

FFX Any%

Mr.Tyton

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TBD

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 CS** (2:30), **SD**

Sinspawn

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

Sinspawn Ammes - 2,400 HP

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

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

Tanker - 1,000 HP

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

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

Baaj Temple

1. Hold O, Down talk to Ject. **SD** when **Tibus** wakes up. Swaim 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 **Tibus** 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

- **Tibus**: Attack x6, less with Crits
- **CS**, **SD**
- **Rikku**: Grenade x2, Steal x2, Attack (need at least 6 Grenades)
- **Tibus**: Attack x5
- Potion if **Tibus** 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 **Tibus**

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

Piranha

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

9. **CS**, swim down, swim left

Tros - 2,200 HP

- **Rikku**: Steal if you had less than 6 grenades
- **Rikku**: Grenade x6
- **Tibus**: Attack x2, Potion if anyone is under 150 HP

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

11. **SD** until **Tibus** gets food. **CS** (3:00). Walk to **Rikku**. **CS** (2:30), **SD** during Al Bhed Dialogue. Don't save.

Besaid

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

ENCOUNTERS

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

4. **SD** next couple of screens. Walk to **Wakka** tent (bottom 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 pedestal
- Go down the steps and palce 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

- ## SPHERE GRID
- If *Tidus* has 3 levels:
 - Get Cheer, Str +1
-
- The diagram illustrates the Sphere Grid, a complex network of nodes and connections. A specific path is highlighted in blue, starting from a node at the bottom labeled 'Tidus' and moving upwards through a node labeled 'L1' to a node labeled 'Cheer'. A red '+1' is next to a node on the left side of the grid.

Kimahri - 750 HP	
•	Tidus: Attack x3-7, depending on crits/Strength node.

- Yuna: Summon **Valefor**
 - **Valefor**: Fire x6 to build **Overdrive**

Garuda
<ul style="list-style-type: none"> Flee using the Escape Command

ENCOUNTERS	
• Dingo: T idus Attack	
• Condor: W akka Attack	
• Water Flan: L ulu Thunder	

- 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

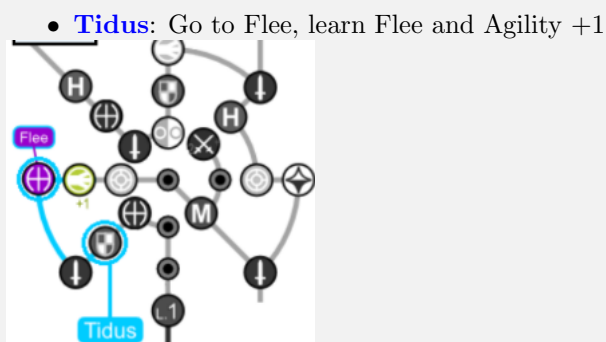
- Sinspawn Echuilles - 2,000 HP
- **Tidus**: Cheer x2
 - **Wakka**: Dark Attack
 - **Tidus**: Attack x2
 - **Wakka**: Attack x2
 - **Enemy**: Blender
 - **Wakka**: Attack x2
 - **Tidus**: Attack x2, one less if either **Tidus** crits or **Wakka** crits twice.
 - **Tidus**: **Overdrive**
- Check for **Ice Brand**, **Ice Ball**

- ## Lancet Tutorial
- SD
 - **Kimahri**: Lancet
 - **Tidus**: Attack
 - Switch anyone for Yuna
 - Yuna: Summon **Valefor**
 - **Valefor**: Boost x2
 - **Valefor**: Fire



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

SPHERE GRID



EQUIPMENT

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

- Formation**: **Tidus**, Yuna, **Wakka**

- Continue up the hidden path, following the map.

ENCOUNTERS

- Killer Bee:
 - Wakka**: Attack
 - Lulu**: Blizzard
- Dinonix: **Tidus** Attack
- Yellow Element: **Lulu** Water
- Ragora: Flee

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

- SD**

- Formation**: **Tidus**, Yuna, **Wakka**

- Touch the Save Sphere

Sinspawn Geneaux - 3,000 HP

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

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

Cloister of Trials

- Take the sphere from the pedestal
- Place into the door, take it off of the door.
- Place sphere into the next door, take the sphere back.
- Place the sphere into the right holder
- Touch glyph
- Take the sphere from the next room
- Place it into the left holder
- Take the glyphs sphere
- 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**

- Hold down to exit temple, **CS** (0:40), **SD**

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

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

- 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**
- Run up the blitzball on the front of the boat. **CS** (1:10)
- Follow the tutorial, fail the minigame
- SD** on Yuna's scene, do not save. **FMV** (0:30)

Luca

- SD**, go right and up to the next screen, **CS** (2:30). Don't save.

- EQUIPMENT

 - *If you got Lightning Steel*
 - **Tidus**: Equip Lightning Steel

9. Auto-Sort items

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

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

6. If anyone is Critical HP, use Potions.
7. Run right.

- **Kimahri**: Defend
 - **Tidus**: Defend
 - **Lulu**: Thunder Crane x3
 - **Tidus**: Use Crane after **Lulu**'s string
 - **Kimahri**: Defend
 - **Lulu**: Thunder
 - **Tidus**: Defend
- Check for **Lightning Steel**, **Thunder Ball**

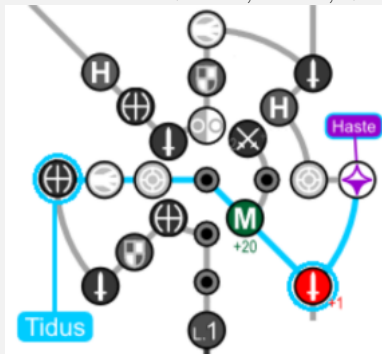
- ## Blitzball
- *If Luca wins the Blitzoff:*
 - Triangle, switch the mode to **Mark Mode**
 - When Graav is close to your central player, return to **Normal Mode**
 - *When you get the ball:*
 - Change to **Manual A** and **Normal Mode**
 - Hide behind the Goalie
 - Alternatively pass to Jassu and swim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

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

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

13. **SD**

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



- **Tidus**: Haste **Auron**
- **Auron**: Attack x3
- **Wakka**: Defend
- **Tidus**: Defend until **Auron** finishes his string, then Attack
- **Auron**: Attack x3
- Don't revive non-**Auron**party members

14. **CS+Skippable FMV** (1:30). Don't save. **SD** the Auroch scene
15. **CS** (4:50). Run north to the hidden chests, open the chest for the **Magic and HP Sphere**

- Run South and try to speak to **Auron** while he's walking away.
- Follow red arrow to **Yuna**. **SD** during guardian scene. Walk to **Yuna**, **CS** (4:20)

Mi'ihen Highroad

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

ENCOUNTERS

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

- Mi'ihen Skip
 - After Maechen Scene, run up as quickly as possible.
 - Go to the White Spot on the ground towards the left before the Man in Blue
 - Speak to the man, get the **Hunter's Spear**
 - Mash and step forward over the cutscene line
 - Walk up during the cutscene to the next screen.
- Make sure you get the **Hunter's Spear** if you fail the skip.
- Go right and **SD** at Calli scene. Continue walking up. **SD** Luzzu scene, **SD** Shelinda scene
- Formation: Tidus, Yuna, Auron**
- Go to the next screen
- Go to the Al-Bhed shop, **SD**. Walk out of the shop and **CS** (5:30)
- Leave shop, **SD**. **SD** on Rin. Walk outside.

Chocobo Eater

- Tidus**: Haste Boss
- Tidus**: Defend
- Auron**: Defend
- Yuna**: Attack **Yuna** to build **Overdrive**

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

Mushroom Rock Road

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

- Formation: Tidus, Wakka, Auron**

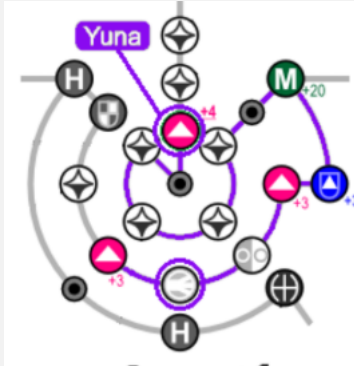
Non-Garuda Non-Ambush Anything

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

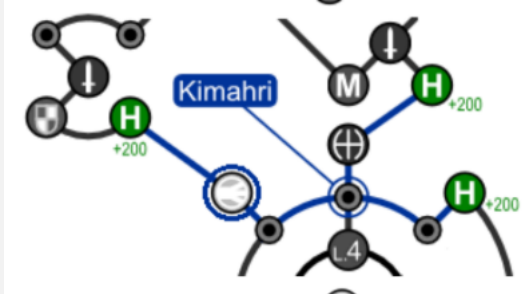
- Formation: Tidus, Wakka, Auron**

SPHERE GRID

- **Yuna:**
 - +4 Magic
 - Move to the right to +3 MagDef
 - +3 MagDef, +3 Magic, +20 MP
 - Move to Agil Node
 - +3 Magic



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



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



ENCOUNTERS

- Raptor, Red Element, Gandarewa:
 - **Wakka:** Attack Raptor
 - Switch anyone for **Kimahri**
 - **Kimahri:** Defend
 - Switch anyone for **Yuna**
 - **Yuna:** Summon **Valefor**
 - **Valefor:** Boost
 - **Valefor:** Blizzard Red Elemental
- Raptor, Red Element, Fungar:
 - **Wakka:** Attack Raptor
 - Switch anyone for **Kimahri**
 - **Kimahri:** Defend
 - Switch anyone for **Yuna**
 - **Yuna:** Summon **Valefor**
 - **Valefor:** Fire Fungar
 - **Valefor:** Boost
 - **Valefor:** Blizzard Red Elemental
- Raptor, Red Element, Lamashu:
 - **Wakka:** Attack Raptor
 - Switch anyone for **Kimahri**
 - **Kimahri:** Attack Lamashtu
 - Switch anyone for **Yuna**
 - **Yuna:** Summon **Valefor**
 - **Valefor:** Fire Lamashtu
 - **Valefor:** Boost
 - **Valefor:** Blizzard Red Elemental
- Funguar, Red Element, Gandarewa:
 - **Wakka:** Attack Gandarewa
 - Switch anyone for **Kimahri**
 - **Kimahri:** Defend
 - Switch anyone for **Yuna**
 - **Yuna:** Summon **Valefor**
 - **Valefor:** Fire Funguar
 - **Valefor:** Boost
 - **Valefor:** Blizzard Red Elemental
- Raptor, Red Element, Gandarewa:
 - **Wakka:** Attack Gandarewa
 - Switch anyone for **Kimahri**
 - **Kimahri:** Attack Lamashtu
 - Switch anyone for **Yuna**
 - **Yuna:** Summon **Valefor**
 - **Valefor:** Fire Lamashtu
 - **Valefor:** Boost
 - **Valefor:** Blizzard Red Elemental
- Garuda: Flee

7. While Yuna still needs AP, do the following

ENCOUNTERS

- **Wakka:** Attack Raptors or Gandarewas
- Switch anyone for **Yuna**
- **Yuna:** Defend
- Flee

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

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

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

11. Walk down and **SD**. Walk right to next screen, then right, **SD**. Walk right to Oaka

SHOP 10890 GIL

- Sell
 - Hi-Potions
 - Elixers
 - Tough Bangle
 - Hunter's Spear
- Buy
 - Sentry, Equip

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

Sinspawn Gui1 - 12,000 HP

- **Tidus**: Defend
- Switch **Yuna** for **Auron**
- **Auron**: Power Brain Main Body
- **Wakka**: Switch Weapon, to Thunder Ball, otherwise to same.
- Switch **Wakka** for **Kimahri**
- **Kimahri**: Self Destruct main body
- Switch **Tidus** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: Energy Blast **Overdrive** x2

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

Sinspawn Gui 2 - 6,000 HP

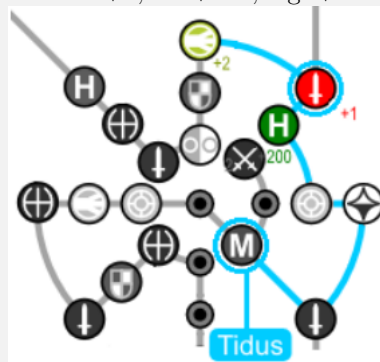
- **Seymour**: Fira Head
- **Seymour**: Fira Body x6
- **Yuna**: Defend
- **Auron**: Defend

14. **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**

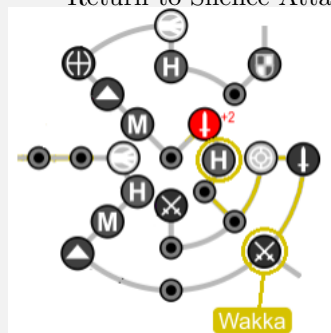
15. Walk left, **SD**. Walk left, speak to **Auron**, **SD**. Go up and right, **SD**, exit area, **SD**.

SPHERE GRID

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



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



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

2. Walk North.

ENCOUNTERS

- Basilisk:
 - Switch anyone for **Kimahri**
 - **Kimahri**: Lancet Basilisk, learn **Stone Breath**
 - Flee.
- Else Flee, Heal afterwards if it was an ambush.

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

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

Cloister of Trials

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

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

Moonflow

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

Extractor - 4,000 HP

- **Tidus**: Haste self, then **Wakka**
- **Wakka**: Attack *If Lightning Steel*:
 - Cheer x1
 Else:
 - *If Tidus went First* Cheer x4
 - *If Tidus went Second* Cheer x5
- **Tidus**: Attack

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

Rikku Tutorial

- Complete tutorial
- **Rikku**: Mix 2 Potions for the **Overdrive**
- Flee

6. Walk to next screen.
7. **Formation**: **Tidus**, Yuna, **Auron**
8. Heal everyone with Potions
9. Walk north to next screen.

Guadosalam

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

ENCOUNTERS

- Melusine: Steal for Petrify Grenade, Flee
- Buer: If short of Speed Spheres, can throw Grenades
- Iron Giant:
 - Switch anyone for **Yuna**
 - **Yuna**: Attack to build **Overdrive**
 - **Rikku**: Steal Light Curtain
 - Flee
- Larva: If Blitz Loss, steal Lunar Curtain

- ## SHOP ??? GIL
- Sell: Longsword
 - *Blitz Loss:*
 - Sell: Other Equipment worth 1k+ Gil
 - Buy: Baroque Sword
 - Buy:
 - Shimmering Blade
 - 14 Phoenix Downs
 - 3 Grenades, +1 for every Buer encounter you want for Speed Spheres

- ## Macalania Woods

- | ENCOUNTERS |
|--|
| <ul style="list-style-type: none"> Chimera: Steal Arctic Wind, Flee Blue Elementa: Steal Fish Scale x2, Flee Else: Flee |

- SHOP ??? GIL

 - Buy: Sonic Steel, Equip

- ## Lake Macalania

1. Run up and **SD**

Crawler - 1,600 HP

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

SPHERE GRID

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

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

3. Head to Temple, **SD**. Touch the Save Sphere, speak to Tromell for **Shell Target**

4. Jyscal Skip:

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

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

Seymour - 3,000 HP

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

Anima - 18,000 HP

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

Seymour - 6,000 HP

- **Tidus**: Swap Weapon to **Sonic Steel**
- **Tidus**: Attack x2/3
- **Rikku**: *On Blitz Win*: Phoenix Down Lulu
- **Rikku**: Defend

6. Name **Shiva**, Touch the Save Sphere, exit Fayth room.

Cloister of Trials

- 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

SPHERE GRID

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

7. Equip Sonic Steel if not done

8. **Formation:** **Tidus**, **Rikku**, **Yuna**
9. Go to temple entrance, **SD**
10. Move south and go down the left path.
11. If Blitz Loss, do one of the following encounters:

ENCOUNTERS

- Guado Fight:
 - **Tidus**: Attack
 - **Rikku**: Silence Grande
 - **Yuna**: Defend

Wendigo - 18,000 HP

- **Tidus**: Haste **Tidus**
- **Tidus**: Switch Weapon to Brotherhood
- **Tidus**: Attack Guado B
- **Rikku**: Light Curtain **Tidus**
- **Tidus**: Attack Wendigo
- **Yuna**: Defend/Heal **Tidus**/Phoenix Down Dead Ally
- **Rikku**: Defend/Heal **Tidus**/Steal Guado/Phoenix Down Dead Ally
- Make sure that **Yuna** survives in the end

12. Run up to **Rikku**, **SD**, walk up to **Yuna**, **SD**, Touch the Save Sphere, run past **Kimahri** and go to the hidden area to open the chest for the **Level 2 Key Sphere**
13. Run up to **Auron** and speak with him, **SD**, walk bac, **CS+Skippable FMV** (1:00), **SD** in Dream Sequence

Bikanel Desert

SPHERE GRID

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

1. You need 21 Power Spheres from now on
2. **Tidus**: Equip Sonic Steel
3. Walk up, **SD**, Touch the Save Sphere, walk up

Zu

- **Tidus**: Defend
- **Tidus**: Attack
- **Tidus**: Defend until all party members arrive
- Flee

4. **SD**
5. Run up to meet with **Wakka**, **SD**. Go left to enter next screen, go right to join with **Kimahri**, **SD**. Run back and then up to meet **Rikku**, **SD**, Touch the Save Sphere
6. **Formation:** **Tidus**, **Kimahri**, **Auron**
7. Heal everyone with a Mega-Potion
8. Make sure that **Rikku**'s **Overdrive** is full and **Tidus**'s is at least 75%

9. 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**
10. Ideally you want 6 total Sleeping Powders, Smoke Bombs, Silence Grande Grenades

ENCOUNTERS

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

Sandragora 1

- **Tidus**: Haste **Kimahri**
- **Kimahri**: **Overdrive** Stone Breath

Sandragora 2

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

Home

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

Bombs

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

3. **SD**

Dual Horn

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

4. Restore party HP

5. *If you lost Blitz:*

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

Dual Horns - Blitz Loss

- **Tidus**: Haste **Tidus**
- **Tidus**: Attack
- **Rikku**: Petrify Grenade/Smoke Bomb

- Open the following chests: Bottom Middle (up x2), Middle Right (up x3), Middle (down x4)

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

Chimera

- Switch anyone for **Kimahri**
- **Kimahri**: Lancet
- **Kimahri**: **Overdrive** Stone Breath

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

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

9. **SD** until Tidos asks “why”, **CS** (6:20)

10. 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. Each one counts as 2 Spheres.

3. Touch the Save Sphere. Make sure that **Rikku** has **Overdrive**

4. **Formation**: **Tidos**, **Rikku**, **Kimahri**

Evrae - 32,000 HP

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

Bevelle

1. Use a Mega-Potion

2. *With Sleeping Powder:*

Guard Fights - Sleeping Powder

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

3. *Without Sleeping Powder:*

4. **Formation**: **Tidos**, **Rikku**, **Auron** unless **Lulu** doesn't have at least 35 levels, then **Formation**: **Tidos**, **Rikku**, **Lulu**

Guard Fights - No Sleeping Powder

- *Fights 1 and 3:*
 - **Tidos**: Attack
 - Defend or use Distillers
- *Fights 2 and 4:*
 - Switch **Tidos** for **Kimahri**
 - **Kimahri**: Silence Grenade/Smoke Bomb
 - Switch **Rikku** for **Tidos**
 - **Tidos**: Attack
 - **Kimahri**: Repeat
- After the second fight, **Formation**: **Tidos**, **Rikku**, **Lulu**
- *Fight 5:*
 - Switch **Tidos** for **Rikku**
 - **Rikku**: Silence Grenade/Smoke Bomb x2
 - Switch **Kimahri** for **Tidos**
 - **Tidos**: Attack

5. **SD**, **FMV** (1:30), **SD** on **Yuna** dialogue. **Skippable FMV** (30), **SD**. Use lift, **SD**.

Cloister of Trials

- Push the pedestal in
- Press X
- Go left at the second junction
- Take sphere, push pedestal back into the junction
- At the third junction, go back
- Go left at the second junction
- Place sphere into wall, push pedestal back
- 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 Vevelle 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

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

Via Prifico

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

SPHERE GRID

- **Auron:**
 - Unlock both Leve 2 Key Sphere Nodes
 - Move to Wakka's Grid
 - Go Left to Empty Node adjacent to Mag +3, up x2 from where you unlocked the second Level 2 Node
 - Mag+3
- **Yuna:**
 - Teleport Sphere to Auron's Magic Node
 - Mag+3, Str+4
 - Go right
 - Get all Str, Hp, Mag, Def, Agi, MP nodes
 - Stop on Silence Buster

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

ENCOUNTERS

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

Isaaru

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

6. Swim right and then up. If needed, you can attack Yellow Starfish with **Tidus** for 2x Power Spheres.

Evrae Altana

- Anyone: Phoenix Down x2/Elixer Evrae Altana

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

SPHERE GRID

- **Yuna:**
- *If you won Blitz:*
 - Teleport to Strength Sphere (Up x2)
 - Str+4, Str+4
 - Go left
 - Str+4, Agi+2, Str+4
- *If you lost Blitz:*
 - Teleport to Tidus Str+4 by Mental Break
 - Str+4
 - Friend Sphere to **Tidus**
 - Proceed backwards through **Auron's** grid, grabbing all Str nodes and 1 Agi node

ENCOUNTERS

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

SPHERE GRID

- **Yuna:**
- *If you won Blitz:*
 - Move left
 - Str+4
- *If you lost Blitz:*
 - Move right
 - Str+4

Seymour Natus - 36,000 HP

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

11. SD

EQUIPMENT

- **Tidus**: Sonic Steel
- **Auron**: Shimmering Blade

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

Calm Lands

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

SPHERE GRID

- **Yuna**: Str+4

3. **Formation**: **Tidus**, **Kimahri**, **Yuna**
4. Continue north to the Calm Lands Exit
5. Run north, **SD**

Defender X - 64,000 HP

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

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

Mt. Gagazet

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

Brian and Yenke

- **Kimahri**: Steal from Biran
 - Gem Yenke
 - Gem Biran
- Pay attention to your drops

2. **Formation**: **Tidus**, **Kimahri**, **Wakka**
3. Make sure you charge **Rikku's Overdrive**

SPHERE GRID

- **Lulu**: Move up, unlock the Level 2 Key Sphere
 - Move down, unlock the Level 3 Key Sphere to the left of Bribe
 - Move to the first Str+4 node
- **Yuna**:
 - If you got 4 **Return Spheres**:
 - * Return to the last Str+2 node in **Wakka's** grid (↓↓→→↓↓)
 - * Move left
 - * Mag+3, Level 1 Key Sphere
 - * Move down
 - * Str+2, Agi+4
 - If you got 2 **Return Spheres**:
 - * Friend Sphere to **Lulu**
 - * Str+4, Str+4
 - * **Lulu**: Go to Str+3
 - * **Yuna**: Friend Sphere to **Lulu**
 - * Str+3, Agi+4, Agi+4
 - If you got 0 **Return Spheres**:
 - * **Tidus**: Move to Str+4 by Armor Break
 - * **Yuna**: Friend Sphere to **Tidus**
 - * Str+4
 - * **Tidus**: Move to Armor Break
 - * Armor Break
 - * Move to Str+4 Below
 - * **Yuna**: Friend Sphere to **Tidus**
 - * Str+4, Def+3
 - * Do the above 2 **Return Sphere** Menu
- **Tidus**: : Move to Armor Break and get it if not done already

EQUIPMENT

- **Auron**: Shimmering Blade

4. If you had 2/4 **Return Spheres**:

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

5. If you had 0 **Return Spheres**:

- **Formation**: **Tidus**, **Kimahri**, **Auron**

6. Walk up, **SD**, **CS** (1:20), continue walking up, avoid the gravestones.

7. Follow the path around, Touch the Save Sphere, **SD**

Seymour Flux - 70,000 HP

- If you had 2/4 Return Spheres:
 - Yuna: Attack
 - Tidus: Haste Yuna
 - Switch Auron for Rikku
 - Rikku: Silence Grenade or Overdrive HP Sphere + Grenade
 - Yuna: Summon Bahamut
 - Bahamut: Impulse unless Rikku Overdrive then Attack
 - Yuna: Attack
 - Tidus: Attack. If Yuna crit, skip the second Attack to try and get Overkill
- If you had 0 Return Spheres:
 - Switch Tidus for Yuna
 - Yuna: Summon Bahamut
 - Bahamut: Attack

1. If you had 0 Return Spheres: **Formation:** Tidus, Kimahri, Auron
2. Walk to the next screen. **Skippable FMV** (0:20), **SD**, walk up to Tidus House, go into the center, **SD**. Follow the boy outside, speak to him upstairs, **SD**.
3. Walk up to the next screen, go up the steps. Go down the left path into the water, **SD**, swim up. Go up the steps, play the minigame, return to the previous screen.
4. Tidus can attack Splashers for Power Spheres if needed
5. Return to Save Sphere, go up and left, then go down the right path, swim up into the next screen. Complete the minigame, Rikku Green, Tidus Blue, Wakka Red. Return.
6. **Formation:** Tidus, Yuna, Auron
7. Go up left path, **SD**, continue up the path, Touch the Save Sphere, go onto the next screen.

Sanctuary Keeper - 40,000 HP

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

Zanarkand

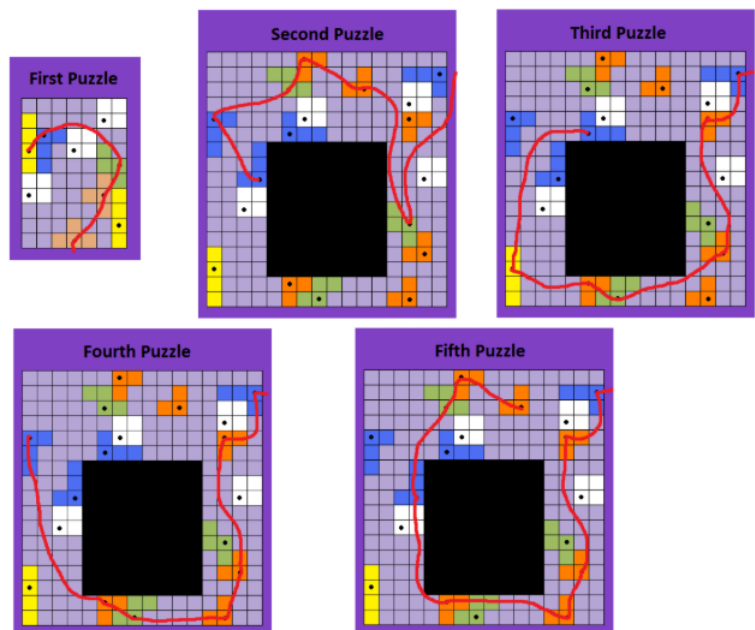
1. **SD**, **CS** (0:50), walk left. **FMV+CS** (2:20)
2. Move left to the sphere, **SD**, **CS** (1:40). Walk further left and follow the path down, open the chest for the **Fortune Sphere** on the left of the road. **CS** (3:20), walk left onto the next screen.
3. Make sure that you build up Rikku Overdrive for the final boss

4. If you missed the Overkill on Seymour Flux, then kill two YKT-11 with Yuna and Tidus.
5. Continue on the path. Seymour's Mom **CS**, open the chest for the **Friend Sphere** on the right. When you leave the last encounter zone, open the chest for the **Luck Sphere**

SPHERE GRID

- Activate a Luck Sphere and a Fortune Sphere at some point during this Sphere Grid
- Yuna:
 - If you got 4 Return Spheres:
 - * Friend Sphere to Lulu
 - * Luck Sphere, Fortune Sphere
 - * Str+4, Str+4
 - * Move to Str+3
 - * Agi+4, Agi+4, Str+3
 - * Return to Mag+3 in Wakka's grid (↑, →, ↓)
 - * Move down one node
 - * Str+2
 - If you got 2 Return Spheres:
 - * Return to Str+2 in Wakka's grid
 - * Move to HP node
 - * Mag+3, Level 1 Key Sphere, STr+2, Agi+4
 - * Luck Sphere, Fortune Sphere
 - * Move back down
 - * Str+2, Str+2, Agi+3
 - If you got 0 Return Spheres:
 - * Rikku: Move to the MDef Node below Agi+4 below you
 - * Yuna: Friend Sphere to Rikku
 - * Agi+4, Spare Change, Agi+4

6. If you're doing Quick Hit endgame: If Rikku doesn't have 30 levels, give her a turn in the next fight
7. **Formation:** Tidus, Yuna, Auron
8. Touch the Save Sphere



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

Spectral Keeper - 52,000 HP

- Yuna: Summon Bahamut
- Bahamut: Attack

SPHERE GRID

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

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

Yunalesca - 132,000 HP

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

12. SD, leave room, walk down steps, SD, go down on the next screens, Touch the Save Sphere, go up the lift, walk out of the cloister of trials, walk down the steps, walk down, SD during CS+Skippable FMV

Airship

1. SD, walk out of the cockpit past Rin, along the corridors to Yuna and Kimahri. SD. Walk back to the cockpit, SD. Talk to Cid to travel to Highbridge.
2. Walk up to the Bevelle entrance, SD. In the Fayth room, pick "Defeat Yu Yevon"
3. Walk up to Cid, travel to Sin, SD. Go through the corridors to the outside of the airship, SD, 3 Skippable FMV (2:10), SD

Sin Left Fin - 65,000 HP

- Yuna: Summon Bahamut
- Bahamut: Impulse x2

4. SD, CS+Skippable FMV

Sin Right Fin - 65,000 HP

- Yuna: Summon Bahamut
- Bahamut: Impulse x2

5. SD, CS+Skippable FMV

Sin Genais and Core - 56,000 HP

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

6. SD, Skippable FMV

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

Overdrive Sin - 140,000 HP

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

8. Skippable FMV (1:20), SD

Inside Sin

1. Formation: Tidus, Kimahri, Auron

2. Walk along the path, flee from all encounters.



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

Seymour Osmosis - 80,000 HP

- Yuna: Defend
- Tidus: Armor Break
- If Armor Break Hit:
 - Auron: Defend
 - Yuna: Summon Bahamut
 - Bahamut: Attack
- If Armor Break Missed:
 - Switch
 - Auron: for Rikku
 - Rikku: Overdrive Mix Spherimorph Throwable + HiPot/MegaPot/XPot/Mega Phoenix
 - Yuna: Cure Mortiphasm
 - Tidus: Armor Break
 - Yuna: Summon Bahamut
 - Bahamut: Attack

1. SD, walk north.
2. Formation: Tidus, Kimahri, Auron
3. Make sure that Rikku's Overdrive is charged

4. Turn left onto the bridge, go onto the next screen. Touch the Save Sphere if needed.
5. Complete the minigame, picking up the eggs and avoiding the crystals.

SPHERE GRID

- *Bahamut Ending:*
 - If you got 2/4 *Return Spheres:*
 - * Yuna: Attribute Sphere **Rikku**'s +3 Agi (hold L)
 - * Return Sphere (↓↓←←) or Friend Sphere (↓←) there
 - * Go down, picking up Agi+4, Spare Change, Agi+4
 - If you got 0 *Return Spheres:*
 - * Yuna: Attribute Sphere **Rikku**'s +3 Agi (hold L)
 - * Yuna: Go right, getting +4 Agi, +4 Agi
 - **Tidus:** If you didn't get a **Zombie Strike** weapon, then go back and learn Zombie Strike
 - **Rikku:** If no **Overdrive**, use Skill Sphere to learn Armor Break
- *Quick Hit Ending:*
 - **Rikku:** Unlock Level 2 Key Sphere
 - Move Up, Left
 - Quick Hit
 - Yuna: Use White Magic Sphere to learn Haste
 - Yuna: Use Skill Sphere to learn Quick Hit
 - **Tidus:** If you didn't get a **Zombie Strike** weapon, then go back and learn Zombie Strike

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

Braska's Final Aeon - 180,000 HP

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

7. **CS+Skippable FMV** (4:00)

Possessed Aeons

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

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

Yu Yevon - 99,999 HP

- Anyone: Zombie Attack
- Anyone: Throw Phoenix Down