

FFX - No Sphere Grid (with Flee)

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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 set of notes contain both the **Blitz Win** and **Blitz Loss** strategies. At various points, the strategies that you have to do are different depending on whether or not you won or lost blitzball.

Zanarkand

SINSPAWN

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

SINSPAWN AMMES - 2,400 HP

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

TANKER - 1,000 HP

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

Baaj Temple

SAHAGINS AND GEOSGAENO

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

1. Pick up the Ether Chest hidden at the bottom of the stairs in the north corridor (Walk down + left).

KLIKK - 1,500 HP

- **Tidos**: Attack x6, less with Crits
- **CS**, **SD**
- **Rikku**: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- **Tidos**: Attack
- Potion if **Tidos** is less than 120 HP
- Continue until dead

ENCOUNTERS

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

PIRANHA

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

TROS - 2,200 HP

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

Besaid

ENCOUNTERS

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

KIMAHRI - 750 HP

- **Tidos**: Attack x3-7, depending on crits
- **Tidos**: Each attack does average of 125, so 6 attacks averaging that will kill.
- **Tidos**: Need either 2 Evades, 1 Crit, or +7 damage, otherwise Potion after 6th Attack

GARUDA

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

1. **Formation**: **Tidos**, **Yuna**, **Lulu**

GARUDA

- Flee using the Escape Command

ENCOUNTERS

- Dingo: **Tidos** Attack
- Condor: **Wakka** Attack
- Water Flan: **Lulu** Thunder

2. At Besaid Beach talk to the priest at the edge of the dock and the guy in the red shorts on the dock, then go onto the boat.

S.S. Liki

SIN FIN - 2,000 HP

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

SINSPAWN ECHUILLES - 2,000 HP

- **Tidus**: Spiral Cut as soon as it is available, then spam attacks for the rest of the fight
- **Wakka**: Dark Attack
- **Wakka**: If anybody is below 200HP potion them, otherwise Attack
- **Enemy**: Blender
- **Wakka**: Dark Attack
- **Wakka**: If anybody is below 200HP potion them, otherwise Attack
- **Enemy**: Blender
- **Wakka**: Attacks

Kilika

LANCET TUTORIAL

- **SD**
- **Kimahri**: Lancet
- **Kimahri**: Attack
- **Tidus**: Defend
- **Lulu**: Fire

1. Go left and up the hidden path, open the chest for the **Scout**. Do not equip, it is sold later.
2. Teach Tidus Flee via the Sphere Grid
3. Immediately after crossing the log bridge turn right. Repeatedly run into **Lord Ochu** and Flee until your encounter count is 159. After the first Flee a crusader will give you 3x Phoenix Down.
4. Before Geneaux: **Formation**: Yuna, **Kimahri**, **Lulu**
5. **Touch the Save Sphere**

SINSPAWN GENEUX - 3,000 HP

- **Yuna**: Summon **Valefor**
- **Valefor**: Fire Tentacle
- **Valefor**: Fire Tentacle
- **Valefor**: Fire Main Body x3
- **Valefor**: Sonic Wings Main Body
- **Valefor**: Fire Main Body x1-2

6. After the temple exit Kilika Fleeing all encounters

S.S. Winno

1. Don't lend Gil to O'aka here, we will lend to him later.

Luca

1. Talk to O'aka on the first docks screen, before going into the Machina Fights. Do the following shop:

SHOP 10890 GIL

- Sell
 - All Weapons and Armor, including longsword.
- Buy
 - Stunning Steel, Equip
- If you have 1100 gil left over, lend O'aka 1100 gil.

2. Walk up after finishing with O'aka and grab the Chest on the north side of the dock.
3. Run 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

OBLITZERATOR - 3,000 HP

- **Kimahri**: Defend
- **Tidus**: Defend
- **Lulu**: Thunder Crane x3
- **Tidus**: Use Crane after 3 Thunders
- **Kimahri**: Defend
- **Lulu**: Thunder
- **Tidus**: Attack

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

EQUIPMENT

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

SAHAGIN CHIEF

- **Tidus**: Attack
- **Wakka**: Attack
- **Wakka**: Hi-potion anyone who falls below 200 HP

GARUDA - 1,800 HP

- **Tidus**: Attack
- **Wakka**: Dark Attack
- **Auron**: Attack
- **Wakka**: Attack
- **Tidus**: Spiral Cut on 3rd turn, if available
- **Tidus**: Attack

4. open the chest for the **Magic and HP Sphere**

Mi'ihen Highroad

From this point until the end of Mushroom Rock Road the encounters can be dangerous. Heal after any ambushes and any time Tidus gets hit.

ENCOUNTERS

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

1. Get Hunter's Spear
2. **Formation**: **Tidus**, **Wakka**, **Auron** before Chocobo Eater

CHOCOBO EATER

- Defend with everyone.
- Swap any characters that fall into crit HP with someone in the back.

3. **Lend O'aka 1100 gil if you didn't give it to him earlier.**

Mushroom Rock Road

1. Flee from all encounters, go to the next screen.
2. **Touch the Save Sphere**. Go up the lift. Follow path.
3. **Formation**: **Tidus**, **Wakka**, **Auron**
4. Early on there is a crusader stood next to a chest, through a rock arch. Open the chest for 1000 Gil
5. At the end of the first path go up the lift.
6. Speak to the man immediately ahead of you for an X-Potion
7. Speak to the man to the left of the next elevator that takes you up to the HQ Elevator, for 400 Gil.
8. Speak to the man next to the HQ elevator for a Mega-Potion. Go on lift, go to HQ.

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

10. Before talking to O'aka:

- Auto-sort Items
- **Formation**: **Tidus**, **Wakka**, **Yuna**

SHOP 10890 GIL

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

SINSPAWN GUI 1 - 12,000 HP

- If **Yuna** hit by Thunder:
 - **Tidus**: Switch Weapon to Stunning Steel
 - Switch **Yuna** for **Auron**
 - **Auron**: Power Break Main Body
 - Switch **Wakka** for **Kimahri**
 - **Kimahri**: Self Destruct main body
 - Switch **Tidus** for **Yuna**
 - **Yuna**: Summon **Valefor**
- Otherwise:
 - Switch **Tidus** for **Auron**
 - **Auron**: Power Break Main Body
 - **Yuna**: Switch Weapon to Staff
 - Switch **Wakka** for **Kimahri**
 - **Kimahri**: Self Destruct main body
 - **Yuna**: Summon **Valefor**
- **Valefor**: Energy Blast
- **Enemy**: Attack
- **Enemy**: Demi
- **Valefor**: Thunder
- **Enemy**: Attack / Demi
- **Valefor**: Thunder
- **Enemy**: Attack / Demi
- **Valefor**: Thunder (If HP < 329 and last action was Demi, use shield until gui attacks then use Thunder)
- **Valefor**: Energy Blast
- *If Self Destruct Crit (3864):*
 - **Valefor**: Energy Blast
 - **Valefor**: Boost
 - **Valefor**: Energy Blast
- *If Power Break Failed*
 - **Valefor**: Energy Blast
 - **Yuna**: Summon **Ifrit** once **Valefor** dies.
 - **Ifrit**: Fire Main Body until 3000 HP
 - **Ifrit**: Hellfire

SINSPAWN GUI 2 - 6,000 HP

- **Seymour**: Thundara Head (←)
- **Seymour**: Thundara Body x5
- **Yuna**: Defend
- **Auron**: Defend

Djose

1. Talk to the guard in Burgundy just to the left and get Soft Ring
2. **Formation**: **Tidus**, **Yuna**, **Auron**
3. Walk North.

ENCOUNTERS

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

4. Do Auron Affection
5. Don't need Remedy
6. Grab 4000 Gil Chest outside temple

Moonflow

1. If **Blitz Loss**: open the chest for the **Magic Def Sphere**.
2. Talk to O'aka at South Wharf, if no Lightning Steel or Thunder Ball

SHOP 975 GIL

- Buy
 - Switch Hitter, Equip

EXTRACTOR - 4,000 HP

In this fight you need to apply Slow to extractor with Stunning Steel. You can check after each of Tidus' Attacks if Slow has been applied by looking at the turn order. If Slow has been applied Tidus and Wakka will get more than one turn each after some boss turns.

On Extractor's 3rd turn it will rise. After extractor falls back down it will always use Aqua shooter on it's next turn and then it will randomly choose between Aqua Shooter and Rise on subsequent turns. You need to deal 500 damage to Extractor once it has risen to force it back down and this is only possible with 4 Attacks, 2 from each of Wakka and Tidus. You need to make sure you always have 4 turns following a turn in which Extractor can rise, so you will need to pay attention to the turn order and use Switch Weapon, where necessary, to fix the turn order to make the fight safe.

- **Tidus**: Attack
- **Wakka**: Attack
- **Tidus**: After Slow Applied: Switch Weapon to Lightning Steel/Brotherhood
- **Wakka**: Hi-Potion anybody who falls below 250

RIKKU TUTORIAL

- Mash through the tutorial
- **Rikku**: Steal from the Treasure Chest
- **Rikku**: **Overdrive** Two Potions
- Flee

3. Walk North
4. **Formation: Tidus, Rikku, Auron**
5. Steal from Wolves / Bees as they have rare steals of Sleeping Powders / Poison Fangs respectively

Guadosalam

1. Grab Lightning Marble Chest

Thunder Plains

1. Pray (With Square/X) at the cactuar stone just North of the first Lightning Tower

ENCOUNTERS

- Steal the following items from Fiends in the Thunder Plains. Always Flee after Stealing.
 - Gold Element / Aerouge: 1x Electro Marble
 - Larva: 2x Lunar Curtain
 - Qactuar: 1x Chocobo Feather (Can be stolen later in Bikanel if needed. More are better so steal any extras you can.)
 - Iron Giant: 2x Light Curtain (Only seen in second half of Thunder Plains)
 - **(Optional):** Rare steals from lizards for Petrify Grenades, which can be helpful later
- On the first Iron Giant Fight Defend with **Tidus** and **Auron** so **Rikku** gets hit then Flee
- On the second Iron Giant Fight, if **Yuna** needs Overdrive :
 - Switch **Rikku** for **Yuna**
 - **Yuna**: attack self
 - **Tidus**: defend
 - Switch **Auron** for **Rikku**
 - **Rikku**: steal from Iron Giant
 - Flee

SHOP 3400 GIL

- Buy:
 - 2x Soft
 - 11x Grenade

Check to see if you have at least 6313 Gil after the shop

2. Pickup the **Yellow Shield** outside the agency if you had less than 6313 Gil after the shop.

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 ever gets damaged.
5. Make sure that you build up **Rikku** and **Yuna Overdrive** before Spherimorph, and that you do the following steals.

ENCOUNTERS

- Chimera: Steal Arctic Wind, Flee (Steal up to 3 total)
- Blue Elemental: Steal Fish Scale x2, Flee (Steal up to 5 total)
- Else: Flee

6. **Formation: Tidus, Auron, Kimahri**
7. **Touch the Save Sphere**, talk to Oaka. Say his “Prices are too expensive”, go in again.

SHOP 9075 GIL

- Sell: Stunning Steel
- If less than 9075 Gil, Sell: Yellow Shield
- Buy: Sonic Steel, Equip

SPHERIMORPH - 12,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Grenade, check the Element
- **Rikku: Overdrive**, Mag Def Sphere with
 - Fire: Arctic Wind
 - Ice: Bomb Core
 - Water: Lightning Marble
 - Thunder: Fish Scale

8. heal **Rikku** and any other party members who are damaged
9. **Formation: Tidus, Kimahri, Auron**
10. Talk to **Auron** on the way out, then exit

Lake Macalania

CRAWLER - 16,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Lightning Marble Crawler
- **Rikku**: Lightning Marble Negator
- **Enemy**: Gatling Gun
- **Kimahri: If Negator Survives**: Lancer Negator
- **Auron**: Phoenix Down **Rikku**, otherwise Defend
- **Rikku**: Lunar Curtain Auron
- Switch **Kimahri** for **Tidus**
- **Tidus**: Phoenix Down **Rikku** / Heal **Auron** / Defend
- **Rikku**: Lightning Marble Crawler x2
- **Auron**: Phoenix Down **Rikku** / Defend
- **Auron: After Mana Beam**: Phoenix Down Rikku
- **Rikku: After 3 Total Lightning Marbles**: Mix Lightning Marble + Lv2. Key Sphere

1. **You need 240 encounters before entering the temple. If you need more encounters you can grind them in the Crevasse. Equip Brotherhood only after grinding encounters.**

EQUIPMENT

- Brotherhood

SEYMOUR - 3,000 HP

- **Tidus**: Spiral Cut Seymour
- Switch **Yuna** for **Rikku**
- **Rikku**: Throw Bomb Core / Lightning Marble / Arctic Wind
- **Kimahri**: Self Destruct Seymour

ANIMA - 18,000 HP

- **Rikku**: Steal
- **Enemy**: Pain
- **If Rikku survived Pain**:
 - Switch **Rikku** for **Yuna**
 - Grand Summon **Shiva**
 - **Shiva**: Diamond Dust
 - **Shiva**: Blizzarra Anima X2
 - **Shiva**: Blizzarra Self
 - **Shiva**: Blizzarra Anima x2
- **If Tidus survived Pain**:
 - Switch **Tidus** for **Yuna**
 - Grand Summon **Shiva**
 - **Shiva**: Blizzarra Anima
 - **Shiva**: Diamond Dust
 - **Shiva**: Blizzarra Self
 - **Shiva**: Blizzarra Anima X3

SEYMOUR - 6,000 HP

- **Shiva**: Diamond Dust

EQUIPMENT

- **Tidus**: Sonic Steel

2. **Formation: Tidus, Rikku, Yuna**
3. Go to temple entrance, **SD**, Shop with O'aka outside temple

SHOP 17550 GIL

- Buy
 - 21x Hi-Potion
 - 11x Phoenix Down
 - 2x Antidote

4. Move south and go down the left path.
5. Charge Rikku and Yuna Overdrive before Wendigo as follows:

ENCOUNTERS

- **Tidus**: Escape
 - **Rikku**: Steal Arctic Wind from Ice Flan if you have less than 2, otherwise steal Sleeping Powders from Wolfs
 - **Yuna**: Attack Self
- Heal after every Battle

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

WENDIGO - 18,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Mix Grenade + Any Purple Sphere
- **Yuna**: Grand Summon **Shiva**
- **Shiva**: Diamond Dust
- **Shiva**: Blizzarra x2-3

7. Don't need any chests under the lake

Bikanel Desert

ZU

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

EQUIPMENT

- **Tidus**: Equip Sonic Steel

1. After **Rikku** cutscene, open chest for 8x Al Bhed Potion
2. After the Forced Encounter with **Rikku**: **Formation: Tidus, Wakka, Auron**
3. Before entering Home you need to achieve the following:
 - Fill **Rikku** and **Auron Overdrive**
 - Steal throwables until you have at least **15** throwables, including the following:
 - 5x Sleeping Powder (Steal from Sand Wolfs)
 - 2x Smoke Bomb (Steal from Alcyone and Zu)
 - 2x Silence Grenade (Stolen earlier from Anima)
 - 2x Shadow Gem (Steal from Sand Worms - Very helpful for Bevelle Guards fights but not strictly necessary)
 - If you didn't get silence grenades from Anima then steal 2 other throwables in their place
 - You can steal up to 3 extra throwables, for a total of up to 18, to make some of the later fights faster
4. 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 fight at the end of the path, then go up and **SD**

ENCOUNTERS

After each encounter reset **Formation: Tidus, Wakka, Auron**

- Machina x2
 - **Tidus**: Flee
- All other encounters:
 - Switch **Tidus** for **Rikku**
 - **Rikku**: Steal
 - **Rikku**: Steal again if she survived
 - Switch **Wakka** for **Tidus**
 - **Tidus**: Flee

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

SANDRAGORA

- Switch **Tidus** for **Auron**
- **Auron**: **Overdrive** Shooting Star

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

Home

BOMBS

- Switch **Tidus** for **Rikku**
- **Rikku**: Use Silence Grenade (other throwable if no Silence Grenades)
- **Rikku**: Use Smoke Bomb
- **Auron**: Attack Guado twice then defend for rest of fight
- **Wakka**: Defend or heal **Rikku** if she gets hit
- **Rikku**: Steal from each bomb once
- **Rikku**: Throw 2x Grenade or 1x Throwable, if you have any extras
- Anyone attack bombs if any remain

1. **Heal Kimahri if he is not full HP**
2. **Formation: Tidus, Rikku, Auron** or if you have a Petrify Grenade: **Formation: Tidus, Wakka, Auron**

DUAL HORN

- No Petrify Grenade:
 - Switch anyone for **Kimahri**
 - **Kimahri**: Lancet Dual Horn
 - **Kimahri**: **Overdrive** Stone Breath
- Petrify Grenade:
 - Switch anyone for **Rikku**
 - **Rikku**: Use Petrify Grenade

3. **Heal Kimahri if he is not full HP**
4. **Formation: Tidus, Rikku, Auron**

CHIMERA

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

5. Walk down steps, **CS** (1:30)
6. Before going further, open the chest for the **Level 4 Key Sphere (Chest on left at bottom of stairs)**
7. Auto Sort Items, Manual Sort Phoenix Downs to top
8. **Formation: Tidus, Auron, Kimahri**

Airship

1. Shop with rin next to the elevator

SHOP 6186 GIL

- Sell first 2 weapons / armours in inventory except Soft Ring, Sentry & Claw
- Buy & Equip:
 - Shimmering Blade
 - Devastator
 - Seeker's Armlet
 - Seeker's Bracer

The key to this fight is reducing Evrae's health until it is in the window [11460-11967]. Once Evrae is in the damage window you need to perform the killing combo blow but it needs to be well timed. You should try to get Evrae into this window before the second Poison Breath. If you fail to get Evrae into this window before the second Poison Breath it is best to tank another Poison Breath and defend for an extra cycle. Once you are confident with the fight you can judge whether you have the time to get her in the window after the Poison Breath.

There is a rare outcome where **Rikku's** Second Mix crits Evrae (9000+ Damage). Evrae will likely have overshoot the damage window and in rare cases Evrae may use haste here. If Evrae hastes then recovery is almost impossible and it is very likely game over. If Evrae is below the damage window do not damage her until next poison breath, Hi-Potion Auron and Phoenix Down Rikku if hit by Evrae.

- Switch **Tidus** for **Rikku**
- **Rikku**: Mix Grenade + Purple Sphere
- **Kimahri**: Hi-Potion **Auron** / Phoenix Down **Rikku** if either gets hit, otherwise spam Attacks
- **Auron**: Spam Attacks
- **Rikku**: Steal x2
- **Rikku**: Lunar Curtain **Auron**
- **Rikku**: Use Smoke Bomb / Sleeping Powder (Don't use last Smoke Bomb)
- **Rikku**: Use Elemental Damage Item(s)

- **Enemy**: Poison Breath

- Switch **Auron** for **Tidus**
- **Tidus**: Phoenix Down **Rikku**
- **Tidus**: Phoenix Down **Kimahri**
- **Anyone**: Heal Petrification with Al Bhed Potion / Soft
- **Rikku**: Mix Lv.1 Key Sphere + Lv.2 Key Sphere
- Switch **Tidus** for **Auron**
- **Auron**: Antidote Self
- **Kimahri**: Hi-Potion **Auron**
- **Rikku**: Use Water Gem(s) then 1 Smoke Bomb / Sleeping Powder then elemental damage items
- Get Evrae into the damage window here. Once she is in the window defend with all until Poison Breath

- **Enemy**: Poison Breath

- Switch **Auron** for **Tidus**
- **Tidus**: Phoenix Down **Rikku**
- **Tidus**: Phoenix Down **Kimahri**
- **Kimahri** / **Tidus** Heal Petrification with Soft
- **Rikku**: Use Smoke Bomb
- Killing Combo (Make sure **Kimahri** has a turn between both of **Rikku's** turns):
 - **Rikku**: Use Smoke Bomb / Sleeping Powder (If Evrae has already Hasted Skip this step)
 - **Kimahri**: Self Destruct
 - **Rikku**: Mix Yellow Sphere + Lv.4 Key Sphere

1. Use a Mega-Potion

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

GUARD FIGHTS - SLEEPING POWDER

Reset **Formation:** **Tidus**, **Auron**, **Kimahri** and **heal** after every fight

- **Fights 1 and 3:**
 - Switch **Tidus** for **Rikku**
 - **Rikku:** Use Sleeping Powder
 - **Rikku:** Use 2x Grenade or 1x Throwable if spare
- **Fights 2 and 4:**
 - Shadow Gem:
 - * Switch **Tidus** for **Rikku**
 - * **Rikku:** Sleeping Powder
 - * **Rikku:** Shadow Gem
 - * **Kimahri:** Phoenix Down **Rikku**, otherwise Defend
 - * **Auron:** Attack Robot once
 - * **Rikku:** Bomb Core on Robot
 - * **Rikku:** Use Grenade
 - No Shadow Gem:
 - * Switch **Tidus** for **Rikku**
 - * **Rikku:** Sleeping Powder
 - * **Rikku:** Bomb Core on Robot
 - * **Kimahri:** Phoenix Down **Rikku**, otherwise Defend
 - * **Auron:** Phoenix Down **Kimahri**, otherwise Attack Robot
 - * **Rikku:** Bomb Core on Robot
 - * **Auron:** Attack Robot
 - * **Rikku:** Use Throwable
- **Fight 5:**
 - Switch **Tidus** for **Rikku**
 - **Rikku:** Use Sleeping Powder
 - **Rikku:** Use Throwable
 - **Rikku:** Use Bomb Core on Robot

Via Purifico

1. Run up past the first telepad

2. Go to the second telepad and travel north.

EQUIPMENT

- **Auron:** Equip Sentry
- **Yuna:** If you have 4 Fish Scales, Customise Ring with Water Ward

ENCOUNTERS

Charge **Yuna**, **Valefor** and **Shiva** Overdrives as follows:

- **Yuna:**
 - **If Water Ward:**
 - * **Yuna:** Hi-Potion Self if damaged, otherwise defend
 - * **Auron:** Defend Always
 - * Don't revive **Auron** if he dies
 - * Once **Yuna** has her **Overdrive** summon one of the Aeons and charge their **Overdrive**
 - **Otherwise:**
 - * **Yuna:** Defend
 - * **Auron:** Phoenix Down **Yuna**, or Hi-Potion Self
 - * Once **Yuna** has her **Overdrive** summon one of the Aeons and charge their **Overdrive**
- **Valefor:**
 - Sonic Wings x3
 - If 2 turns in a row: Shield
 - Boost
 - Sonic Wings until Maze Larva is below 900 HP (< 750 HP if fewer than 270 Encounters)
 - Thunder
- **Shiva:**
 - If Shiva ever has 2 turns in a row: Shield
 - Boost
 - Blizzard Maze Larva
 - If fewer than 270 Battles: Heavenly Strike
 - Blizzara Maze Larva

After Charging All overdrives Finish the remaining fights with Shooting Star

ISAARU

- Grothia (8000 HP):
 - **Yuna:** Summon **Shiva**
 - **Shiva:** Diamond Dust
- Pteryx (12000 HP):
 - **Yuna:** Grand Summon **Shiva**
 - **Shiva:** Diamond Dust
 - **Shiva:** Boost
 - **Shiva:** Blizzara Pteryx
 - **Shiva:** Attack to finish if necessary
- Spathi (12000 HP):
 - **Yuna:** Summon **Shiva**
 - **Shiva:** Blizzara Spathi x5
 - **Shiva:** Diamond Dust

EVRAE ALTANA

- Anyone: Phoenix Down/Elixir x2 on Evrae Altana

Highbridge

1. If you have fewer than 2 Chocobo Feathers:

- **Customise and equip:**
 - Soft Ring → SOS Nulfrost
 - Targe → SOS Nulfrost

2. **Formation:** Tidus, Yuna, Rikku

3. Walk north

4. Charge Yuna and Rikku Overdrive on fights

ENCOUNTERS

- **Tidus:** Escape
- **Rikku:** Attack Self
- **Yuna:** Attack Self

SEYMOUR NATUS - 36,000 HP

- If 2 or more Chocobo Feathers:
 - Switch **Tidus** for **Rikku**
 - **Rikku:** Use Chocobo Feather on Yuna
 - **Yuna:** Summon **Valefor**
 - **Valefor:** Energy Blast
 - **Enemy:** Banish Valefor
 - **Rikku:** Mix Grenade + Purple Sphere
 - **Yuna:** Grand Summon **Shiva**
 - **Shiva:** Diamond Dust
- Otherwise:
 - Switch **Tidus** for **Rikku**
 - **Rikku:** Use Bomb Core / Lightning Marble x2
 - **Yuna:** Hi-Potion Self
 - **Rikku:** Mix Grenade + Purple Sphere
 - **Yuna:** Defend / Hi-Potion Self if less than 200 HP
 - **Yuna:** After 7 poison ticks on Natus: Summon **Valefor**
 - **Valefor:** Energy Blast

Calm Lands

1. **SD**, walk left then at the bottom of ramp run towards the lady sat on the chocobo in the north west Calm Lands

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

3. Charge Rikku Lulu & Kimahri Overdrive

4. Steal Poison Fangs from Wasps

ENCOUNTERS

After every fight heal and reset **Formation:** Tidus, Kimahri, Auron

- If fight contains a Wasp:
 - **Tidus:** Escape
 - Switch whoever survives for **Rikku**
 - **Rikku:** Steal from Wasp

5. Talk to the lady on the chocobo and do Wobbly Chocobo training

6. Go to Remiem Temple

7. Do Chocobo Races and Win with 0 chests and then 3 chests.

8. Auto-sort items and then manual sort Phoenix Down to slot 2 and Wings to Discovery to slot 1

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

10. Run back to Calm Lands and get on the chocobo then run to Calm Lands exit

DEFENDER X - 64,000 HP

- **Tidus:** Spiral Cut if available otherwise Attack
- **Enemy:** Attack
- Switch anyone for **Lulu**, Swap Weapon
- Switch anyone for **Rikku**, Mix 2x Wings to Discovery
- **Lulu:** Thunder Fury (7 hits required)

Mt. Gagazet

BIRAN AND YENKE

- **Kimahri:** Ronso Rage: Aqua Breath
- **Kimahri:** Lancel Biran then Seed Cannon Biran (Repeat 3x)
- **Kimahri:** Attack Yenke until defeated

Pay attention to your drops, need at least 1 Return Sphere but 2 Returns is ideal

1. If you got 2 Friend spheres (~1.5% chance) then you can't continue. You must reload the autosave and redo the Biran and Yenke Fight to continue.

- Customize:
 - **Rikku:** Devastator → First Strike
 - **Lulu:** If 2 Returns: Moogles → First Strike

2. **Formation:** Tidus, Rikku, Lulu

3. Steal 5x Fire Gems from Bombs

4. Use Spiral Cut and keep recharging **Tidus'** Overdrive until **Tidus** has learned Slice and Dice

5. charge **Rikku Lulu & Tidus** Overdrives for flux fight

ENCOUNTERS

For the remainder of the run, when charging overdrives always do the following 2 things:

- Flee from all ambushes
- Always escape with at least one person

6. Once you get to Wantz half way along gazaget do the following shop

SHOP 90225 GIL

- Sell 6x Wings to Discovery
- Sell Equipment if necessary to get enough Gil (Don't Sell Claw or Shimmering Blade)
- Buy & Equip:
 - Haste Targe

7. Once you're on the Seymour Flux screen, heal everyone except **Rikku**. **Rikku** must be in critical for this fight

SEYMOUR FLUX - 70,000 HP

- If you had 2 Return Spheres:
 - **Rikku**: Use Silence Grenade if available, otherwise Use Poison Fang
 - **Tidus**: Switch Weapon
 - **Lulu**: Switch Weapon
 - **Rikku**: Mix 2x Wings to Discovery
 - **Tidus**: Slice and Dice
 - **Lulu**: Thunder Fury
 - **Rikku**: Use Fire Gem if Flux Still Alive
- If you had 1 Return Sphere (This fight variation has a 25% Game Over Chance, if you die reload the autosave):
 - **Rikku**: Use Poison Fang
 - **Tidus**: Switch Weapon
 - **Rikku**: Mix 2x Wings to Discovery
 - **Tidus**: Slice and Dice
 - **Lulu**: Thunder Fury
 - **Rikku**: Use Fire Gem

EQUIPMENT

- **Rikku**: Claw

8. Inside Gagazet cave charge **Rikku** and **Tidus** Overdrives. Behemoth is the best encounter.

9. Also charge **Lulu** and **Yuna** Overdrives if the opportunity presents itself, e.g. a second Behemoth encounter.

EQUIPMENT

Before exiting the cave

- **Rikku**: Devastator

SANCTUARY KEEPER - 40,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Tidus**: Slice and Dice

10. Swap Wakka for Lulu in party

EQUIPMENT

- Equip
 - **Auron**: Shimmering Blade
- Customise
 - **Auron**: Shimmering Blade → First Strike
 - **Lulu**: If not already done: Moogle → First Strike

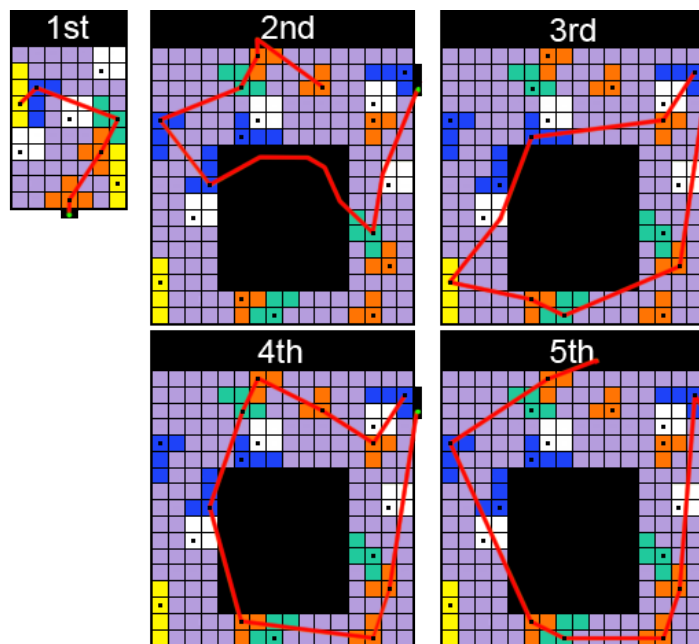
Zanarkand

1. Charge **Tidus**, **Rikku** & **Lulu** Overdrives. Best Encounters are Behemoth on broken bridge and Defender Z inside the dome.

2. Also Charge **Yuna** 's Overdrive if not already done.

3. Before Spectral Keeper:

- **Formation**: **Rikku**, **Lulu**, **Auron**
- Heal everyone except **Rikku**. **Rikku must remain in critical HP for the Spectral Keeper fight.**



SPECTRAL KEEPER - 52,000 HP

- **Rikku**: Use Light Curtain on **Auron**
- **Auron**: Defend
- **Lulu**: Switch Weapon
- **Rikku**: Mix 2x Wings to Discovery
- **Lulu**: Thunder Fury (Exactly 5 hits)
- **Enemy**: Attack All
- **Enemy**: Berserk Tail
- **Auron**: Attack

4. Switch **Auron** for **Tidus**

5. If **Lulu** didn't get hit by Spectral Keeper run back out of the Trials and force encounters to charge **Lulu** 's Overdrive

6. Heal everyone except **Rikku** before Yunalesca. **Rikku must remain in critical HP for the Yunalesca fight.**

YUNALESKA - 132,000 HP

- **Rikku**: Light Curtain on Self
- **Tidus**: Switch Weapon
- **Lulu**: Switch Weapon
- **Rikku**: Mix 2x Wings to Discovery
- Switch **Tidus** for **Wakka**, Defend
- Switch **Lulu** for **Auron**, Hi-Potion **Rikku**
- **Enemy**: Dispelling Slap
- **Enemy**: Absorb
- **Wakka**: Hi-Potion **Rikku** if she is damaged, otherwise defend
- **Rikku**: Use Fire Gem
- Switch **Auron** for **Tidus**, Slice and Dice
- Switch anyone for **Lulu**, Thunder Fury (7 hits required)

Check what equipment drops from Yunalesca. Any weapon dropped by Yunalesca will have **Zombiestrike** which will be important for later.

Airship

1. Go to Highbridge
2. Walk up to Cid and search for Omega Ruins (Small Islands just to the right of the mainland)
3. Travel to Omega Ruins **Formation: Tidus, Rikku, Lulu**
4. Charge **Rikku**, **Lulu** and **Tidus** Overdrives
5. Return to Airship
6. Switch **Tidus** for **Auron**
7. Walk up to Cid, travel to Sin

SIN LEFT FIN - 65,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Auron**: Defend entire fight
- Switch **Lulu** for **Kimahri**
- **Kimahri**: Lancet x7
- **Rikku**: Defend until 6th Lancet then Switch Weapon until sin swipes
- **Enemy**: Sin Swipes
- Switch **Auron** for **Lulu**, Thunder Fury
- **Lulu**: Spam Thunder to finish if needed

SIN RIGHT FIN - 65,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- Switch **Lulu** for **Auron**
- **Auron**: Defend entire fight
- **Rikku**: Use Al-Bhed Potion
- **Kimahri**: Lancet x5
- **Rikku**: Defend until 4th Lancet then Switch Weapon until sin swipes
- **Enemy**: Sin Swipes
- Switch **Auron** for **Lulu**, Spam Thunder to finish

SIN GENAIS AND CORE - 56,000 HP

- Switch **Rikku** for **Tidus**, Switch Weapon
- Switch **Lulu** for **Rikku**, Mix 2x Wings to Discovery
- **Tidus**: Slice and Dice
- **Rikku**: Use Fire Gem

Check to see if the first equipment drop listed is a weapon. If it is it will have **Zombiestrike**.

8. **Yuna** cutscene outside
9. Walk back into the cockpit area and talk to Cid. Travel to Omega Ruins. **Formation: Tidus, Rikku, Lulu**
10. Charge **Rikku** and **Lulu** Overdrives
11. Return to Airship
12. If no Zombiestrike weapon dropped from Yunalesca or Sinspawn Genais:
 - Talk to Rin in the corridor and buy 70x Holy Water
 - Customise Claw → Zombietouch
 - Customise Staff → First Strike
13. Otherwise:
 - Equip Zombiestrike Weapon
 - Customise Staff → First Strike
 - Customise Zombiestrike Weapon → First Strike
14. Switch **Tidus** for **Kimahri** in party

OVERDRIVE SIN - 140,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Lulu**: Thunder Fury
- **Kimahri**: Lancet
- **Rikku**: Use Gem
- Finish with Thunder / Lancet / Attacks if needed

Inside Sin

1. **Formation: Tidus, Lulu, Rikku**
2. Walk along the path
3. Charge **Tidus**, **Lulu** and **Rikku** Overdrives
4. Charge **Yuna** Overdrive if you haven't done it yet

SEYMOUR OMNIS - 80,000 HP

- **Rikku**: Mix 2x Wings to Discovery
- **Tidus**: Slice and Dice (Intentionally Fail)
- **Lulu**: Thunder Fury (6 hits required)

5. Charge **Tidus**, **Lulu** and **Rikku** Overdrives
6. Charge **Yuna** Overdrive if you haven't done it yet
7. Heal everyone except **Rikku**. **Rikku must remain in critical HP for the BFA fight.**

BRASKA'S FINAL AEON - 180,000 HP

- **Tidus**: Talk
- Switch **Yuna** for **Rikku**, Use Chocobo Feather on **Tidus**
- Switch **Auron** for **Yuna**, Switch Weapon
- **Rikku**: Switch Weapon
- Switch **Yuna** for **Lulu**, Switch Weapon
- **Rikku**: Mix 2x Wings to Discovery
- **Tidus**: Talk
- Switch **Lulu** for **Kimahri**, Lancet
- **Tidus**: Slice and Dice
- Switch **Rikku** for **Yuna**, Grand Summon Shiva
- **Shiva**: Diamond Dust
- Switch **Kimahri** for **Rikku**, Use Fire Gem
- Switch **Tidus** for **Lulu**, Thunder Fury (7 Hits Required)

POSSESSED AEONS

- **Valefor**: Throw Poison Fang (or 2x Bomb Core / Lightning Marble / Arctic Wind / Dream Powder if short on Poison Fangs)
- **Ifrit**: Throw Poison Fang + any non-fire throwable
- **Ixion**: Throw Poison Fang + any non-lightning throwable
- **Shiva**: Throw Poison Fang (or 2x Bomb Core / Lightning Marble / Arctic Wind / Dream Powder if short on Poison Fangs)
- **Bahamut**:
 - **Rikku**: Throw Bomb Core / Lightning Marble / Arctic Wind / Dream Powder
 - Switch **Yuna** for **Kimahri**
 - **Kimahri**: Self Destruct

YU YEVON - 99,999 HP

- **Rikku** Zombiestrike Weapon:
 - **Rikku**: Attack
 - Anyone Throw Phoenix Down at Yu Yevon
- **Lulu** Zombiestrike Weapon:
 - **Rikku**: Switch Weapon
 - **Lulu**: Attack
 - **Rikku**: Throw Phoenix Down at Yu Yevon
- **Kimahri** Zombiestrike Weapon:
 - **Rikku**: Switch Weapon
 - **Kimahri**: Attack
 - Anyone Throw Phoenix Down at Yu Yevon
- Anyone Else Zombiestrike Weapon:
 - Switch **Rikku** for character with Zombie Strike Weapon
 - That Character: Attack
 - Anyone Throw Phoenix Down at Yu Yevon
- **Rikku** Zombietouch Weapon:
 - **Rikku**: Switch Weapon to Zombietouch Weapon
 - **Lulu**: Switch Weapon
 - **Rikku**: Attack
 - **Lulu**: If Curaga deals 9999 damage to Yu Yevon (White numbers) Throw Phoenix Down at Yu Yevon, otherwise Switch Weapon
 - Keep switching weapon on **Lulu** and **Kimahri** until **Rikku** lands Zombie status and the curaga numbers are white
 - Once curaga lands, anyone Throw Phoenix Down at Yu Yevon