

# FFX Any% - **Blitz Win**

Wakka Human

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Wakka and all da Blitzball Fans, Brudda!

Welcome to the Final Fantasy X Any% Speedrun Notes. These notes are da best, ya? We gonna beat Sin FAST! These notes are da work of a lotta real amazing folks who helped me put everything in one place. Thanks, ya?

Some beginning info about da run, ya:

- Ya should be able to finish ya first run, if ya listen up good. Follow da notes, ya? Mess 'em up, and ya runs gonna be kaput. No can do somethin' different 'cause ya think it'll work, unless ya tried it, ya? Like, don't use Marbles on Biran and Yenke instead of Gems. Marbles kill, but no overkill, so no drops. Ya know? Why we do dese tings ain't in da notes. No need for dat, brudda. If ya wanna read more, check out [dis site by Grayfox](#) or join us in da [Discord](#). We don't bite, ya?
- Common mistakes? Grid mistakes, ya. Some ya can't fix. It's bad news, it happens. Learn for next time, and double check ya grids.
- Dis run is LONG. Make sure ya got all ya stuff. Ya want a shorter run? Use da Cutscene Remover Mod, dat's its own game. But dese notes still work, ya.
- Blitzball stinks! If ya lose, it's da pits. But ya can still beat da game, just lose 1-2 minutes. No worries, brudda. Just like when da Aurochs lose, ya keep goin'!
- **Learn how to do MRR Skip First**, ya? These notes need ya to nail dat skip. No failin'! Ya can find a video [here](#). Practice saves? In da [Discord](#), brudda.
- Dese notes? No RNG manip! Actions change based on da seed. No need to worry 'bout dat when ya start. When ya get da hang of it, ask in da [Discord](#).
- Have fun, brudda! Time for some blitzball action!

Some info 'bout how dese notes are, ya know, laid out:

- Got some acronyms in da run, ya?
  - **SD: Skip Dialogue**. In cutscenes, ya can skip some stuff. When da words show up, hit **Confirm** quick to make 'em go away. Dat stops da voices, makes da scene go faster. Mash dat button, ya?
  - **CS: Cutscene**. Game cutscene, ya? No can do nothin'. Take a break. Got da time for PS2, so ya can plan ya breaks.
  - **FMV: Full Motion Video**. Pre-made cutscene, ya? Can't do nothin' 'bout it (mostly), take a break. Times for PS2, so plan ahead.
  - **Skippable FMV: Skippable Full Motion Video**. Pre-made, but ya can skip on PC. Still got times, 'cause no skip on PS2, ya know?
  - **Touch the Save Sphere**: Touch Save Spheres, full heal! Touch it, then back out, ya?
- Read each page, like dis: Left side, den right side, den da next page. Got some boxes dat take up both sides. Do da stuff above da box first (left, den right), den da stuff below da box da same way (left, den right).
- Each bullet is its own ting. Do what it says, den go to da next one, ya?
- Sometimes ya gotta get an item, or overdrive, ya? Before movin' on. If da notes say so... **Do It!** No backup plans here, brudda. We trust in Yevon, ya?

Some info 'bout Spheres, ya?:

- Da Sphere Grid needs 45 Power Spheres. Ya get 37 for sure in da run. So ya need 8 extra, ya know? Gotta keep track of da extras, so ya know if ya low and need da backup plans. Da for-sure Power Spheres are:
  - Tros - 2
  - Besaid Dingos - 2
  - Besaid Garuda - 1
  - Geneaux - 4
  - Sahagins - 17
  - Vouivre + Garuda - 2
  - Raldo - 1
  - Wendigo - 2
  - Bombs - 6
- Da Sphere Grid needs 17 Speed Spheres. Don't matter when ya get 'em, but keep track of all da drops. Got backup plans for Speed Spheres later in da run, ya?
- Dese are da **Blitz Win** notes, ya? Strategy is based on winnin' Blitzball, like da Besaid Aurochs always do! If ya lose, switch to da **Blitz Loss** notes, ya?

**READ EVERY LINE AND LEARN MRR SKIP  
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**But you reading every line and learning MMR Skip?  
That was a good one, ya?**

1. Hit Select to skip da cutscene (maybe 15 seconds on PS2). Like when ya skip da pre-game show for da Aurochs, ya?
2. Talk to da kids, name self, den da ladies, walk down da middle, ya?
3. Up+Right walkin' down da road. **SD** through da crowd. **Skippable FMV** (2:30) Gotta get through dat crowd, like when everyone cheers for Wakka!
4. Down to **Auron**, **SD**, 2 **Skippable FMV** (2:30), **SD** No time to waste, gotta focus, brudda!
5. On da second FMV, when da Sinscales fly out of Sinspawn, don't skip it, ya? Press **Start** near da end of da **FMV**. Dat lets ya skip da one after Tanker, ya?

## SINSPAWN BATTLE, TIME TO FOCUS!

- **SD** Gotta focus up, ya?
- Defend with **Tidus** Gotta protect Tidus, brudda!
- Attack 3 Sinspawn Time to take 'em down!
- **SD** More talkin', no time for dat!
- Attack 3 Sinspawn Gotta keep goin', brudda!

## SINSPAWN AMMES BATTLE: DA BIG ONE, YA? - 2,400 HP

- **SD** No time to chat, ya? Let's go!
- **Auron: Overdrive** (↓, ←, ↑, →, L1, R1, O, X) Time for Auron's overdrive, show 'em what's what, ya?
- **Tidus**: Attack Gotta keep up da pressure, brudda!
- **Tidus: Overdrive** Gotta use dat overdrive, ya?
- Keep attackin' 'til it drops, ya? Like scoring da winning goal in blitzball!

6. Run 'round da dead Sinspawn, **Touch the Save Sphere**, **SD** Gotta save da game, brudda!

## TANKER BATTLE: LET'S FINISH DIS! - 1,000 HP

- **Tidus**: Switch Weapon Change weapons, ya? Like switchin' up da blitzball formation!
- **Auron**: Attack Self Hit ourselves? Gotta be crazy, brudda!
- **Tidus**: Switch Weapon x2 Switch it up again!
- **Tidus**: Attack Tanker Time to hit hard, ya?
- **Auron**: Attack Tanker Auron's turn to smash!
- **Tidus**: Attack Tanker (if on PS2, wait 'til **Auron** is back in place) Wait for Auron to get back, den BAM!

7. **CS** (2:00), **Skippable FMV** Just like watchin' a blitzball game, time for a break!

## Baaj Temple: Time for a Swim, Ya?

1. Hold O, Down-Left to talk to Jecht, ya? **SD** when **Tidus** wakes up. Swim 'round da rock to da temple. Like swimmin' for da blitzball!

2. **CS**, hold O, down and right, **CS**. Gotta keep movin', brudda!

## SAHAGINS AND GEOSGAENO: UNDERWATER FIGHT!

- Attack da two Sahagins 'til dey drop, ya?
- **CS** (0:30) Gotta watch da cutscene, brudda!
- Defend 'til da **CS** Gotta protect Tidus, like Yuna on her pilgrimage!

3. Heal **Tidus** with Potions. Options, switch cursor to memory, aeons to short. Like gettin' a time-out in blitzball, ya?
4. **CS**, go down and left, go through da door. Pick up flint, get out, brudda!
5. Go north through da door. Climb steps to da wilted flowers. Back to da fire in da middle. **CS** (2:10) Gotta follow Yevon's guidance, ya?

## KLIKK: TIME TO SMASH, YA? - 1,500 HP

- **Tidus**: Attack x6, Potion when **Tidus** has less dan 227 HP. Gotta keep Tidus alive, like Yuna!
- **CS, SD** Quick cutscene, gotta be quick!
- **Rikku**: Grenade x1, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros) Rikku?! Steal and throw, just like Al Bhed... but we need dose grenades!
- **Tidus**: Attack Tidus, attack!
- Potion if **Tidus** has less dan 114 HP Gotta keep him alive!
- Keep goin' 'til it's dead, ya? Like winnin' da blitzball game!

6. **CS** (2:30). Talk to **Rikku** for da lesson, **SD** Al Bhed teachin'? No likey, but gotta listen, ya?
7. Hold O, down, left. Circle, move forward. Gotta swim, brudda!

## ENCOUNTERS

- Piranha Encounters: Watch Out, Ya?:  
– Steal Grenades with **Rikku** and Attack with **Tidus** Gotta steal from dose fish, ya?

8. Swim to da **Touch the Save Sphere**, swim forward. Circle and right 'cross da station. Gotta save da game, brudda!

## MORE PIRANHAS: LET'S STEAL SOME MORE!

- **Rikku**: Steal Grenades from each set Gotta get dem grenades, ya? Al Bhed style...
- **Tidus**: Attack Smash dose fish!

9. **CS**, swim down, swim left. Heal with Potions if **Rikku** is below 250 HP. Keep Rikku alive, even if she's Al Bhed, ya know?

### TROS: TIME TO THROW GRENADES, YA? - 2,200 HP

- **Rikku**: Steal if ya had less dan 6 grenades. Steal from da fish, like da Al Bhed do!
- **Rikku**: Grenade x6 Blow 'em up with grenades!
- **Tidus**: Attack x2, Standby otherwise Let Tidus attack, or just wait, brudda!

Guaranteed 2 Power Spheres. Overkill? +2 Power Spheres, ya?

10. Swim up to da next screen. **CS**, follow da red arrow to **CS** (0:50) Gotta keep movin', brudda!
11. **SD** 'til **Tidus** gets food. **CS** (3:00). Walk to **Rikku**. **CS** (2:30), **SD** during Al Bhed Talkin'. No save, ya?

### Besaid, Ya?

1. I'm movin', ya? **CS** (0:30), **SD**, **FMV**. Gotta swim to the beach and **SD**. Head up to **Wakka**, **SD**, then walk down to the next screen, ya?
2. Gotta walk right to the next screen, right again, then down to **Wakka**, brudda.
3. Time to swim in the Lagoon, ya? Watch out for that invisible wall at the end, it's a nasty surprise!

### ENCOUNTERS

- Piranhas, watch out for 'em:
  - They attack if there's 2 groups, or 3 if we get the preemptive strike, ya?
  - If not, run away, no can do!

4. **SD** next couple of screens, just gotta do it, ya? Walk to the temple, **CS** (0:30). Walk to the Priest, **CS** (1:30). Walk to **Wakka**'s tent, it's in the middle right, talk to him and **SD**, brudda.
5. Time to walk to the temple, **SD**, gotta pray to Yevon, ya?

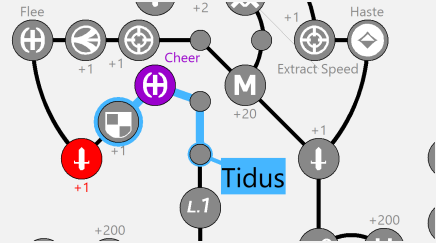
### CLOISTER OF TRIALS

- Touch the wall at the end, gotta show Yevon ya faith, ya?
- Touch the wall on the right, just like blitzball, ya gotta use the field!
- Go down the steps and pick up 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, just like finding a secret passage!
- Pick up the sphere in the hidden room, place it on the second pedestal, show Yevon ya strength.
- Push the pedestal to complete the trials, ya?

6. **CS** (1:00), **SD** inside the Fayth room, time to meet a summon. **FMV+CS** (1:00). **SD** after the **FMV**, walk down to Besaid Center, show Yevon ya respect. **CS** (1:40), gotta name **Valefor**.
7. **SD** at the party, walk to **Yuna**, gotta protect her. **SD**, respond with the 2<sup>nd</sup> option, "She's not my type", that's what I'd say, ya? Talk to **Wakka**, go to sleep, **SD** on the dream docks, ya?
8. Walk out of the tent, **SD**.
9. Leave the village, **SD** through forced encounters, those monsters! (guaranteed 1 Power Sphere, Overkill on Dingo gives +1 Power Sphere), **SD** during the cutscene, avoid the statue and leave the area by going up, time to move! **Skippable FMV** right before the **Kimahri** fight, like a blitzball game, ya?

### SPHERE GRID

- If **Tidus** has 3 levels, that's good ya?:
  - Move ←, just like dodging a blitzball!
  - Get Cheer, Str +1, gotta get stronger.



### KIMAHRI, GOTTA WATCH OUT FOR THEM RONSO! - 750 HP

Each Attack does average of 125, count damage compared to average to know if you need to Potion or not, Yevon protect us. If you did the above sphere grid already, 6 Attacks will always kill, that's the spirit!

- **Tidus**: Attack x5, gotta show him what we got, ya?
- If the Attacks did at least 7 damage over average, time to strike:
  - **Tidus**: Attack, gotta finish him off!
- If **Tidus** has less than 178 HP, gotta heal:
  - **Tidus**: Potion, heal up brudda!
- **Tidus**: Attack x1-2, almost done brudda!

10. **SD**, continue running, no time to waste!

### GARUDA, GOTTA BE CAREFUL, YA?

- **Yuna**: Summon **Valefor**
- **Valefor**: Thunder x6 to build **Overdrive**, just like charging up for a blitz!

Guaranteed 1 Power Sphere, gotta get stronger for Yuna.

11. If you didn't do the above sphere grid yet, do it now, no excuses (only get Cheer if Tidus has 2 levels), ya?
12. **Formation**: **Tidus**, **Yuna**, **Lulu** Gotta keep Yuna safe with the right team, just like in Blitzball, ya?

#### GARUDA, AGAIN? THESE MONSTERS NEVER QUIT!

- Flee using the Escape Command, no shame in running, ya?

#### ENCOUNTERS

- Dingo: **Tidus** Attack, simple as that, ya?
- Condor: **Wakka** Attack, gotta take 'em down!
- Water Flan: **Lulu** Thunder, magic's the way to go, ya?

Guaranteed 1 Power Sphere, Overkill on Dingo gives +1 Power Sphere, gotta get stronger!

13. At Besaid Beach **Touch the Save Sphere**, talk to the guy in red shorts for 400 Gil, gotta pay up, ya? Then go onto the boat, time to leave Besaid!

1. **CS** (2:00), gotta walk up to **Yuna**, protect her ya? **SD**, walk back to **Wakka**, **SD**, walk back up to **Yuna** again, **CS**+ 4 **Skippable FMV** (4:20), **SD** from Sin, Yevon help us!

SIN FIN, NASTY MONSTER! - 2,000 HP

- **Tidus**: Defend, gotta protect the team, ya?
- Switch **Yuna** for **Lulu** Gotta get the right player in position, like blitzball, ya?
- **Lulu**: Thunder the Sin Fin, show 'em the power of magic!
- Switch **Kimahri** for **Yuna** Time to switch again, like a blitzball play, ya?
- **Yuna**: Summon **Valefor** Time to call in the big guns!
- **Valefor**: Energy Ray **Overdrive** on Sin Fin, that's the spirit!
- **Enemy**: Move x2 and Spines x2, watch out for those spines!
- **Valefor**: Thunder the Sin Fin, keep the pressure on!
- **Enemy**: Spines and Move, dodge 'em like a blitzball!
- **Valefor**: Thunder the Sin Fin x2, almost there!
- *If Sin Fin ain't dead yet, gotta keep fighting:*
  - **Enemy**: Spines, watch out, brudda!
  - Switch **Tidus** for **Wakka**
  - **Wakka**: Attack the Sin Fin, time for a blitzballer's power!

2. **FMV+CS** (1:40), what's gonna happen next, ya?

SINSPAWN ECHUILLES, LITTLE MONSTERS! - 2,000 HP

- **Tidus**: Cheer x2, gotta pump up the team, just like before a blitzball game!
- **Wakka**: Dark Attack, hit 'em where it hurts!
- **Tidus**: if Str Node Attack x2, otherwise Cheer x2, gotta power up, ya?
- **Wakka**: Attack x2, time for some blitzball action!
- **Enemy**: Blender, that's a nasty move!
- **Wakka**: Attack x2, show 'em what we got!
- **Tidus**: Attack x2, one less if either **Tidus** crits or **Wakka** crits twice, gotta watch out for those criticals!
- **Tidus**: **Overdrive**, unleash the fury, ya?

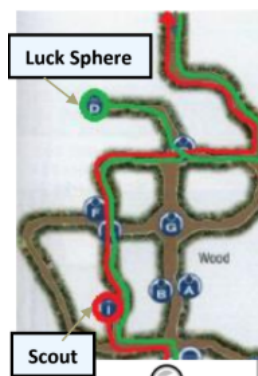
Check for **Ice Brand**, **Ice Ball**, maybe the Al Bhed had somethin' to do with this, ya?

3. **Skippable FMV+CS** (1:30), **SD** during **Tidus**'s monologue, what's he talkin' about, ya?

1. **SD** on exiting the boat, those Al Bhed machines make me nervous, go up and left, **SD**, gotta keep moving. **Skippable FMV** (2:00), (press Start immediately after skip) **SD**, no time for distractions!
2. Exit the inn, go right to **Wakka**, **SD**, gotta talk to the brudda. Go left and up to Kilika Woods, **SD**, spooky place, ya?

LANCET TUTORIAL, TIME TO LEARN A NEW TRICK!

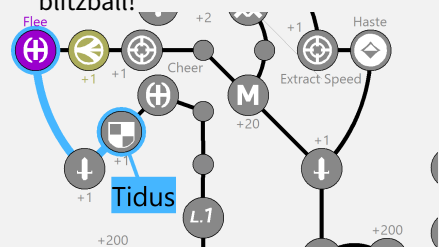
- **SD**, gotta pay attention!
- **Kimahri**: Lancel, learnin' from the enemy, ya?
- Switch **Kimahri** for **Wakka** Gotta switch out the players, like blitzball, ya?
- **Wakka**: Defend, gotta protect the team!
- **Tidus**: Attack, show 'em what we got!
- *If Valefor died on Sin Fin, Yevon forgive us:*
  - Switch **Lulu** for **Yuna** Gotta switch to the summoner, ya?
  - **Yuna**: Summon **Valefor** Time to call back Valefor!
  - **Valefor**: Boost x2, pump 'em up!
  - **Valefor**: Fire, burn 'em down!
- *Else, we're in good shape, ya?:*
  - **Lulu**: Fire, more fire, ya?



3. Go left and up the hidden path, it's a secret, ya? open the chest for the **Scout**, gotta find the hidden treasure!

SPHERE GRID

- **Tidus**: , gotta get stronger, ya?
  - Move ←← or ↖, gotta move fast!
  - Flee, Agi+1 (, Str +1 if you didn't get it already), gotta be quick on ya feet, like dodging a blitzball!





## EQUIPMENT

- **Wakka**: Scout/Ice Ball, gotta be prepared for anything, ya?
- **Wakka**: Any Armguard (optional), extra protection, ya?
- **Tidus**: Ice Brand (optional), burn those fiends!

4. **Formation: Tidus, Wakka, Lulu** Time for a solid team, ya?
5. Continue up the hidden path, following the map, gotta stick to the plan. Fight encounters as described below, show 'em the power of Yevon!
6. Need 45 AP on **Tidus**, which is 5 kills (Overkills count as 2), gotta get stronger, ya? This is ya main source of Speed Spheres but you can obtain the rest later, gotta be patient, ya?
7. Ya can benefit from kills beyond the first 5 but do not intentionally farm encounters and stop killing if ya have 17 kills already, gotta be smart about it, ya?

## ENCOUNTERS

- *If there is only Ragoras, run away!:*
  - **Tidus**: Flee, no time to waste!
- **Tidus**: Attack the Dinonix if present, else Defend, gotta protect the team!
- **Wakka**: Attack the Killer Bee if present, else Defend, watch out for those bees!
- **Lulu**: Water the Yellow Element or Killer Bee, magic's the way to go!
- **Tidus**: Flee, gotta be quick, ya?

8. **SD**, gotta keep moving, ya?
9. **Formation: Tidus, Yuna, Lulu** Back to the main team, ya?
10. **Touch the Save Sphere**, gotta save our progress, ya?

## SINSPAWN GENEAX, LET'S TAKE 'EM DOWN! - 3,000 HP

- *If **Tidus** is going before **Yuna**, gotta be careful:*
  - **Tidus**: Defend, gotta protect Yuna!
- *Else, switch it up!:*
  - Switch **Yuna** for **Wakka** Gotta switch the players, ya?
  - **Wakka**: Defend, gotta protect the team!
  - **Tidus**: Defend, stay safe, ya?
  - Switch **Lulu** for **Yuna** Gotta switch to the summoner!
- **Yuna**: Summon **Valefor** Time to call in the big guns, ya?
- **Valefor: Overdrive** Energy Ray, show 'em the power of Valefor!
- **Valefor**: Fire x3, burn 'em down!
- **Valefor: Overdrive** Energy Ray, one more time!

Guaranteed 4 Power Spheres, if Rare Drop from Geneaux +2 Power Spheres, gotta get those spheres!

11. **SD** on the stone steps and the temple, time to pray to Yevon. Go into the temple, gotta respect Yevon. Walk up to **Wakka** and Pray, show ya faith, ya? **SD** inside the temple and go up the steps, gotta keep climbin'. Wait for the lift and **SD**, almost there, ya?

## CLOISTER OF TRIALS

- Take the sphere from the pedestal, gotta take the first step.
- Place it into the door, take it off of the door, just like a blitzball pass, ya?
- Place the sphere into the next door, take the sphere back, gotta be strategic, ya?
- Place the sphere into the right holder, gotta make the right move.
- Touch the glyph, feel the power of Yevon!
- Take the sphere from the next room, gotta explore, ya?
- Place it into the left holder, gotta balance things out.
- Take the glyph sphere from the pedestal, another sphere, ya?
- Place it in the Fire Room, avoid the flames!
- Take the sphere that ya put into the right holder, gotta remember where ya put it, ya?
- Use it to open the door in the Fire Room, almost there, ya?
- Take the sphere off the door, another step complete.
- Enter the Fayth room, time to meet Ifrit, ya?

12. In the Fayth room, **SD**, gotta pay respects, ya? Speak to **Wakka** first, always good to talk to a brudda. Try to leave the room, **SD**, gotta name **Ifrit**, give him a good name, ya?
13. Hold down to exit the temple, Yevon be with us. **CS** (0:40), **SD**, gotta get out of here.
14. **Formation: Tidus, Wakka, Lulu**, back to the team.
15. Go south through Kilika Woods, take the left path and open the chest for the **Luck Sphere**, referencing the above map, gotta be lucky, ya?
16. Exit Kilika Woods the same way that ya entered, treatin' the fights the same way as above, gotta be consistent, ya?
17. Do the below Sphere Grid if **Tidus** has 5 S.Levels, get stronger, ya?
18. Go down and right to S.S. Winno, time to move on. **SD**, next boat, ya?

## S.S. Winno, ya?

1. **CS** (1:10), ya? Then exit on the right, Brudda. Gotta see Oaka, maybe he's got some good deals, ya? Then run outside to the top deck for a cutscene with me and Lulu, ya?
2. Gotta run up to the blitzball at the front of the boat, ya? Cutscene's another ten minutes, so get comfy, ya?

3. Just gotta follow the tutorial, ya? But no can do, gotta fail the minigame, ya? Don't get that Jecht Shot, ya hear? It's a waste of time, like those Al Bhed machina!
4. Save data's on Yuna's scene, ya? But no saving this time, ya? There's a skippable movie, but it's only thirty seconds if ya buffered the start command back in Kilika, ya know? It's like setting up a good blitzball play.

### Luca, Ya?

1. Save data, then go right and up to the next screen, cutscene is two minutes, thirty seconds, ya? No need to save, brudda.
2. Save data in the locker room, ya? No time for tutorials, no can do! Save data again while mashing R1, then walk down, another save data, ya? Gotta be quick like a blitzball game!
3. Walk down to the next screen, save data, ya? Whistle cutscene, takes like thirty seconds, ya? Walk right to the next screen, gotta keep movin', like on the blitzball field!
4. Save data, run to the cafe, ya? Another save data, plus a skippable movie and cutscene, ya? That's one minute and twenty seconds, ya? Save data again, ya?
5. Run left to the next screen, then left to the docks, ya? Like scoring a goal in blitzball, gotta be quick!
6. Talk to O'aka on the first docks screen before fightin' those machina, those blasted machines! Gotta do the following shop, ya?

#### SHOP 3050 GIL

- Sell, gotta get rid of the junk, ya?
  - All Weapons and Armor other than Official Ball, Lightning Steel, Thunder Ball, keep the good stuff, ya?
- Buy, gotta get some upgrades!
  - Stunning Steel, and equip it, ya?
- If ya don't got enough gil after sellin' equipment, there are 2 chests with 600 Gil and a Tidal Spear on the same dock as O'aka, sell that spear, ya?

7. Run north to the next screen, ya? Time to face those blasted machines!

#### MACHINA - FIRST TWO ENCOUNTERS, YA?

- **Tidus**: *if Early Haste* Haste Lulu on his first turn, ya? Otherwise, just defend, ya?
- **Kimahri**: Defend, gotta protect Yuna!
- **Lulu**: Thunder, show 'em the power of Yevon!

8. Gotta do the Sphere Grid if Tidus has 5 S.Levels, ya? It's like trainin' for a blitzball match!

#### MACHINA THIRD ENCOUNTER, YA?

- *No Early Haste*:
  - *First Wave*:
    - \* **Tidus**: Attack those machines, ya?
    - \* **Kimahri**: Attack!
    - \* **Lulu**: Thunder a different Machina, ya?
    - \* **Tidus**: Attack again!
    - \* **Kimahri**: *if no crits* Overdrive Seed Cannon, else Attack, ya?
  - *Second Wave*:
    - \* **Tidus**: Defend, brudda!
    - \* **Kimahri**: Defend, ya?
    - \* **Lulu**: Thunder!
  - *Third Wave*:
    - \* **Tidus**: Attack, ya?
    - \* **Kimahri**: Attack or use Overdrive Seed Cannon, ya?
    - \* **Lulu**: Thunder a different Machina, ya?
- *Early Haste*:
  - **Tidus**: Haste Lulu, then Defend, ya? Gotta be quick!
  - **Kimahri**: Defend, ya?
  - **Lulu**: Thunder!

9. If anyone's HP is low, use Potions, ya? And if ya had Early Haste, save to restore Tidus's MP, ya? Like resting before the next blitzball match!
10. Do the below Sphere Grid if Tidus has 5 S.Levels, ya? Gotta get stronger!
11. Run right, ya?

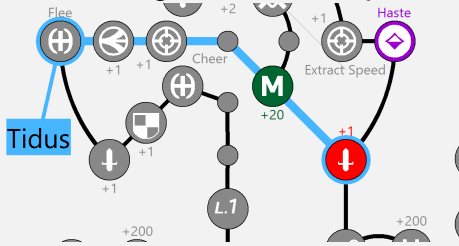
#### OBLITZERATOR, YA? - 3,000 HP

- **Kimahri**: Defend, gotta protect Yuna, ya?
- **Tidus**: *If Early Haste* Haste Lulu, else Defend, ya?
- **Lulu**: Thunder Crane x3, show that machine who's boss!
- **Tidus**: Use Crane after Lulu's 3rd Thunder, ya?
- **Kimahri**: Defend!
- **Lulu**: Thunder, ya?
- **Tidus**: Attack!

Check for Lightning Steel, Thunder Ball, ya? Good equipment!

12. Cutscene for two minutes, save data during and after the Blitzball game, ya?

- **Tidus:** (5 S.Lvl), ya?
  - Move down, southeast, southeast, ya?
  - +1 Strength, Haste, +20 MP, ya?



## EQUIPMENT

- *If you got Thunder Ball:*
  - **Wakka:** Thunder Ball, time to show 'em what's what!
  - *If you also got Lightning Steel:*
    - \* **Tidus:** Lightning Steel, ya?

- ## BLITZBALL
- **First Half:**
    - *If Luca wins the Blitzoff:*
      - \* Triangle, switch the mode to Mark Mode, and then Left Side, ya?
    - *When you get the ball:*
      - \* Change to Manual A and Normal Mode, ya?
      - \* Down some, pass the ball to Tidus, ya?
      - \* **Tidus:** Swim next to Jassu, pass to Jassu, ya?
      - \* Hide behind the Goalie, ya?
      - \* If ya aggroed a Goer, Swim Around, ya?
  - Save data during half time, ya?
  - **Second Half:**
    - *If Luca wins the Blitzoff:*
      - \* Triangle, switch the mode to Mark Mode, and then Right Side, ya?
    - *When you get the ball:*
      - \* Pass to Jassu if he doesn't have it, ya?
      - \* Swim to the Bottom Middle, ya?
      - \* Wait until 2:20, if Abus Aggro then Break, ya?
      - \* Swim to the Left, aggro Balgerda, then swim back some, ya?
      - \* Pass to Tidus before Balgerda gets in range to block, ya?
      - \* **Tidus:** Swim close to the Goal and Sphere Shot before anyone is close enough to block, ya?
        - If 1 Defender and 2:49, Sphere Shot over the Defender, ya?
        - Otherwise, Break and Sphere Shot, ya?
        - If 2 Defenders, Break 1, Sphere Shot, ya?
    - Save data during Wakka's cutscene, ya?
    - If ya need to Score or it's 1-1, then do the same as above with Jassu, ya?
    - Wait until 4:20 then aggro Balgerda, Pass to Wakka, ya?
    - **Wakka:** swim close and Venom Shot, or Break, Venom Shot, ya?
  - No tryin' to score in the First Half, ya?
  - If ya's losing, Change to Mark Mode and lose the game, ya?

15. Save data, don't save, cutscene for one minute, ya?

### SAHAGIN CHIEF, YA?

- *If no Thunder Ball:*
  - **Tidus**: Haste Tidus, ya?
  - **Wakka**: For the first two waves, attack Sahagin C, ya?
  - **Wakka**: For the third wave, potion Tidus if he has less than 156 HP, otherwise Defend, ya?
- *If Thunder Ball:*
  - **Tidus**: Cheer, ya?
  - **Wakka**: Attack, ya?
  - **Tidus**: Haste Tidus, ya?
  - **Tidus**: Haste Wakka, ya?
  - *If also Lightning Steel:*
    - \* **Tidus**: Cheer, ya?
- **Tidus**: Attack!

Guaranteed 17 Power Spheres, each Overkill is +1 Power Sphere, ya?

16. Save data, skippable movie, ya? Overkill on Vouivre is +1 Power Sphere, ya?

### GARUDA, YA? - 1,800 HP

- **Tidus**: Haste Auron, ya?
- **Auron**: Attack x3, show that bird what for!
- **Wakka**: Defend, Potion if Tidus has less than 312 HP, gotta keep him healthy!
- **Tidus**: Attack x1, then Defend, ya?
- **Wakka**: Defend, Potion if Auron has less than 202 HP, ya?
- **Auron**: Attack x3, ya?
- No reviving non-Auron party members, ya?

Guaranteed 2 Power Spheres from this and the Vouivre, ya? Overkill is +1 Power Sphere, ya?

17. Cutscene plus a skippable movie, one minute, thirty seconds, buffer the movie skip, ya? Don't save, save data at the Auroch scene, ya?
18. Cutscene is four minutes, fifty seconds, ya? Run north to the hidden chests, pick up Magic and HP Sphere, ya?
19. Run south and try to speak to Auron while he's walkin' away, ya?
20. Follow the red arrow to Yuna, save data during guardian scene, ya? Walk to Yuna, cutscene is four minutes, twenty seconds, ya?

### Mi'ihen Highroad, Ya?

1. Gotta move it, brudda! Forced fight, time to focus up. Head up, gotta watch out for those scenes with Maechen, ya know? Power Sphere's comin' from the tutorial, that's a sure thing, plus one if we Overkill, Ya?
2. **Formation: Tidus, Wakka, Auron**

3. Run away from every fight! No time for dat!

4. Use **Yuna's** Cure if **Tidus** is in the red, and after every ambush, keep him safe!

## 5. Mi'ihen Skip, Like a Blitzball Pass!

- After the Maechen scene, gotta run, run, run! As fast as we can!
  - Go to dat white spot on the ground, left side, before ya see the Man in Blue.
  - Talk to him, and grab the **Hunter's Spear**, it's worth it, ya?
  - Mash that button and step forward, gotta get over dat cutscene line.
  - Gotta keep walkin' during the cutscene after the teleport, no time to stop!
6. Get the **Hunter's Spear**! No can do if ya fail the skip, it's important!
7. Go right, time to focus up at the Calli scene. Keep movin' forward, brudda! Time to focus up again! Luzzu scene, time to focus up again! Shelinda scene.
8. Next screen, here we go!
9. Gotta find that Al Bhed shop, time to focus up. Walk outta da shop and **CS** (5:30)
10. Leave the shop, time to focus up. Time to focus up again on Rin. Head outside.

### CHOCOBO EATER, TIME TO BLITZ!

- **Tidus**: Haste dat Boss, Gotta be quick like a blitz!
- Defend with everyone, gotta protect each other, bruddas!
- If someone's low on HP, switch 'em out with someone from the back, no time for heroes!

11. Time to focus up!
12. **Formation: Tidus, Wakka, Auron**
13. Head north, **Touch the Save Sphere**. Walk north to the next screen, ya? Walk to da blocked road, time to focus up! Talk to da guard on the right, time to focus up. Head back, time to focus up again. Walk up to da next screen, almost there!

## Mushroom Rock Road, Ya?

1. We're skippin' cutscenes and stoppin' the timer, brudda!
2. Time to skip Clasko, ya? No can do normally, but we got a trick!
- Run forward, ya? Gotta find those three soldiers, brudda!
  - Gotta wedge yaself behind that right soldier, holdin' left for a sec!
  - Tap down-right, X, ya? Gotta talk to the bottom soldier, quick!
  - If the soldier runs away from ya:
    - Gotta run near the white spot on the wall near the trigger, ya?

- Talk to the soldier after he pushes ya into the trigger!
- Mash the buttons until the trigger dialogue shows up in the cutscene, brudda!

3. No time for battles, run away from any monsters, gotta get to the next area!
4. Gotta save, ya? Then go back. If ya ain't confident in this skip, **Save**, ya? If ya mess this up, ya can't keep goin' on this run, brudda!
5. Time to do the Mushroom Rock Road skip! If ya need help, go to [this video](#) for help, ya?
6. Gotta stop the timer durin' Tidus's talkin', ya? Cutscene's about a minute, then stop the timer again, brudda!
7. Walk left, save, and stop the timer, brudda. Walk left, speak to Auron, then stop the timer. Go up and right, then stop the timer, exit the area, and stop the timer again, ya?

## Djose, Ya?

1. Walk north, ya? If ya don't find a Basilisk by the end of the road, keep fightin' until ya get one. Now or after ya leave Djose Temple, brudda!

### ENCOUNTERS

- Basilisk, Ya?
    - Switch anyone for **Kimahri**
    - **Kimahri**: Gotta use Lancet on that Basilisk, Kimahri! Learn Stone Breath, Ya?
    - Gotta run away, brudda!
  - Else Gotta run away!
2. Keep walkin' north, brudda! Stop the timer, and go to the next area!
3. Walk across the bridge to the next area, ya? Stop the timer. Go into the temple, speak to Auron at the door, stop the timer, and go up the stairs.

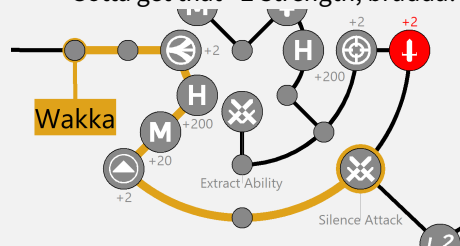
- Gotta grab the sphere from the left wall, ya?
- Shove it in the door!
- Gotta take the sphere from the right wall, brudda!
- Shove it in the door, ya?
- Gotta take the sphere from the left wall again!
- Push that pedestal to the right, brudda!
- Put the sphere into the far right wall!
- Take the sphere from the right wall, ya?
- Place it in the far right wall!
- Cutscene time, ya?
- Take the sphere from the far right wall.
- Reset that puzzle with the far left tile, brudda!
- Place that sphere into the pedestal, ya?
- Take the sphere from the pedestal!
- Put the sphere into the right wall, ya?
- Take the far right sphere, brudda!
- Put it into the pedestal, ya?
- Push the pedestal through the door, brudda!
- Jump onto the pedestal, ya?
- Push the second pedestal, and return to the main room!
- Take the charged sphere from the right wall, ya?
- Place the charged sphere into the left wall, brudda!
- Reset the puzzle, ya?
- Place the two pedestal spheres in the first left and right walls, ya?
- Go onto the lift in the center.
- Push all the pedestals in, and walk up the stairs.

4. Talk to Auron, and wait for him, brudda. Stop the timer, try to leave, stop the timer, and name Ixion!
5. Speak to Auron, enter the temple, and go to the left room. Speak to the priest, and stop the timer. Exit the temple, and stop the timer, brudda!
6. Go left, pick up 4000 Gil, cross the bridge, stop the timer, exit, stop the timer, and go up to Moonflow, ya?

1. Set up the team as Tidus, Kimahri, and Auron, ya?
2. Walk north, and stop the timer on that Kimahri scene, brudda!
3. Before Belgemine, go right into the alcove and pick up 3 Lv. 1 Key Spheres, ya?
4. Walk north, stop the timer, walk left, stop the timer, walk left past two screens, and stop the timer, brudda!

## SPHERE GRID

- **Wakka:** (7 S.Lvl), Ya? If ya don't have enough, skip this grid entirely, brudda!
  - Move down twice and right to Silence Attack, ya?
  - Gotta get that +2 Strength, brudda!



## EQUIPMENT

- *If ya don't have the Thunder Ball, ya?*
  - **Wakka:** Gotta equip the Official Ball, brudda!
- *If ya had the Lighting Steel, brudda:*
  - **Tidus:** Gotta equip the Stunning Steel, ya?

5. Potion or Cure Tidus if he got hurt, brudda. Walk right and use the second option to ride the shoopuf, stop the timer!

EXTRACTOR - 4,000 HP

- **Tidus:** Haste himself, ya?
  - **Wakka:** If anyone's HP is less than 216, use a Hi-Potion, otherwise Attack, brudda!
  - **Tidus:** Attack that Extractor until you make it Slow, ya?
  - *If Extractor ain't Slowed when it Rises, ya?*
    - **Wakka:** Time for my Overdrive! Thunder Reels!
  - **Tidus:** Haste Wakka, ya?
  - *If ya got Lightning Steel, brudda:*
    - **Tidus:** Cheer once, ya?
    - **Tidus:** Equip Lightning Steel, ya?
- Else:*
- **Tidus:** Cheer four times, ya?
  - **Tidus:** Equip Bruddahood, brudda!
- **Tidus:** Attack, ya?

6. Stop the timer, walk left to the next area, walk left and talk to Rikku, and stop the timer, ya? That Al Bhed...
7. Walk up to the forced battle, brudda!



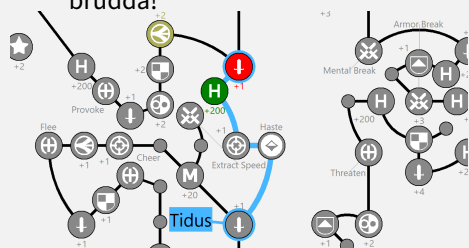
## RIKKU TUTORIAL

- Mash through the tutorial, brudda!
- **Rikku**: Gotta Steal from that Treasure Chest, ya?
- *If ya have less than 34 Power Spheres, ya?*
  - **Rikku**: Time for an Overdrive! Two Ability Spheres, ya?
- *Else:*
  - **Rikku**: Time for an Overdrive! Two Potions or Hi-Potions, ya?
  - **Rikku**: Defend, brudda!
  - Gotta run away from this fight!

Ya get +2 Power Spheres when ya do that Ability Sphere Mix, brudda!

## SPHERE GRID

- **Tidus**: (4 S.Lvl), ya?
  - Move right then up, ya?
  - Get Strength +1, HP +200, and Agility +2, brudda!



- Gotta Auto-Sort the items, ya?
- Heal everyone with Potions (use 'em all if ya can, gotta free up that first inventory slot), brudda!
- If your first inventory slot ain't empty: Manual Sort, select what's in the first slot, scroll down a page with R2, and put it there, ya?
- Gotta set up the team with Tidus, Wakka, and Auron, brudda!
- Walk north to the next area, ya?

## Guadosalam, Ya?

- First, brudda, we gotta head to Seymour's place, but try to make a run for it! But no can do, ya? Gotta go inside, talk to Auron first, ya? Then talk to Wakka, Lulu, Rikku... Rikku?! Yuna too. Then, skip the FMV if ya buffered Start after Luca Garuda, ya? **SD**, **Skippable FMV+CS** (5:50).
- Time to ditch this place, brudda! Head down. **SD**. Then, get to the Farplane. Check the left side goin' to the Farplane, brudda, there's a treasure! open the chest for the **Lightning Marble x8**, sweet!
- SD**, then talk to Auron, then head inside the Farplane. **CS** (1:20). Talk to Wakka, ya? **SD**, then Yuna, then **CS** (2:10). **SD**.
- Let's go to the Seymour House Entrance, **SD**.

- Guadosalam Skip, eh? Just like a blitzball trick play!

- Stand outside the Potion Shop, ya?
- Wait for that Guado to shove ya and trigger the skip, ya?
- Then, just run to the exit, check ya minimap, brudda!
- If ya playin' HD Remaster, talk to the lady on the left, so she ain't walkin'. Then, talk to the runnin' Guado when she pushes ya into the door, ya? It's tricky!



## Thunder Plains, Brudda!

- Head north, dodge that lightning, ya? Just like dodging blitzballs from the Al Bhed! Flee from all the battles, no time to waste!
- SD** when we see the Al Bhed shop. Walk inside when Rikku... Rikku?!... begs to go. Probably full of machina junk, ya?

## SHOP 1200 GIL

Buy:

- 3 Phoenix Downs, gotta keep Yuna safe, ya?
- 3 Grenades, those Al Bhed grenades are nasty! , +1 if we need more Speed Spheres (need 15 Speed Spheres for the rest of the run, ya?).

- Walk into the shop thingy, **CS** (2:00)
- Talk to Auron, then Rikku...Rikku?!, **SD**.
- Gotta grab the **Yellow Shield** outside the shop, ya? It's on the ground.

## EQUIPMENT

- **Tidus**: Yellow Shield for Tidus, ya?

- Try to finish up in Thunder Plains with the Light Curtain, ya?

## ENCOUNTERS

Iron Giants always go for the person with the least HP, so make sure everyone's HP is higher than Rikku's...Rikku?!

- Iron Giant + 2 Buers, if we bought an extra grenade for Speed Spheres (only do this once, ya?):
  - Switch **Tidus** for **Rikku**
  - **Rikku**: Rikku...Rikku?! throws a Grenade, ya?
  - **Wakka**: Wakka defends, gotta protect Yuna!
  - **Auron**: Auron defends too, ya?
  - **Enemy**: They attack Rikku...Rikku?!
  - Switch **Wakka** for **Tidus**
  - Gotta flee, brudda!
- Just an Iron Giant (only do this once):
  - **Tidus**: Tidus defends, ya?
  - Switch **Wakka** for **Rikku**
  - **Rikku**: Rikku...Rikku?! tries to steal a Light Curtain, ya?
  - **Auron**: Auron defends, like a blitzball goalie!
  - **Enemy**: Attacks Rikku...Rikku?!
  - Gotta run, brudda!

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

## Macalania Woods, Ya?

1. **SD**, head north, **SD**, **Touch the Save Sphere**. Gotta keep Yuna safe, ya?
2. **Formation: Tidus, Rikku, Auron**
3. Heal Tidus if he's below 404 HP, ya? Can't let the star blitzball player get hurt!
4. Charge Rikku's...Rikku's?!... **Overdrive**, and steal at least one of each thing, ya? Gotta get those items!

## ENCOUNTERS

- Chimera? Steal an Arctic Wind, then FLEE!
- Blue Elemental? Steal Fish Scale x2, then run, ya?
- Anything else? No time, just Flee!

5. Once Rikku's...Rikku's?!... got **Overdrive** and we got at least 1 Arctic Wind and 1 Fish Scale, **Formation: Tidus, Kimahri, Auron**
6. Follow the path, **SD** twice.
7. Catch that butterfly near the exit to avoid those battles, ya?  
**Formation: Tidus, Kimahri, Auron**
8. **Touch the Save Sphere**, talk to O'aka, ask about weapons ("Got any weapons?"), then exit the shop. Say it's too pricey ("Too pricey."), then ask again ("Got any weapons?")

## SHOP 11550 GIL

- Sell: Stunning Steel, Buckler, Hunter Spear, anything else to get over 11550 Gil, ya?
- Buy:
  - Sonic Steel, Equip it on Tidus, ya?
  - Shimmering Blade, Equip it on Auron, ya?

9. Run up ahead, **SD**. Go into the hidden path, walk to Auron, **SD**

## SPHERIMORPH, THE ELEMENTAL BLITZBALL! - 12,000 HP

- **Tidus**: Tidus defends, ya?
  - Switch **Tidus** for **Yuna**
  - **Yuna**: Yuna defends, gotta protect her!
  - **Kimahri**: Kimahri defends, like a good Guardian, ya?
  - Switch **Auron** for **Rikku**
  - **Rikku**: Rikku...Rikku?! uses a Grenade, and check what element it is, ya?
  - **Yuna**: Yuna defends, ya?
  - **Rikku**: Rikku's...Rikku's?!... **Overdrive**, HP Sphere with:
    - Fire? Use Arctic Wind, ya?
    - Ice? Bomb Core, ya?
    - Water? Lightning Marble, ya?
    - Thunder? Fish Scale, ya?
  - *If we're outta stuff:*
    - Switch **Rikku** for **Lulu**
    - **Lulu**: Lulu uses the opposite spell of what Spherimorph used, ya?
    - **Kimahri**: Kimahri attacks, check the element, ya?
    - Switch **Yuna** for **Rikku**
    - **Rikku**: Rikku's...Rikku's?!... **Overdrive**, ya?
- Tidus, Yuna, Kimahri, and Rikku...Rikku?!... all need AP, ya?

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



# SPHERE GRID

- Rikku:** (1 S.Lvl), Rikku...Rikku?!... gotta move, ya?
  - Move down, ya? ↓
  - Agi+3, nice!

- Kimahri:** (15 S.Lvl), Kimahri's turn, ya?
  - Move down six times, ya? ↓  $\times 6$  (or Hold ↓), next to that Lv. 1 Lock, ya?
  - Level 1 Key Sphere, ya?
  - Move left four times ←  $\times 4$  (or Hold ←), ya?
  - Another Level 1 Key Sphere, ya?
  - Move up twice and left once ↑↑←, like a blitzball play, ya?
  - Steal, and Use, ya?

11. **Formation:** Tidus, Lulu, Kimahri
12. Talk to Auron on the way out, then leave, ya?

## Lake Macalania, ya? Like a Blitzball Arena, Brudda!

1. Run up and **SD**, like runnin' up the field, ya?

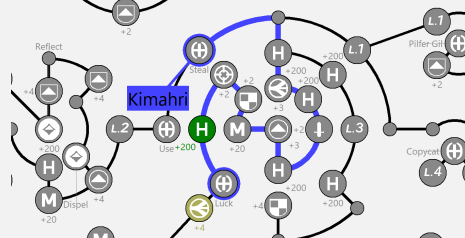
CRAWLER, HUH? SOUNDS LIKE AL BHED MACHINA - 16,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Rikku's...Rikku's?!... gonna mix a Lightning Marble with a Negator (1 000 HP), ya?
- **Rikku**: Then mix a Lightning Marble with the Crawler, gotta stop that Al Bhed junk, ya?
- **Kimahri**: Kimahri's gonna hit that Crawler with a Lightning Marble, show 'em Ronso power!
- **Lulu**: Lulu uses a Phoenix Down on Rikku...Rikku?!, gotta keep her alive!
- **Rikku**: Then another Lightning Marble on the Crawler, Al Bhed are always makin' trouble, ya?
- Switch **Lulu** for **Yuna**
- **Yuna**: Yuna uses Mega Phoenix, send those baddies to the Farplane!
- Switch **Yuna** for **Tidus**
- **Tidus**: Tidus equips Bruddahood, time to get serious, ya?
- **Rikku**: Rikku's...Rikku's?!... **Overdrive** for a Lv. 2 Key Sphere and a Lightning Marble! Gotta get those goodies!

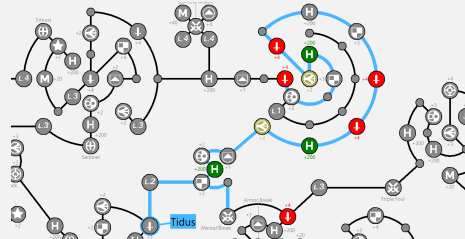
Tidus, Yuna, Lulu and Kimahri all need AP! Gotta get stronger for the pilgrimage!

## SPHERE GRID

- **Kimahri**: (12 S.Lvl), gotta make Kimahri stronger, ya?
  - Move down four times on the Luck node, ya?
  - ↓↓↓↓ Gotta get lucky like winning the Blitzball tourney, ya?
  - HP + 200, Agi+4, Gotta make sure he's ready to defend Yuna!



- **Tidus**: (22 S.Lvl), Tidus needs to bulk up, ya?
  - Level 2 Key Sphere, just like gettin' the Jecht Shot, ya?
  - Move right then up, gotta move fast like on the blitzball field, ya? →↑
  - Str + 4, Gotta get stronger for Yuna, ya?
  - Move up twice, ya? ↑↑, Gotta get up there like the Aurochs tryin' to win, ya?
  - HP+200, Gotta keep Tidus alive, ya?
  - Move right twice then up, Gotta move fast, ya? →→↑
  - HP+200, Str+4, Agi+2, Time to get ready for Sin, ya?
  - 
  - Move right, gotta move right on the blitzball field, ya? →
  - Use a Strength Sphere and activate it, like usin' the Jecht Shot, ya?
  - Move up then left twice, or northwest twice, gotta go left sometimes, ya? ↑←← or ↖↖
  - HP+200, Str+4, Agi+2, Time to be ready for anything, ya?
  - Move left, gotta go left, ya? ←
  - Str+4, Gotta get stronger, ya?



2. **SD, CS** (0:40), head to the next screen, time to keep movin' for Yuna, ya?

3. Head to the Temple, **SD. Touch the Save Sphere**, Gotta save Yuna, ya?

4. Jyscal Skip (Ignore if playing with Cutscene Remover): No time for cutscenes, gotta get to Yuna, ya?

- Speak to Tromell for the **Shell Targe**, maybe it'll protect us from Sin, ya?
- Walk into the wall to the right of Tromell, these temples are tricky, ya?
- Move slightly right, turn around and talk to Tromell while moving right, Tromell's confused, ya?
- If it works, walk forward while mashin' Shelinda's dialogue, Shelinda won't stop talkin', ya?
- When dialogue finishes, walk up the stairs, push the man, and go through, gotta be sneaky, ya?
- If Shelinda ain't sayin' nothin', talk to one of the musicians, maybe they know somethin', ya?

5. **SD**, walk to the Fayth room, **CS** (2:10), gotta protect Yuna in here, ya?

#### SEYMOUR, THAT MAESTER, HUH? - 3,000 HP

- **Tidus**: Haste Tidus, Tidus needs to be quick, like a blitzball player!
- **Yuna**: Change Weapon to Staff, Yuna's gonna use her faith, ya?
- **Kimahri**: Kimahri uses **Overdrive** Stone Breath, Kimahri's gonna show 'em, ya?
- **Tidus**: Talk to Seymour, gotta get some answers from him, ya?
- Switch **Yuna** for **Auron**
- **Auron**: Defend, gotta protect Yuna, ya?
- **Enemy**: Seymour uses Blizzara, Seymour's makin' it cold, ya?
- **Tidus**: Defend, gotta protect everyone, ya?
- **Tidus**: Attack, Gotta take 'em down, ya?

#### ANIMA, THAT SUMMON IS SCARY, YA? - 18,000 HP

- **Kimahri**: Defend, Kimahri's protectin', ya?
- **Auron**: Defend, gotta protect Yuna, ya?
- Switch **Tidus** for **Wakka**
- **Wakka**: Change Weapon to anything, I'm just protectin', ya?
- **Enemy**: Anima uses Pain, gonna hurt, ya?
- Switch first survivor for **Tidus**
- **Tidus**: Attack x4, Tidus is goin' for it, ya?
- Switch second survivor for **Rikku**
- **Rikku**: Steal x2, Rikku's...Rikku's?!... stealin' stuff, ya?
- *If Tidus Misses:*, Tidus missed, ya?
  - On Tidus' 4th turn, switch him for Lulu, Lulu's gonna come in, ya?
  - **Lulu**: Lulu uses Phoenix Down on a dead character, Lulu's gonna revive, ya?
  - **Enemy**: Anima uses Pain, still hurtin', ya?
  - Switch first survivor for **Tidus**
  - Continue the fight like normal, gotta keep goin', ya?

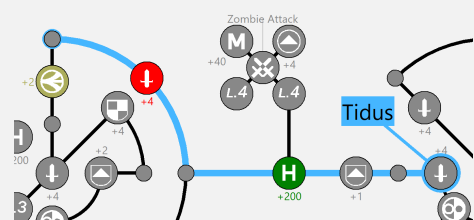
#### SEYMOUR AGAIN? HE'S PERSISTENT, YA? - 6,000 HP

- **Tidus**: Phoenix Down Rikku...Rikku?!, if she died before Multi-Thundara, gotta revive her, ya?
  - **Tidus**: Change Weapon to Sonic Steel, like usin' a Jecht Shot, ya?
  - Anyone: Defend until Multi-Thundara, gotta brace for it, ya?
  - **Enemy**: Seymour uses Multi-Thundara, gonna blast us, ya?
  - **Tidus**: Attack x2, Tidus's gonna strike, ya?
- Tidus and Yuna need AP! Gotta make 'em stronger!

6. Name Shiva, gotta name the Aeon, ya?

#### SPHERE GRID

- **Tidus**: , Tidus needs to get better, ya?
  - Move left four times, gotta move left on the sphere grid, ya? ←←←←
  - HP+200, Str+4, gotta get health and strength, ya?
  - Move left, gotta move left, ya? ←
  - Agi+2, gotta get agility up, ya?



7. We need 21 Power Spheres and 10 Speed Spheres **at this point** to be done farmin' 'em, time to get those spheres!

8. **Formation: Rikku, Tidus, Kimahri**, Gotta set up the team, ya?

9. **Touch the Save Sphere**, exit the Fayth room. Make sure to save **after** the sphere grid, otherwise we'll die to Wendigo!

#### CLOISTER OF TRIALS

- Slide the pedestal to the right, gotta move it right, ya?
- Take the sphere from the right wall, place it in the pedestal, gotta put it in, ya?
- Push the pedestal up, Gotta push it up, ya?
- Take the Glyph sphere from the middle pillar, grab the sphere, ya?
- Go downstairs and push the pedestal to the right, push it again, ya?
- Place the Glyph sphere in the far left slot in the wall, gotta put it on the wall, ya?
- Go upstairs, pick up the new sphere, gotta get another one, ya?
- Go downstairs, place the sphere in the pillar, gotta put it in the pillar, ya?
- Go upstairs, take the sphere at the top of the slope, time to climb the slope, ya?
- Place it in the last pillar, last one, ya?

10. Go to the temple entrance, **SD**, gotta save Yuna, ya?

11. Move south and go down the left path, take the left path brudda, ya?

12. Try not to get caught by the Guados chasin' ya, if you get caught, flee! Like dodgin' defenders in blitzball!

#### WENDIGO, THAT BEAST IS TOUGH, YA? - 18,000 HP

- **Tidus**: Haste Tidus, gotta be fast, ya?
- **Tidus**: Switch to Bruddahood, Gotta use the Bruddahood, ya?
- **Tidus**: Attack Guado B (Top One), gotta attack that Guado, ya?
- *If there's a Light Curtain*:, If there's a light curtain, ya?
  - **Rikku**: Rikku...Rikku?!... uses Light Curtain on Tidus, ya?
- Else*:, If not, ya?
  - Switch **Rikku** for **Auron**
  - **Auron**: Auron uses Power Break on Wendigo, gonna break his power, ya?
  - Switch **Auron** for **Rikku** Switch back to Rikku on his next turn, ya?
- **Tidus**: Use Spiral Cut on Wendigo, then attack it until it's dead!
- **Kimahri**: Steal from Guado if everyone's at full HP, else switch to Lulu, ya?
- **Lulu**: Elixir on Tidus / Phoenix Down on a dead character / Defend, Lulu's gotta heal, ya?
- **Rikku**: Elixir on Tidus / Phoenix Down on a dead character / Steal from Guado / Defend, Rikku's stealin', ya?
- After Wendigo is dead:, After the Wendigo's gone, ya?
  - Switch anyone for **Yuna**
  - **Yuna**: Defend, Yuna's gonna defend, ya?
  - Switch anyone for **Tidus**
  - **Tidus**: Attack the Guado, ya?

Yuna, Tidus need AP. Helpful if Lulu gets it too, ya?

Guaranteed 2 Power Spheres, +2 more if the rare drop from Wendigo happens, ya?

13. Run up to Rikku...Rikku?!**, SD**, walk up to Yuna, **SD**, **Touch the Save Sphere**, run past Kimahri and go to the hidden area to grab the open the chest for the **Level 2 Key Sphere**, gotta run to Rikku and Yuna, ya?

14. Run up to Auron and talk to him, **SD**, walk back, **CS+Skippable FMV (1:00)**, (press Start immediately after skip), **SD** in the Dream Sequence, Time to talk to Auron brudda, ya?

#### **Bikanel Desert, ya? Hot like a blitzball match in Kilika!**

1. Walk up ahead, **SD**, keep walkin'.

## ZU, THAT BIRD'S HUGE, YA?

- **Tidus**: Tidus attacks, ya?
- **Enemy**: It attacks back!
- **Tidus**: Tidus equips Sonic Steel, like the Jecht Shot, ya?
- **Tidus**: Defend until Lulu shows up, gotta wait for backup, ya?
- **Auron**: Auron defends too, ya?
- Gotta flee!

2. **SD**, then run up to Wakka, **SD**. Go left to the next screen, go right to Kimahri, **SD**. Run back then up to Rikku...Rikku?!, **SD**, **Touch the Save Sphere**
3. Need 6 (4 if we still got 2 Bomb Cores) Silence Grenades, Sleeping Powders, or Smoke Bombs. Gotta get ready for the Al Bhed, ya?
4. If Rikku...Rikku?!... needs her **Overdrive**, charge it on a Zu or a Sand Worm (Escape with the others). Gotta get her ready, ya?
5. Keep goin' along the path. On the next screen, go northwest towards the save sphere, take the shortcut on the left. Go up to the next screen and fight those Sandragoras. Top right sinkhole with a chest, then the end of the path up and to the left, then go up and **SD**

## ENCOUNTERS

- Steal (preferably Sleeping Powders) and maybe use items on these enemies, ya?
  - Sand Wolf, steal Sleeping Powders x2, drops 2 Power Spheres, ya?
  - Zu, steal Smoke Bomb x3 (don't try to kill 'em), ya?
  - Alcyone, steal Smoke Bomb x1, drops 2 Speed Spheres, ya?
  - Mushussu, drops 1 Power Sphere (don't steal), ya?
- *If we get the first move:*
  - **Tidus**: Tidus defends, ya?
  - **Rikku**: Rikku...Rikku?!... steals or uses a Smoke Bomb / Silence Grenade / Sleeping Powder, ya?
  - **Lulu**: Lulu defends, ya?
  - Then, flee!
- *If it's neutral:*
  - Switch **Tidus** for **Kimahri**
  - **Kimahri**: Kimahri steals, ya?
  - **Rikku**: Rikku...Rikku?!... switches for Tidus or uses a Smoke Bomb / Silence Grenade / Sleeping Powder, ya?
  - Then flee, ya?
- *If we get ambushed: Flee!*

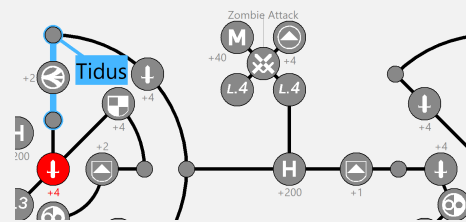
## SANDRAGORA, THOSE ARE UGLY, YA?

- Switch **Tidus** for **Auron**
- **Auron**: Auron uses **Overdrive** Shooting Star (Triangle, O, Square, X, ←, →, X), show 'em Ronso power!

6. At the bottom of the pit, grab the open the chest for the **Teleport Spheres**, gonna need these, ya?

## SPHERE GRID

- **Tidus**: Gotta get Tidus stronger, ya?
  - Move down twice (or just hold down), ya? ↓↓ (or ↓)
  - Str+4, time for strength, ya?



7. **Formation: Tidus, Lulu, Auron**, gonna set up the team, ya?
8. We need 22 Power Spheres and 10 Speed Spheres **at this point**, time to farm, ya?
9. Sandragora Skip, ya?
  - Go near the Sandragora pit blockin' the way to Home, ya?
  - Run North into the wall just right of the pit 'til Tidus is in the pit, ya?
  - Let Rikku...Rikku?!... push ya (don't move til she goes past), ya?
  - Go north and enter Home, ya?
  - If Rikku's stuck runnin' East, walk South to start the Sandragora fight, ya?
  - If we fight 'em, flee and try again, ya?

## Home, ya? I don't trust the Al Bhed!

1. Go into the door, ya? **SD**

## BOMBS, GOTTA WATCH OUT FOR THOSE

- **Tidus**: Haste Tidus, Gotta make Tidus faster, ya?
  - **Tidus**: Attack each of 'em, startin' with that Guado! Tidus gotta focus, ya?
  - Others, defend! Protect Yuna, ya?
- Guaranteed 6 Power Spheres, Sweet!

2. **Formation: Tidus, Lulu, Auron**, Gotta set up the team, ya?
3. Follow the others, **SD**, Gotta keep up with Yuna, ya?

#### DUAL HORN, THAT THING LOOKS MEAN, YA?

- Switch anyone for **Kimahri**
- **Kimahri**: Lancet Dual Horn (Fire Breath) if he doesn't have **Overdrive**, learn it!
- **Kimahri**: Kimahri uses **Overdrive** Stone Breath, Show 'em Ronso power!

4. Go down the stairs, ya? Once the camera flips, **Formation: Tidus, Lulu, Auron**
5. Go left into the door, **CS** (0:50), Time to see what's goin' on, ya?

#### CHIMERA, ANOTHER ONE, YA?

- Switch anyone for **Kimahri**
- **Kimahri**: Kimahri uses Lancet on Chimera (Aqua Breath), Learn from it, ya?
- **Kimahri**: Kimahri uses **Overdrive** Stone Breath, Show 'em Ronso power!

6. Walk down the steps, **CS** (1:30), Time to keep movin', ya?
7. Before goin' further, pick up the open the chest for the **Level 2 Key Sphere** and open the chest for the **Level 4 Key Sphere**, gonna need these, ya?
8. **SD** 'til Tidus asks "why", ya? **CS** (6:20), Gotta figure out what's happenin', ya?
9. **Formation: Tidus, Rikku, Kimahri**, Set up the team, ya?
10. Go bottom right to the next screen, run across the bridge, Let's go, ya?

1. **SD** during **CS+3 Skippable FMV**. Gotta walk down the corridor to the next screen, then back again, ya?**SD**. Talk to Brother, ya?**SD**. Head towards the corridor, **SD**. Walk towards the camera to the next screen, then go up, brudda.
2. If ya need more than, like, four Power Spheres, or any Speed Spheres, go buy Distillers from Rin, ya? Each one counts as two Spheres, ya know? Ya'll need twenty-eight Power Spheres and ten Speed Spheres for the rest of this pilgrimage, ya?
3. **Touch the Save Sphere**. Make sure that **Rikku** has **Overdrive**. If she doesn't, ya can get into some random fights on Rin's first screen, ya know? Maybe she stole it? That Al Bhed...

#### EVRAE? TIME FOR A BLITZ! - 32,000 HP

Turns in this fight can be, like, a bit random at times, ya know? Gotta treat each player on ya team independently, ya? Just do their action when their turn comes up! Just like in blitzball!

- **Tidus**: Haste on **Tidus**
- **Tidus**: Cheer on the team, Ya!
- **Tidus**: If **Tidus** is still goin' next, right after his last move, change weapon to Sonic Steel, ya?
- **Rikku**: **Overdrive** Mix a Luck Sphere with a Map, YA?
- **Tidus**: Attack twice, brudda!
- **Tidus**: Cheer
- **Tidus**: Attack x3!
- **Kimahri** or **Rikku**: Heal **Tidus** with an Elixir/X-Potion/Mega-Potion if he got hit in that first attack, ya? If not, Steal!

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

1. Use a Mega-Potion, brudda! Gotta stay strong for Yuna's pilgrimage, ya know?
2. *With Sleeping Powder, ya?*

#### GUARD FIGHTS, TIME FOR SLEEPING POWDER

- *Fights One and Three, That's Three Monks to deal with, ya?*
  - **Tidus**: Attack 'em, Tidus! Show 'em what ya got!
  - Others: Defend or use Distillers, ya? Gotta be smart, like a good blitzball team!
- *Fights Two and Four, Two Monks and a YKT-63? What is this, machina?:*
  - **Tidus**: Attack the YKT-63, that blasted machine!
  - **Rikku**: Throw some Sleeping Powder, Rikku! Maybe those Al Bhed know how to use this stuff!
  - **Kimahri**: Gotta use a Smoke Bomb, or a Silence Grenade, or Sleeping Powder, Brudda Kimahri!
- *Fight Five, Two Monks and a YAT-99! More Machina!:*
  - *If ya got two Smoke Bombs/Sleeping Powders/Silence Grenades:*
    - \* **Tidus**: Haste on Rikku, ya!
    - \* **Rikku**: Sleeping Powder/Smoke Bomb/Silence Grenade, gotta stop 'em bruddas!
    - \* **Rikku**: If the Guards are sleepin', use a Bomb Core on the YAT-99, ya!
    - \* **Rikku**: Sleeping Powder/Smoke Bomb/Silence Grenade, Gotta keep them down!
    - \* **Tidus**: Attack, Ya!
  - *If ya have two Bomb Cores:*
    - \* **Tidus**: Attack the Monks, Ya!
    - \* Others: Use Bomb Core x2 on the YAT-99, blow that machine up!

3. *Without Sleeping Powder, No can do?*

- Keep **Formation: Tidus, Rikku, Lulu** for the first four fights, Gotta keep **Formation: Tidus, Rikku, Kimahri** for the last one, ya?

## GUARD FIGHTS, NO SLEEP!

- *Fights One and Three (Three Monks):*
  - **Tidus**: Attack, ya! Show em' what you've got, brudda!
  - Others: Gotta Defend or use Distillers, ya? Focus up!
- *Fights Two and Four (Two Monks and a YKT-63): More Machinal!:*
  - Switch **Tidus** for **Kimahri**
  - **Kimahri**: Silence Grenade/Smoke Bomb!
  - **Rikku**: Silence Grenade/Smoke Bomb!
  - Switch **Kimahri** for **Tidus**
  - **Tidus**: Attack that blasted YKT-63!
- *Fight Five (Two Monks and a YAT-99)::*
  - If ya have two Smoke Bombs/Silence Grenades:
    - \* **Tidus**: Haste Rikku, brudda!
    - \* **Rikku**: Smoke Bomb/Silence Grenade x2!
    - \* **Tidus**: Attack, ya!
  - If ya have two Bomb Cores:
    - \* **Tidus**: Attack the Monks!
    - \* Others: Use Bomb Core x2 on the YAT-99!

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

## CLOISTER OF TRIALS

- *Upper section, YA?:*
  - Push the pedestal in, ya?
  - Press X, Brudda.
  - Go left at the second junction, ya?
  - Take the sphere, push the pedestal back!
  - At the third junction, go back. Hold X, ya?
  - Go left at the second junction, brudda!
  - Place the sphere in the wall, push the pedestal back.
  - At the third junction, go back. Hold X, ya?
  - Go left at the first junction, hold X after the second junction, brudda.
- *Lower section, First visit ya?:*
  - The platform's gonna stop at the first junction by itself, ya?
  - After it stops, press X the second time the arrow points left, ya?
  - Go right at the third junction, hold X after the second one, ya?
  - Grab the Glyph sphere from the wall, push the pedestal back, ya?
  - At the fourth junction, go right, hold X, brudda!
  - Put the Glyph sphere in the pedestal, ya?
  - Grab the Bevelle sphere from the pedestal!
  - Put the Bevelle sphere in the wall, ya?
  - Grab the Glyph sphere from the pedestal again!
  - Put the Glyph sphere in the next wall!
  - Take that Destruction sphere from the new wall, ya!
  - Put the Destruction sphere on the pedestal, Brudda!
  - Take the Bevelle sphere from the wall again!
  - Push the pedestal back and fall off the edge, brudda!
- *Lower section, Second visit, ya?:*
  - Go straight, hold X before the platform stops, ya?
  - At the third junction, go right, hold X after the second junction, brudda!
  - Put the Bevelle sphere on the pedestal!
  - Take the Destruction sphere from the pedestal, ya?
  - Put the Destruction sphere in the wall, Brudda!
  - Push the pedestal back and fall off the edge.
- *Lower section, Third visit, ya?:*
  - Go straight ahead, ya?
  - At the second junction, go right, hold X, Brudda!
  - Push that pedestal!
  - Go up the stairs, and open the chest, ya?

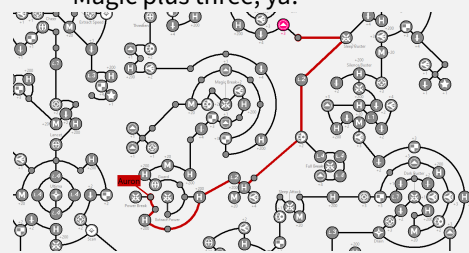
5. **SD**, name that Aeon **Bahamut**, don't save, **SD**!



1. Run on up past the first telepad, Ya?
2. Head to the second telepad and travel north, like a blitzball headed for the goal, Ya?

### • Auron:

- Move Right, Right, Right, like Auron heading into battle, ya?
- Level Two Keysphere, gotta unlock Auron's potential, Brudda!
- Move Right four times, or hold Right, to get there faster!
- Level Two Keysphere, just like before!
- Move Up, Up! (Or Up, Left if ya ain't on the right Node, ya?)
- Magic plus three, ya!



### • Yuna:

- |  |   |
|--|---|
| - Move Up, Up, ya?   | brudda!   |
| Like Yuna climbin' the mountain, on her pilgrimage, brudda!                                    | - Move Right, brudda!                                       |
| - Level Four Keysphere, Gotta get there, brudda!   | - Defense plus three, Strength plus four!                   |
| - Move Right Three times, then Up, ya?   | - Move Left, Down, ya?                                      |
| - Strength plus two, Strength plus two, Strength plus two, that's how we get stronger, brudda! | - Agility plus three, MP plus twenty, ya?                   |
| - Teleport Sphere to Auron's Magic Node, that's Up, ya?  | - Move Left, Down, brudda!                                  |
| - Use the Magic Sphere, brudda!  | - HP plus two hundred, Strength plus two!                   |
| - Strength plus four, Magic plus three, Magic plus four, gotta make Yuna stronger, Ya!         | - Move Down, Down, ya?                                      |
| - Move Right, Right, Right, Up, like a blitzball team headin' down the field, ya?              | - HP plus two hundred, Strength plus two, Magic plus three! |
| - Magic plus three, HP plus two hundred, Strength plus four, like a winning streak,            | - Level One Keysphere, Gotta unlock that grid, ya?          |
|  | - Move Southeast, Southeast, brudda!                        |
|  | - Agility plus four, Strength plus two!                     |
|  | - Move Left, Left, like a blitzball pass, ya?               |
|  | - Strength plus two, brudda!                                |
|  | - Move Down, ya?  |
|  | - Strength plus two, MP plus twenty, Agility plus three!    |



3. Gotta get thirteen Power Spheres and seven Speed Spheres for the rest of the run, ya? That's how we win!
4. **Touch the Save Sphere!** Don't wanna lose progress, Ya?
5. Keep track of how many things ya kill here, ya?

#### ENCOUNTERS

- Maze Larva? Summon **Ixion**, then Attack, ya?

#### ISAARU! HE THINKS HE'S SO GREAT!

- Grothia, 8000 HP, eh?
  - **Yuna:** Summon **Bahamut**, ya!
  - **Bahamut:** Attack, brudda! Show 'em what ya got!
- Pterya, 12000 HP?
  - **Yuna:** Summon **Bahamut**, ya!
  - **Bahamut:** Attack, show em!
- Spathi, 20000 HP?
  - **Yuna:** Summon **Ixion**, ya?
  - **Ixion:** Attack x4, gotta wear 'em down, brudda!

6. Ya can use that underwater chest on the right at the start to buy a Speed Distiller, This is the last easy chance to grab Speed Spheres ya? Or grab a Power Distiller, ya know?
7. If ya need to, ya can attack a Phlegias or a Sahagin with **Tidus** for two Power Spheres. But only if it ain't an Ambush, ya?
8. Swim up, then up again when the camera changes, ya? Just like swimming to the blitzball!

#### EVRAE ALTANA? MORE LIKE EVRAE AL BHED-ANA! PROBABLY BUILT BY THOSE GUYS!

- Anyone: Gotta use one Power/Speed Distiller if ya need it, ya?
- Anyone: Use an Elixir/Phoenix Down twice on Evrae Altana! Gotta keep the team alive, ya?

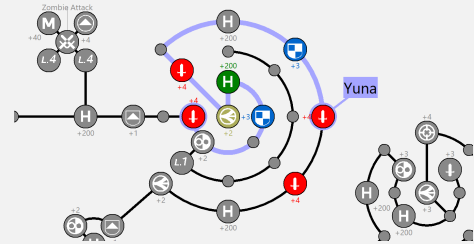
9. Swim to the exit, **SD**.

**Highbridge, Ya? That's high up!**

#### SPHERE GRID

##### • Yuna:

- Teleport to Strength Sphere, Up, Up, or Northeast, ya?
- Strength plus four, Strength plus four, Defense plus three, like a good blitzball team, ya?
- Move Left, Left, ya?
- Strength plus four, HP plus two hundred, Agility plus two, Brudda!
- Move Right, ya?
- Defense plus three!
- Move Left, Left, ya?
- Strength plus four!



1. **Formation: Tidus, Yuna, Wakka**, Gotta get the team together, ya?
2. From here on, watch out for pre-empts if Yuna's in the party. She'll get the first turn, ya know? Check to make sure Lulu has thirty-five levels, brudda!
3. Need four Maze Larva/YKT-63 Kills total, Ya? Overkills only count as one, ya know?
4. Walk north, gotta keep moving forward, ya?

#### ENCOUNTERS

- YKT-63? More Machina!
  - **Tidus:** Attack, brudda!
  - **Yuna:** Attack, ya?
  - Flee, Gotta run away, brudda!

#### SEYMOUR NATUS? HE'S A TOUGH CUSTOMER, BRUDDA! - 36,000 HP

- *If Lulu has less than thirty-five levels:*
  - Switch **Tidus** for **Lulu**
  - **Lulu:** Switch Weapon!
  - Switch **Lulu** for **Tidus**
- **Tidus:** Attack, brudda!
- **Yuna:** Summon **Bahamut**, ya!
- **Bahamut:** Attack, Brudda!

5. **SD!** Ya gotta focus, brudda!
6. Walk to **Yuna**, **CS+Skippable FMV** (10:10). Walk down, **CS** (1:40), walk right, and exit Macalania Woods, ya?

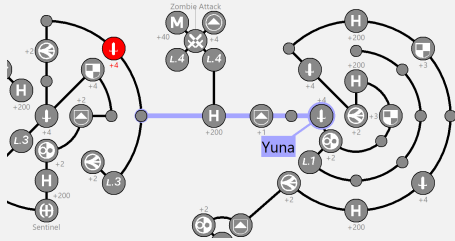
**Calm Lands, ya? Let's hope so, brudda!**

1. **SD**, ya gotta focus, brudda! Then walk left, Ya?

## SPHERE GRID

- **Yuna:**

- Move Left, Left, Left, Left, ya? Gotta move down the field!
- Strength plus four, like a real Aurochs player, brudda!



2. If ya don't have two Water Gems, No can do? **Formation:** **Tidus**, **Yuna**, **Kimahri**, then steal Gems from Non-Ambush Flame Flans until ya got two total!

## ENCOUNTERS

- Flame Flan?

- Switch anyone for **Rikku**
- **Rikku:** Steal! That Al Bhed knows how to steal good, Ya?
- Switch anyone for **Tidus**
- Flee! Gotta run away, Brudda!

3. **Formation:** **Tidus**, **Rikku**, **Kimahri**, brudda!
4. Keep heading north to the Calm Lands exit, ya?
5. Run north, **SD**, Gotta focus!

DEFENDER X? SOUNDS LIKE MORE MACHINA TO ME! -  
64,000 HP

- Switch **Tidus** for **Yuna**
- **Yuna:** Summon **Bahamut**!
- **Bahamut:** Attack x2, ya gotta hit hard, brudda!

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

## Mt. Gagazet, Ya? Up We Go!

1. Walk on up, **CS** (3:40), walk up again, **SD**, ya?

## BIRAN AND YENKE? KIMAHRI'S GOT THIS, BRUDDA!

- **Kimahri:** Steal from Biran, gotta get what they got, ya?
- **Enemy:** Biran Bulldoze, look out, brudda!
- **Kimahri:** Gem Yenke!
- **Kimahri:** Gem Biran!

Pay attention to your drops, they affect **Yuna**'s sphere grid below, so focus up, Brudda!

2. That drop from the last fight's gonna be one of these things, ya?

- **Four Return Spheres, ya?**

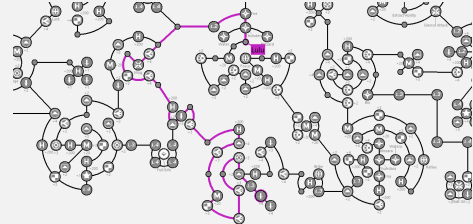
- **Two Return Spheres and Two Friend Spheres, ya?**
- **Zero Return Spheres and Four Friend Spheres, Ya?**

3. We're gonna call these three paths by how many Return Spheres you got, ya? Focus up!
4. Do Lulu's Grid first, then pick one of those three grids depending on what ya got, Brudda!

## SPHERE GRID - Lulu's turn, ya?

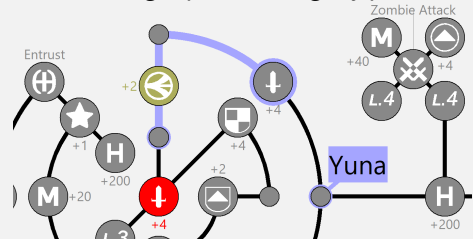
- **Lulu:**

- Move Up, Up, brudda!
- Level Two Key Sphere, time to unlock, ya?
- Move Down nine times, ya?
- Level Three Key Sphere!
- Move Southeast, Southeast, Brudda!

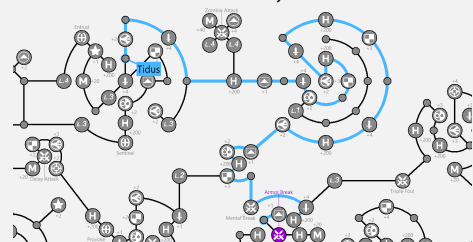


## SPHERE GRID - Four Return Spheres, ya?

- **Yuna:** Use that Return Sphere to the Strength plus four Node, ya?
- **Yuna:** Move to the empty node, that's Left, Down!
- **Yuna:** Strength plus four, Agility plus two!

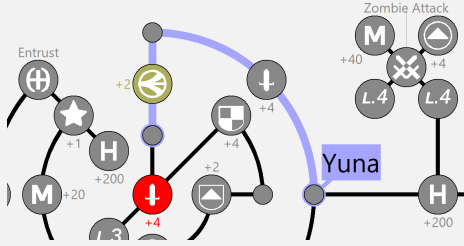


- **Tidus:** Move to Armor Break, that's Right three times, Down five times!
- **Tidus:** Armor Break 'em, Tidus!

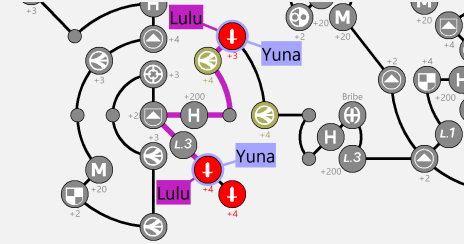


## SPHERE GRID - Two Return Spheres, ya?

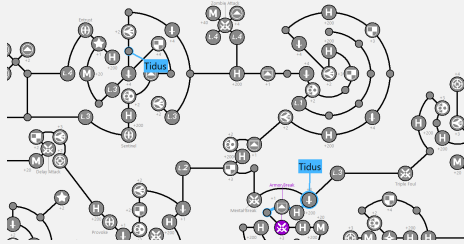
- **Yuna:** Move to the empty node, that's to the Left, Ya?
- **Yuna:** Strength plus four, Agility plus two!



- **Yuna:** Friend Sphere to Lulu, that's Down, Down!
- **Yuna:** Strength plus four, Strength plus four!
- **Lulu:** Move Northeast, Up, Up!
- **Yuna:** Friend Sphere to Lulu!
- **Yuna:** Strength plus three, Agility plus four, Agility plus four!

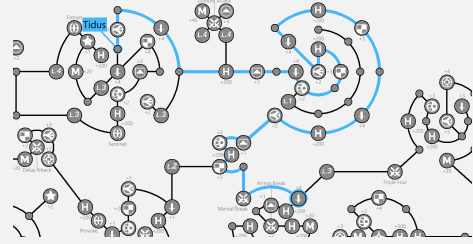


- **Tidus:** Return Sphere, Down, Southeast, Southeast, (or hold Southeast) to Strength plus four near Armor Break!
- **Tidus:** Move Northwest, Left or Left three times!
- **Tidus:** Armor Break, Tidus!

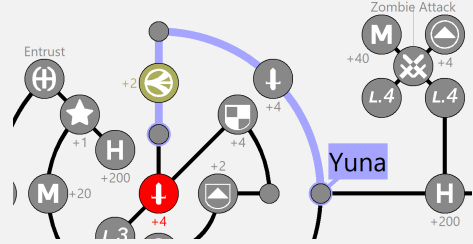


## SPHERE GRID - Zero Return Spheres, ya?

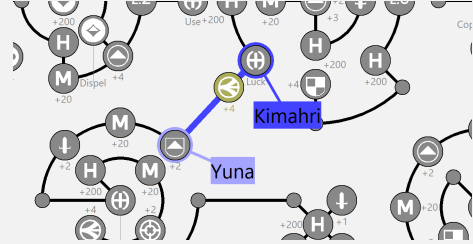
- **Tidus:** Move to Strength plus four by Mental Break, that's Right three times, Down, Right three times, brudda!



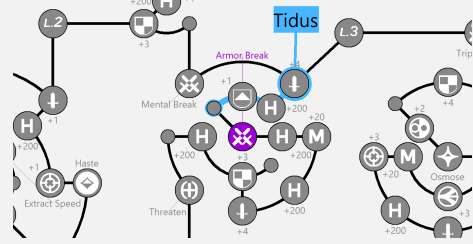
- **Yuna:** Move to the empty node, that's to the Left, ya?
- **Yuna:** Strength plus four, Agility plus two!



- **Yuna:** Friend Sphere to Tidus!
- **Yuna:** Strength plus four!
- Friend Sphere to Lulu twice like it said in the Two Return Sphere Menu!
- **Kimahri:** Move Southwest twice, ya?
- **Yuna:** Friend to Kimahri, that's Down!
- **Yuna:** Agility plus four!



- **Tidus:** Move Northwest, Left, or Left three times, brudda!
- **Tidus:** Armor Break 'em Tidus!



### 5. If ya got Four Return Spheres, ya?:

- Customize!
  - **Auron:** Shimmering Blade turns into First Strike!
  - **Yuna:** Staff turns into First Strike!

### 6. If ya got Two Return Spheres, ya?:

- Customize!
  - **Yuna:** Staff turns into First Strike!

### 7. If ya gotta charge Rikku's Overdrive: **Formation: Tidus, Rikku, Auron**, or **Formation: Tidus, Kimahri, Wakka**, ya?

### 8. Walk on up, **SD, CS** (1:20), keep walking up, but avoid those gravestones, brudda!

9. Charge Rikku's **Overdrive** in an encounter with Mechs, Steal from the Mech Leader with Rikku, and Escape with the rest, ya? Or use a Silence Grenade, brudda!
10. Just follow the path around, Ya?
11. *If ya had two or four Return Spheres* **Formation: Tidus, Yuna, Auron**, or **Formation: Tidus, Kimahri, Wakka!**

SEYMOUR FLUX, YA? SOUNDS FISHY TO ME! - 70,000 HP

- *If ya had four Return Spheres, Ya?:*
  - **Yuna**: Attack!
  - **Tidus**: Haste on Yuna, brudda!
  - Switch **Auron** for **Rikku**
  - **Rikku**: Use Overdrive, with an HP Sphere and a Grenade, or a Silence Grenade, Ya?
  - **Yuna**: Summon **Bahamut**, ya!
  - **Bahamut**: *If ya used a Silence Grenade* Impulse, or just Attack, Brudda!
  - **Yuna**: Attack 'em, Ya?
  - **Tidus**: *If you used a Silence Grenade* Attack once, or just Defend, ya?
  - **Rikku**: Defend!
  - Check if ya get the Overkill on Seymour Flux!
- *If ya had two Return Spheres, Ya?:*
  - **Yuna**: Attack!
  - **Tidus**: Haste on Yuna!
  - **Yuna**: Summon **Bahamut**, ya?
  - **Bahamut**: Impulse!
- *If ya had zero Return Spheres:*
  - Switch **Tidus** for **Yuna**
  - **Yuna**: Summon **Bahamut**, ya?
  - **Bahamut**: Attack 'em, Brudda!

12. **Formation: Tidus, Kimahri, Auron!**
13. **Touch the Save Sphere**, if Bahamut was banished, ya? Walk to the next screen, **Skippable FMV** (0:20), **SD**, walk up to Tidus's House, go into the center, **SD**, ya? Follow the boy outside, speak to him upstairs, **SD**, ya?
14. 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, and go back to the last screen!
15. **Tidus** can attack Splashers for Power Spheres, just attack the three fish group, ya? If ya got four Return Spheres you need four Power Spheres, if ya got two Return Spheres ya need one Power Sphere, if ya got zero Return Spheres, No can do!
16. Go back to that Save Sphere, head up and left, and then down that right path, and swim up into the next screen. Gotta complete the minigame, Rikku Green, Tidus Blue, Wakka Red, and then get back here.
17. Go up that left path, **SD**, keep going up the path, then **Touch the Save Sphere**, if Bahamut was banished, and ya didn't touch one earlier.

18. **Formation: Tidus, Yuna, Wakka!** Go onto the next screen, ya?

SANCTUARY KEEPER, YA? MORE LIKE AL BHED KEEPER! - 40,000 HP

- *If ya got two or four Return Spheres:*
  - **Yuna**: Defend!
  - **Tidus**: Armor Break, Brudda!
- *If ya got zero Return Spheres:*
  - **Tidus**: Defend!
- **Yuna**: Summon **Bahamut**!
- **Bahamut**: Attack, ya?

## Zanarkand, Ya? Final Stretch, Brudda!

1. **SD**, gotta focus, brudda! **CS** (0:50), walk on to the left, ya? **FMV+CS** (2:20), ya know?
2. Move on left to the sphere, ya? **SD, CS** (1:40). Keep walkin' left and follow the path down, brudda, **CS** (3:20), then walk on left onto the next screen, ya?
3. *If Rikku ain't got Overdrive* **Formation: Tidus, Auron, Rikku**, or **Formation: Tidus, Auron, Kimahri**, Ya?
4. Ya can charge Rikku's **Overdrive** on a fight with a Behemoth or a Defender Z, then Escape with the rest, ya?
5. Open up the first chest on the left for the Fortune Sphere, ya? Keep goin' on the path 'til ya get inside the Dome, Brudda!
6. If ya got four Return Spheres, and ya didn't Overkill Seymour Flux, gotta kill two YKT-11s or one Defender Z, ya? Use **Formation: Tidus, Auron, Yuna**, only Yuna needs the AP, ya?

## ENCOUNTERS

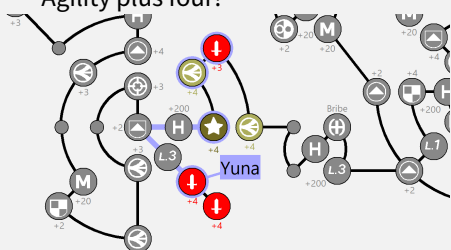
- YKT-11, More of that machina, ya?
    - **Yuna**: Attack 'em, Yuna!
    - **Tidus**: Attack!
    - Flee! Ya gotta run away sometimes!
  - Defender Z, ya?
    - **Yuna**: Summon **Bahamut**, ya!
    - **Bahamut**: Attack 'em, Ya?
7. After Seymour's Mom shows up **CS**, If you got four Return Spheres, pick up that Friend Sphere on the right path. Ya?
  8. When ya leave the last fight zone, ya know, the hallway before Zanarkand Trials, pick up that Luck Sphere on the right!

## SPHERE GRID

### • Yuna:

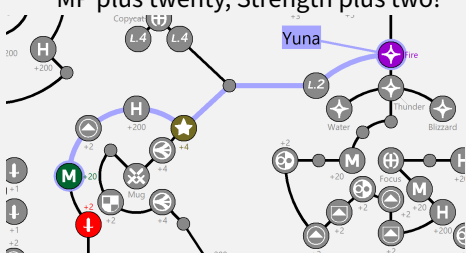
– If ya got four Return Spheres ya, Brudda?:

- \* Friend Sphere to Lulu, Down, Down!
- \* Strength plus four, Strength plus four, Yuna's getting stronger!
- \* Move Northeast to that empty spot between HP plus two hundred and Agility plus four!
- \* Agility plus four!
- \* Luck Sphere, Fortune Sphere!
- \* Return Sphere to the Agility plus four node you just activated!
- \* Strength plus three!
- \* Return Sphere to the Strength plus three node you just activated!
- \* Agility plus four!



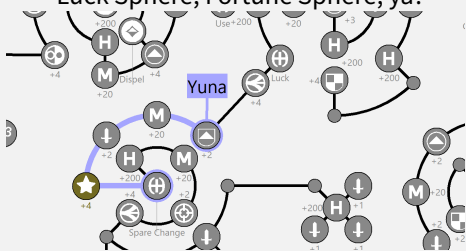
– If ya got two Return Spheres, Ya?:

- \* Use that Blk Mag Sphere on Fire, that's Up!
- \* Return Sphere to Fire, Up, brudda!
- \* Move Left, Left, Left, Ya?
- \* Luck Sphere, Fortune Sphere!
- \* Agility plus four!
- \* Move Northwest, Left, Left!
- \* MP plus twenty, Strength plus two!



– If you got zero Return Spheres, No can do?:

- \* Move Southwest, Southwest!
- \* Luck Sphere, Fortune Sphere, ya?

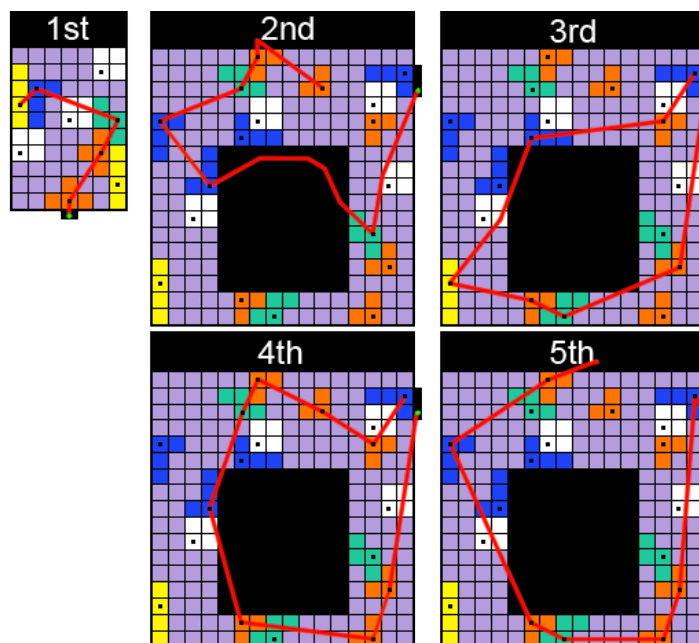


9. **Formation:** Tidus, Auron, Yuna, Gotta get the team set, brudda!

10. If ya had zero Return Spheres, Ya?:

- Customize time!
- **Auron:** Shimmering Blade to First Strike, brudda!
- **Yuna:** Staff to First Strike!

## 11. Touch the Save Sphere



- Push in those pedestals, Startin' from the Top Left, to Bottom Left, then Top Right, Bottom Right, then the Besaid Sphere, ya? After ya push in each one, gotta do the puzzle for it, ya?
- After the second puzzle, take that Kilika Sphere on the left, and put it in the second pedestal, brudda!
- After the fifth puzzle, take that Besaid Sphere from the right, and put it in the fifth pedestal!
- CS**, run into that big room!

SPECTRAL KEEPER, YA? SPOOKY! - 52,000 HP

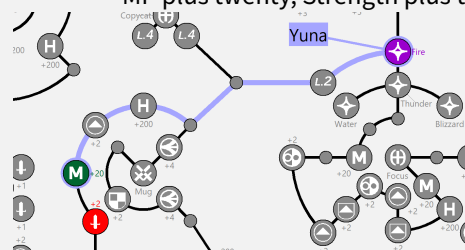
- **Yuna:** Summon Bahamut, ya!
- **Bahamut:** Attack x2! Show em what you got!

## SPHERE GRID

### • Yuna:

– If ya had four Return Spheres, Ya?:

- \* Use that Blk Mag Sphere on Fire, Up!
- \* Return Sphere to Fire, Up again!
- \* Move Left, Left, Left, brudda!
- \* Agility plus four!
- \* Move Northwest, Left, Left!
- \* MP plus twenty, Strength plus two!



16. **Touch the Save Sphere!** Run up, **SD**, ya? Then gotta mash another button, like R1, when ya confirm, then walk to Yunalesca's room, **SD**.



#### YUNALESKA? SHE'S A TOUGH ONE, YA! - 132,000 HP

- **Yuna:** Summon **Bahamut**, ya!
- **Bahamut:** Attack x3! Go get her Brudda!

If any weapon drops, it's got Zombie Strike, ya know?

17. **SD**, leave the room, walk down the steps, **SD**, and go down on the next screens, **Touch the Save Sphere**, go up that lift, walk outta the cloister of trials, walk down the steps, walk down, **SD**, Ya? During the **CS** and **Skippable FMV**

#### Airship, ya? Almost there, Brudda!

1. **SD**, gotta focus up, ya? Walk out the cockpit past Rin, along those corridors to Yuna and Kimahri, Ya? **SD**. Walk back to the cockpit, **SD**, Talk to Cid, Gotta travel to the Highbridge, Ya!
2. Walk up to the Bevelle entrance, ya know? **SD**. In the Fayth room, pick that first choice, ya, I Think So", then pick the second one, GottaDefeat Yu Yevon"!
3. Walk up to Cid, gotta travel to Sin! **SD**, **Skippable FMV**, **SD**. Go through the corridors to the outside of the airship, brudda! **SD**, three **Skippable FMV** (2:10), **SD**.

#### SIN LEFT FIN, TIME TO TAKE IT DOWN! - 65,000 HP

- **Yuna:** Summon **Bahamut**, ya?
- **Bahamut:** Impulse x2! Show it what you got, brudda!

4. **SD**, Ya know, gotta focus! **CS+Skippable FMV**.

#### SIN RIGHT FIN, TIME TO BRING IT DOWN TOO! - 65,000 HP

- **Yuna:** Summon **Bahamut**, ya?
- **Bahamut:** Impulse x2!

5. **SD**, ya gotta focus! **CS+Skippable FMV**!

#### SIN GENAIS AND CORE, WE GOTTA FINISH THIS NOW! - 56,000 HP

- **Yuna:** Summon **Bahamut**, ya?
- **Bahamut:** Impulse the Core! Gotta get to the heart of the matter, Ya?

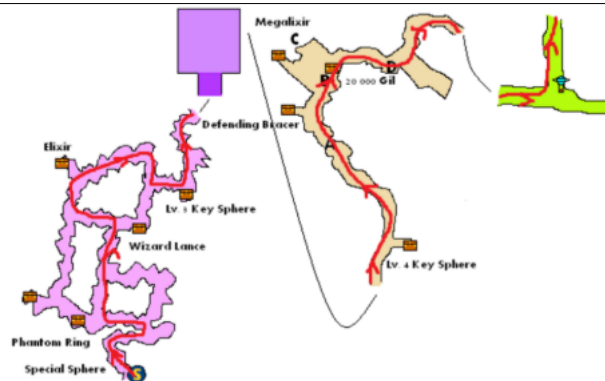
6. **SD**, and **Skippable FMV**, Ya?
7. Walk along the corridors to outside the ship, speak to Yuna, ya? **CS** (1:40), **SD**, that Al Bhed Rikku dialogue, **Skippable FMV**, Go through those corridors, go outside again, **Skippable FMV**, **SD**, ya know?

#### OVERDRIVE SIN, YA? TIME TO WIN! - 140,000 HP

- **Yuna:** Summon **Bahamut**, ya?
- **Bahamut:** Impulse, Ya?
- **Bahamut:** Attack x2! Show em how it's done, brudda!

8. **Skippable FMV** (1:20), **SD**.

#### Inside Sin, Ya? This is it, Brudda!



1. If Rikku ain't got **Overdrive Formation: Tidus, Auron, Rikku**, or **Formation: Tidus, Auron, Kimahri**, Ya?
2. Walk along that path, and ya can charge Rikku's **Overdrive** on a fight with a Behemoth King or an Adamantoise, ya? Escape with the others, and flee from the rest!
3. Before Seymour Omnis, get in **Formation: Tidus, Auron, Yuna**, Brudda!
4. If ya got two Return Spheres, ya?:
  - Customize time!
    - **Auron:** Shimmering Blade into First Strike! Ya?
5. Go up those steps, **SD**.

#### SEYMOUR OMNIS, ONE LAST FIGHT WITH THIS GUY, YA? - 80,000 HP

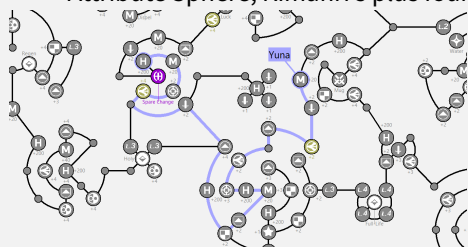
- **Yuna:** Defend, Gotta protect Yuna, ya?
- **Tidus:** Armor Break 'em, Tidus!
- If Armor Break Hits, Ya?:
  - **Auron:** Defend!
- If Armor Break Misses, No can do?:
  - Switch **Auron** for **Rikku**
  - **Rikku:** Overdrive! Use some Arctic Wind, or Lightning Marble, or Bomb Core, or Fish Scale, with a Hi-Pot, or a MegaPot, or an X-Pot, or even a Mega Phoenix, ya?
  - **Yuna:** Gotta cure that Mortiphasm, Ya?
  - **Enemy:** Firaga x3, and Blizzara!
  - **Yuna:** Change Weapon to Wind Rod!
  - **Tidus:** Armor Break 'em, Tidus!
- **Yuna:** Summon **Bahamut**, ya?
- **Bahamut:** Attack!

6. **SD**, Ya gotta focus! Walk north!
7. **Formation: Tidus, Kimahri, Auron**, Brudda!
8. Ya can charge Rikku's Overdrive on a fight with a Behemoth King, Adamantoise, or a Barbatos, just Escape with the others ya? And flee from the rest!
9. Turn left onto that bridge, go onto the next screen, Brudda!

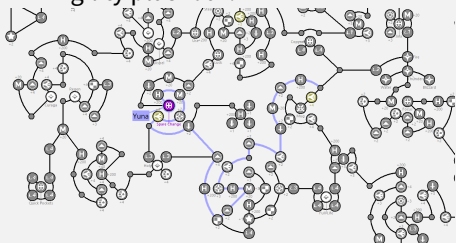
10. Gotta complete the minigame, grabbin' those eggs and avoidin' those crystals!

#### SPHERE GRID

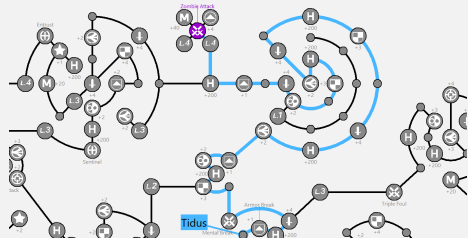
- If you got two or four Return Spheres, Ya?:
  - Move Down, Down, ya?
  - Agility plus two!
  - Move Left five times!
  - Agility plus four, but watch out so ya don't hit that Accuracy plus two Node, ya?
  - Move Northwest!
  - Spare Change!
  - Attribute Sphere, Kimahri's plus four Agility!



- If you got zero Return Spheres, No can do?:
  - Attribute Sphere Rikku's plus three Agility to the Right!
  - Spare Change!
  - Move Down!
  - Agility plus four, but be careful, ya don't wanna hit that Accuracy plus two Node!
  - Move Right six times!
  - Agility plus four!



- **Tidus**: If ya didn't get a Zombie Strike weapon:
  - Move Up five times!
  - Level Four Key Sphere!
  - Move Up!
  - Zombie Attack!



- **Rikku**: If she ain't got Overdrive, use a Skill Sphere to learn Armor Break Up there!

#### EQUIPMENT

- If you got a Lulu, Kimahri, Wakka, or Rikku Zombie Strike weapon, Ya?:
  - Equip it, Brudda!

11. Walk on up to Jecht! **CS** (4:30).

#### BRASKA'S FINAL AEON, YA? THIS IS IT! - 180,000 HP

- Switch **Yuna** for **Rikku**
- **Rikku**: Overdrive! Mix that Grenade with an HP Sphere, or Armor Break!
- **Tidus**: Talk to him, Brudda!
- Switch **Auron** for **Yuna**
- **Yuna**: Summon **Bahamut**!
- **Bahamut**: Attack, Show him what you got!

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

#### POSSESSED AEONS, GOTTA END THIS FIGHT!

- Spare Change as follows:
  - **Valefor**: Twenty Thousand Gil!
  - **Ifrit**: Thirty Thousand Gil!
  - **Ixion**: Thirty Thousand Gil!
  - **Shiva**: Thirty Thousand Gil!
  - **Bahamut**: All the Gil ya got left!

13. **CS** (1:40), Brudda!



- Time for that Zombie Attack!
  - **Yuna**: Defend! Gotta protect Yuna, Brudda!
  - **Tidus**: Zombie Attack 'em, Tidus!
- If Yuna has a Zombie Strike Weapon, No Can Do?:
  - **Yuna**: Switch Weapons!
  - **Tidus**: Switch Weapons!
  - **Yuna**: Attack!
- If Tidus has a Zombie Strike Weapon, Ya?:
  - **Yuna**: Defend, Brudda!
  - **Tidus**: Change Weapon!
  - **Tidus**: Attack!
- If Rikku has a Zombie Strike Weapon, Al Bhed, Ya?:
  - **Yuna**: Defend!
  - **Tidus**: Haste Rikku!
  - **Yuna**: Change Weapons!
  - **Rikku**: Attack, Rikku!
- If Auron has a Zombie Strike Weapon, Ya?:
  - Switch **Yuna** for **Auron**
  - **Auron**: Change Weapons!
  - **Tidus**: Defend!
  - **Auron**: Attack!
- If anyone else has a Zombie Strike Weapon, ya?
  - Switch **Yuna** for Character with Zombie Strike Weapon
  - That Character, Attack!
- Anyone, Phoenix Down Yu Yevon!