen.

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

SHOP 10890 GIL

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

13. Touch the Save Sphere

14. **SD**, go right, **CS** (1:00), **SD** after Seymour. Go down to guard, confirm Yes, **SD**

Sinspawn Gui 1 - 12,000 HP

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

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

Sinspawn Gui 2 - 6,000 HP

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

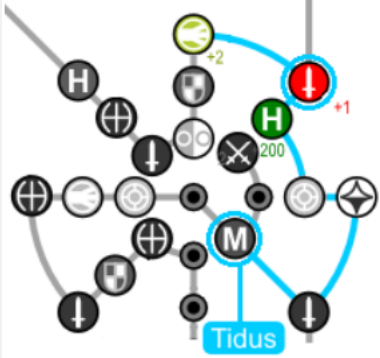
16. **SD**, **CS**+**Skippable FMV** (2:00), walk left and up to Gatta, **SD**. **FMV**+**CS** (1:30), **SD** during **Tidus** monologue. **CS** (1:00), **SD**

17. 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**.

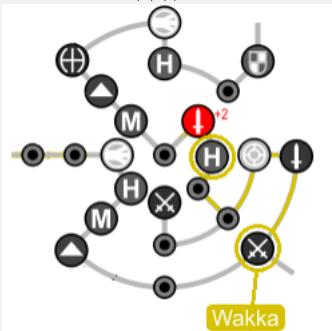
SPHERE GRID

• **Tidus:**

- Move →↑
- Str+1, HP+200, Agil+2

• **Wakka:**

- Move ↑↑↑
- Str +2
- Move ↓↓↓, Silence Attack



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

2. Walk North.

ENCOUNTERS

• Basilisk:

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

• Else Flee

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

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

Cloister of Trials

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

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

Moonflow

1. Walk north, **SD** on Kimahri Scene.
2. Near the end of the screen, go left through the hidden path. open the chest for the **Magic Def Sphere**. Potion/Cure **Tidus** if he got injured.
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 *If got a Crit and don't have Thunder Ball:*
 - **Wakka:** **Overdrive** Thunder Reels before Extractor's 4th turn.

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

Rikku Tutorial

- 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, Wakka, Auron**

8. Heal everyone with Potions

9. Walk north to next screen.

Guadosalam

1. **SD**, walk to Seymour's house, try to leave. Walk into room, speak to **Auron**, **SD**, speak to **Wakka**, **Lulu**, **Rikku**, **Yuna**. **SD**, FMV+CS (5:50)
2. Exit the house, walk down, **SD**. Go to the Farplane. Hidden to the left in the screen going to the Farplane, open the chest for the **Lightning Marble x8**
3. **SD**, speak to **Auron**, go into the Farplane. **CS** (1:20). Speak to **Wakka**, **SD**, speak to **Yuna**, **CS** (2:10), **SD**.
4. Go to Seymour House Entrance, **SD**
5. Guadosalam Skip:
 - Stand outside of the Potion Shop
 - Wait until you get pushed by the Guado to trigger the skip
 - Run to the exit using the minimap
 - If on HD Remaster, speak to the woman on the left to stop her walking abit, then speak to the running Guado as the woman pushes you to into the door.



Thunder Plains

1. Walk north, dodging lightning. Try to end Thunder Plains with the Light Curtain. Flee all encounters
2. **SD** when approaching Al Bhed shop. Walk into the shop when **Rikku** begs to go inside.

SHOP 2850-3450 GIL

- Sell: Longsword, Katana
 - **Blitz Loss:**
 - Sell: Other Equipment worth 1k+ Gil
 - Buy: Baroque Sword (Do Not Equip)
 - Buy:
 - Shimmering Blade (Do Not Equip)
 - 3 Phoenix Downs
 - 3 Grenades, +1 for every Buer encounter you want for Speed Spheres, +1 if Blitz Loss
- Try to leave the shop with 7075 Gil

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

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

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

ENCOUNTERS

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

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

Macalania Woods

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

ENCOUNTERS

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

6. Follow path, **SD** twice

7. Catch butterfly near the exit to avoid encounters
Formation: Tidus, Yuna, Kimahri

8. **Touch the Save Sphere**, talk to Oaka. Say his "Prices are too expensive", go in again.

SHOP 9075 GIL

- Buy: Sonic Steel, Equip

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

Spherimorph - 12,000 HP

- **Tidus**: Change Armor to Yellow Shield
- **Tidus**: Defend
- 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

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

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

SPHERE GRID	
<ul style="list-style-type: none"> • Yuna: (9 S.Lvl) <ul style="list-style-type: none"> - Move ↑ x4 or ↖ x3 - HP +200, Level 2 Key Sphere - Move ↑ - Str+2, HP+200 - Move ↑↑ - Str+2, Str+4, Agi+2 	<ul style="list-style-type: none"> • Rikku: (2 S.Lvl) <ul style="list-style-type: none"> - Move ↓ - Agi+3
	<ul style="list-style-type: none"> • Kimahri: (15 S.Lvl) <ul style="list-style-type: none"> - Move ↓ x6 or ↙↘↓↓, Agi+3 next to Key Sphere - Agi+3, Level 1 Key Sphere - Move ↓←← - Level 1 Key Sphere - Move ←←← - Steal, Use

11. Manual Sort Items, put Phoenix Downs in the First Slot and Lightning Marbles in the Third
12. Cure **Kimahri** on Blitz Loss and if less than 985 HP
13. **Formation: Tibus, Lulu, Kimahri**
14. Talk to **Auron** on the way out, then exit

Lake Macalania

1. Run up and **SD**

Crawler - 1,600 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Lightning Marble x1/2 Negator
- **Rikku**: Lightning Marble Crawler
- **Kimahri**: Lightning Marble Crawler
- **Enemy**: Assault **Rikku**
- **Lulu**: Phoenix Down **Rikku** *If Blitz Win or have Lunar Curtain*:
 - Switch **Kimahri** for **Yuna**
 - **Yuna**: Defend *If Kimahri didn't die else* Phoenix Down **Rikku**
 - **Rikku**: Lightning Marble Crawler
 - **Enemy**: Assault **Rikku**
 - **Lulu**: Phoenix Down **Rikku**

If Blitz Loss and No Lunar Curtain:

- **Kimahri**: Steal
- **Rikku**: Lightning Marble Cralwer
- Switch **Lulu** for **Yuna**
- **Yuna**: Phoenix Down **Rikku**
- Switch **Yuna** for **Tidus**
- **Tidus**: Defend
- **Rikku**: **Overdrive**, HP Sphere and Lightning Marble

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

SPHERE GRID

- **Tidus:** (22 S.Lvl)
 - Level 2 Key Sphere
 - Move $\rightarrow \uparrow$
 - Str +4
 - Move $\uparrow \uparrow$
 - HP+200
 - Move $\rightarrow \rightarrow \uparrow$
 - HP+200, Str+4, Agi+2
 - *Blitz Win:*
 - * Move \rightarrow
 - * Use Strength Sphere, Activate it
 - * Move $\uparrow \leftarrow \leftarrow$ or $\swarrow \swarrow$
 - Blitz Loss:*
 - * Move $\uparrow \swarrow$
 - HP+200, Str+4, Agi+2
 - Move \leftarrow
 - Str+4



2. Tidus should have 1320 Max HP

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

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

5. Jyscal Skip:

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

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

Seymour - 3,000 HP

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

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**: Defend x2 until after Multi-Thundara to build **Rikku Overdrive**
- **Rikku**: Defend
- **Tidus**: Attack x2/3

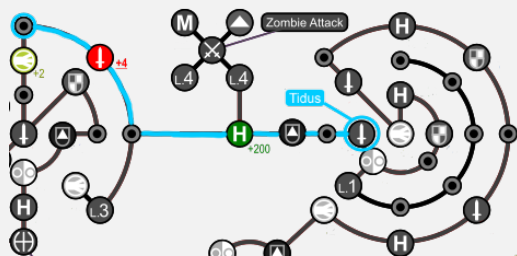
7. Name **Shiva**

EQUIPMENT

- **Tidus:** Sonic Steel

SPHERE GRID

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



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.
- 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

8. **Formation:** **Rikku**, **Tidus**, 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 Guado, then Surviving Enemies
 - **Rikku:** Silence Grenade
 - **Yuna:** Defend

Wendigo - 18,000 HP

- **Tidus:** Haste **Tidus**
 - **Tidus:** Switch Weapon to Brotherhood
 - **Tidus:** Attack Guado B *If Light Curtain:*
 - **Rikku:** Light Curtain **Tidus**
 - Else:*
 - Switch **Rikku** for **Auron**
 - **Auron:** Power Break
 - **Tidus:** Attack Wendigo, then Guadoz
 - **Yuna:** Defend/Elixir **Tidus**/Phoenix Down Dead Ally
 - **Rikku:** Defend/Elixir **Tidus**/Steal Guado/Phoenix Down Dead Ally
 - Switch **Yuna** for **Lulu**
- Yuna, **Tidus** need AP. Helpful is **Lulu** gets it.

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

1. You need 22 Power Spheres from now on
2. Walk up, **SD**, walk up

Zu

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

3. **SD**
4. Run up to meet with **Wakka**, **SD**. Go left to enter next screen, go right to join with **Kimahri**, **SD**. Run back and then up to meet **Rikku**, **SD**, **Touch the Save Sphere** *If you don't have 2 Mega-Potions and Blitz Win*
5. After the Forced Encounter with **Rikku**: **Formation:** **Tidus**, **Kimahri**, **Auron** *if more than 3 Silence Grenades off Anima else Formation: Tidus, Rikku, Auron*

SPHERE GRID

- **Tidus:** Move down and activate Str+4
-

EQUIPMENT

- **Tidus:** Equip Sonic Steel

6. Make sure that **Rikku**'s **Overdrive** is full
7. Continue along path. On the next screen, go in north-west towards the save sphere, take the shortcut to the left. Go up to the next screen and fight the Sandragora fights. They're located in the Top Right Sinkhole with Chest, and then at the end of the path up and to the left, then go up and **SD**
8. *If you still have 2 Bomb Cores:*
 - Need 4 (5 on Blitz Loss) in any combination of Sleeping Powders, Smoke Bombs, Silence Grenades
9. *Else:*
 - Need 6 (7 on Blitz Loss) in any combination of Sleeping Powders, Smoke Bombs, Silence Grenades
 - 2 Sleeping Powders is Mandatory for the Bevelle Guards

ENCOUNTERS

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

Sandragora 1

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

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

Sandragora 2

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

Home

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

Bombs

- **Tidus**: Haste **Tidus**
- **Tidus**: Attach each, starting with Guado
- **Auron**: Attack Guado didn't die to **Tidus**
- *Blitz Loss:*
 - **Rikku**: Grenade

3. **SD**

Dual Horn

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

4. Heal **Tidus** without Elixirs

5. *If you lost Blitz:*

- Go down the stairs. Once the camera flips, **Formation: Tidus, Rikku, Auron**, go back up the stairs into the door.
- Do the following Dual Horn encounter

Dual Horns - Blitz Loss

- **Tidus**: Haste **Tidus** *If no Petrify Grenade else* Defend
- **Tidus**: Attack Dual Horns
- **Rikku**: 1 Petrify Grenade/Smoke Bomb/Silence Grenade (Try to keep Sleeping Powders)
- **Tidus**: Attack

- Open the rear chest, with the codes: Bottom Middle (up x2), Midle Right (up x4), Middle (down x4)

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

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

Chimera

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

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

Airship

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

Evrae - 32,000 HP

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

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

Bevelle

EQUIPMENT

- **Tidus:** Equip Sonic Steel

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

Guard Fights - Sleeping Powder

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

3. *Without Sleeping Powder:*

- **Formation:** **Tidus**, **Rikku**, **Auron** unless **Lulu** doesn't have at least 35 levels, then **Formation:** **Tidus**, **Rikku**, **Lulu**

Guard Fights - No Sleeping Powder

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

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

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

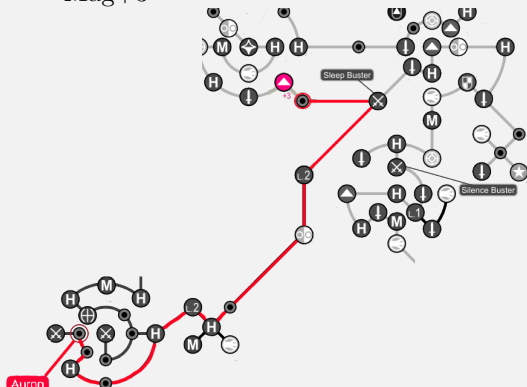
Via Purifico

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

SPHERE GRID

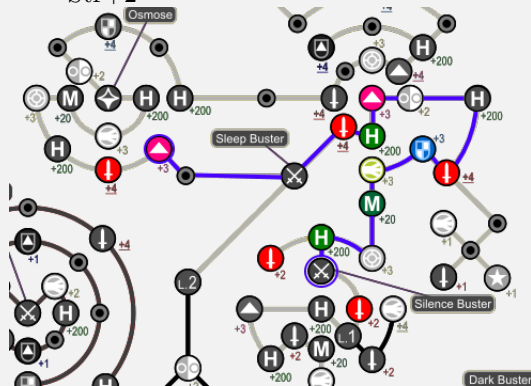
• Auron:

- Move →→→→
- Level 2 Keysphere
- Move →→→→
- Level 2 Keysphere
- Move ↑↑
- Mag+3



• Yuna:

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



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.

ENCOUNTERS

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

Isaaru

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

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

Evrae Altana

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

7. Swim to exit, **SD**

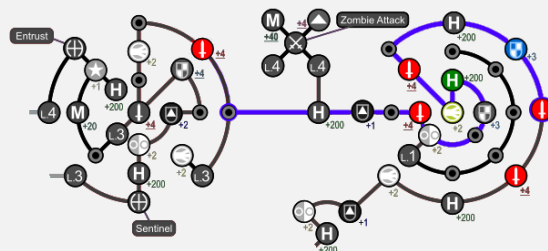
Highbridge

SPHERE GRID

• Yuna:

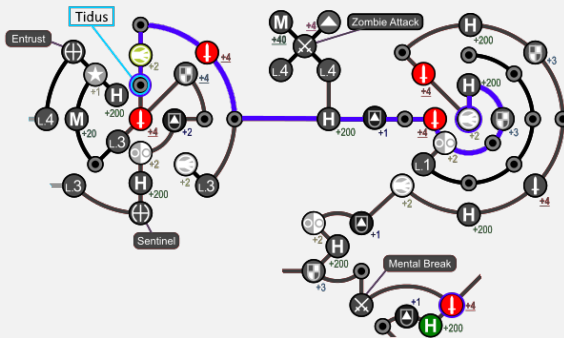
• If you won Blitz:

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



• If you lost Blitz:

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



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

ENCOUNTERS

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

Seymour Natus - 36,000 HP

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

5. SD

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

Calm Lands

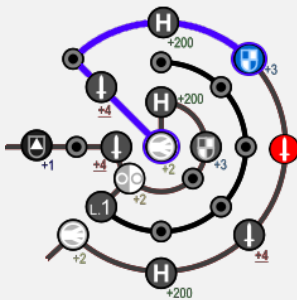
1. SD, walk left

SPHERE GRID

- **Yuna**:
- If you won Blitz:
 - Move ←
 - Str+4



- If you lost Blitz:
 - Move →
 - Str+4, Def+3



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

ENCOUNTERS

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

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

4. Continue north to the Calm Lands Exit

5. Run north, SD

Defender X - 64,000 HP

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

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

Mt. Gagazet

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

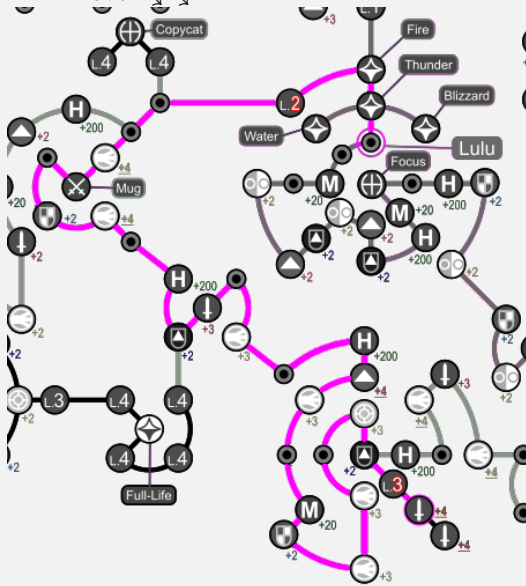
Biran and Yenke

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

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

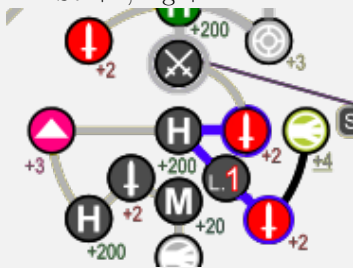
• **Lulu:**

- Move ↑↑
- Level 2 Key Sphere
- Move ↓ x9
- Level 3 Key Sphere
- Move ↘



• **Yuna:**

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



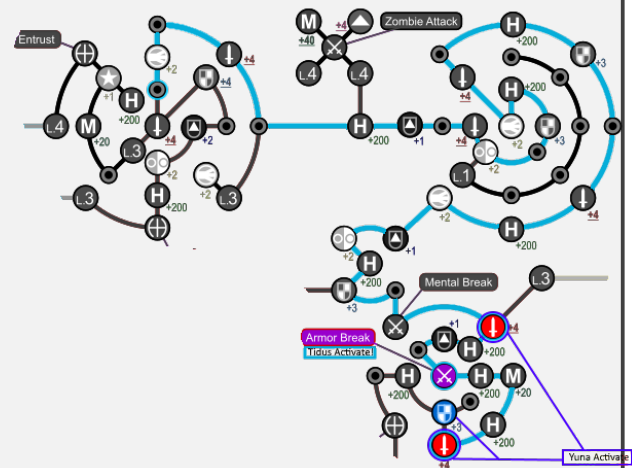
– If you got 2 Return Spheres:

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



– If you got 0 Return Spheres:

- * If you won Blitz:
 - **Tidus**: Move to Str+4 by Mental Break → x3, ↓, → x3
 - **Yuna**: Friend Sphere to **Tidus**
 - Str+4
 - **Tidus**: Move ↓↓
 - Armor Break
 - Move to HP ↓ or ↓↓
- * If you lost Blitz:
 - **Tidus**: Move to Armor Break → x3, ↓ x6
 - **Tidus**: Armor Break
 - **Tidus**: Move to HP ↘↘
 - **Yuna**: Friend Sphere to **Tidus**
 - Str+4, MP +20
 - Do the above 2 Return Sphere Menu



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

1. If you had 2/4 Return Spheres:

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

2. **Formation: Tidus, Rikku, Auron** If you need need to build up **Rikku Overdrive** else **Formation: Tidus, Kimahri, Wakka**

EQUIPMENT

- **Auron**: Sonic Blade

3. Walk up, **SD**, **CS** (1:20), continue walking up, avoid the gravestones. If you still need to build up **Rikku Overdrive**, then **Formation: Tidus, Rikku, Auron**
4. Make sure you charge **Rikku's Overdrive**, can skip if you still have a Silence Grenade
5. Follow the path around.
6. Once you're on the Seymour Flux screen, then if you're using **Rikku Overdrive**, then Hi-Potion Rikku
7. **Formation: Tidus, Kimahri, Auron** If you had 2/4 Return Spheres else **Formation: Tidus, Kimahri,**

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 Yuna
 - Yuna: Summon Bahamut
 - Bahamut: Impulse

1. Formation: Tidus, Kimahri, Auron
2. Touch the Save Sphere if Bahamut was banished, Walk to the next screen. Skippable FMV (0:20), SD, walk up to Tidus House, go into the center, SD. Follow the boy outside, speak to him upstairs, SD.
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. Try to only attack the 3 fish groups.
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. Once past the save sphere, Formation: Tidus, Yuna, Kimahri
7. Go up left path, SD, continue up the path, Touch the Save Sphere if Bahamut was banished and you didn't touch one earlier, go onto the next screen.

Sanctuary Keeper - 40,000 HP

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

Zanarkand

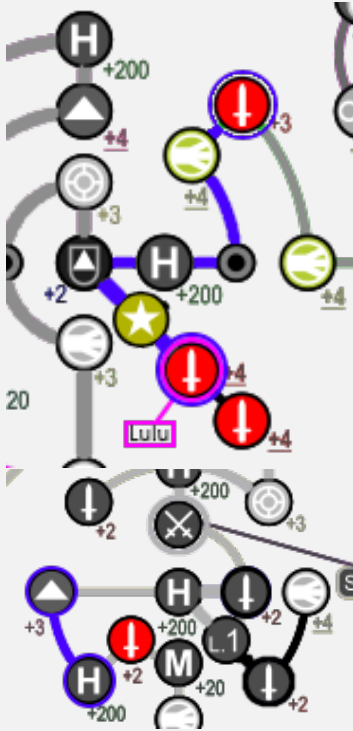
1. SD, CS (0:50), walk left. FMV+CS (2:20)
2. Move left to the sphere, SD, CS (1:40). Walk further left and follow the path down, open the chest for the Fortune Sphere on the left of the road. CS (3:20), walk left onto the next screen.
3. If you're doing Quick Hit Endgame, then make sure that you build up Rikku Overdrive for the final boss
4. 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
6. open the chest for the Friend Sphere on the right, skip it if you had 2 Return Spheres or 0 Return Spheres and Blitz Loss. When you leave the last encounter zone, the hallway before the Zanarkand Trials, open the chest for the Luck Sphere on the right.

- Activate a Luck Sphere and a Fortune Sphere at some point during this Sphere Grid

• Yuna:

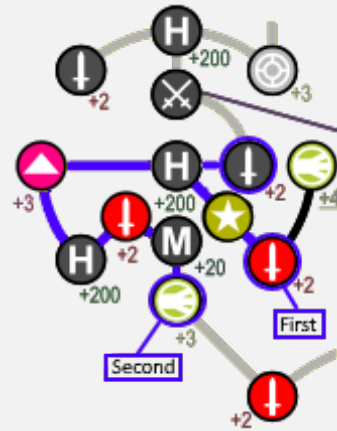
– If you got 4 Return Spheres:

- * 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 (↑, →, ↓)
- * Move down one node
- * Str+2



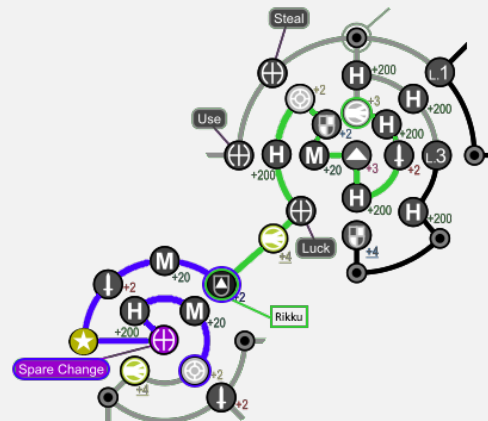
– If you got 2 Return Spheres:

- * Return to Str+2 in **Wakka's** grid
- * Move to HP node
- * Mag+3, Level 1 Key Sphere, STR+2, Agi+4
- * Luck Sphere, Fortune Sphere
- * Move back down
- * Str+2, Str+2, Agi+3

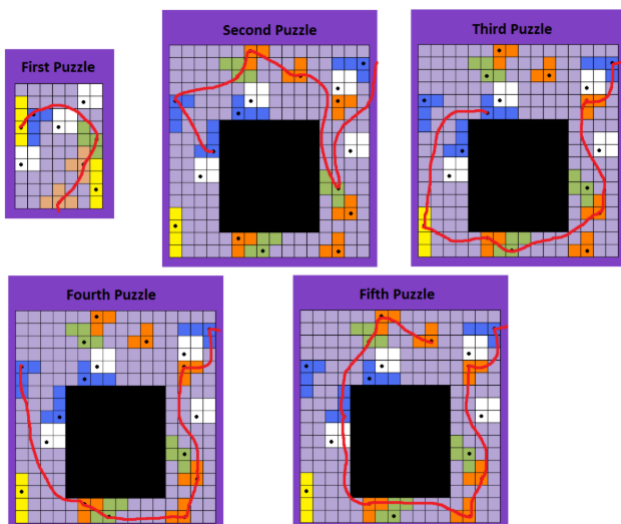


– If you got 0 Return Spheres:

- * **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**
3. Touch the Save Sphere



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

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 "Defeat Yu Yevon"
3. Walk up to Cid, travel to Sin, SD, Skippable FMV, SD. Go through the corridors to the outside of the airship, SD, 3 Skippable FMV (2:10), SD

Sin Left Fin - 65,000 HP

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

4. SD, CS+Skippable FMV

Sin Right Fin - 65,000 HP

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

5. SD, CS+Skippable FMV

Sin Genais and Core - 56,000 HP

- Yuna: Summon **Bahamut**
 - **Bahamut**: Attack Genais
 - **Bahamut**: Impulse Core
- Check for any weapon drops with **Zombie Strike**

6. SD, Skippable FMV

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

Overdrive Sin - 140,000 HP

- If 0 Return Spheres: Give **Tidus** a turn
- Yuna: Summon **Bahamut**
- **Bahamut**: Impulse
- **Bahamut**: Attack x2

8. Skippable FMV (1:20), SD

Inside Sin

1. Formation: **Tidus**, **Kimahri**, **Auron**
2. Walk along the path, flee from all encounters.



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 Spherimorph Throwable + HiPot/MegaPot/XPot/Mega Phoenix
 - Yuna: Cure Mortiphasm
 - **Tidus**: Armor Break
 - Yuna: Summon **Bahamut**
 - **Bahamut**: Attack

1. SD, walk north.

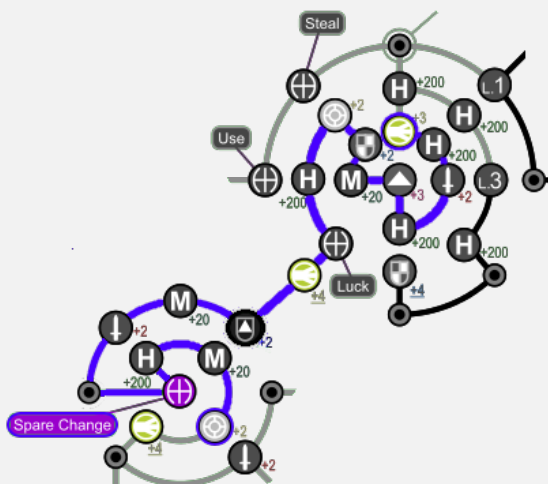
2. **Formation:** **Tidus**, **Kimahri**, **Auron**
3. Make sure that **Rikku's Overdrive** is charged
4. Turn left onto the bridge, go onto the next screen. **Touch**

the **Save Sphere** if needed.

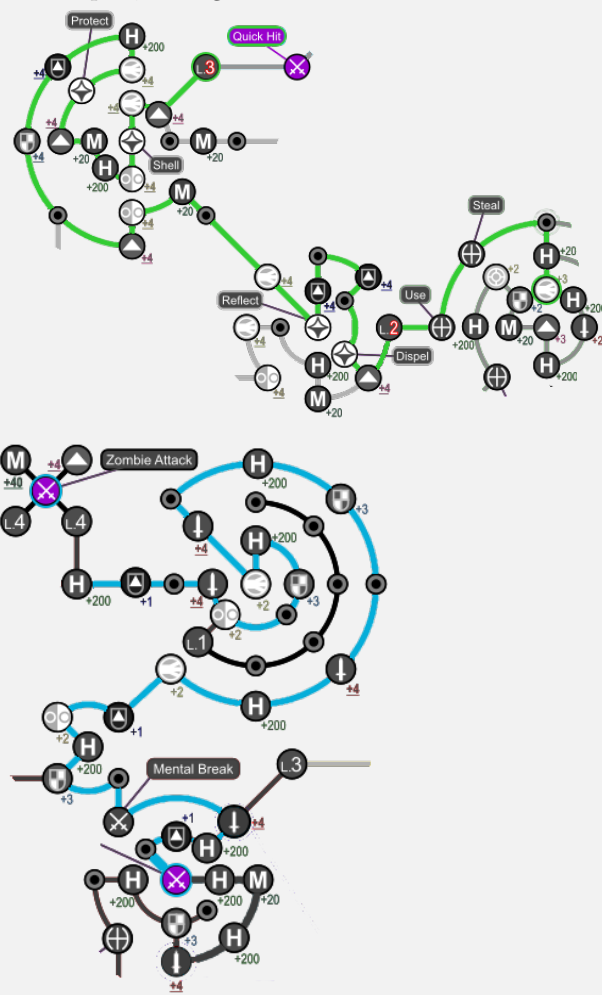
5. Complete the minigame, picking up the eggs and avoiding the crystals.

SPHERE GRID

- **Bahamut Ending:**
 - If you got 2/4 **Return Spheres:**
 - * **Yuna:** Attribute Sphere **Rikku's** +3 Agi (hold L)
 - * Return Sphere (↓↓←←) or Friend Sphere (↓↓←) there
 - * 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)

Possessed 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)

Yu Yevon - 99,999 HP

- Anyone: Zombie Attack
- Anyone: Throw Phoenix Down