

FFX Any% - Blitz Loss

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Acknowledgements

CloseToWar, Flobberworm, Roosta, Keeano, TheMixedHerb

Zanarkand

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

Sinspawn

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

Sinspawn Ammes - 2,400 HP

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

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

Tanker - 1,000 HP

- **Tidus**: Switch Weapon
- **Auron**: Attack Self
- **Tidus**: Switch Weapon x2
- **Tidus**: Attack Tanker
- **Auron**: Attack Tanker
- **Tidus**: Attack Tanker after Auron has returned to position

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

Baaj Temple

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

Sahagins and Geosgaeno

- Attack the two Sahagins until dead
- **CS** (0:30)
- Defend 4 times

3. Heal **Tidus** with Potions. Open options, switch cursor to memory, aeons to short.
4. **CS**, go down and left and go through door. Pickup flint and exit.
5. Go north and through door. Climb steps to withered bouquet. Go back to the fire in the center. **CS** (2:10)

Klikk - 1,500 HP

- **Tidus**: Attack x6, less with Crits
- **CS**, **SD**
- **Rikku**: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- **Tidus**: Attack
- Potion if **Tidus** is less than 110 HP
- Continue until dead

6. **CS** (2:30). Talk to **Rikku** for tutorial, **SD**
7. Hold O, down, left. Use circle and move forward.

ENCOUNTERS

- Piranha:
 - Steal Grenades with **Rikku** and Attack with **Tidus**

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

Piranha

- **Rikku**: Steal Grenades from each set
- **Tidus**: Attack

9. **CS**, swim down, swim left. Heal with potions if **Rikku** is below 250 HP

Tros - 2,200 HP

- **Rikku**: Steal if you had less than 6 grenades
 - **Rikku**: Grenade x6
 - **Tidus**: Attack x2, Standby otherwise
- Overkill gives +2 Power Spheres

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

Besaid

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

ENCOUNTERS

- Piranhas:
 - Attack if 2 groups, or 3 if preempt.
 - Otherwise run away.

4. **SD** next couple of screens. Walk to temple, **CS** (0:30). Walk to the Priest, **CS** (1:30). Walk to **Wakka** tent (middle right), talk to him and **SD**
5. Walk to temple, **SD**

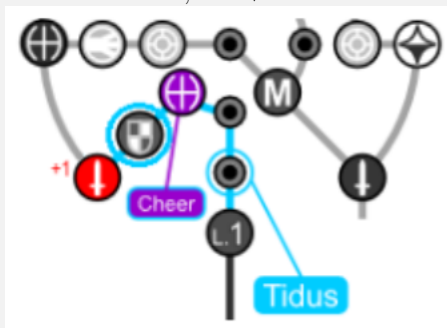
Cloister of Trials

- Touch the wall at the end
- Touch the wall on the right
- Go down the steps and pickup the sphere from the wall
- Go down the steps and place the sphere in the door
- Go down the corridor past the first pedestal
- Touch the wall opposite the second pedestal to open the hidden room
- Pickup the sphere in the hidden room, place it on the second pedestal
- Push the pedestal to complete the trials

6. **CS** (1:00), **SD** inside the Fayth room. **FMV+CS** (1:00). **SD** after the **FMV**, walk down to Besaid Center. **CS** (1:40), name **Valefor**.
7. **SD** at party, walk to **Yuna**. **SD**, respond "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 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 6th Attack

11. **SD**, continue running

Garuda

- **Yuna**: Summon **Valefor**
- **Valefor**: Thunder 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**: Lancel the Sin Fin
- **Enemy**: Moves
- **Tidus**: Defend
- **Kimahri**: Lancel the Sin Fin
- **Lulu**: Thunder the Sin Fin
- Switch **Tidus** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: Energy Blast **Overdrive** on Sin Fin

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

Sinspawn Echuilles - 2,000 HP

- **Tidus**: 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**

Lancel Tutorial

- **SD**
- **Kimahri**: Lancel
- Switch **Kimahri** for **Yuna**
- **Yuna**: Defend
- **Tidus**: Attack
- **Lulu**: Fire

- 100

-

- Killer Bee + Yellow Element:

- 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
 - **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**: Boost
 - **Valefor**: Dismiss
 - **Wakka**: Defend
 - Flee

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

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

Cloister of Trials

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

11. In Fayth room, **SD**, speak to **Wakka** first. Try to leave room, **SD**, name **Ifrit**
12. Hold down to exit temple, **CS** (0:40), **SD**
13. 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.

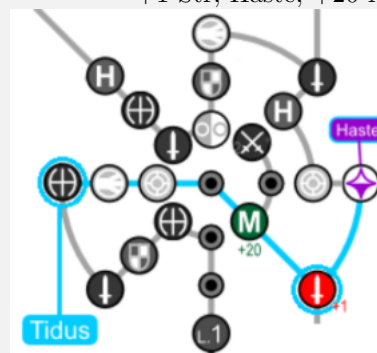
Oblitzerator - 3,000 HP

- **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.

SPHERE GRID

- **Tidus**: (5 S.Lvl)
 - 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

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

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

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 Spshot 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.

12. **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

13. **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

14. **CS+Skippable FMV** (1:30). Don't save. **SD** the Auroch scene

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

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

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

Mi'ihen Highroad

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

ENCOUNTERS

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

2. Mi'ihen Skip

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

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

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

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

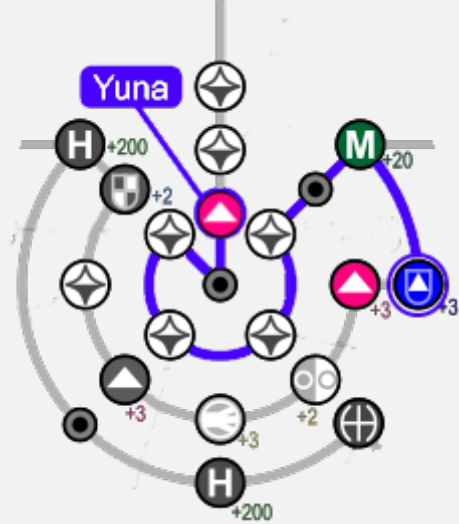
EQUIPMENT

- **Wakka**: Scout/Ice Ball

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

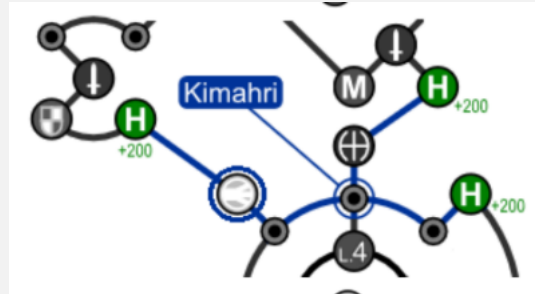
SPHERE GRID

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

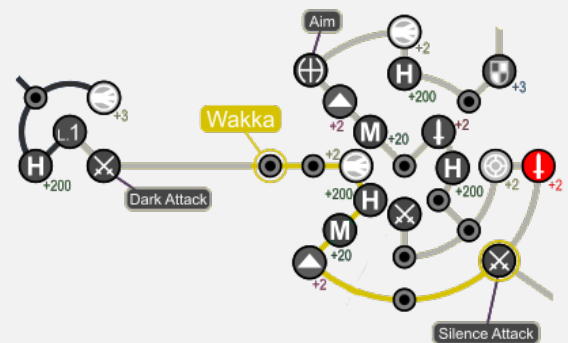


- **Kimahri**: (6 S.Lvl)

- Move →
- +200 HP
- Move ←↑
- +200 HP
- Move ←
- +200 HP



- **Wakka**: (7 S.Lvl)
 - Move → x4(↓)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

- | ENCOUNTERS |
|---|
| <ul style="list-style-type: none"> ● Wakka: Attack Raptors or Gandarewas ● Yuna: Defend ● Flee |

• **Yuna:** (3 S.Lvl)

- Move ↓↓
- +3 Magic, +3 Agi

The Sphere Grid for Yuna is a circular arrangement of 20 spheres. A blue path is highlighted, starting from the bottom sphere (H, +200) and moving clockwise through the following spheres: a sphere with a yellow circle and a blue 'E' (+3), a sphere with a black circle and a white cross (+2), a sphere with a black circle and a white triangle (+3), a sphere with a black circle and a white square (+3), and finally the top sphere (M, +20). The path ends at the top sphere.

- | 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, 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**
 - **Ifrit**: Fire Main Body until 3000 HP
 - **Ifrit**: Hellfire

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

Sinspawn Gui 2 - 6,000 HP

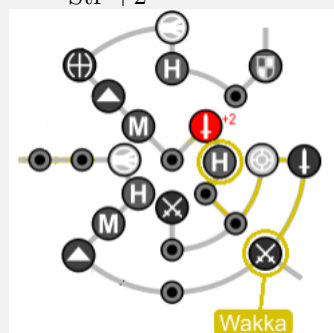
- If **Yuna** or **Valefor** don't have **Overdrive**:
 - **Seymour**: Thundara Head (←)
 - **Seymour**: Thundara Body x5
 - **Yuna**: Defend
 - **Auron**: Defend
- If they do:
 - **Seymour**: Thundara Body x2
 - **Yuna**: Summon **Valefor** or Grand Summon **Valefor**
 - **Valefor**: Energy Blast

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

16. 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 ↑↑↑ (PC) or ↑↑ (PS2)
 - Str +2



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**.
3. Walk north, **SD**, walk left, **SD**, walk left past 2 screens, **SD**. Potion/Cure **Tidus** if he got injured. 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:*
 - 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

- 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
 - Other Equipment worth 1k+ Gil
 - Buy:
 - Buy: Baroque Sword (Do Not Equip)
 - Shimmering Blade (Do Not Equip)
 - 3 Phoenix Downs
 - 4 Grenades, +1 for every Buer encounter you want for Speed Spheres
- 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: Try to 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

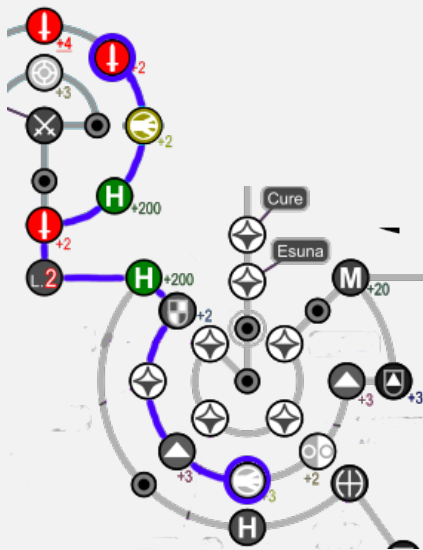
- **Tidus**: Change Armor to Yellow Shield
- **Tidus**: Defend
- **Yuna**: Defend
- Switch **Tidus** for **Rikku**
- **Rikku**: Grenade, check the Element
- **Kimahri**: Defend
- **Rikku**: **Overdrive**, Mag Def Sphere with
 - Fire: Arctic Wind
 - Ice: Bomb Core
 - Water: Lightning Marble
 - Thunder: Fish Scale

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

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

-
- A diagram of a 3D helical structure, possibly representing a protein or a DNA-like molecule. The structure is composed of several nodes (spheres) connected by a grey arc. The nodes are labeled with various symbols: a plus sign in a circle, a gear, a downward arrow, a triangle, a plus sign, a circle with a cross, a circle with a dot, and a circle with a plus sign. A green callout box labeled 'Rikku' points to a specific node in the structure, which is a green sphere with a white 'H' and a green plus sign. The structure is also labeled with 'L1' and 'L3' at different points.

-

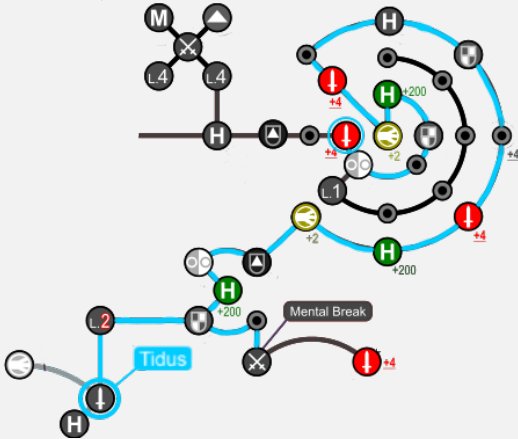


- ## Lake Macalania

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

SPHERE GRID

- **Tidus:** (22 S.Lvl)
 - Level 2 Key Sphere
 - Move →↑
 - Str +4
 - Move ↑↑
 - HP+200
 - Move →→↑
 - HP+200, Str+4, Agi+2
 - Move ↑↖
 - HP+200, Str+4, Agi+2
 - Move ←
 - 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, 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:** Haste **Tidus**
- **Tidus:** Cheer
- **Tidus:** Talk to Seymour
- **Yuna:** Change Weapon
- Switch **Kimahri** for **Rikku**
- **Rikku:** Defend. If Shremedy landed, Remedy the afflicted target.
- Switch **Yuna** for **Kimahri**
- **Kimahri:** Defend. If Shremedy landed, Remedy the afflicted target.
- **Tidus:** Switch to Brotherhood
- **Tidus:** Overdrive Spiral Cut Seymour

Anima - 18,000 HP

- **Rikku:** Use Lightning Marble/Bomb Core/Arctic Wind
 - Switch **Tidus** for **Wakka**
 - **Wakka:** Switch Weapon
 - **Kimahri:** Use Lightning Marble/Bomb Core/Arctic Wind
 - **Enemy:** Pain
 - Switch **Wakka** for **Tidus**, if **Wakka** died then switch **Rikku** instead.
 - **Tidus:** Attack x4
 - Switch **Kimahri** for **Rikku** if you had to switch out **Rikku** before
 - **Rikku:** Steal/Phoenix Down **Yuna** if she's dead.
- Tidus** and **Yuna** need AP.

Seymour - 6,000 HP

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

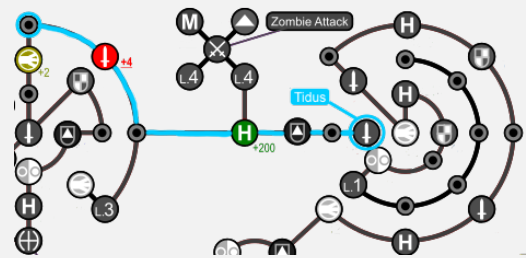
7. Name Shiva

EQUIPMENT

- **Tidus:** Sonic Steel

SPHERE GRID

- **Tidus:**
 - Move ←←
 - HP+200
 - Move ←↑↑
 - 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. 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 (Top One)
 - *If Light Curtain*:
 - **Rikku**: Light Curtain **Tidus**
 - *Else*:
 - Switch **Rikku** for **Auron**
 - **Auron**: Power Break
 - **Tidus**: Attack Wendigo, then Guado
 - **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 if **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), (press Start immediately after skip), **SD** in Dream Sequence

Bikanel Desert

1. You need 24 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

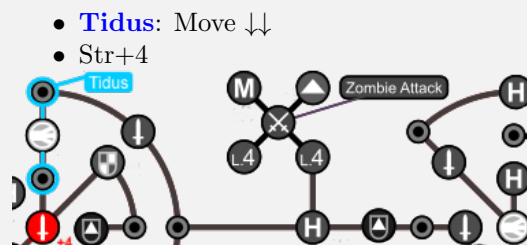
- ### 3. SD

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**
- 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



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 5 in any combination of Sleeping Powders, Smoke Bombs, Silence Grenades
9. *Else:*
 - Need 7 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 steals Sleeping Powders x2
- Zu steals Smoke Bomb x3
- Alcyone steals 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

- At the bottom of the pit, open the chest for the **Teleport Spheres**
- Formation:** **Tidus**, **Rikku**, **Auron**

Sandragora 2

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

[Home](#)

-
1. Go into door, **SD**

Bombs

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

2. SD

Dual Horn

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

3. Heal **Tidus** without Elixirs

4. Go down the stairs. Once the camera flips, **Formation: Tidus, Rikku, Auron**, go back up the stairs into the door.

5. Do the following Dual Horn encounter

Dual Horns

- **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

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

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

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

Chimera

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

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

10. Before going further, open the chest for the **Level 2 Key Sphere**

11. **SD** until Tidus asks "why", **CS** (6:20)

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

13. Go bottom right to the next screen, run across the bridge

Airship

1. **SD** during **CS+3 Skippable FMV**. Walk down corridor to the next screen, go back in, **SD**. Speak to Brother, **SD**. Walk towards corridor, **SD**. Walk towards camera to the next screen, go up and speak to Rin.

2. 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

- **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**

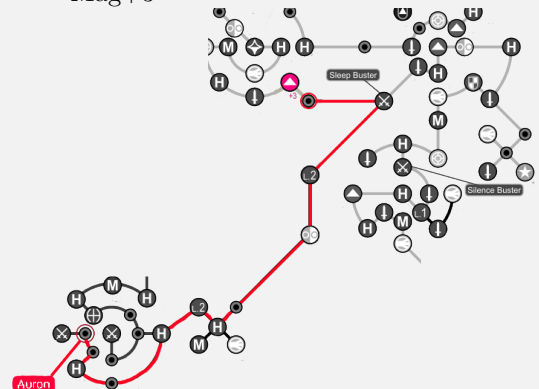
Via Purifico

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

SPHERE GRID

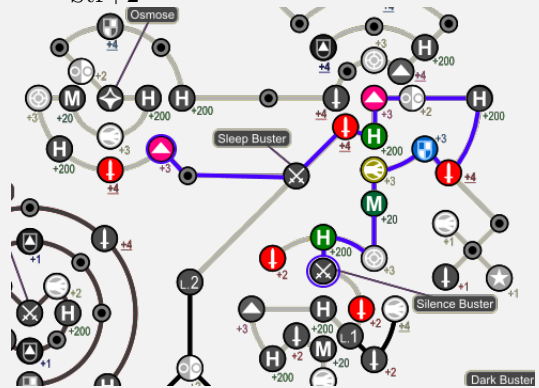
• **Auron:**

- 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



3. Check how many Power Spheres you have left, you need 15 more 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 (12000 HP):
 - **Yuna**: Summon **Ixion**
 - **Ixion**: Attack x5

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

Calm Lands

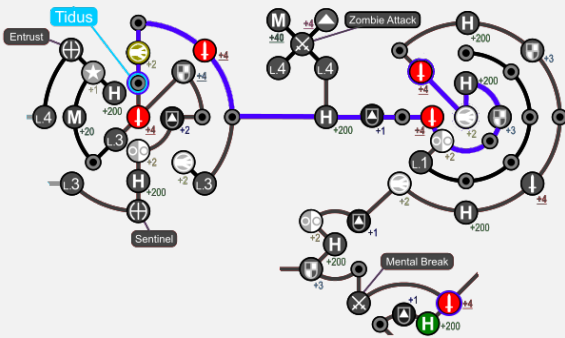
1. **SD**, walk left

- Highbridge

SPHERE GRID

-

- **Yuna:**
 - Teleport to Tidus Str+4 by Mental Break \leftarrow
 - Str+4, HP+200
 - Friend Sphere to **Tidus** \uparrow
 - Agi+2, Str+4
 - Move $\rightarrow \rightarrow$
 - Str+4
 - Move $\rightarrow \rightarrow \rightarrow \rightarrow$
 - Str+4
 - Move \uparrow
 - Str+4



- ## ENCOUNTERS

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

- Mt. Gagazet

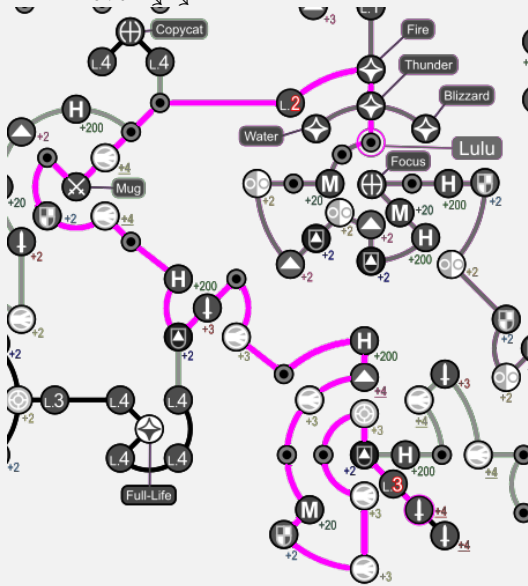
- Biran and Yenke

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

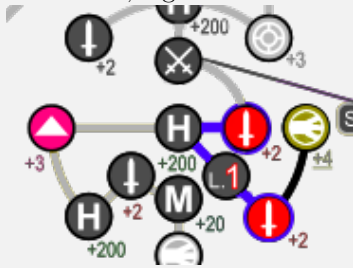
Pay attention to your drops, they affect Yuna's sphere grid below.

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 ↘
 - * Move ←
 - * Mag+3, Level 1 Key Sphere
 - * Move ↓↓
 - * Str+2, Agi+4



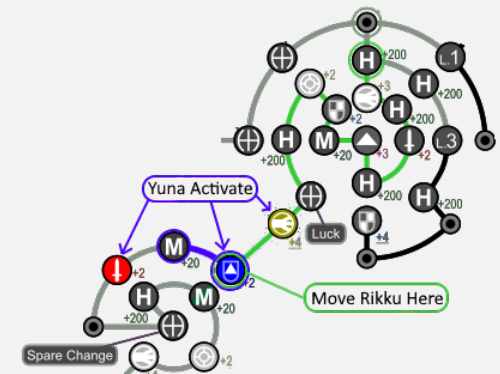
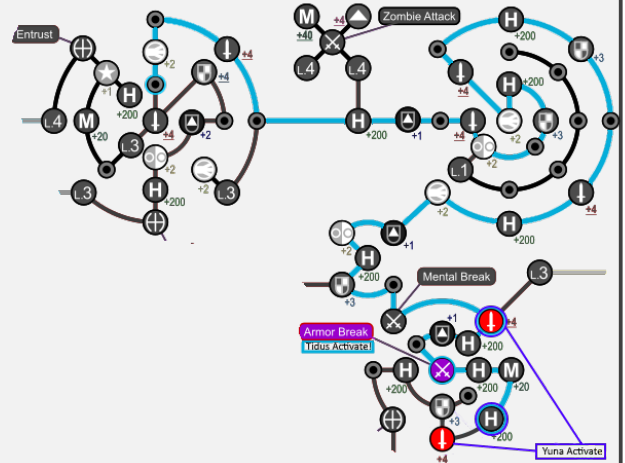
- If you got 2 Return Spheres:

- * 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:

- * Tidus: Move to Armor Break → x3, ↓ x6
- * Tidus: Armor Break
- * Tidus: Move to HP ↘
- * Yuna: Friend Sphere to Tidus
- * Str+4
- * Do the 2 Return Sphere Menu
- * Rikku: : Move ↓ x5
- * Yuna: Friend to Rikku ↓
- * Agi+4
- * Move ←
- * 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 → x3, ↓ x6
- Armor Break

1. If you had 2 or 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.
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, if you're using **Rikku Overdrive**, then Hi-Potion Rikku
7. **Formation: Tidus**, Yuna, **Auron** *If you had 2 or 4 Return Spheres else Formation: Tidus, Kimahri, Wakka*

Seymour Flux - 70,000 HP

- *If you had 2 or 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
 - 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

8. **Formation: Tidus**, **Kimahri**, **Auron**
9. **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**.
10. 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.
11. **Tidus** can attack Splashers for Power Spheres if needed. Try to only attack the 3 fish groups.
12. 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.
13. Go up left path, **SD**, continue up the path, **Touch the Save Sphere** if **Bahamut** was banished and you didn't touch one earlier.
14. **Formation: Tidus**, Yuna, **Kimahri**. Go onto the next screen.

Sanctuary Keeper - 40,000 HP

- Yuna: Defend
- **Tidus**: Armor Break
- 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. **Formation: Tidus**, **Auron**, **Kimahri** *if you don't need to build Rikku Overdrive else Formation: Tidus, Auron, Rikku.*
4. Make sure to build **Rikku Overdrive** on Behemoth or Defender Z, unless you want to use a Skill Sphere on the Final Boss for Armor Break.
5. If you missed the Overkill on **Seymour Flux**, then kill two **YKT-11** or one **Defender Z** with Yuna and **Tidus**, with **Formation: Tidus**, Yuna, **Auron**

ENCOUNTERS

- YKT-11:
 - **Tidus**: Attack
 - Yuna: Attack
- Singular Defender Z Inside of Dome:
 - Yuna: Summon **Bahamut**
 - **Bahamut**: Attack

6. Continue on the path. open the chest for the **Fortune Sphere** on the left of the road. Seymour's Mom **CS**
7. After the **CS**, open the chest for the **Friend Sphere** on the right, **skip** it if you had 0 or 2 Return Spheres. 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 ←←
 - * Agi+3, Str+2
 - * Move ↓
 - * Str+2



- If you got 0 Return Spheres:
 - * Move ↓↓
 - * Luck Sphere, Fortune Sphere



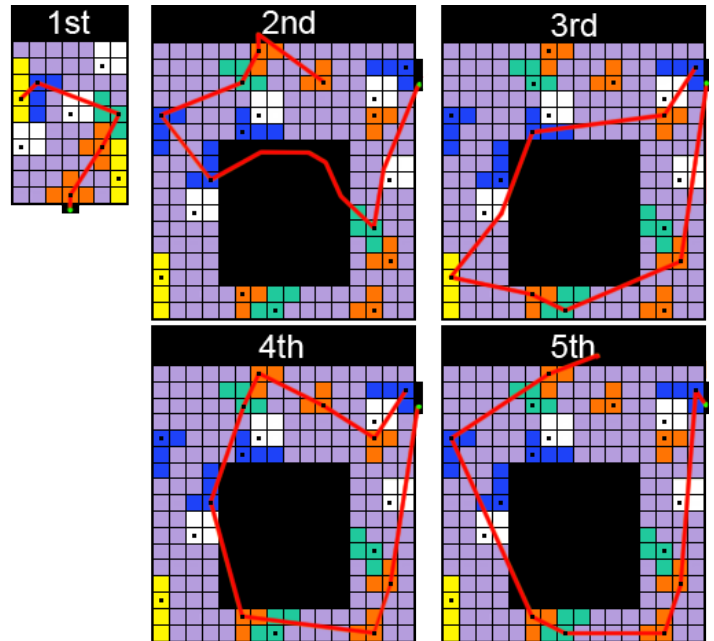
9. If you had 0 Return Spheres:

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

EQUIPMENT

- Auron: Sonic Blade

10. Touch the Save Sphere



- Push in the pedestals starting from the Top Left, to Bottom Left, then Top Right, Bottom Right, then Besaid Sphere. After the second puzzle, take the Kilika Sphere on the left and put it into the second pedestal. After the fifth puzzle, take the Besaid Sphere from the right and put it into the fifth pedestal.

- 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 →
 - 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

The diagram illustrates a sphere grid with various nodes and their connections. The nodes are represented by circular icons containing symbols: 'H' for Head, 'M' for Mind, 'S' for Speed, 'T' for Time, and 'R' for Return. Some nodes are highlighted with colored circles: blue, red, and green. Arrows indicate movement paths between nodes. Numerical values are associated with specific nodes, such as +200, +2, +3, +4, +8, and +20.

-

Yunalesca - 132,000 HP	
<ul style="list-style-type: none"> Yuna: Summon Bahamut Bahamut: Attack 	Check for any weapon drops with Zombie Strike

- # Airship

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

4. Go up the steps, **SD**

- 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

5. SD, walk north.

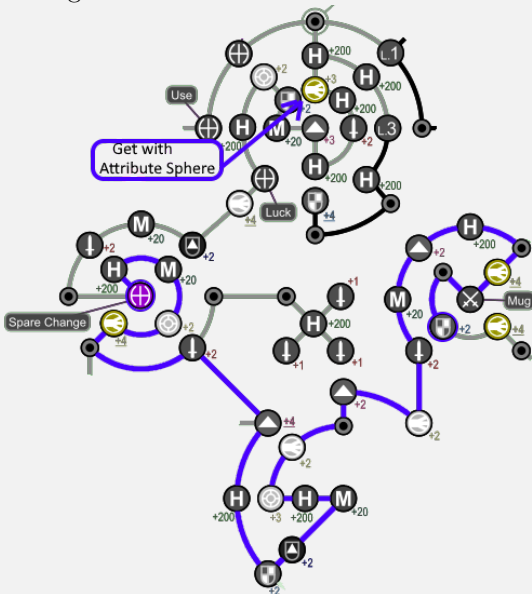
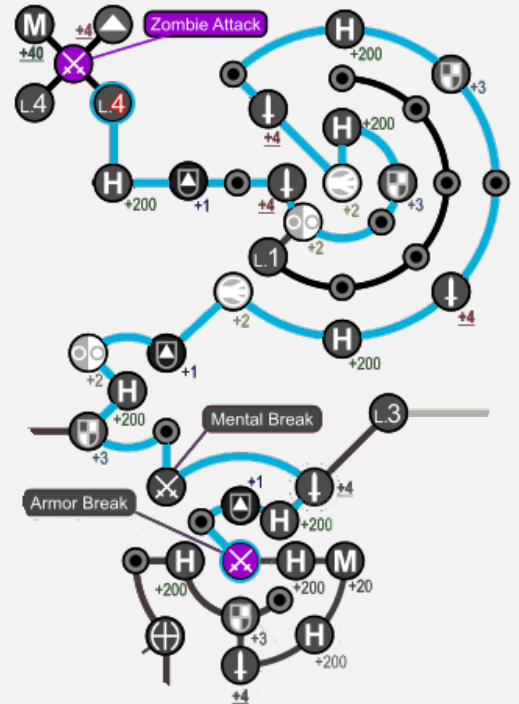
6. **Formation:** Tidus, Kimahri, Auron

7. Make sure that Rikku's Overdrive is charged. Can skip if using Skill Sphere for Armor Break.

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.

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



EQUIPMENT

- 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. Walk up to Jecht, **CS** (4:30)

Braska's Final Aeon - 180,000 HP

1. CS+Skippable FMV (4:00)

Possesed Aeons

- Spare Change as follows:
 - Valefor: 20,000 Gil
 - Ifrit: 30,000 Gil
 - Ixion: 30,000 Gil
 - Bahamut: 40,000 Gil
 - Shiva: All Remaining Gil

2. CS (1:40)

Yu Yevon - 99,999 HP

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