

FFX Any% - **Blitz Win**

Mr.Tyton

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Acknowledgements

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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.

This version of the notes are stripped down for CSR usage and do not contain references to cutscenes for FMVs.

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. If you want additional reading, you can check out [this site by Grayfox](#) or join us in the [Discord](#) and ask - we don't bite.
- 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. If you want a shorter run, use the Cutscene Remover Mod, which is its own category. These notes will still work.
- 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.
- **Learn how to do MRR Skip First.** These sets of notes require that you do not fail the skip. A tutorial video can be found [here](#). Practice saves can be found in the [Discord](#).
- These notes do not include how to RNG Manipulate, as the actions taken when doing that will vary depending on what the seed is and how the run goes. Do not worry about it when starting out. Once you get a feel for the run, if you want to give it a go, then ask in the [Discord](#).
- 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 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 45 Power Spheres. There are 37 Power Spheres that are guaranteed drops during the course of the run, so you need 8 "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 - 4
 - Sahagins - 17
 - Vouivre + Garuda - 2
 - Raldo - 1

- Wendigo - 2
- Bombs - 6
- The sphere grid route requires 17 Speed Spheres. For the most part it doesn't matter when you get them, but keep track of all the ones that you get dropped. There are points to get backup speed spheres that are stated throughout the run.
- These are the **Blitz Win** version of the notes. These notes have the strategies assuming that you have Won Blitzball. If you end up losing Blitzball, then you should switch to the **Blitz Loss** set of notes.

**READ EVERY LINE AND LEARN MRR SKIP
BEFORE DOING THIS RUN.**

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1. Talk to the three kids, name self, then the women, walk down center
2. Up, slightly Right walking down road (hug left wall). **SD** through crowd
3. Down to past **Auron**.

SINSPAWN

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

SINSPAWN AMMES - 2,400 HP

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

4. Run around dead Sinspawn, **Touch the Save Sphere**

TANKER - 1,000 HP

- **Tidus: Switch Weapon**
- **Auron: Attack Self**
- **Tidus: Switch Weapon x2**
- **Tidus: Attack Tanker (Turbo start)**
- **Auron: Attack Tanker**
- **Tidus: Attack Tanker**

Baaj Temple

1. Hold O, Down-Left to talk to Jecht
2. Swim around rock and to temple
3. Buffer down and right, hold O

SAHAGINS AND GEOSGAENO

- Attack the two Sahagins until dead
- Defend until end

4. Buffer Turbo: Heal **Tidus** with Potions
5. Go to options (↑↑), switch cursor to memory, aeons to short
6. Up to Door, buffer down+left and go through door. Pickup flint and exit.
7. Go north and through door. Climb steps to withered bouquet. Go back to the fire in the center.

KLIKK - 1,500 HP

- **Tidus: Attack x6**, Potion once **Tidus** has less than 227 HP
- **Rikku: Grenade x1**, Steal x2 Grenades Total, Attack (need at least 6 Grenades for Tros)
- **Tidus: Attack**
- Potion if **Tidus** has less than 114 HP
- Continue until dead

8. Down to **Rikku**
9. Hold O, down, left. Use circle and move forward.

ENCOUNTERS

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

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

PIRANHA

- **Rikku**: Steal Grenades from each set
- **Tidus**: Attack
- Keep track of **Rikku** HP

11. **CS**, swim down, swim left. Heal with Potions if **Rikku** is below 250 HP.

TROS - 2,200 HP

- **Rikku**: Steal if you had less than 6 grenades
- **Rikku**: Grenade x6
- **Tidus**: Attack x2, Standby otherwise
- **Enemy**: Charge hits for 180

Guaranteed 2 Power Spheres, Overkill gives +2 Power Spheres

12. Swim up to the next screen. Follow red arrow to the right
13. Talk to **Rikku**.

Besaid

-
1. Swim to the beach. Walk up to **Wakka**, walk down to next screen.
 2. Walk Down+Right to next screen, Down+Right into Right again, Up to **Wakka**.
 3. Swim in the Lagoon. Watch out for invisible wall at the end.

ENCOUNTERS

- Piranhas:
 - Attack if 2 groups, or 3 if preempt
 - Otherwise run away
 - Keep track of **Tidus** level

4. Walk to temple until **CS** is removed
5. Walk to **Wakka** tent (middle right), talk to him and 1st option
6. Walk to temple

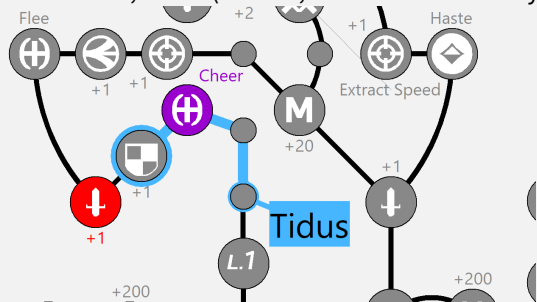
CLOISTER OF TRIALS

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

7. Walk down to Besaid Center, name **Valefor**
8. Walk to **Yuna**, talk to **Wakka** and 1st option, **SD** on the dream docks
9. Walk out of tent, leave village
10. **Turbo** through forced encounters (guaranteed 1 Power Sphere, Overkill on Dingo gives +1 Power Sphere)
11. Go up after statue scene

SPHERE GRID

- If **Tidus** has 3 levels:
 - Move ← to Def Node
 - Get Cheer, Str +1 (Careful, cursor is on Def+1 by default)



KIMAHRI - 750 HP

Each Attack does average of 125, count damage compared to average to know if you need to Potion or not. If you did the above sphere grid already, 6 Attacks will always kill.

- **Tidus**: Attack x5 (hold **Turbo**)
- If the Attacks did at least 7 damage over average:
 - **Tidus**: Attack
- If **Tidus** has less than 178 HP:
 - **Tidus**: Potion
- **Tidus**: Attack x1-2

12. Continue running

GARUDA

- **Yuna**: Summon **Valefor**
- **Valefor**: Thunder x6 to build **Overdrive** (**Turbo** break after Thunder [0:50])

Guaranteed 1 Power Sphere

13. **Formation**: **Tidus**, **Yuna**, **Lulu** (Get **Wakka** out)
14. If you didn't do the above sphere grid yet, do it now (only get Cheer if Tidus has 2 levels).

GARUDA

- Flee using the Escape Command

ENCOUNTERS

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

Guaranteed 1 Power Sphere, Overkill on Dingo gives +1 Power Sphere.

15. At Besaid Beach **Touch the Save Sphere**
16. Talk to the guy in red shorts for 400 Gil, go onto the boat

SPHERE GRID

- If not done before:
 - Move \leftarrow to Def Node
 - Get Cheer, Str +1 (Careful, cursor is on Def+1 by default)



S.S. Liki

1. Walk up to **Yuna**, Walk back to **Wakka**, Walk back up to **Yuna**

SIN FIN - 2,000 HP

- **Tidus**: Defend
- Switch **Yuna** for **Lulu**
- **Lulu**: Thunder the Sin Fin
- Switch **Kimahri** for **Yuna**
- **Yuna**: Summon **Valefor**
- **Valefor**: Energy Ray **Overdrive** on Sin Fin
- **Enemy**: Move x2 and Spines x2
- **Valefor**: Thunder the Sin Fin
- **Enemy**: Spines and Move
- **Valefor**: Thunder the Sin Fin x2
- *If Sin Fin is not dead yet:*
 - **Enemy**: Spines
 - Switch **Tidus** for **Wakka**
 - **Wakka**: Attack the Sin Fin

SINSPAWN ECHUILLES - 2,000 HP

- **Tidus:** Cheer x2
- **Wakka:** Dark Attack
- **Tidus:** if Str Node Attack x2, otherwise Cheer x2
- **Wakka:** Attack x2
- **Enemy:** Blender
- **Wakka:** Attack x2
- **Tidus:** Attack x2, one less if either **Tidus** crits or **Wakka** crits twice
- **Tidus: Overdrive**

Check for **Ice Brand, Ice Ball**

- ## 2. Skippable FMV

1. Go up and left and up
2. Exit inn, go right to **Wakka**, go left and up to Kilika Woods

LANCET TUTORIAL

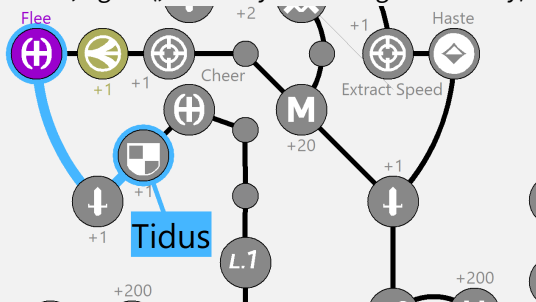
- **SD**
- **Kimahri**: Lancet
- Switch **Kimahri** for **Wakka**
- **Wakka**: Defend
- **Tidus**: Attack
- If *Valefor* didn't die on Sin Fin:
 - **Lulu**: Fire
- Else:
 - Switch **Lulu** for **Yuna**
 - **Yuna**: Summon **Valefor**
 - **Valefor**: Boost x2
 - **Valefor**: Fire



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

SPHERE GRID

- **Tidus**:
 - Move ←← or ↖
 - Flee, Agi+1 (, Str +1 if you didn't get it already)



EQUIPMENT

- **Wakka**: Scout/Ice Ball
- **Wakka**: Any Armguard (optional)
- **Tidus**: Ice Brand (optional)

4. **Formation**: **Tidus**, **Wakka**, **Lulu**
5. Track Speed Sphere drops, this is your main source of them, but you can obtain the rest later
6. Track kills in this area (Overkills count as 2). Milestones are:
 - ***Must Have***: 5 kills, so that **Tidus** is guaranteed to get Haste before the Sahagins

- *Optional:* 17 kills, so that **Tidus** can get Haste before going to Luca
- *Highly Optional:* 11 kills, so that **Wakka** can get Str+2 before Luca, but only if he has an action against Sinspawn Geneaux.

7. Continue up the hidden path, following the map. Fight encounters as described below.

ENCOUNTERS

- *If there is only Ragoras:*
 - **Tidus:** Flee
- **Tidus:** Attack the Dinonix if present, else Defend
- **Wakka:** Attack the Killer Bee if present, else Defend
- **Lulu:** Water the Yellow Element or Killer Bee
- **Tidus:** Flee

8. **Formation:** **Tidus**, **Yuna**, **Lulu** (Switch **Yuna** for **Wakka**)

9. **Touch the Save Sphere**

SINSPAWN GENEUX - 3,000 HP

- *If **Tidus** is going before **Yuna**:*
 - **Tidus:** Defend
- *Else:*
 - Switch **Yuna** for **Wakka**
 - **Wakka:** Defend
 - **Tidus:** Defend
 - Switch **Lulu** for **Yuna**
- **Yuna:** Summon **Valefor**
- **Valefor:** **Overdrive** Energy Ray
- **Valefor:** Fire x3
- **Valefor:** **Overdrive** Energy Ray

Guaranteed 4 Power Spheres, if Rare Drop from Geneaux +2 Power Spheres.

10. Go into temple

11. Walk up to **Wakka** and Pray 1st Option

12. Go up steps, lift down, buffer up

CLOISTER OF TRIALS

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

13. Go to **Wakka** then **Wakka** leave room, name **Ifrit**, leave temple

14. **Formation:** **Tidus**, **Wakka**, **Lulu** (optional, can switch in **Lulu** first battle)

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

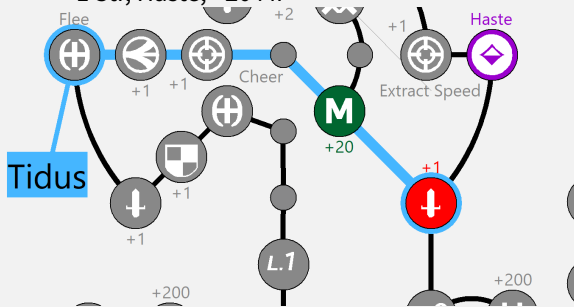


- 16.
17. Exit Kilika Woods same way that you entered, treating fights the same way as above.
18. Do the below Sphere Grid if **Tidus** has 5 S.Levels.

SPHERE GRID

- Check your Power and Speed Spheres while menuing
- 16 Power spheres and 16 Speed Spheres here to stop tracking them
- **Tidus**: (5 S.Lvl)

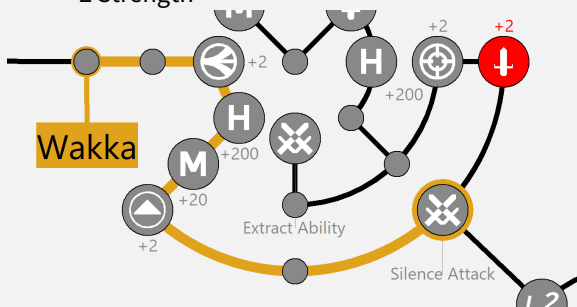
- Move ↘ ↘ ↘ to Str Node
- +1 Str, Haste, +20 MP



19. Do the below Sphere Grid if **Wakka** has 7 S.Levels.

SPHERE GRID

- This is the only **Wakka** grid we need, once you do this, you can ignore all future **Wakka** grids
- **Wakka**: (7 S.Lvl)
- Move ↘ ↘ ↘ to Silence Attack
- +2 Strength



20. Go down and right to S.S. Winno.

S.S. Winno

1. Exit door on the right.
2. Run outside, go up to the top deck
3. Run up the blitzball on the front of the boat
4. Follow the tutorial, fail the minigame (small [0:20] break)
5. Walk to **Yuna**

Luca

1. Go right and up to the next screen, don't do the tutorial

2. Walk down to next screen, follow the red arrow, walk right to next screen.
3. Run to the cafe. Run left to next screen, then left to the docks.
4. Talk to O'aka on the first docks screen, before going into the Machina fights, do the following shop (1st Option):

SHOP 3050 GIL

- Sell →
 - All Weapons and Armor other than Official Ball, Lightning Steel, Thunder Ball.
- Buy ←
 - Stunning Steel, Equip
- If you don't have enough Gil after selling Equipment, on the same dock as O'aka there are 2 chests with 600 Gil and a Tidal Spear you can sell

5. Run north to the next screen.

MACHINA - FIRST TWO ENCOUNTERS

- **Tidus**: if Early Haste Haste **Lulu** on his first turn, otherwise Defend
- **Kimahri**: Defend
- **Lulu**: Thunder

6. Do the above Sphere Grid if **Tidus** has 5 S.Levels.

- **Tidus** ↓↘↘ To Str Node before Haste, get all 3

MACHINA THIRD ENCOUNTER

- Keep track of critical HP levels
- Early Haste:
 - **Tidus**: Haste **Lulu**, then Defend
 - **Kimahri**: Defend
 - **Lulu**: Thunder
- No Early Haste:
 - First Wave:
 - * **Tidus**: Attack
 - * **Kimahri**: Attack
 - * **Lulu**: Thunder a different Machina
 - * **Tidus**: Attack
 - * **Kimahri**: if no crits **Overdrive** Seed Cannon, 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

7. If anyone is Critical HP, use Potions
8. If you had Early Haste, **Touch the Save Sphere** to restore **Tidus**'s MP.
9. Do the above Sphere Grid if **Tidus** has 5 S.Levels.
 - **Tidus** ↓↘↘ To Str Node before Haste, get all 3
10. Run right.

- **Kimahri**: Defend
- **Tidus**: If Early Haste Haste **Lulu**, else Defend
- **Lulu**: Thunder Crane x3
- **Tidus**: Use Crane after **Lulu**'s 3rd Thunder
- **Kimahri**: Defend
- **Lulu**: Thunder
- **Tidus**: Attack

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

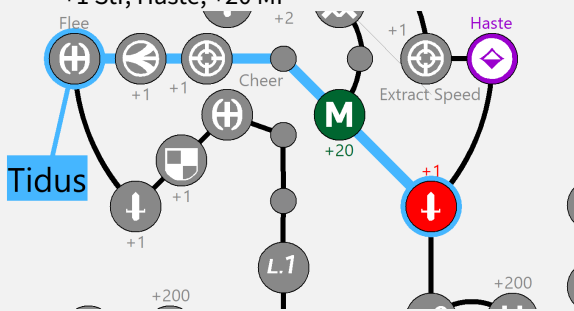
EQUIPMENT

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

SPHERE GRID

- Check your Power and Speed Spheres while menuing
- 16 Power spheres and 16 Speed Spheres here to stop tracking them
- 15 Power Spheres if you did the **Wakka** grid already
- **Tidus**: (5 S.Lvl)

- Move ↘ ↘ ↘ To Str Node
- +1 Str, Haste, +20 MP



11. Run South for the next two screens. **Touch the Save Sphere**

12. Go up the stairs into the locker room, right side down to **Wakka**

- **First Half:**

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

- **Second Half:**

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

SAHAGIN CHIEF

Count Overkills

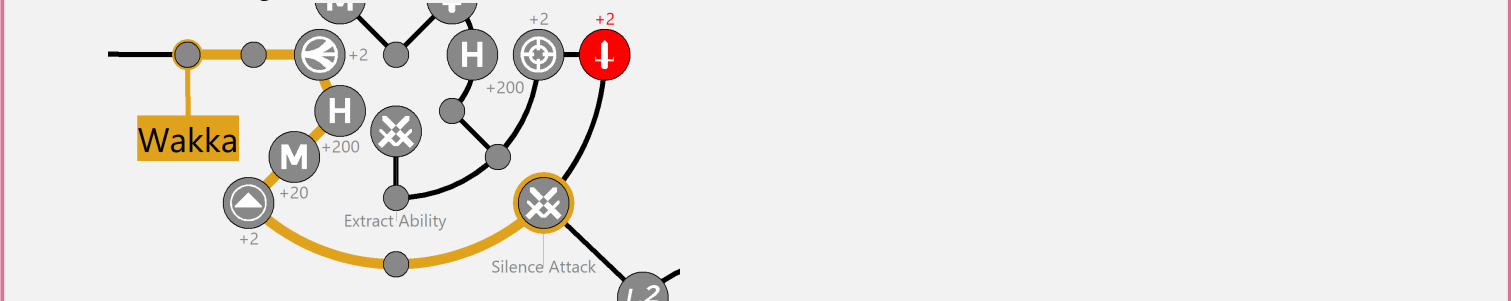
- *If Wakka has neither Thunder Ball nor +2 Str:*
 - **Tidus**: Haste **Tidus**
 - **Wakka**: For the first two waves Attack Sahagin C
 - **Wakka**: For the third wave Potion **Tidus** if he has less than 156 HP, otherwise Defend
 - *If Tidus has Lightning Steel and you need lots of Power Spheres:*
 - * **Tidus**: Cheer x2
 - **Tidus**: Attack
- *If Wakka has either Thunder Ball or +2 Str:*
 - **Tidus**: Cheer
 - **Wakka**: Attack
 - **Tidus**: Haste **Tidus**
 - **Tidus**: Haste **Wakka**
 - *If Tidus has Lightning Steel and you need lots of Power Spheres:*
 - * **Tidus**: Cheer
 - **Tidus**: Attack

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

- **Tidus**: Haste **Auron**
 - **Auron**: Attack x3
 - **Wakka**: Keep **Tidus** > 312 HP, Keep **Auron** > 202 HP
 - **Tidus**: Attack x1, then Defend
 - **Auron**: Attack x3
 - Don't revive non-**Auron** party members
- Guaranteed 2 Power Spheres from this and the Vouivre. Overkill is +1 Power Sphere

SPHERE GRID

- This is the only **Wakka** grid we need, once you do this, you can ignore all future **Wakka** grids
- **Wakka**: (7 S.Lvl)
 - Move ↓↓→ to Silence Attack
 - +2 Strength



Mi'ihen Highroad

1. Walk up. Forced encounter, **SD**, guaranteed 1 Power Sphere from the tutorial, +1 if Overkill.
2. **Formation: Tidus**, **Wakka**, **Auron** (Switch **Yuna** for **Auron**) and move **Yuna** to the end
3. Flee from every encounter
4. Heal using **Yuna**'s Cure if **Tidus** is in crit and after every Ambush
5. Speak to the man, get the **Hunter's Spear**
6. Go up, right, up, right, to the end, into the Al-Bhed shop
7. Try to leave, try again, finally leave

CHOCOBO EATER

- **Tidus:** Haste Boss
- Defend with everyone.
- Swap any characters that fall into crit HP with someone in the back (need to adjust formation next)

8. **Formation:** **Tidus**, **Wakka**, **Auron** (should be this unless you switched out before)
9. Walk north, **Touch the Save Sphere**. Walk north to next screen
10. Walk to blocked road, speak to the guard on the right, 1st option, walk back, walk up to next screen

Mushroom Rock Road

-
1. Flee from any encounters, go to the next screen.

2. **Touch the Save Sphere.** Go back to the previous screen. If you are not confident in MRR skip, then **Save**. If you fail this skip, you cannot continue the run.
3. Perform MRR Skip. For a tutorial, please see [this tutorial](#).
4. Go to the end, over the thingy
5. Walk left, **Touch the Save Sphere**. Walk left, speak to **Auron**. Go up and right, exit area.

Djose

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

ENCOUNTERS

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

2. Continue walking north, walk up to the next screen, try to get pushed by the chocobo
3. Walk along bridge to next screen, walk into temple, walk up the stairs

CLOISTER OF TRIALS

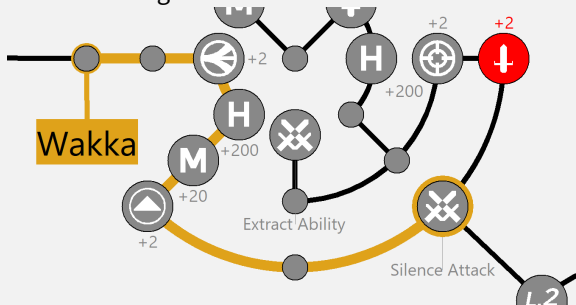
- Take the sphere from the left wall, place into door
- Take the sphere from the right wall, place into door
- Next room
- Take the sphere from the left wall
- Push pedestal to the right
- Put sphere into the far right wall
- Take right sphere
- Place into the far right wall
- **CS**(If not, pedestal is off)
- Take sphere from far right wall
- Place sphere into pedestal
- Reset puzzle with the far left tile
- Take the charged pedestal sphere
- Put sphere into right wall
- Take the far right sphere
- Put into pedestal
- Push pedestal through the door
- Jump onto pedestal
- Push the second pedestal (hit X), return to main room
- Take the charged sphere from the right wall
- Place charged sphere into the left wall
- Reset
- Place the two pedestal spheres in the first left and right walls
- Go onto the lift in the center
- Push all the pedestals in, walk up the stairs

4. Name **Ixion**, enter the temple and go to the left room
5. Speak to the priest, exit, exit again
6. Go left, open the chest for the **4000 Gil**, cross the bridge, exit, go up to Moonflow

1. **Formation:** **Tidus**, **Kimahri**, **Auron** (might be it already)
2. Walk north, a bit before Belgemine, go right into alcove and open the chest for the **Lv. 1 Key Spheres x3**
3. Walk north, walk left, past 2 screens, walk back to the right

SPHERE GRID

- **Wakka:** (7 S.Lvl) (Skip this if you don't have the levels or already done it)
 - Move ↓↓→ to Silence Attack
 - +2 Strength



EQUIPMENT

- **Tidus:** Stunning Steel
- **Wakka:** Thunder Ball or Official Ball

4. Potion/Cure **Tidus** if he got injured.
5. Use the 2nd option to ride ze shoopuf

EXTRACTOR - 4,000 HP

- **Tidus:** Haste self
- **Wakka:** If anyone is below 216 HP Hi-Potion them, otherwise Attack
- **Tidus:** Attack Extractor until you apply Slow (turn order will show **Wakka** 2 turns, **Tidus** 3 turns per **Enemy** turn)
- *If Extractor is not Slowed when it Rises:*
 - **Wakka:** **Overdrive** Thunder Reels.
- *Once Slow is applied:*
 - **Tidus:** Haste Wakka
 - *If Lightning Steel:*
 - * **Tidus:** Cheer x1
 - * **Tidus:** Equip Lightning Steel
 - Else:*
 - * **Tidus:** Cheer x4
 - * **Tidus:** Equip Brotherhood
 - **Tidus:** Attack

6. Walk left past two screens, walk up to the forced encounter

RIKKU TUTORIAL

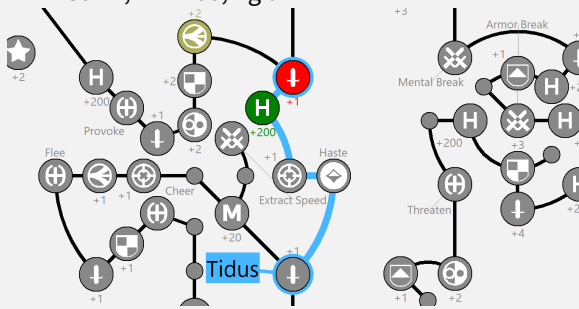
- Mash through the tutorial
- **Rikku:** Steal from the Treasure Chest
- *If you have less than 34 Power Spheres:*
 - **Rikku:** **Overdrive** Two Ability Spheres
- *Else:*
 - **Rikku:** **Overdrive** Two Potions or Hi-Potions
 - **Rikku:** Defend
 - Flee

+2 Power Spheres when doing the Ability Sphere Mix.

SPHERE GRID

- Check Speed Spheres while doing the grid, need 16 to stop farming them
- **Tidus**: (4 S.Lvl)

- Move →↑ to Str Node
- Str+1, HP+200, Agil+2



7. **Formation: Tidus, Wakka, Auron** (Switch Yuna for **Auron**) and move Yuna to the bottom

8. *To improve menus:*

- Auto-Sort items
- Heal everyone with Potions (use them all if you can to free up the 1st Inventory Slot)
- If your 1st Inventory Slot is not empty: Manual Sort, select whatever is in the 1st Inventory Slot and scroll down a page with R2, place it there.

9. Walk north to next screen.

Guadosalam

1. Walk to Seymour's house, try to leave. Walk into room
2. Speak to **Lulu, Wakka, Auron, Rikku, Yuna**
3. Exit the house, talk to group, go to the Farplane, open the chest for the **Lightning Marble x8**
4. Go into the Farplane (ignore **Auron** moping), speak to **Wakka**, speak to **Yuna**
5. Go back down, speak to group, try to leave area, go to group in front of the House, leave
6. CSR break

Thunder Plains

1. Walk north, dodging lightning, Flee all encounters.
2. **Touch the Save Sphere**
3. Walk into the shop, walk into shop corridor, speak to **Rikku**

SHOP 1200+ GIL

Skip if done at Chocobo Eater: Buy:

- 3 Phoenix Downs
- 3 Grenades , +1 if you are missing any Speed Spheres (need 15 Speed Spheres for the rest of the run)

4. Pickup the **Yellow Shield** outside the shop on the ground.

EQUIPMENT

- **Tidus**: Yellow Shield

5. Try to end Thunder Plains with the Light Curtain.
6. **Formation: Tidus, Wakka, Auron** (Same formation as going in)

ENCOUNTERS

Iron Giants will always target the Character with the least HP, make sure everyone's HP is above Rikku's

- Iron Giant + 2 Buers, if you bought an extra Grenade for Speed Spheres (only do this once):
 - Switch **Tidus** for **Rikku**
 - **Rikku**: Use Grenade
 - **Wakka**: Defend
 - **Auron**: Defend
 - **Enemy**: Attacks **Rikku**
 - Switch **Wakka** for **Tidus**
 - Flee
- Iron Giant (only do this once):
 - **Tidus**: Defend
 - Switch **Wakka** for **Rikku**
 - **Rikku**: Steal Light Curtain
 - **Auron**: Defend
 - **Enemy**: Attacks **Rikku**
 - Flee

7. **Formation: Tidus, Wakka, Auron** (Switch **Wakka** for **Rikku**) when done with the above encounters
8. Exit screen, go north, near the exit

Macalania Woods

1. **Formation: Tidus, Rikku, Auron** (Switch **Wakka** for **Rikku**)
2. **Touch the Save Sphere**, Cure **Tidus** if he's ever below 404 HP.
3. Make sure that you charge **Rikku Overdrive**, and that you do at least one of each of the following steals.

ENCOUNTERS

- Chimera: Steal Arctic Wind, Flee
- Blue Elemental: Steal Fish Scale x2, Flee
- Else: Flee

4. Towards the end of the first screen, open the chest for the **2000 Gil**
5. Once **Rikku** has **Overdrive** and you have the steals, **Formation: Tidus, Kimahri, Auron** (swap **Rikku** for **Kimahri**)
6. Follow path, don't get confused coming out of battle
7. Catch butterfly near the exit to avoid encounters
8. **Formation: Tidus, Kimahri, Auron** (Same formation you have after steals)
9. **Touch the Save Sphere**, talk to O'aka, 1st option, exit the shop, 1st option, talk to him again, 1st option

SHOP 11550 GIL

- Sell: Stunning Steel, Buckler, Hunter Spear, any other equipment to go above 11550 Gil
- Buy:
 - Sonic Steel, Equip
 - Shimmering Blade, Equip

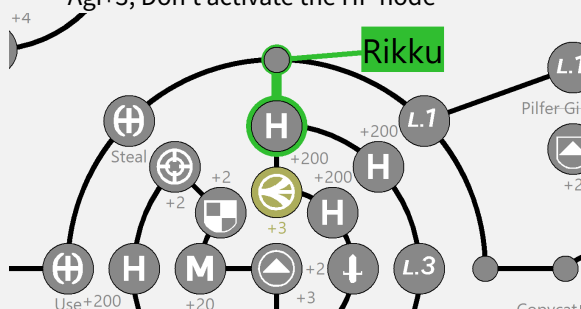
10. Run up, enter the hidden path

- **Tidus**: Defend
- Switch **Tidus** for **Yuna**
- **Yuna**: Defend
- **Kimahri**: Defend
- Switch **Auron** for **Rikku**
- **Rikku**: Grenade, check the Element
- **Yuna**: Defend
- **Rikku: Overdrive**, HP Sphere with
 - Fire: Arctic Wind
 - Ice: Bomb Core
 - Water: Lightning Marble
 - Thunder: Fish Scale
- *If you don't have the elemental item:*
 - Switch **Rikku** for **Lulu**
 - **Lulu**: Use the spell opposite of what Spherimorph used
 - **Kimahri**: Attack, check the Element
 - Switch **Yuna** for **Rikku**
 - **Rikku: Overdrive**

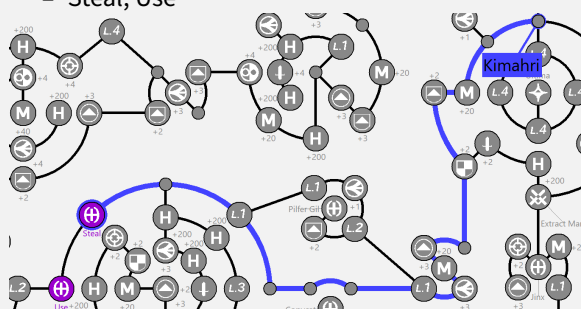
Tidus, Yuna, **Kimahri**, **Rikku** all need AP.

SPHERE GRID

- **Rikku:** (1 S.Lvl)
 - Move ↓ to HP node
 - Agi+3, Don't activate the HP node



- **Kimahri:** (15 S.Lvl)
 - Move \downarrow $x6$ (or Hold \downarrow), Agi node next to Lv. 1 lock
 - Level 1 Key Sphere
 - Move \leftarrow $x4$ (or Hold \leftarrow), empty node next to Lv. 1 lock
 - Level 1 Key Sphere
 - Move $\uparrow\uparrow\leftarrow$ to Steal node
 - Steal, Use



11. **Formation: Tidus, Lulu, Kimahri**
12. Don't bother with healing up for Crawler

1. Run up, past the shop, down the path

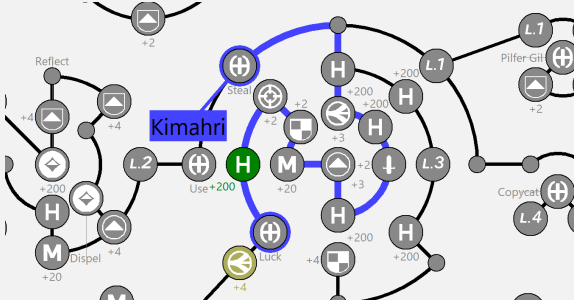
CRAWLER - 16,000 HP

- Switch **Tidus** for **Rikku**
- **Rikku**: Lightning Marble x1/2x Negator (1 000 HP)
- **Rikku**: Lightning Marble Crawler
- **Enemy**: Counter kills **Rikku**
- **Kimahri**: Lightning Marble Crawler
- **Enemy**: Counter kills **Kimahri**
- **Lulu**: Phoenix Down **Rikku**
- **Rikku**: Lightning Marble Crawler
- **Enemy**: Counter kills **Rikku**
- Switch **Lulu** for **Yuna**
- **Yuna**: Mega Phoenix
- Switch **Yuna** for **Tidus**
- **Tidus**: Equip Brotherhood
- **Rikku**: **Overdrive** Lv. 2 Key Sphere and Lightning Marble

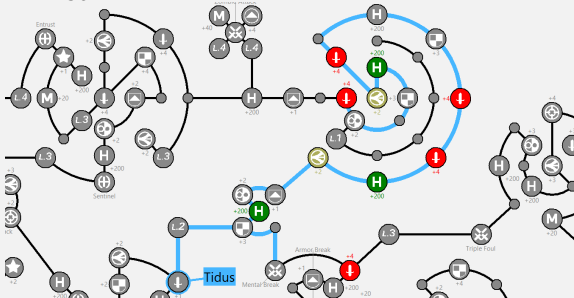
Tidus, Yuna, **Lulu** and **Kimahri** need AP.

SPHERE GRID

- **Kimahri:** (12 S.Lvl)
 - Move ↓↓↓↓ to the Luck node
 - HP +200, Agi+4



- **Tidus:** (22 S.Lvl)
 - Level 2 Key Sphere
 - Move →↑ to Mental Break node
 - Str +4
 - Move ↑↑ to HP node
 - HP+200
 - Move →→↑ to "next" HP node
 - HP+200, Str+4, Agi+2
 - Move → to Str node
 - Use Strength Sphere, Activate it
 - Move ↑←← or ↖↖ to Agi node in the center
 - Agi+2, HP+200, Str+4
 - Move ← to Str node straight left
 - 24 Power Spheres, 11 Speed Sphere to stop farming them
 - Str+4



2. Head to Temple, **Touch the Save Sphere**.

3. Walk up the stairs, directly to Fayth room

SEYMOUR - 3,000 HP

- **Tidus**: Haste **Tidus**
- **Yuna**: Change Weapon to Staff
- **Kimahri**: **Overdrive** Stone Breath
- **Tidus**: Talk to Seymour
- Switch **Yuna** for **Auron**
- **Auron**: Defend
- **Enemy**: Seymour Blizzara
- **Tidus**: Defend
- **Tidus**: Attack

ANIMA - 18,000 HP

Keep track of the steals, 6 Silence grenades would be ideal for Bikanel

- **Kimahri**: Defend
- **Auron**: Defend
- Switch **Tidus** for **Wakka**
- **Wakka**: Change Weapon to anything
- **Enemy**: Pain
- Switch first survivor for **Tidus**
- **Tidus**: Attack x4
- Switch second survivor for **Rikku**
- **Rikku**: Steal x2
- *If Tidus Misses:*
 - On Tidus' 4th turn switch him for **Lulu**
 - **Lulu**: Phoenix Down dead character
 - **Enemy**: Pain
 - Switch first survivor for **Tidus**
 - Continue the fight like normal

SEYMOUR - 6,000 HP

- **Tidus**: Phoenix Down **Rikku** if she died before Multi-Thundara
- **Tidus**: Change Weapon to Sonic Steel
- Anyone: Defend until Multi-Thundara
- **Enemy**: Multi-Thundara
- **Tidus**: Attack x2

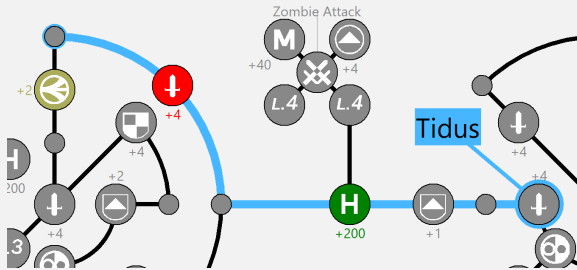
Tidus and **Yuna** need AP.

4. Name **Shiva**

SPHERE GRID

- **Tidus:**

- Move ←←←← to empty node on new circle
- HP+200, Str+4
- Check Power Spheres (need 21 after those two)
- Move ← to empty node on top of circle
- Check Speed Spheres (need 11 before the next)
- Agi+2



5. You need 21 Power Spheres and 10 Speed Spheres **at this point** to be done farming them.
6. **Formation:** **Rikku**, **Tidus**, **Kimahri**
7. **Touch the Save Sphere**, exit Fayth room. Make sure that the Save Sphere touch is done **after** the above Sphere Grid, otherwise you will die to Wendigo.

CLOISTER OF TRIALS

- Slide pedestal to the right
- Take sphere from the right wall, place into pedestal
- Push pedestal up
- Take Glyph sphere from middle pillar
- Go downstairs and push pedestal to the right
- Place Glyph sphere in far left slot in the wall
- Go upstairs, pick up new sphere
- Go downstairs, place sphere in pillar
- Go upstairs, take the sphere at the top of the slope
- Place in last pillar
- Do **not** touch the reset point while leaving

8. Flee from temple
9. Try to not get caught by the Guados chasing you, if you get caught Flee

- **Tidus**: Haste **Tidus**
- **Tidus**: Switch Weapon to Brotherhood
- **Tidus**: Attack Guado B (Top One)
- *If Light Curtain:*
 - **Rikku**: Light Curtain **Tidus**
- *Else:*
 - Switch **Rikku** for **Auron**
 - **Auron**: Power Break Wendigo
 - Switch **Auron** for **Rikku** on his next turn
- **Tidus**: Spiral Cut Wendigo, then Attack it until it's dead
- **Kimahri**: Steal from Guado if everyone is at full HP, otherwise switch to **Lulu**
- **Lulu**: Elixir **Tidus**/Phoenix Down dead character/Defend
- **Rikku**: Elixir **Tidus**/Phoenix Down dead character/Steal from Guado/Defend
- After Wendigo is dead:
 - Switch anyone for **Yuna**
 - **Yuna**: Defend
 - Switch anyone for **Tidus**
 - **Tidus**: Attack Guado

Yuna, **Tidus** need AP. Helpful if **Lulu** gets it. Guaranteed 2 Power Spheres, if Rare Drop from Wendigo +2 Power Spheres.

10. Run up to **Rikku**, **Touch the Save Sphere**, Run up to **Yuna**, run past **Kimahri** to open the chest for the **Level 2 Key Sphere**, run up to **Auron**

Bikanel Desert

1. Walk up

ZU

- **Tidus**: Attack
- **Enemy**: Attack
- **Tidus**: Equip Sonic Steel
- **Tidus** and **Auron**: Defend until **Lulu** shows up
- Flee

2. Next screen, right for **Kimahri**, run back to the left, next screen, **Touch the Save Sphere**
3. Need combined 4 or 6 of Silence Grenades, Sleeping Powders, Smoke Bombs
4. *So far you should have:*
 - 0-6 Silence Grenades from Anima steal
 - Potentially used 1 Bomb Core at Spherimorph, in which case you need 6 item in total
5. Try to steal at least 2 Sleeping Powder, it makes Bevelle Guards better
6. If **Rikku** needs her **Overdrive**, you can charge it on an encounter with a Zu or a Sand Worm (Escape with the others).

ENCOUNTERS

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

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

- **Tidus:**
 - Move \Downarrow (or \downarrow) to empty node above Str node
 - Str+4

9. At the bottom of the pit, open the chest for the **Teleport Spheres**
10. You need 22 Power Spheres and 10 Speed Spheres **at this point** to be done farming them.
11. **Formation: Tidus, Lulu, Auron**
12. Sandragora skip:
 - Go near the Sandragora pit that blocks the entrance to Home
 - Run North into the wall just on the right of the pit until Tidus is in the pit
 - Let **Rikku** push you (don't move until she goes past you)
 - Go north and enter Home
 - If Rikku is stuck running East walk South to trigger the Sandragora encounter
 - If you have triggered the encounter, Flee and retry
 - If Rikku runs away, go back to a previous area to bring her back

1. Go into door

BOMBS

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

Guaranteed 6 Power Spheres.

2. **Formation**: **Tidus**, **Lulu**, **Auron**
3. Go Up into door (east on the minimap)

DUAL HORN

- Switch anyone for **Kimahri**
- **Kimahri**: Lancet Dual Horn (Fire Breath) if he doesn't have **Overdrive**
- **Kimahri**: **Overdrive** Stone Breath

4. **Formation**: **Tidus**, **Lulu**, **Auron** (Switch **Kimahri** for **Tidus**)
5. Go down the stairs
6. Go left into the door

CHIMERA

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

7. **Formation**: **Tidus**, **Rikku**, **Kimahri**
8. Walk down steps
9. open the chest for the **Level 4 Key Sphere** (left) and open the chest for the **Level 2 Key Sphere** (right)
10. Go through the next two doors, run across the bridge

Airship

1. Exit bridge, go back in, Speak to Brother, Exit bridge again, go up, go outside.
2. Need 28 Power Spheres and 10 Speed Spheres for the rest of the run
3. if you need Speed SPHERes or more than 4 Power Spheres, buy Distillers from Rin
4. Each Distiller is worth 2 Spheres
5. Make sure that **Rikku** has **Overdrive**(after Crawler). If she doesn't, you can get encounters on Rin's first screen.
6. **Touch the Save Sphere**

Turns in this fight can be a bit random at times - Treat each character independantly of each other, doing their action as their turn comes up. The important parts of this fight are:

1. **Rikku** must do her **Overdrive** before **Tidus** starts attacking
2. **Tidus** only needs to be healed after the first attack

Fight strategy:

- **Tidus**: Haste **Tidus**
- **Tidus**: Cheer, then Change Armor until **Rikku** got her turn (Rule 1.)
- **Rikku**: **Overdrive** Mix Luck Sphere + Map
- **Enemy**: Attack, If it hits **Rikku** her **Overdrive** is now filled
- **Tidus**: Attack x2
- **Kimahri** or **Rikku**: Heal **Tidus** with an Elixir/X-Potion/Mega-Potion, or Steal
- **Enemy**: Attack, If it hits **Rikku** her **Overdrive** is now filled
- **Tidus**: Cheer
- **Tidus**: Attack x3
- **Kimahri** or **Rikku**: Steal

Bevelle

1. Use a Mega-Potion
2. *With 2+ Sleeping Powder:*

GUARD FIGHTS - SLEEPING POWDER

- *Fights 1 and 3 (3 Monks):*
 - **Tidus**: Attack
 - Others: Defend or use Distillers
- *Fights 2 and 4 (2 Monks and a YKT-63):*
 - **Tidus**: Attack the YKT-63
 - **Rikku**: Sleeping Powder
 - **Kimahri**: Smoke Bomb/Silence Grenade
- *Fight 5 (2 Monks and a YAT-99):*
 - *If you have 2 Smoke Bombs/Sleeping Powders/Silence Grenades:*
 - * **Tidus**: Haste **Rikku**
 - * **Rikku**: Sleeping Powder/Smoke Bomb/Silence Grenade
 - * **Rikku**: If the Guards are sleeping use a Bomb Core on the YAT-99
 - * **Rikku**: Sleeping Powder/Smoke Bomb/Silence Grenade
 - * **Tidus**: Attack
 - *If you have 2 Bomb Cores:*
 - * **Tidus**: Attack the Monks
 - * Others: Use Bomb Core x2 on the YAT-99

3. *Without Sleeping Powder:*

- Keep **Formation: Tidus, Rikku, Lulu** for the first 4 fights, **Formation: Tidus, Rikku, Kimahri** for the last one

- *Fights 1 and 3 (3 Monks):*
 - **Tidus**: Attack
 - Others: Defend or use Distillers
- *Fights 2 and 4 (2 Monks and a YKT-63):*
 - Switch **Tidus** for **Kimahri**
 - **Kimahri**: Smoke Bomb/Silence Grenade
 - **Rikku**: Smoke Bomb/Silence Grenade
 - Switch **Kimahri** for **Tidus**
 - **Tidus**: Attack the YKT-63
- *Fight 5 (2 Monks and a YAT-99):*
 - *If you have 2 Smoke Bombs/Silence Grenades:*
 - * **Tidus**: Haste **Rikku**
 - * **Rikku**: Smoke Bomb/Silence Grenade x2
 - * **Tidus**: Attack
 - *If you have 2 Bomb Cores:*
 - * **Tidus**: Attack the Monks
 - * Others: Use Bomb Core x2 on the YAT-99

4. Use lift

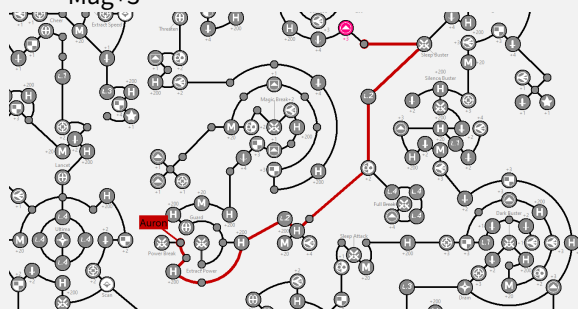
- *Upper section:*
 - Push the pedestal in
 - Press X
 - Go left at the 2nd junction
 - Take sphere, push pedestal back
 - At the 3rd junction, go back (hold X)
 - Go left at the 2nd junction
 - Place sphere into wall, push pedestal back
 - At the 3rd junction, go back (hold X)
 - Go left at the 1st junction (hold X after the 2nd junction)
- *Lower section (1st visit):*
 - The platform will automatically stop at the 1st junction
 - After the platform stops, press X the 2nd time the arrow is pointing left
 - Go right at the 3rd junction (hold X after the 2nd junction)
 - Take Glyph sphere from wall, push pedestal back
 - At the 4th junction go right (hold X)
 - Place Glyph sphere into pedestal
 - Take Bevelle sphere from pedestal
 - Place Bevelle sphere into the wall
 - Take the Glyph sphere from pedestal
 - Place Glyph sphere into the next wall
 - Take Destruction sphere from the new wall
 - Place Destruction sphere on the pedestal
 - Take Bevelle sphere from the wall
 - Push pedestal back and fall off the edge
- *Lower section (2nd visit):*
 - Go straight (start holding X before the platform stops)
 - At the 3rd junction go right (hold X after the 2nd junction)
 - Place Bevelle sphere on the pedestal
 - Take Destruction sphere from the pedestal
 - Place Destruction sphere into wall
 - Push pedestal back and fall off the edge
- *Lower section (3rd visit):*
 - Go straight
 - At the 1st junction go right (hold X)
 - Push pedestal
 - Go up the stairs, open the chest
 - Avoid the reset tile under the chest

1. Buffer up, run up over the first telepad to make it to the next pad in time
2. Go to the second telepad and travel north (If you are fast enough, can immediately step on it)

SPHERE GRID

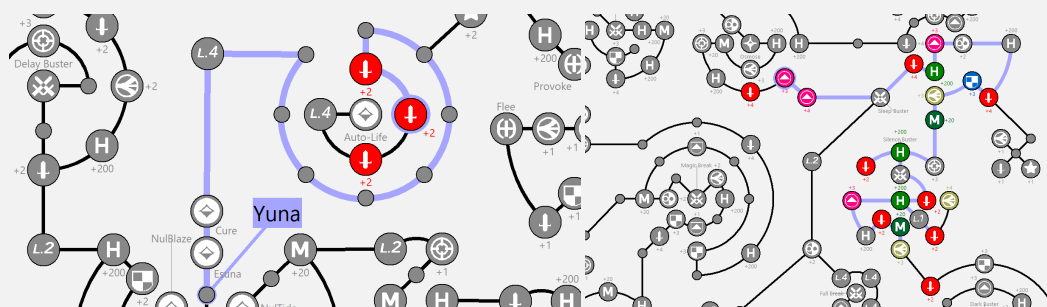
• **Auron:**

- Move $\rightarrow\rightarrow\rightarrow$ to opposite HP node
- Level 2 Keysphere
- Move $\rightarrow x4$ (or Hold \rightarrow) to Eva node
- Level 2 Keysphere
- Move $\uparrow\uparrow\leftarrow$ to empty node at triangle corner
- Mag+3

• **Yuna:**

- Move $\uparrow\uparrow$ to already activated Cure node
- Level 4 Keysphere
- Move $\rightarrow x3 \uparrow$ to middle of the three Str nodes
- Str+2, Str+2, Str+2
- Teleport Sphere to **Auron's** Magic Node \uparrow
- Use Magic Sphere
- Str+4, Mag+3, Mag+4
- Move $\rightarrow\rightarrow\rightarrow\uparrow$ to HP node
- Mag+3, HP+200, Str+4
- Move \rightarrow to Def node
- Def+3, Str+4
- Move $\leftarrow\downarrow$ to Agi node

- + Agi+3, MP+20
- + Move $\leftarrow\downarrow$ to HP node on top
- + HP+200, Str+2
- + Move $\downarrow\downarrow$ to HP node in center
- + HP+200, Str+2, Mag+3
- + Level 1 Keysphere
- + Move $\searrow\searrow$ to corner Str node
- + Agi+4, Str+2
- + Move $\leftarrow\leftarrow$ to MP node
- + Str+2
- + Move \downarrow to Agi node
- + Str+2, MP+20, Agi+3



3. You need 13 Power Spheres and 7 Speed Spheres for the rest of the run.

4. **Touch the Save Sphere**

5. Keep track of how many things you kill here.

ENCOUNTERS

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

ISAARU

- **Turbo** break after **Bahamut** summon for [1:58] until his Bahamut is summoned
- Grothia (8000 HP):
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack
- Pterya (12000 HP):
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack
- **Turbo** break after **Ixion** summon for [0:42] until his Bahamut is dead
- Spathi (20000 HP):
 - **Yuna**: Summon **Ixion**
 - **Ixion**: Attack x4

6. You can use the underwater chest on the right at the start to buy a Speed Distiller (this is the last convenient opportunity to acquire Speed Spheres) or a Power Distiller.
7. If needed, you can attack a Phlegias or a Sahagin with **Tidus** for 2x Power Spheres (only do so on a non-Ambush).
8. Swim up, then up again when the camera changes.

EVRAE ALTANA

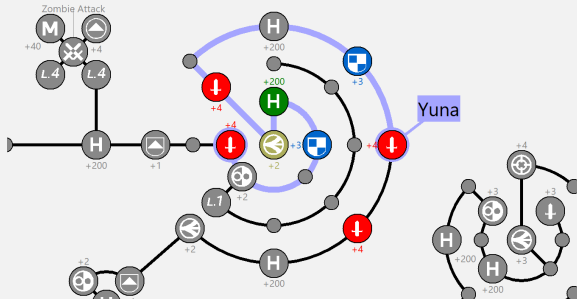
- Anyone: 1 Power/Speed Distiller if needed
- Anyone: Elixir/Phoenix Down x2 Evrae Altana

9. Swim to exit

Highbridge

SPHERE GRID

- **Yuna**:
 - Teleport to Strength Sphere ↑↑ or ↗ on east edge
 - Str+4, Str+4, Def+3
 - Move ←← to center Agi node
 - Str+4, HP+200, Agi+2
 - Move → to Def node
 - Def +3
 - Move ←← to opposite Str node
 - Str+4



1. **Formation**: **Tidus**, **Yuna**, **Wakka**
2. Check to make sure that **Lulu** has 35 levels
3. From this point on, watch any pre-empts if **Yuna** is in the party, because she will get the first turn
4. Need 4 Maze Larva/YKT-63 Kills total, Overkills do **not** count extra

ENCOUNTERS

- YKT-63:
 - **Tidus**: Attack
 - **Yuna**: Attack
 - Flee

SEYMOUR NATUS - 36,000 HP

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

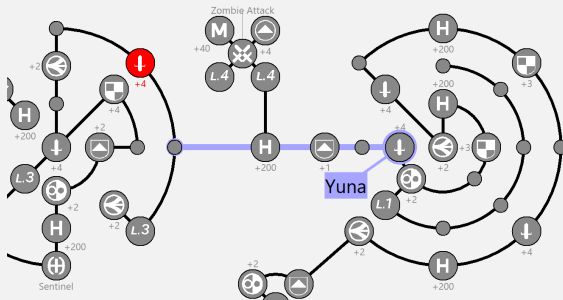
5. Walk down two screens to **Yuna**, walk right, exit Macalania Woods

Calm Lands

1. **SD**, walk left

SPHERE GRID

- **Yuna**:
 - Move ←←←← to empty node, east on circle
 - Str+4



2. should be: **Formation: Tidus, Yuna, Kimahri**
3. If you have less than 2 **Water Gems**: steal Gems from **Non-Ambush** Flame Flans until you have 2 total
4. after steals: **Formation: Tidus, Rikku, Kimahri** (Switch **Yuna** for **Rikku**)

ENCOUNTERS

- Flame Flan:
 - Switch anyone for **Rikku**
 - **Rikku**: Steal
 - Switch anyone for **Tidus**
 - Flee

5. **Formation: Tidus, Rikku, Kimahri**
6. Continue north to the Calm Lands Exit
7. Run north

DEFENDER X - 64,000 HP

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

8. walk across bridge and up to Mt. Gagazet

Mt. Gagazet

1. If **Kimahri** is not full, **Touch the Save Sphere**

BIRAN AND YENKE

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

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

2. The drop from the previous fight will give be one of the following:

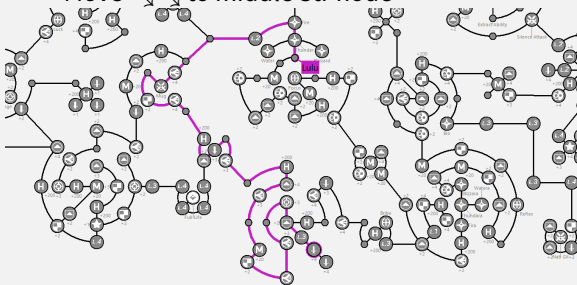
- **4 Return Spheres**
- **2 Return Spheres and 2 Friend Spheres**
- **0 Return Spheres and 4 Friend Spheres**

3. These three branching paths will from now on be referred to by the number of **Return Spheres** that dropped.

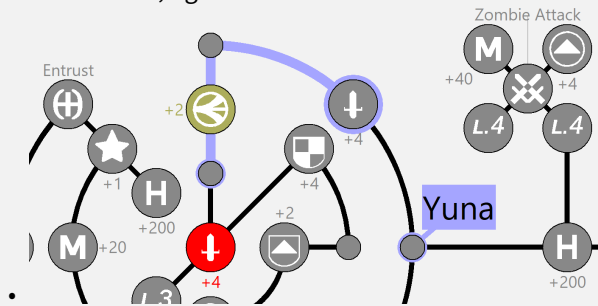
4. Do the **Lulu** Grid below first, then one of the three Grids depending on the drop from the previous fight.

SPHERE GRID - Lulu

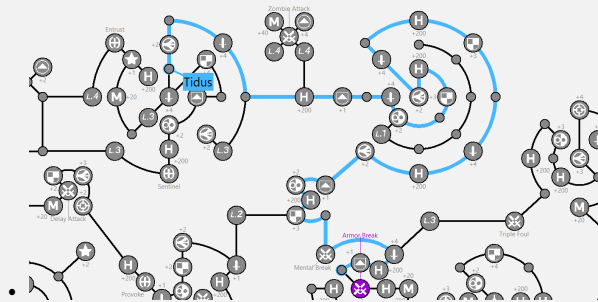
- **Lulu:**
 - Move ↑↑ to Fire
 - Level 2 Key Sphere (**not** Lvl.1)
 - Move ↓ $\times 9$ to center MDef node
 - Level 3 Key Sphere
 - Move ↘ to middle Str node



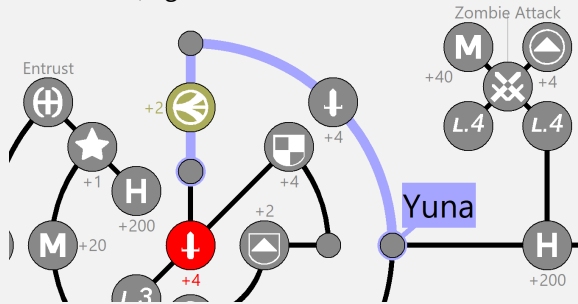
- **Yuna:** Use Return Sphere to Str+4 Node above
- **Yuna:** Move to the empty node ←↓ where Tidus is
- **Yuna:** Str+4, Agi+2



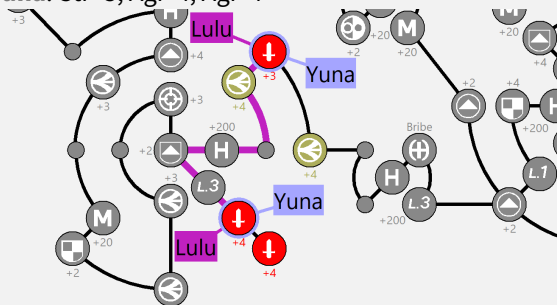
- **Tidus:** Move to Armor Break → x3, ↓ x5 next to the center node
- **Tidus:** Armor Break



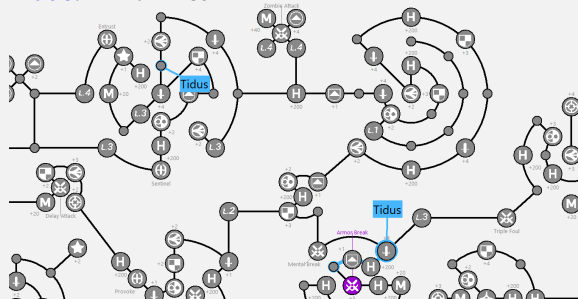
- **Yuna:** Move to the empty node ← where Tidus is
- **Yuna:** Str+4, Agi+2



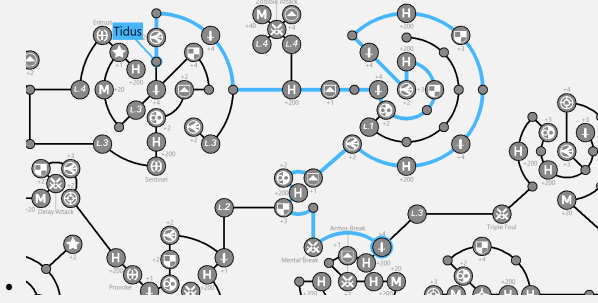
- **Yuna:** Friend Sphere to **Lulu** ↓↓
- **Yuna:** Str+4, Str+4
- **Lulu:** Move ↗↑↑ to NE Str node
- **Yuna:** Friend Sphere to **Lulu**
- **Yuna:** Str+3, Agi+4, Agi+4



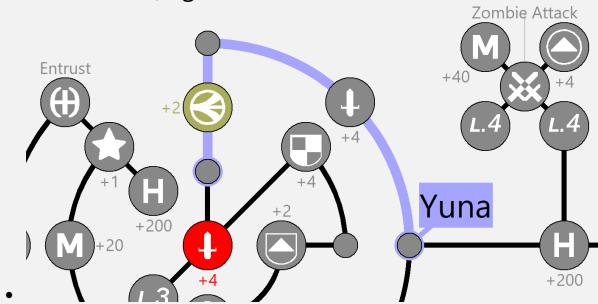
- **Tidus:** skip grid movements: Return Sphere ↓↘↘ (or Hold ↘) to Str+4 near Armor Break
- **Tidus:** Move ↖← or ← x3
- **Tidus:** Alternative: Move to Armor Break → x3, ↓ x5 next to the center node
- **Tidus:** Armor Break



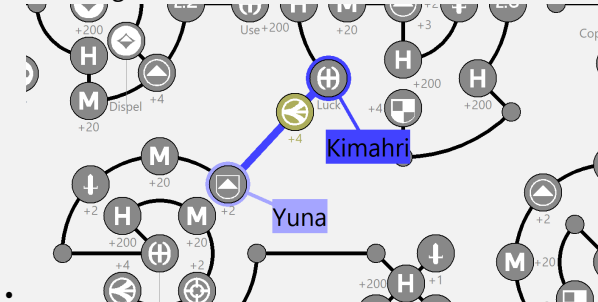
- **Tidus**: Move to Str+4 by Mental Break $\rightarrow x3, \downarrow, \rightarrow x3$



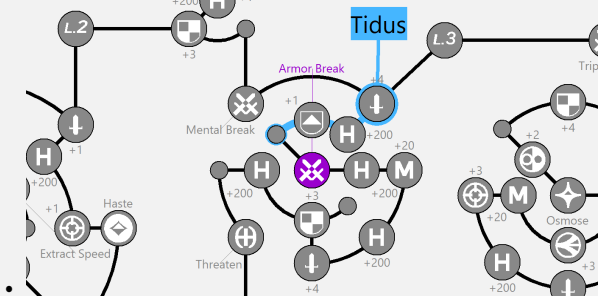
- **Yuna**: Move to the empty node \leftarrow
- **Yuna**: Str+4, Agi+2



- **Yuna**: Friend Sphere to **Tidus**
- **Yuna**: Str+4
- Friend Sphere to Lulu twice like described in the 2 Return Sphere Menu
- **Kimahri**: Move $\swarrow x2$
- **Yuna**: Friend to **Kimahri** \downarrow
- **Yuna**: Agi+4



- **Tidus**: Move $\swarrow \leftarrow$ or $\leftarrow x3$
- **Tidus**: Armor Break



5. If you got 4 Return Spheres, Customize:

- **Auron**: Shimmering Blade \rightarrow First Strike
- **Yuna**: Staff \rightarrow First Strike

6. If you got 2 Return Spheres, Customize:

- **Yuna**: Staff \rightarrow First Strike

7. If you need need to charge **Rikku's Overdrive Formation**: **Tidus**, **Rikku**, **Auron**, otherwise **Formation**: **Tidus**, **Kimahri**, **Wakka**.

8. Walk up, avoid the gravestones.

9. Have either:

- A Silence Grenade
- **Rikku's Overdrive** (Add her to Party, on full mech encounter, Steal from Leader with **Rikku**, escape with the others)

10. Follow the path around.

11. If you had 2 or 4 **Return Spheres** **Formation: Tidus, Yuna, Auron**, otherwise **Formation: Tidus, Kimahri, Wakka**

SEYMOUR FLUX - 70,000 HP

- If you had 4 **Return Spheres**:
 - **Yuna**: Attack
 - **Tidus**: Haste **Yuna**
 - Switch **Auron** for **Rikku**
 - **Rikku**: Use Silence Grenade or **Overdrive** HP Sphere + Grenade
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: If you used a Silence Grenade Impulse, otherwise Attack
 - **Enemy**: Banishes Bahamut
 - **Yuna**: Attack
 - **Tidus**: If you used a Silence Grenade Attack once, otherwise Defend
 - **Rikku**: Defend
 - Finishing Seymour with **Yuna** will be an Overkill, otherwise it's not. Keep track of this.
- If you had 2 **Return Spheres**:
 - **Yuna**: Attack
 - **Tidus**: Haste **Yuna**
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Impulse
- If you had 0 **Return Spheres**:
 - Switch **Tidus** for **Yuna**
 - **Yuna**: Summon **Bahamut**
 - **Bahamut**: Attack

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

13. **Touch the Save Sphere** if **Bahamut** was banished, Walk to the next screen

14. Walk up to **Tidus** House, go into the center, walk up to the next screens

15. Go down the left path into the water, swim up. Go up the steps, play the minigame, return to the previous screen.

16. Throw at the 3rd narrowing of the 2nd wall

17. Sphere farming check, at this point you need

- If you had 4 **Return Spheres**:
 - 4 Power Spheres
 - 5 Speed Spheres
- If you had 2 **Return Spheres**:
 - 1 Power Sphere
 - 5 Speed Spheres
- If you had 0 **Return Spheres**:
 - 2 Speed Spheres (no more Power Spheres)
- **Tidus** can attack Splashers in formation without any other fiends for Power Spheres
- Other missing Spheres can be distilled inside Sin

18. Return to Save Sphere, go up and left, then go down the right path, swim up into the next screen.

19. Complete the minigame, **Rikku** Green, **Tidus** Blue, **Wakka** Red. Return.

20. Go up left path, **Touch the Save Sphere** if **Bahamut** was banished and you didn't touch one earlier.

21. **Formation: Tidus, Yuna, Wakka**. Go onto the next screen.

- *If you got 2 or 4 **Return Spheres**:*
 - **Yuna**: Defend
 - **Tidus**: Armor Break
- *If 0 **Returns Spheres**:*
 - **Tidus**: Defend
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

1. **Formation: Tidus, Auron, Kimahri** (just get Yuna out)
2. If **Rikku** doesn't have **Overdrive** **Formation: Tidus, Auron, Rikku** (use Behemoth or Defender Z)
3. Follow the path until on the road to Zanarkand
4. Open the first chest on the left for the **Fortune Sphere**, continue on the path until you get inside the Dome.
5. If you got **4 Return Spheres** and you missed the Overkill on **Seymour Flux** kill two **YKT-11** or one **Defender Z** with **Formation: Tidus, Auron, Yuna**, only Yuna needs the AP.

ENCOUNTERS

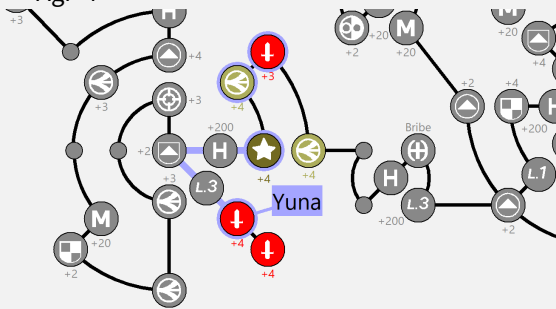
- YKT-11:
 - Yuna: Attack
 - Tidus: Attack
 - Flee
- Defender Z:
 - Yuna: Summon **Bahamut**
 - Bahamut: Attack

6. On the intersection like thing, if you had **4 Return Spheres** open the chest for the **Friend Sphere** on the right path.
7. When you leave the last encounter zone, the hallway before the Zanarkand Trials, open the chest for the **Luck Sphere** on the right.

• **Yuna:**

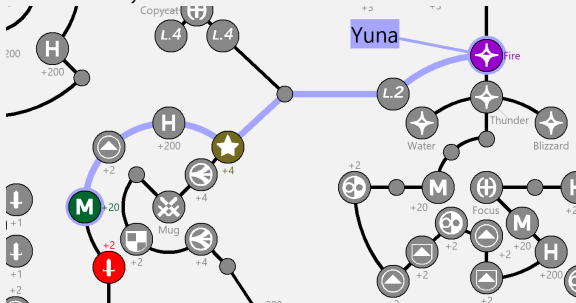
– If you got **4 Return Spheres:**

- * Friend Sphere to **Lulu** ↓↓
- * Str+4, Str+4
- * Move ↗ to the empty node between HP+200 and Agi+4
- * Agi+4
- * Luck Sphere, Fortune Sphere
- * Return Sphere to the Agi+4 node you just activated
- * Str+3
- * Return Sphere to the Str+3 node you just activated
- * Agi+4



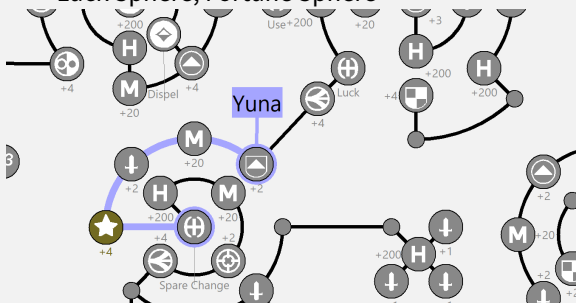
– If you got **2 Return Spheres:**

- * Use Blk Mag Sphere on Fire ↑
- * Return Sphere to Fire ↑
- * Move ←←← to empty node on circle
- * Luck Sphere, Fortune Sphere
- * Agi+4
- * Move ↖←← to MP node
- * MP+20, Str+2



– If you got **0 Return Spheres:**

- * Move ↙↙
- * Luck Sphere, Fortune Sphere

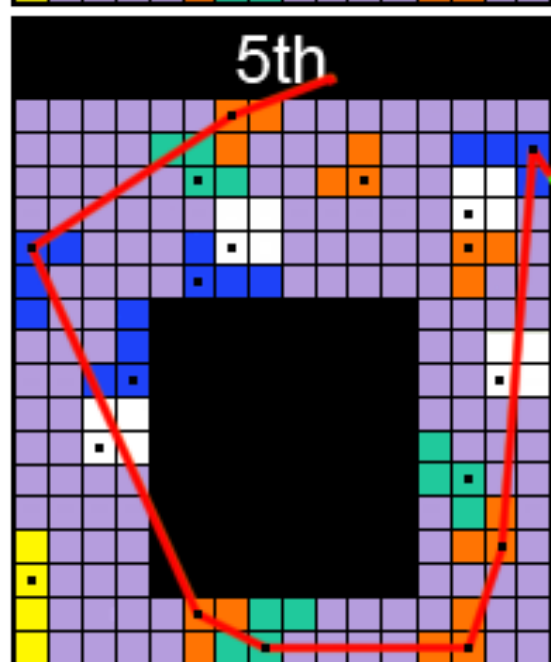
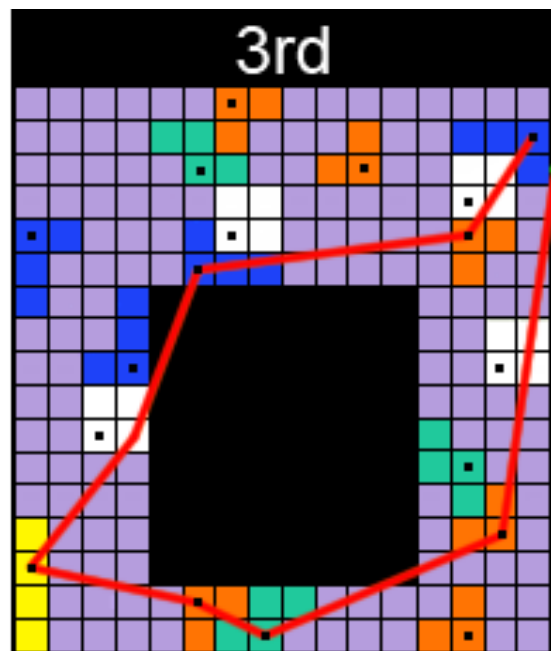


8. **Formation: Tidus, Auron, Yuna**

9. If you had 0 Return Spheres:

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

10. **Touch the Save Sphere**



11. Push in the pedestals starting from the Top Left, to Bottom Left, then Top Right, Bottom Right, then Besaid Sphere. After pushing in each pedestal, do the corresponding puzzle, shown above.
12. After the second puzzle, take the Kilika Sphere on the left and put it into the second pedestal.
13. After the fifth puzzle, take the Besaid Sphere from the right and put it into the fifth pedestal.
14. Run into the large room

SPECTRAL KEEPER - 52,000 HP

- **Yuna:** Summon **Bahamut**
- **Bahamut:** Attack x2

- **Yuna:**
 - If you had 4 **Return Spheres**:
 - * Use Blk Mag Sphere on Fire ↑
 - * Return Sphere to Fire ↑
 - * Move ←←← to empty node on circle
 - * Agj+4
 - * Move ↖←← to MP node
 - * MP+20, Str+2

- [illegible]

YUNALESCA - 132,000 HP

- **Yuna:** Summon **Bahamut**
- **Bahamut:** Attack x3

If any weapon drops, it will have **Zombie Strike**

Airship

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

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

- **Yuna:** Summon **Bahamut**
 - **Bahamut:** Impulse Core

- OVERDRIVE SIN - 140,000 HP

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



1. If **Rikku** still doesn't have **Overdrive** **Formation: Tidos, Auron, Rikku**, use Behemoth King or Adamantoise
2. **Formation: Tidos, Auron, Kimahri**
3. Walk along the path, Flee encounters
4. Before Seymour Omnis, **Formation: Tidos, Auron, Yuna** (swap **Yuna** back in)
5. If you got **2 Return Spheres**:
 - Customize:
 - **Auron**: Shimmering Blade → First Strike
6. Go up the steps

SEYMOUR OMNIS - 80,000 HP

- **Yuna**: Defend
- **Tidos**: Armor Break
- If *Armor Break Hit*:
 - **Auron**: Defend
- If *Armor Break Missed*:
 - Switch **Auron** for **Rikku**
 - **Rikku**: **Overdrive** Mix Arctic Wind/Lightning Marble/Bomb Core/Fish Scale + HiPot/MegaPot/XPot/Mega Phoenix
 - **Yuna**: Cure Mortiphasm
 - **Enemy**: Firaga x3, Blizzara
 - **Yuna**: Change Weapon to Wind Rod
 - **Tidos**: Armor Break
- **Yuna**: Summon **Bahamut**
- **Bahamut**: Attack

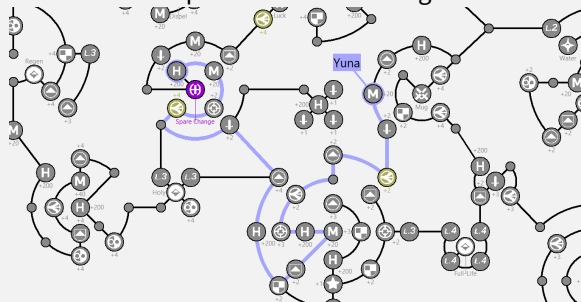
7. If **Rikku** still doesn't have **Overdrive** **Formation: Tidos, Auron, Rikku**, use Behemoth King or Adamantoise
8. **Formation: Tidos, Kimahri, Auron**
9. You can charge **Rikku**'s **Overdrive** on an encounter with a Behemoth King, Adamantoise or Barbatos (Escape with the others), flee from the rest.
10. Turn left onto the bridge, go onto the next screen
11. Complete the minigame, picking up the eggs and avoiding the crystals
12. If you don't have enough S.Lvl for Spare Change:
 - If you have a Special Sphere (rare drop from Seymour) reach it from **Kimahri** or **Rikku** and use the Special Sphere with **Yuna**
 - If you have a Return Sphere left and only missing one level, activate the MP node, Return to that, use last level to Move to HP node
 - If you don't have a Special Sphere, teach Spare Change to **Kimahri** or **Rikku** and use them
 - **Tidos** could haste them, but it'll drain his MP, so you need to use an extra elixir or two
 - Especially if **Tidos** needs to use Zombie Strike, it costs 10 MP

- Forego Spare Change all-together and use **Yuna** and **Tidus** to Attack
 - They will likely miss a lot, so this will cost time
 - You won't die thanks to Auto-Life, this is just a time-loss

SPHERE GRID

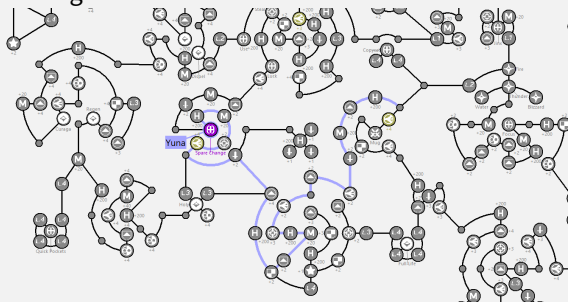
• If you got 2 or 4 **Return Spheres**:

- Move ↓↓ to Agi node on the edge
- Agi+2
- Move ← x5 to the Acc node
- Agi+4 (be careful to not activate the Acc+2 Node)
- Move ↖ to Spare Change or above it
- Spare Change
- Attribute Sphere **Kimahri**'s +4 Agi



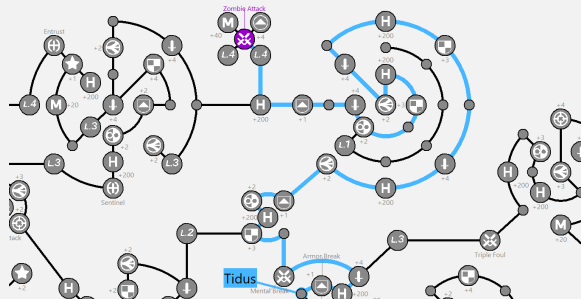
• If you got 0 **Return Spheres**:

- Attribute Sphere **Rikku**'s +3 Agi →
- Spare Change
- Move ↓
- Agi+4 (be careful to not activate the Acc+2 Node)
- Move → x6
- Agi+4



• **Tidus**: If you didn't get a **Zombie Strike** weapon:

- Move ↑ x5 to the HP sphere below Zombie Strike
- Level 4 Keysphere
- Move ↑ into the now empty L4 node
- Zombie Attack



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

EQUIPMENT

- If you got a **Lulu/Kimahri/Wakka/Rikku** Zombie Strike weapon:
 - Equip Zombie Strike Weapon
- **Do not equip Zombie Strike Weapon** on the first strikers **Tidus/Auron/Yuna**!

BRASKA'S FINAL AEON - 180,000 HP

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

POSSESSED AEONS

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

YU YEVON - 99,999 HP

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