FFX Any% - Blitz Win

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December 12, 2022



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Acknowledgements

CloseToWar, Flobberworm, Roosta, Keeano, TheMixedHerb, Madhyama, Shenef, Grayfox96

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

Some beginning information about the run:

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

Some information about how these notes are laid out:

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

Some information about Spheres:

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

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: Attack
- Tidus: Overdrive
- · Continue attacking until dead.
- 6. Run around dead Sinspawn, Touch the Save Sphere, SD

$\mathsf{TANKER} \text{--} 1{,}000\,\mathsf{HP}$

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

Baaj Temple

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

SAHAGINS AND GEOSGAENO

- · Attack the two Sahagins until dead
- **CS** (0:30)
- Defend until CS
- 3. Heal **Tidus** with Potions. Open options, switch cursor to memory, aeons to short.

- 4. **CS**, go down and left and go through door. Pickup flint and exit.
- 5. Go north and through door. Climb steps to withered bouquet. Go back to the fire in the center. **CS** (2:10)

KLIKK - 1,500 HP

- Tidus: Attack x6, Potion once Tidus has less than 227
 HP
- · CS, SD
- Rikku: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- Tidus: Attack
- · Potion if Tidus has less than 114 HP
- Continue until dead
- 6. CS (2:30). Talk to Rikku for tutorial, SD
- 7. Hold O, down, left. Use circle and move forward.

ENCOUNTERS

- · Piranha:
 - Steal Grenades with Rikku and Attack with Tidus
- 8. Swim to **Touch the Save Sphere**, swim forward. Circle and right across the station.

PIRANHA

- Rikku: Steal Grenades from each set
- Tidus: Attack
- 9. **CS**, swim down, swim left. Heal with Potions if **Rikku** is below 250 HP

$\mathsf{TROS} - 2{,}200\,\mathsf{HP}$

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

Guaranteed 2 Power Spheres, Overkill gives +2 Power Spheres

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

Besaid

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

ENCOUNTERS

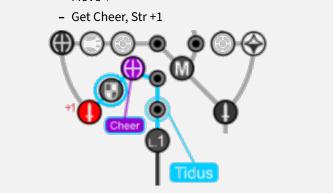
- Piranhas:
 - Attack if 2 groups, or 3 if preempt.
 - Otherwise run away.
- SD next couple of screens. Walk to temple, CS (0:30). Walk to the Priest, CS (1:30). Walk to Wakka tent (middle right), talk to him and SD
- 5. Walk to temple, SD

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

SPHERE GRID

- If **Tidus** has 3 levels:
 - Move ←



KIMAHRI - 750 HP

- Tidus: Attack x3-7, depending on crits/Strength node.
- Tidus: Each attack does average of 125, so 6 attacks averaging that will kill.
- Tidus: Need either Str Node, 2 Evades, 1 Crit, or +7 damage, otherwise Potion after 5th Tidus' Attack
- 11. **SD**, continue running

GARUDA

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

Guaranteed 1 Power Sphere.

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

GARUDA

• Flee using the Escape Command

ENCOUNTERS

• Dingo: Tidus Attack

• Condor: Wakka Attack

• Water Flan: Lulu Thunder

14. At Besaid Beach go onto the boat.

S.S. Liki

 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 x2Enemy: BlenderWakka: 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

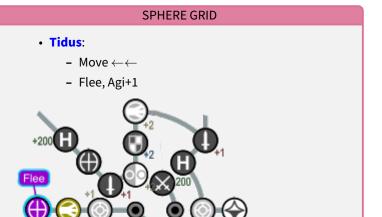
• Kimahri: Lancet

Switch Kimahri for Yuna

Yuna: DefendTidus: AttackLulu: Fire



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



EQUIPMENT

• Wakka: Scout/Ice Ball

• Wakka: Any Armguard (optional)

• Tidus: Ice Brand (optional)

4. Formation: Tidus, Yuna, Wakka

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

6. Need 45-55 AP on **Tidus**, which is about 5-7 kills (Overkills count as 2). This is your main source of Speed Spheres but you can obtain the rest later, need 16 for the rest of the run.

ENCOUNTERS

On Pre-Empts, Defend on Everyone.

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

ENCOUNTERS

- If there is a Killer Bee:
 - Tidus: Attack a Dinonix if present, else Defend
 - Yuna: Defend
 - Wakka: Attack the Killer Bee
 - Flee
- If there is a Dinonix but no Killer Bee:
 - Tidus: Defend
 - Yuna: Defend
 - Wakka: Attack the Dinonix
 - Flee
- Else:
 - Flee

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

Guaranteed 2 Power Spheres.

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

CLOISTER OF TRIALS

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

 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. Do **not** get Jecht Shot.
- 4. **SD** on **Yuna**'s scene, do not save. **Skippable FMV** (0:30) if you buffered the Start command in Kilika.

Luca

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

MACHINA

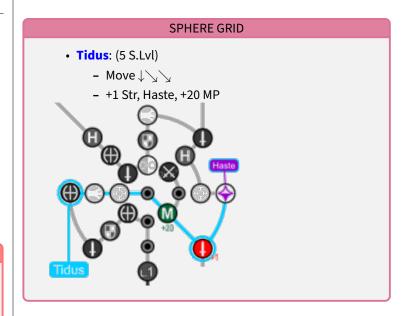
- For the first two encounters:
 - Tidus: Defend
 - Kimahri: Defend
 - Lulu: Thunder
- For the third encounter:
 - First Wave
 - * Tidus: Attack
 - * Kimahri: Attack
 - * Lulu: Thunder a different Machina
 - * Tidus: Attack
 - * Kimahri: Overdrive Seed Cannon if no crits else Attack
 - Second Wave
 - * Tidus: Defend
 - * Kimahri: Defend
 - * Lulu: Thunder
 - Third Wave
 - * Tidus: Attack
 - * Kimahri: Attack or **Overdrive** Seed Canon
 - * Lulu: Thunder a different Machina
- 6. If anyone is Critical HP, use Potions.
- 7. Do the below Sphere Grid if **Tidus** has 5 S.Levels.
- 8. Run right.

OBLITZERATOR - 3,000 HP

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

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

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



10. Auto-Sort items

EQUIPMENT

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

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

12. Go back into locker room, speak to **Wakka**, **SD**, **CS** (1:20). **SD** after **Lulu** scene. **CS** (1:40) on **Auron** Entrance.

BLITZBALL

· First Half:

- If Luca wins the Blitzoff:
 - Triangle, switch the mode to Mark Mode, and then Left Side
- When you get the ball:
 - * Change to Manual A and Normal Mode
 - * down some, pass the ball to **Tidus**
 - * Tidus: Swim next to Jassu, pass to Jassu
 - * Hide behind the Goalie
 - * If you aggroed a Goer, Swim Around
- SD during half time

Second Half:

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

SAHAGIN CHIEF

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

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

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

GARUDA - 1,800 HP

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

Guaranteed 2 Power Spheres from this and the Vouivre.

Overkill is +1 Power Sphere

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

Mi'ihen Highroad

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

ENCOUNTERS

- If the encounter has a Bomb:
 - Switch anyone for **Kimahri**
 - Kimahri: Lancet Bomb, learn Self Destruct
 - Flee
- Else:
 - Fle
- Heal using Yuna's Cure if Tidus is in crit and after every 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. 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: DefendWakka: Defend

Switch Auron for Yuna

• Yuna: Summon Valefor

• Valefor: Energy Ray

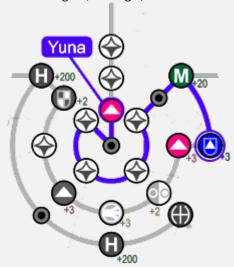
EQUIPMENT

• Wakka: Scout/Ice Ball

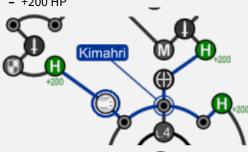
6. Formation: Tidus, Wakka, Auron

SPHERE GRID

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



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



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



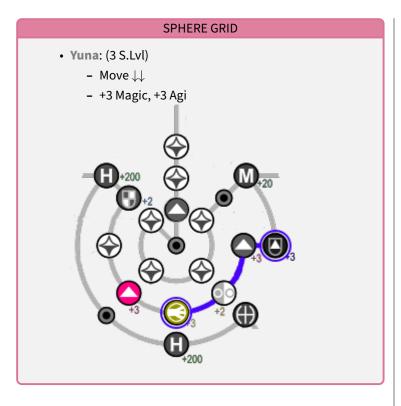
ENCOUNTERS

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

- If the enemy is a Garuda:
 - Flee
- If there is a Lamashtu, a Gandarewa and no Raptor, or there wasn't a Funguar in the previous farmed encounter:
 - Switch **Tidus** for **Kimahri**
- If there is a Lamashtu:
 - Kimahri: Attack Lamashtu
- · Otherwise:
 - Kimahri or Tidus: Defend
- If there is a Raptor:
 - Wakka: Attack Raptor
- If there is a Gandarewa and no Raptor:
 - **Kimahri**: Lancet Gandarewa *If you didn't attack* a *Lamashtu*
 - Wakka: Attack Gandarewa
 - If the Gandarewa is still alive: Flee
- Switch Auron for Yuna
- Yuna: Summon Valefor
- If the encounter was a pre-empt:
 - Valefor: Shield
- If there is still a Gandarewa:
 - Valefor: Water Gandarewa
- Otherwise, if there is a Lamashtu or a Funguar
 - Valefor: Fire the Lamashtu or the Funguar
- Valefor: Boost
- Valefor: Blizzard Red Element
- 7. Keep the Formation: Kimahri, Wakka, Yuna
- 8. Keep on fighting encounters until **Yuna** can do the next Sphere Grid menu, which is at 3 S. Levels, as you progress through the area.

ENCOUNTERS

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



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

SHOP 10890 GIL

- Sell
 - Hi-Potions
 - X-Potions
 - Elixirs
 - Hunter's Spear
 - Anything other than Longsword, Official Ball,
 Lightning Steel, Thunder Ball
- Buy
 - Sentry, Equip
- 12. Touch the Save Sphere
- 13. **SD**, go right, **CS** (1:00), **SD** after Seymour. Go down to guard, use the 2nd option to confirm Yes, **SD**

SINSPAWN GUI 1 - 12,000 HP

- Switch Yuna for Auron
- Auron: Power Break Main Body
- Tidus: Defend
- Wakka: Switch Weapon to Thunder Ball, Power Ball, or Official Ball
- Switch Wakka for Kimahri
- Kimahri: Self Destruct main body
- Switch Tidus for Yuna
- Yuna: Summon Valefor
- Valefor: Energy Blast Overdrive x2
- If Valefor doesn't charge second Overdrive:
 - Valefor: Shield until Gui used a physical attack
 - Valefor: Boost
 - Valefor: Energy Blast Overdrive
- If Self Destruct Crit (7464):
 - Valefor: Energy Blast
 - Valefor: Thunder Main Body
- If Power Break Failed
 - Valefor: Energy Blast
 - Yuna: Summon Ifrit once Valefor dies.
 - Ifrit: Fire Main Body until 3000 HP
 - Ifrit: Hellfire
- 14. **CS+Skippable FMV** (2:20). **SD** Seymour dialogue.

SINSPAWN GUI 2 - 6,000 HP

- If Yuna or Valefor don't have Overdrive:
 - Seymour: Thundara Head (←)
 - Seymour: Thundara Body x5
 - Yuna: Defend
 - Auron: Defend
- If they do:
 - Seymour: Thundara Body x2
 - Yuna: Summon Valefor or Grand Summon Valefor
 - Valefor: Energy Blast
- 15. **SD**, **CS+Skippable FMV** (2:00) (press Start immediately after the skip. Do not use it on the upcoming scenes, as you will crash your game). Walk left and up to Gatta, **SD**. **FMV+CS** (1:30), **SD** during **Tidus** monologue. **CS** (1:00), **SD**

SPHERE GRID Djose

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



- Wakka
 - Move ↑↑↑ (PC) or ↑↑ (PS2)



- 16. Formation: Tidus, Yuna, Auron
- 17. Walk left, **Touch the Save Sphere**, **SD**. Walk left, speak to **Auron**, **SD**. Go up and right, **SD**, exit area, **SD**.

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

ENCOUNTERS

- · Basilisk:
 - Switch anyone for Kimahri
 - Kimahri: Lancet Basilisk, learn Stone Breath
 - Flee.
- · Else Flee
- 2. Continue walking north, **SD**, walk up to the next screen.
- 3. Walk along bridge to next screen, **SD**, walk into temple. Speak to **Auron** at the doorway, **SD**, walk up the stairs.

CLOISTER OF TRIALS

- Take the sphere from the left wall
- · Place into door
- · Take the sphere from the right wall
- · Place into door
- Take the sphere from the left wall
- Push pedestal to the right
- Put sphere into the far right wall
- · Take right sphere
- Place into the far right wall
- CS
- Take sphere from far right wall
- Reset puzzle with the far left tile
- Place sphere into pedestal
- Take the pedestal sphere
- Put sphere into right wall
- Take the far right sphere
- Put into pedestal
- Push pedestal through the door
- Jump onto pedestal
- Push the second pedestal, return to main room
- Take the charged sphere from the right wall
- Place charged sphere into the left wall
- Reset
- Place the two pedestal spheres in the first left and right walls
- Go onto the lift in the center
- Push all the pedestals in, walk up the stairs
- 4. Talk to Auron, wait. SD, try to leave, SD, name Ixion
- 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
- 6. Go left, open the chest for the **4000 Gil**, cross the bridge, **SD**, exit, **SD**, go up to Moonflow.

Moonflow

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

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

EXTRACTOR - 4,000 HP

• Tidus: Haste self, then Wakka

• Wakka: Attack

• Tidus: If Lightning Steel:

- Cheer x1

Else:

- Cheer x4

- Tidus: Attack
- If got a Crit and don't have Thunder Ball:
 - Wakka: Overdrive Thunder Reels before Extractor's 4th turn.
- 4. SD, walk left to next screen, walk left and talk to Rikku, SD
- 5. Walk up to the forced encounter

RIKKU TUTORIAL

- Mash through the tutorial
- Rikku: Steal from the Treasure Chest
- If you have less than 30 Power Spheres:
 - Rikku: Overdrive Two Ability Spheres
- Else:
 - Rikku: Overdrive Two Potions
 - Rikku: Defend
 - Flee

Guaranteed 2 Power Spheres when doing the Ability Sphere Mix.

- 6. Walk to next screen.
- 7. Formation: Tidus, Wakka, Auron
- 8. Heal everyone with Potions (use them all if you can to free up the 1st Inventory Slot)
- 9. Walk north to next screen.

Guadosalam

 SD, walk to Seymour's house, try to leave. Walk into room, speak to Auron, SD, speak to Wakka, Lulu, Rikku, Yuna. SD, Skippable FMV+CS (5:50) if you buffered the Start command after Gui. 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
- Buy:
 - Shimmering Blade (Do Not Equip)
 - 3 Phoenix Downs
 - 3 Grenades, +1 if Blitz Loss, +1 for every 3
 Speed Spheres you are missing (need 14 Speed
 Spheres for the rest of the run)

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: Use a Grenade if you bought extra
- Iron Giant:
 - Tidus: Defend
 - Switch Wakka for Rikku
 - Rikku: Steal Light Curtain
 - Enemy: Attacks Rikku
 - Auron: Defend
 - Flee
- 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 charge **Rikku Overdrive**, and that you do at least one of each of the following steals.

ENCOUNTERS

- Chimera: Steal Arctic Wind, Flee
- Blue Elemental: Steal Fish Scale x2, Flee
- Else: Flee
- 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 O'aka, pick the first option ("Got any weapons?"), exit the shop, pick the first option ("Too pricey."), talk to him again ("Got any weapons?")

SHOP 9075 GIL

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

SPHERIMORPH - 12,000 HP

- Tidus: Change Armor to Yellow Shield
- Tidus: Defend
- Yuna: Defend
- Switch Tidus for Rikku
- Rikku: Grenade, check the Element
- Kimahri and Yuna: If anyone is dead Mega Phoenix, otherwise 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.

SPHERE GRID

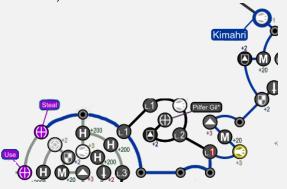
- Yuna: (9 S.Lvl)
 - Move $\uparrow x4$ or $\nwarrow x3$
 - HP +200, Level 2 Key Sphere
 - Move ↑
 - Str+2, HP+200
 - Move ↑↑
 - Str+2, Str+4, Agi+2



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



- Kimahri: (15 S.Lvl)
 - Move $\downarrow x7$ or $\swarrow\swarrow\downarrow\downarrow$, Agi+3 next to Key Sphere
 - Agi+3, Level 1 Key Sphere
 - Move $\leftarrow\leftarrow\leftarrow\leftarrow$
 - Level 1 Key Sphere
 - Move $\leftarrow\leftarrow\leftarrow\leftarrow$
 - Steal, Use



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

1. Run up and SD

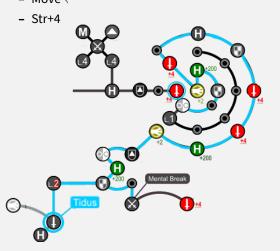
CRAWLER - 16,000 HP

- Switch Tidus for Rikku
- Rikku: Lightning Marble x1/2 Negator (1 000 HP)
- Rikku: Lightning Marble Crawler
- · Kimahri: Lightning Marble Crawler
- Lulu: Phoenix Down Rikku
- Switch Kimahri for Yuna If Kimahri didn't die
- · Yuna: Defend
- Rikku: Lightning Marble Crawler
- Lulu: Phoenix Down Rikku If Kimahri didn't die else
 Swap for Yuna and Yuna Phoenix Down Rikku
- Switch Yuna for Tidus
- Tidus: Defend
- Rikku: Overdrive HP Sphere and Lightning Marble

Tidus, Yuna, Lulu need AP.

SPHERE GRID

- Tidus: (22 S.Lvl)
 - Level 2 Key Sphere
 - Move →↑
 - Str +4
 - Move ↑↑
 - HP+200
 - Move $\rightarrow \rightarrow \uparrow$
 - HP+200, Str+4, Agi+2
 - Move \rightarrow
 - Use Strength Sphere, Activate it
 - Move $\uparrow \leftarrow \leftarrow$ or $\nwarrow \nwarrow$
 - HP+200, Str+4, Agi+2
 - Move ←



- 2. **SD**, **CS** (0:40), head to next screen
- 3. Head to Temple, **SD**. **Touch the Save Sphere**.

- 4. Jyscal Skip (Ignore if playing with Cutscene Remover):
 - · Speak to Tromell for Shell Targe
 - Walk into the wall to the right of Tromell
 - Move slightly to the right, turn around and Talk to Tromell while moving Right.
 - If successful, walk forward while mashing Shelinda's dialogue.
 - When dialogue finishes, walk up the stairs, push the man, and go through.
 - If Shelinda is not saying her dialogue, talk to one of the musicians
- 5. **SD**, walk to Fayth room, **CS** (2:10)

SEYMOUR - 3,000 HP

- Tidus: Switch Weapon to Brotherhood
- Tidus: Haste Tidus
- Enemy: Seymour Blizzara
- Tidus: Talk to Seymour
- Yuna: Change Weapon to Staff
- Enemy: Guado Guardians
 Blizzard/Thunder/Shremedy or do nothing
- Kimahri: Use Remedy on Confused character/Phoenix Down Yuna/Defend
- Switch Yuna for Auron
- · Auron: Defend
- Tidus: Overdrive Spiral Cut Seymour

ANIMA - 18,000 HP

- · Switch Tidus for Wakka
- Wakka: Change Weapon to anything
- Kimahri: Steal
- Enemy: Pain
- · Switch first survivor for Tidus
- Tidus: Attack x4
- · Switch second survivor for Rikku
- Rikku: Phoenix Down Yuna/Steal
- If Tidus Misses:
 - On Tidus' 4th turn switch him for anyone but
 - That character: Phoenix Down dead character
 - Enemy: Pain
 - Switch first survivor for **Tidus**
 - Continue the fight like normal

$\mathsf{SEYMOUR} \text{-} 6{,}000 \, \mathsf{HP}$

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

Tidus and **Yuna** need AP.

6. Name Shiva

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

EQUIPMENT

- Tidus: Sonic Steel
- 7. Formation: Rikku, Tidus, Yuna
- 8. Touch the Save Sphere, exit Fayth room.

CLOISTER OF TRIALS

- Slide pedestal to the right
- Take sphere from the right wall, place into pedestal
- Push pedestal up
- Take Glyph sphere from middle pillar
- Go downstairs and push pedestal to the right
- · Place Glyph sphere in far left slot in the wall
- Go upstairs, pick up new sphere
- Go downstairs, place sphere in pillar
- Go upstairs, take the sphere at the top of the slope
- Place in last pillar
- 9. Go to temple entrance, SD
- 10. Move south and go down the left path.
- 11. Try to not get caught by the Guados chasing you, if you get caught Flee

WENDIGO - 18,000 HP

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

Else:

- Switch Rikku for Auron
- Auron: Power Break
- Tidus: Attack Wendigo until its dead, then Guado
- Yuna: Elixir Tidus/Phoenix Down dead character/Defend
- Switch Yuna for Lulu on Yuna's 2nd turn
- Rikku: Elixir Tidus/Phoenix Down dead character/Steal from the Guado/Defend
- Lulu: Elixir Tidus/Phoenix Down dead character/Defend

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

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

Bikanel Desert

1. Walk up, SD, walk up

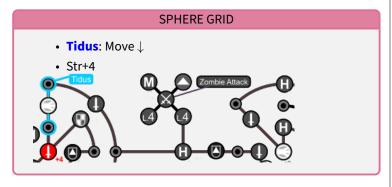
ZU

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

EQUIPMENT

- Tidus: Equip Sonic Steel
- Run up to meet with Wakka, SD. Go left to enter next screen, go right to join with Kimahri, SD. Run back and then up to meet Rikku, SD
- 4. Need 6 (4 if you still have 2 Bomb Cores) in any combination of Silence Grenades, Sleeping Powders, Smoke Bombs
- If Rikku needs her Overdrive, you can charge it on an encounter with a Zu or a Sand Worm (Escape with the others).

 After the Forced Encounter with Rikku: if you need to Steal or need to charge Rikku's Overdrive Formation: Tidus, Rikku, Auron, otherwise Formation: Tidus, Kimahri, Auron



- 7. You need 16 Power Spheres and 8 Speed Spheres at this **point** to be done farming them.
- 8. Continue along path. On the next screen, go in north-west towards the save sphere, take the shortcut to the left. Go up to the next screen and fight the Sandragora fights. They're located in the Top Right Sinkhole with Chest, and then at the end of the path up and to the left, then go up and **SD**

ENCOUNTERS

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

SANDRAGORA 1

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

- At the bottom of the pit, open the chest for the **Teleport**Spheres
- 10. Sandragora skip:
 - Go near the Sandragora pit that blocks the entrance to Home
 - Run North into the wall just on the right of the pit until
 Tidus is in the pit
 - Let Rikku push you (don't move until she goes past you)
 - Go north and enter Home
 - If you fail the skip you can Flee and retry or kill the Sandragora

SANDRAGORA 2

- Switch Tidus for Kimahri or Tidus: Haste Kimahri
- Kimahri: Overdrive Stone Breath
- 11. Formation: Tidus, Lulu, Auron

Home

1. Go into door, SD

BOMBS

- Tidus: Haste Tidus
- Tidus: Attack each, starting with Guado
- · Others: Defend

Guaranteed 6 Power Spheres.

2. **SD**

DUAL HORN

- Switch anyone for Kimahri
- Kimahri: Lancet Dual Horn (Fire Breath) if he doesn't have Overdrive
- Kimahri: Overdrive Stone Breath
- 3. Heal Tidus without Elixirs
- 4. Formation: Tidus, Lulu, Auron
- 5. Go down the stairs and left, **CS** (0:50)

CHIMERA

- Switch anyone for Kimahri
- Kimahri: Lancet Chimera (Aqua Breath)
- Kimahri: Overdrive Stone Breath
- 6. Walk down steps, **CS** (1:30)
- Before going further, open the chest for the Level 2 Key
 Sphere
- 8. **SD** until **Tidus** asks "why", **CS** (6:20)
- 9. Formation: Tidus, Rikku, Kimahri
- 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.
- If you need more than 6 Power Spheres and/or more than 4 Speed Spheres, buy Distillers from Rin, each one counts as 2 Spheres (need 22 Power Spheres and 8 Speed Spheres for the rest of the run).
- Touch the Save Sphere. Make sure that Rikku has
 Overdrive. If she doesn't, you can get encounters on Rin's
 first screen.

EVRAE - 32,000 HP

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

- Tidus: Haste Tidus
- Tidus: Cheer
- Tidus: If Tidus is still going next, immediately after his previous action, Change Armor to anything
- Rikku: Overdrive Mix Luck Sphere + Map
- Tidus: Attack x2
- Tidus: Cheer
- Tidus: Attack x3
- Kimahri or Rikku: Heal Tidus with an Elixir/X-Potion/Mega-Potion if he was hit in the first attack, Steal otherwise
- 4. **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 (3 Monks):
 - Tidus: Attack
 - Others: Defend or use Distillers
- Fights 2 and 4 (2 Monks and a YKT-63):
 - Tidus: Attack the YKT-63
 - **Rikku**: Sleeping Powder
 - Kimahri: Smoke Bomb/Silence
 Grenade/Sleeping Powder/Distiller
- Fight 5 (2 Monks and a YAT-99):
 - If you have 2 Smoke Bombs/Sleeping Powders/Silence Grenades:
 - * Tidus: Haste Rikku
 - * Rikku: Sleeping Powder/Smoke Bomb/Silence Grenade
 - * **Rikku**: If the Guards are sleeping use a Bomb Core on the YAT-99
 - * Rikku: Sleeping Powder/Smoke Bomb/Silence Grenade
 - * Tidus: Attack
 - If you have 2 Bomb Cores:
 - * Tidus: Attack the Monks
 - * Others: Use Bomb Core x2 on the YAT-99

- 3. Without Sleeping Powder:
 - Keep Formation: Tidus, Rikku, Lulu for the first 4 fights, Formation: Tidus, Rikku, Kimahri for the last one

GUARD FIGHTS - NO SLEEPING POWDER

- Fights 1 and 3 (3 Monks):
 - Tidus: Attack
 - Others: Defend or use Distillers
- Fights 2 and 4 (2 Monks and a YKT-63):
 - Switch Tidus for Kimahri
 - Kimahri: Silence Grenade/Smoke Bomb
 - Rikku: Silence Grenade/Smoke Bomb
 - Switch Kimahri for Tidus
 - Tidus: Attack the YKT-63
 - If the YKT-63 is still alive Use a Lightning Marble/Arctic Wind/Fish Scale or Attack with Tidus
- Fight 5 (2 Monks and a YAT-99):
 - If you have 2 Smoke Bombs/Silence Grenades:
 - * Tidus: Haste Rikku
 - * Rikku: Smoke Bomb/Silence Grenade x2
 - * Tidus: Attack
 - If you have 2 Bomb Cores:
 - * Tidus: Attack the Monks
 - * Others: Use Bomb Core x2 on the YAT-99
- 4. SD, Skippable FMV (1:30), SD on Yuna dialogue. Skippable FMV (30), SD. Use lift, SD.

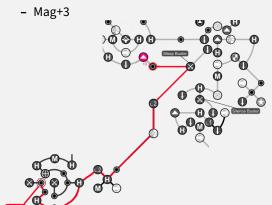
CLOISTER OF TRIALS

- Upper section:
 - Push the pedestal in
 - Press X
 - Go left at the 2nd junction
 - Take sphere, push pedestal back
 - At the 3rd junction, go back (hold X)
 - Go left at the 2nd junction
 - Place sphere into wall, push pedestal back
 - At the 3rd junction, go back (hold X)
 - Go left at the 1st junction
- Lower section (1st visit):
 - The platform will automatically stop at the 1st junction
 - After the platform stops, press X the 2nd time the arrow is pointing left
 - Go right at the 3rd junction (hold X after the 2nd junction)
 - Take Glyph sphere from wall, push pedestal back
 - At the 4th junction go right (hold X)
 - Place Glyph sphere into pedestal
 - Take Bevelle sphere from pedestal
 - Place Bevelle sphere into the wall
 - Take the Glyph sphere
 - Place Glyph sphere into the next wall
 - Take Destruction sphere from the new wall
 - Place Destruction sphere on the pedestal
 - Take Bevelle sphere from the wall
 - Push pedestal back and fall off the edge
- Lower section (2nd visit):
 - Go straight (hold X)
 - At the 3rd junction go right (hold X after the 2nd junction)
 - Place Bevelle sphere on the pedestal
 - Take Destruction sphere from the pedestal
 - Place Destruction sphere into wall
 - Push pedestal back and fall off the edge
- Lower section (3nd visit):
 - Go straight
 - At the 2nd junction go right (hold X)
 - Push pedestal
 - Go up the stairs, open the chest
- 5. SD, name Bahamut, don't save, SD

Via Purifico

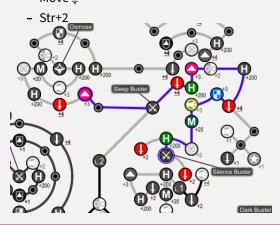
- 1. Run up past the first telepad
- 2. Go to the second telepad and travel north.

- Auron:
 - Move →→→
 - Level 2 Keysphere
 - Move $\rightarrow \rightarrow \rightarrow \rightarrow$
 - Level 2 Keysphere
 - Move ↑↑



SPHERE GRID

- Yuna:
 - Teleport Sphere to Auron's Magic Node↑
 - Mag+3, Str+4
 - Move $\rightarrow \rightarrow \rightarrow \uparrow$
 - HP+200, Str+4, Mag+3
 - Move \rightarrow
 - Def+3, Str+4, Agi+3
 - Move ✓↓
 - MP+20
 - Move /
 - HP+200, Str+2
 - Move↓



- 3. You need 14 Power Spheres and 7 Speed Spheres for the rest of the run.
- 4. Keep track of how many things you kill here.

ENCOUNTERS

• Maze Larva: Summon Ixion, Attack

ISAARU

- Grothia (8000 HP):
 - Yuna: Summon Bahamut
 - Bahamut: Attack
- Pterya (12000 HP):
 - Yuna: Summon Bahamut
 - Bahamut: Attack x2
- Spathi (20000 HP):
 - Yuna: Summon Ixion
 - Ixion: Attack x5
- Swim right and then up. Can use the underwater chest at the start to buy Power/Speed Distillers. If needed, you can attack Yellow Starfish and Sahagins with **Tidus** for 2x Power Spheres.

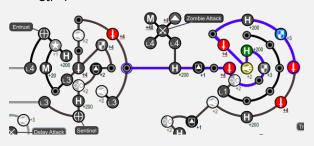
EVRAE ALTANA

- Anyone: 1 Power/Speed Distiller if needed
- Anyone: Phoenix Down/Elixir x2 Evrae Altana
- 6. Swim to exit, SD

Highbridge

SPHERE GRID

- · Yuna:
 - Teleport to Strength Sphere ↑↑ or *>*
 - Str+4, Str+4, Def+3
 - Move $\leftarrow\leftarrow$
 - Str+4, HP+200, Agi+2
 - Move \leftarrow
 - Str+4
 - Move $\leftarrow\leftarrow\leftarrow\leftarrow\leftarrow$
 - Str+4



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

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:
 - Move \leftarrow
 - Str+4



 If you have less than 2 Water Gems: Formation: Tidus, Auron, Yuna, then steal Gems from Flame Flans until you have 2 total

ENCOUNTERS

- Flame Flan:
 - Switch anyone for Kimahri
 - Kimahri: Steal
 - Switch anyone for **Tidus**
 - Flee
- 3. Formation: Tidus, Kimahri, Auron
- 4. Continue north to the Calm Lands Exit
- 5. Run north, SD

DEFENDER X - 64,000 HP

- Switch Tidus for Yuna
- Yuna: Summon Bahamut
- Bahamut: Attack x2
- 6. SD, walk across bridge and up to Mt. Gagazet, SD

Mt. Gagazet

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

BIRAN AND YENKE

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

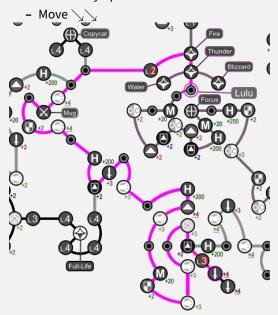
Pay attention to your drops, they affect **Yuna**'s sphere grid

below.

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

• Lulu:

- Move ↑↑
- Level 2 Key Sphere
- Move $\downarrow x9$
- Level 3 Key Sphere



Yuna:

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



- If you got 2 Return Spheres:

- * Friend Sphere to **Lulu**, ↓↓
- * Str+4, Str+4
- * Lulu: Move <a> \tag{ } \cdot \tag{ } \cdot \tag{ } \
- * Yuna: Friend Sphere to Lulu,
- * Str+3, Agi+4, Agi+4



- If you got **0 Return Spheres**:

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

* Yuna: Friend Sphere to Tidus

* Str+4

* **Tidus**: Move $\nwarrow \leftarrow$ or $\checkmark \checkmark$

* Armor Break

* Do the 2 Return Sphere Menu

* **Rikku**: : Move $\downarrow x5$

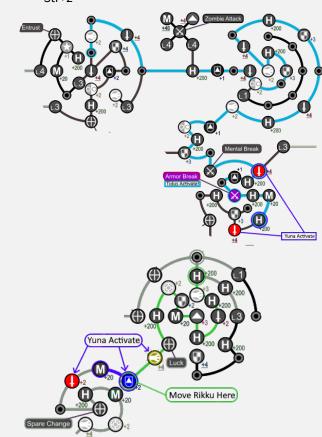
* Yuna: Friend to Rikku↓

* Agi+4

* MgDef +2

* Move \leftarrow

* Str+2



- Tidus if you didn't get Armor Break:
 - If you got 4 Return Spheres:
 - * Return Sphere ↓ ∕ √ , Str+4 near Armor Break
 - * Move \\ ← or \/ /
 - If you got 2 Return Spheres:
 - * Move to Armor Break $\to x3, \downarrow x6$
 - Armor Break

- 1. If you had 2 or 4 Return Spheres:
 - · Customize:
 - Auron: Shimmering Blade → First Strike
 - Yuna: Staff \rightarrow First Strike
- If you need need to charge Rikku's Overdrive Formation: Tidus, Rikku, Auron, otherwise Formation: Tidus, Kimahri, Wakka.

EQUIPMENT

- Auron: Sonic Blade
- 3. Walk up, **SD**, **CS** (1:20), continue walking up, avoid the gravestones.
- Charge Rikku's Overdrive in an encounter with Mechs, Steal from the Mech Leader with Rikku and Escape with the others (optional if you have a Silence Grenade)
- 5. Follow the path around.
- 6. If you had 2 or 4 Return Spheres Formation: Tidus, Yuna, Auron, otherwise Formation: Tidus, Kimahri, Wakka

SEYMOUR FLUX - 70,000 HP

- If you had 4 Return Spheres:
 - Yuna: Attack
 - Tidus: Haste Yuna
 - Switch Auron for Rikku
 - Rikku: Silence Grenade or Overdrive HP Sphere + Grenade
 - Yuna: Summon Bahamut
 - Bahamut: If you used a Silence Grenade Impulse, otherwise Attack
 - Yuna: Attack x6
 - Tidus: Attack x2 (If Yuna crit, skip the second Attack to try and get Overkill)
- If you had 2 Return Spheres:
 - Yuna: Attack
 - Tidus: Haste Yuna
 - Switch Auron for Rikku
 - Rikku: Silence Grenade or Overdrive HP Sphere + Grenade
 - Yuna: Summon Bahamut
 - Bahamut: Attack
 - Yuna: Attack
 - Tidus: Attack
- If you had 0 **Return Spheres**:
 - Switch **Tidus** for **Yuna**
 - Yuna: Summon Bahamut
 - Bahamut: Impulse

- 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.
- 9. 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.
- 10. Tidus can attack Splashers for Power Spheres (only attack the 3 fish group): if you got 4 Return Spheres you need 5 Power Spheres; if you got 2 Return Spheres you need 3 Power Spheres; if you got 0 Return Spheres you don't need any Power Spheres.
- 11. 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.
- 12. Go up left path, **SD**, continue up the path, **Touch the Save Sphere** if **Bahamut** was banished and you didn't touch one earlier.
- 13. Formation: Tidus, Yuna, Wakka. Go onto the next screen.

SANCTUARY KEEPER - 40,000 HP

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

Zanarkand

- 1. **SD**, **CS** (0:50), walk left. **FMV+CS** (2:20)
- 2. Move left to the sphere, **SD**, **CS** (1:40). Walk further left and follow the path down, **CS** (3:20), walk left onto the next screen.
- 3. If Rikku doesn't have Overdrive Formation: Tidus, Auron, Rikku, otherwise Formation: Tidus, Auron, Kimahri
- 4. You can charge **Rikku**'s **Overdrive** on an encounter with a Behemoth or a Defender Z (Escape with the others).
- 5. Open the first chest on the left for the **Fortune Sphere**, continue on the path until you get inside the Dome.
- If you got 4 Return Spheres and you missed the Overkill on Seymour Flux kill two YKT-11 or one Defender Z with Formation: Tidus, Auron, Yuna, only Yuna needs the AP.

ENCOUNTERS

- YKT-11:
 - Yuna: AttackTidus: Attack
 - Flee
- Defender Z:
 - Yuna: Summon Bahamut
 - Bahamut: Attack
- 7. After Seymour's Mom **CS**, if you had **4 Return Sheres** open the chest for the **Friend Sphere** on the right path.
- 8. When you leave the last encounter zone, the hallway before the Zanarkand Trials, open the chest for the **Luck Sphere** on the right.

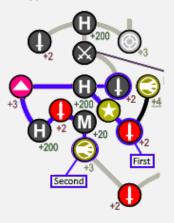
SPHERE GRID

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



- If you got 2 Return Spheres:

- * Return Sphere to Str+2 in Wakka's grid, >
- * Move ←
- * Level 1 Key Sphere, Mag+3
- * Luck Sphere, Fortune Sphere
- * Move
- * Agi+4, Str+2
- * Move $\leftarrow\leftarrow$
- * Agi+3, Str+2
- * Move↓
- * Str+2



- If you got **0 Return Spheres**:

- * Move ↓↓
- * Luck Sphere, Fortune Sphere

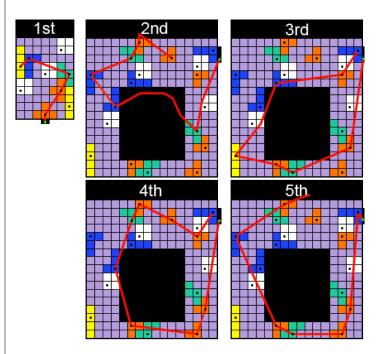


- 9. Formation: Tidus, Auron, Yuna
- 10. If you had 0 Return Spheres:
 - Customize:
 - Auron: Shimmering Blade \rightarrow First Strike
 - Yuna: Staff → First Strike

EQUIPMENT

• Auron: Sonic Blade

11. Touch the Save Sphere



- 12. Push in the pedestals starting from the Top Left, to Bottom Left, then Top Right, Bottom Right, then Besaid Sphere.

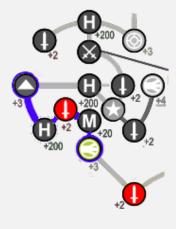
 After pushing in each pedestal, do the corresponding puzzle, shown above.
- 13. After the second puzzle, take the Kilika Sphere on the left and put it into the second pedestal.
- 14. After the fifth puzzle, take the Besaid Sphere from the right and put it into the fifth pedestal.
- 15. **CS**, run into the large room

SPECTRAL KEEPER - 52,000 HP

- Yuna: Summon Bahamut
- Bahamut: Attack

SPHERE GRID

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



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

YUNALESCA - 132,000 HP

Yuna: Summon Bahamut

• Bahamut: Attack

If any weapon drops, it will have Zombie Strike

17. 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, **SD**. In the Fayth room, pick the 1st option "I Think So", then pick the 2nd option "Defeat Yu Yevon"
- 3. Walk up to Cid, travel to Sin, **SD**, **Skippable FMV**, **SD**. Go through the corridors to the outside of the airship, **SD**, 3 **Skippable FMV** (2:10), **SD**

SIN LEFT FIN - 65,000 HP

• Yuna: Summon Bahamut

Bahamut: Impulse x2

4. SD, CS+Skippable FMV

SIN RIGHT FIN - 65,000 HP

• Yuna: Summon Bahamut

• Bahamut: Impulse x2

5. SD, CS+Skippable FMV

SIN GENAIS AND CORE - 56,000 HP

• Yuna: Summon Bahamut

• If you still need Return Spheres:

- Bahamut: Attack Genais

• Bahamut: Impulse Core

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

6. SD, Skippable FMV

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

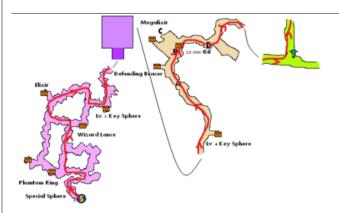
OVERDRIVE SIN - 140,000 HP

• Yuna: Summon Bahamut

Bahamut: ImpulseBahamut: Attack x2

8. Skippable FMV (1:20), SD

Inside Sin



- If Rikku doesn't have Overdrive Formation: Tidus, Auron, Rikku, otherwise Formation: Tidus, Auron, Kimahri
- Walk along the path, you can charge Rikku's Overdrive on an encounter with a Behemoth King or Adamantoise (Escape with the others), flee from the rest.
- 3. Before Seymour Omnis, Formation: Tidus, Auron, Yuna
- 4. Go up the steps, SD

SEYMOUR OMNIS - 80,000 HP

• Yuna: Defend

• Tidus: Armor Break

• If Armor Break Hit:

- Auron: Defend

• If Armor Break Missed:

- Switch Auron for Rikku

 Rikku: Overdrive Mix Arctic Wind/Lightning Marble/Bomb Core/Fish Scale + HiPot/MegaPot/XPot/Mega Phoenix

Yuna: Cure MortiphasmEnemy: Firaga x3, Blizzara

- Yuna: Change Wind Rod to Wind Rod

- Tidus: Armor Break

• Yuna: Summon Bahamut

• Bahamut: Attack

5. **SD**, walk north.

6. Formation: Tidus, Kimahri, Auron

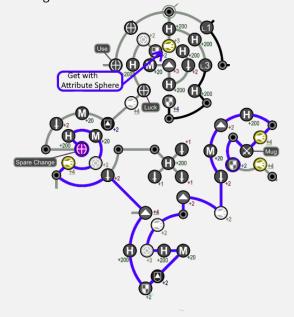
- 7. You can charge **Rikku**'s **Overdrive** on an encounter with a Behemoth King, Adamantoise or Barbatos (Escape with the others), flee from the rest.
- 8. Turn left onto the bridge, go onto the next screen. **Touch the Save Sphere** if needed.
- 9. Complete the minigame, picking up the eggs and avoiding the crystals.

SPHERE GRID

- If you got 2 or 4 Return Spheres:
 - Yuna: Attribute Sphere Rikku's +3 Agi (hold ←)
 - Return Sphere $(\downarrow\downarrow\leftarrow\leftarrow)$
 - Go down, picking up Agi+4, Spare Change, Agi+4



- If you got 0 **Return Spheres**:
 - Spare Change
 - Move ✓
 - Agi+4
 - Attribute Sphere Agi+3 at the start of **Rikku**ś grid
 - Move to Mug $\searrow \rightarrow x7$
 - Agi+4
 - Move↓
 - Agi+4



- Tidus: If you didn't get a Zombie Strike weapon:
 - Move $\uparrow x5$
 - Level 4 Keysphere
 - Move↑
 - Zombie Attack



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

EQUIPMENT

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

BRASKA'S FINAL AEON - 180,000 HP

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

1. CS+Skippable FMV (4:00)

POSSESSED AEONS

- Spare Change as follows:
 - Valefor: 20,000 GilIfrit: 30,000 GilIxion: 30,000 Gil

- Shiva: 30,000 Gil

- Bahamut: All remaining Gil

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

YU YEVON - 99,999 HP

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