



ANY% SPEEDRUN GUIDE

BY FLOBBERWORM4

VERSION: V2.3



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ZANARKAND

SD - Skip Dialogue

CS/FMV - Cutscene

Skip - Skip FMV (PC HD Remaster only)

- 1 Press Select to skip CS (~15s into run on PS2).
- 2 Talk to three kids first, name self, then two women, walk down centre to trigger next scene.
- 3 Up+right walking down road, SD through crowd, FMV (~2 min 30s, Skip).
- 4 Down to Auron, SD, CS (~2min 30s, two Skips), SD.
- 5 In the first battle, defend with Tidus then kill three Sinspawn, then SD and kill three more Sinspawn.

Sinspawn Ammes

HP: 2,400



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

- 6 Run around dead Sinspawn, use save sphere, SD in next area.

Tanker

HP: 1,000



- **Tidus:** Switch Weapon
- **Auron:** Attack Self
- **Tidus:** Switch Weapon x2
- **Tidus:** Attack Tanker
- **Auron:** Attack Tanker
- **Tidus:** Attack Tanker (wait till Auron has returned to position)
- CS and FMV (~2 mins)

BAAJ TEMPLE

- 1 Hold circle, down and left to Jecht, SD when Tidus wakes up. Swim around rock and up to temple.
- 2 CS, hold circle, down and right for further CS. Kill two Sahagins and CS (~30s).
- 3 **Geosgaeno:** Defend up to four times, CS (~1 min 15s).
- 4 Up and around rocks, **heal Tidus with Potions. Open options, switch cursor to memory, and aeons to short.**
- 5 CS, go down+left and go through door. Pick up flint and exit.
- 6 Go north and go through door. Climb steps to withered bouquet. Go back and go to fire in centre. CS (~2 min 10s).

Klikk **HP: 1,500**



- **Tidus:** Attack x6 (less with Crits)
- CS, SD. (Klikk returns to full HP)
- **Rikku:** Use Grenade x2, then Steal x2, then Attack.
(Count grenades obtained, need 6 grenades before Tros)
- **Tidus:** Attack x5
- Use Potion if Tidus is below 110hp
- Continuing attacking till dead

- 7 CS (~2 mins 30s), talk to Rikku for tutorial, SD.
- 8 Hold circle, down and left. Then on next screen, use circle and move forward. If piranha encounter, steal grenades and Tidus attack.
- 9 Swim back to save sphere, then swim forward. Circle and right across the station.
- 10 **Piranha battle:** Steal grenades from each set, and Tidus attack. After small CS, swim down, then swim left.

Tros **HP: 2,200**

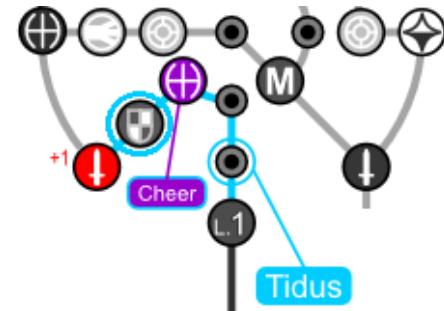


- **Rikku:** Steal first if starting the battle with <6 grenades
- **Rikku:** Use Grenade x6
- **Tidus:** Attack x2, Potion if Tidus/Rikku under 150HP
- **Notes:** Tros will retreat when dealt 350HP or more, so if the first grenade damage roll is under this, it's a time save since Tros will not retreat a second time before the battle is over.

- 11 Swim up to next screen, small CS, follow red arrow to CS (50s).
- 12 SD until Tidus gets food. CS (~3 mins). After 'No way!', walk to Rikku on the right, CS (~2 min 30s) then SD during Al Bhed dialogue. Do not Save.

BESAID

- 1 CS (~30s), SD and small FMV. Swim up to beach and SD. Walk up to Wakka, SD and walk down to next screen.
- 2 Walk right to next screen, right again then down to Wakka.
- 3 Swim around in lagoon. Kill piranhas as necessary or escape from larger formations. Watch out for invisible wall at the end. SD for next couple of scenes. Down+left to Besaid, SD with crusaders + prayer scenes.
- 4 Up to the temple, small CS, speak to priest, CS (~1 min), walk down to Wakka tent, talk to him and SD.
- 5 Walk back to temple, SD, and complete Cloister of Trials. Touch the end wall, then touch the wall to the right. Go down the steps and touch the pedestal to pick up the sphere, then go down the steps further and place the sphere in the door. Run along the corridor, past the first pedestal then touch the wall opposite the second pedestal to open a hidden room. Pick up the sphere in the hidden room, and place it on the second pedestal, and push the pedestal to complete the trials. CS (~1 min). [Video](#)
- 6 SD inside Fayth room, FMV+CS (~1 min). SD after FMV, walk down to Besaid centre. CS (~1 min 40s). Name Valefor.
- 7 SD at party, walk to Yuna, SD and say '**She's not my type**'. Talk to Wakka for bed.
- 8 Go to Yuna, SD till Tidus wakes up, FMV+CS (~2 min 20s).
- 9 Walk out of tent, SD. **Go back to Besaid village to talk to shop owner (bottom left tent), and then speak to dog (top right tent).**
- 10 Leave village, SD through forced encounters. SD during cutscene, avoid statue and leave area by going up.
- 11 **Sphere Grid: Tidus:** If Tidus has 3 levels, get Cheer and +1 Str. Otherwise, ignore. Go up and right. FMV (~30s, Skip)



Kimahri

HP: 750



- **Tidus:** Attack x3-7 (depending on crits and Strength node)
- Continue attacking till end and SD
- **Notes:** If you didn't get the strength node prior, Kimahri can RIP you! Safety potion if haven't dodged two attacks or crit once

12 Forced Garuda battle 1: summon Valefor, cast Fire x 6, overdrive will be built.

13 Sphere Grid: Tidus: Cheer, +1 Str if not gotten already.

14 Formation: Tidus, Yuna and Lulu.

15 Forced Garuda battle 2: All flee using Escape command.

16 Random encounters: Tidus attack Dingo, Wakka attack Condor, Lulu Thunder on Water Flan.

17 At Besaid beach, run forward and hop onto boat.

S.S. LIKI

- 1 CS (~2min), walk up to Yuna, SD, walk back to Wakka, SD, walk back up to Yuna, CS+FMV (~4min 20s, four Skips), SD from 'Sin!' onwards.

Sin Fin HP: 2,000



- **Tidus:** Defend
- Switch Yuna for **Lulu**
- **Lulu:** Thunder the Sin Fin
- **Kimahri:** Lancet the Sin Fin
- **Enemy:** Moves
- **Tidus:** Defend
- **Kimahri:** Lancet the Sin Fin
- **Lulu:** Thunder the Sin Fin
- Switch **Tidus** for Yuna and summon Valefor
- **Valefor:** Energy Blast Overdrive **on SIN FIN!!**

- **Notes:** ~50% chance Sin Fin moves a second time before summoning Valefor, nothing consequential, just a small time loss.

- 2 FMV+CS (~1min 40s).

Sinspawn Echuilles HP: 2,000



- **Tidus:** Cheer x2
- **Wakka:** Dark Attack
- **Tidus:** Attack x2
- **Wakka:** Attack x2
- **Enemy:** Blender
- **Wakka:** Attack x2
- **Tidus:** Attack x2, then Overdrive

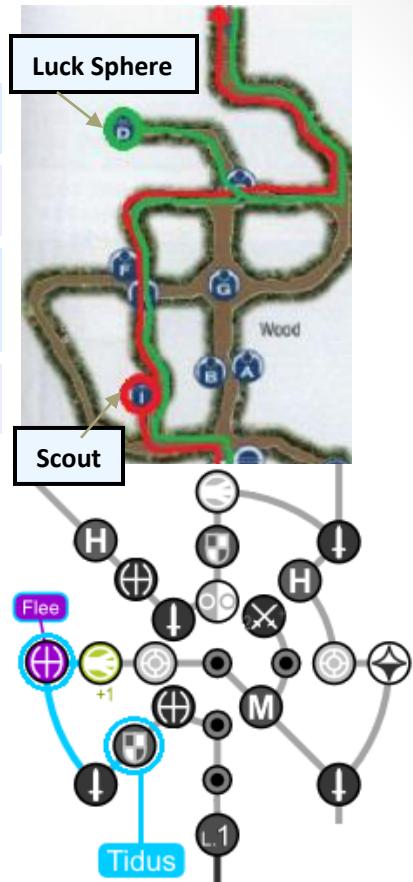
- **Notes:** Can have one less Tidus attack if he crits, or Wakka crits twice. Watch the reward screen at the end for an **Ice Brand**, which is useful for Kilika. If you get an **Ice Ball**, you can skip the Scout chest in Kilika.

- 3 FMV+CS (~1min 30s, Skip), SD during Tidus monologue.

KILIKA

- 1 SD upon exit of boat, go up and left for SD. FMV (~2min, Skip). SD afterwards.
- 2 Exit inn, go right to Wakka and SD. Go left and up to Kilika Woods, SD.
- 3 **Lancet Tutorial:** SD, and use Lancet with Kimahri. Then, attack with Tidus, then switch out anyone with Yuna and summon Valefor. Have Valefor boost twice, then Fire to kill the Ragora.
- 4 Go further left and go up hidden path, **open chest for Scout ball.**

- 5 **Sphere Grid: Tidus:** Go to Flee, learn Flee and Agility +1.
- 6 **Equip: Wakka:** Scout ball and **Equip: Tidus:** Ice Brand if received from Echuelles.
- 7 **Formation:** Tidus, Yuna, Wakka.
- 8 Continue further up hidden path, follow map.



Kilika Woods

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

▶ **Notes:** The general aim is to get Speed Spheres from Killer Bee and Dinonix, and to get Tidus and Yuna AP.

You need 16 speed spheres over the entire run, so the more the better from Kilika, although there are opportunities to get more later.

6 regular kills of Killer Bee/Dinonix/Yellow Element should usually suffice to get Tidus the AP he needs (needs ~45-55AP), fewer if you get overkills since overkills give double AP.

Keeping Yuna in the party for AP is optional, but beneficial later in the run, though switch to Lulu if you really need the AP from Yellow Element.

9 SD on next screen. **Formation:** Tidus, Yuna, Wakka, use save sphere.

Sinspawn Geneaux

HP: 3,000



- **Tidus:** Attack main body
- **Yuna:** Summon Valefor
- **Valefor:** Energy Blast Overdrive, then Fire x4/5

► **Notes:** ~33% chance Yuna goes before Tidus, if so switch to Kimahri and defend, Tidus attack body, then switch Yuna and summon as Tidus needs the AP.

10 SD on stone steps and temple, walk up into temple. Walk up to Wakka and Pray. SD inside temple and go up the steps. Wait for lift and SD. Enter Cloister of Trials. [Video](#)

11 Take sphere from pedestal, place into door, take sphere off door, place sphere in next door, take sphere, place into right holder, touch glyph, take sphere from next room and place into left holder, take glyph sphere and place into Fire room.

12 Take right holder sphere into Fire room and open door. Take sphere off door and enter Fayth room.

13 In Fayth room, SD and speak to Wakka first. Try to leave room and SD. Name Ifrit.

14 Hold down to exit temple, CS (~40s), SD.

15 Go south through Kilika Woods, turn left then up to get **Luck Sphere chest**, shown on the map above. Make your way back through the same path as previous, turn left and go through hidden path to Kilika Woods exit.

16 Follow the above fiend guide on the way back through Kilika Woods. Count number of Speed Spheres obtained, Tidus definitely needs ~50AP/6 kills in Kilika, getting Yuna AP is optional but beneficial later.

17 Go down and right to S.S. Winno, SD.

S.S. WINNO

- 1 CS (~1 min 10s), exit to door on right, SD with Oaka, run outside, and go up to top deck for Wakka and Lulu cutscene, SD.
- 2 Run up to blitzball on the front of the boat. CS (~1 min 10s). Follow the tutorial but **fail the minigame**. SD with Yuna scene. Do not Save. FMV (~30s).

LUCA

- 1 SD, go right and up to next screen, CS (~2 mins 30s). Do not Save.
- 2 SD in locker room, **AVOID ENTERING TUTORIAL**. SD, walk down and SD.
- 3 Walk down to next screen, SD. Whistle CS (~30s). Walk right to next screen.
- 4 SD, run up to cafe. SD, then FMV+CS (~1min 20s, Skip), SD.
- 5 Run left to next screen, then left to docks. Run north to next screen
- 6 **Machina Encounter 1 and 2:** Defend with Tidus and Kimahri, use Thunder with Lulu.
- 7 **Machina Encounter 3: Wave 1:** Tidus and Kimahri attack one machina, Lulu Thunder's the other. Tidus continues to attack the same machina, then Kimahri overdrives Seed Cannon to kill it.
- 8 **Wave 2:** Defend with Tidus and Kimahri, use Thunder with Lulu.
- 9 **Wave 3:** Tidus and Kimahri attack one machina, Lulu Thunder's the other.
- 10 Heal with potions if anyone is in critical HP, otherwise run right.

Oblitzerator

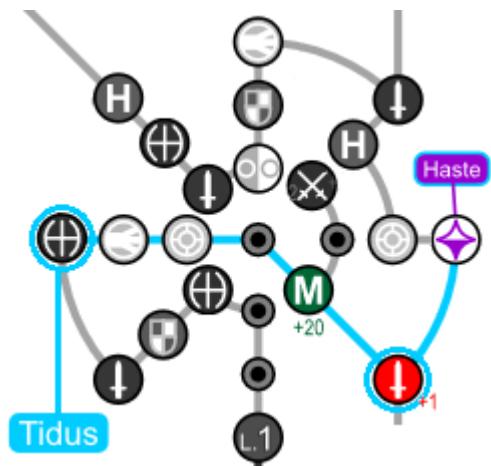
HP: 3,000



- ▶ **Kimahri/Tidus:** Defend
- ▶ **Lulu:** Thunder crane x3
- ▶ **Tidus:** Use crane after three hits
- ▶ **Kimahri:** Defend
- ▶ **Lulu:** Thunder
- ▶ **Tidus:** Attack

- ▶ **Notes:** 20% chance of Lightning Steel drop for Tidus, and 7.5% chance for Thunder Ball drop for Wakka, both useful for Extractor.

- 11 CS (~2 mins), SD during and after blitzball game.
- 12 **Sphere Grid:** **Tidus:** Jump straight to Str node, +1 Str, Haste and +20 MP. **Auto-Sort Items** after.
- 13 Run south in next two screens. Use save sphere, then go up the stairs to locker room. SD in locker room.
- 14 Go back into locker room, speak to Wakka, SD then CS (~1 min 20s) during announcement. SD after Lulu scene. CS upon Auron entrance (~1 min 40s).



15 Blitzball: If Luca win the blitzoff, press Triangle to switch the mode to Mark mode immediately, then, when Graav is close to your central player, return it to Normal mode. This allows you to almost certainly win the ball back with your defenders shortly afterwards. When you first get the ball, change to Manual A and to Normal mode, hide behind goalie to eat time up. You can also pass to Jassu and swim around to eat time up if the Luca Goers are chasing you (he is faster than the Luca players). If losing do not bother scoring, do not attempt to score till after Wakka appears. SD after half time, during Wakka protest, and end of game. CS and do not Save (~1 min).

16 Sahagin Chief battles: Haste on Tidus, Wakka focuses on one Sahagin for the first two waves and then defends on the third wave, Tidus Attacks the rest of the Sahagins. Wakka use Potion if Tidus <150HP. SD after battles.

Garuda

HP: 1,800



- **Tidus:** Haste Auron
- **Auron:** Attack x3 (less if crits)
- **Wakka:** Defend all battle
- **Tidus:** Defend until Auron completes his three attacks, then Attack once.
- **Auron:** Attack x3 (less if crits)
- Leave Tidus/Wakka dead if they are KO'ed

17 CS+FMV (~1 min 30s, Skip). Do not Save. SD with Auroch scene.

18 CS (~4 min 50s). Run north to **open hidden chests Magic and HP Sphere**. Run back south to next screen and try speaking to **Auron** while he's walking away for the Affection minigame (he doesn't say anything back). Follow red arrow to Yuna.

19 SD during guardian scene. Walk to Yuna for CS (~4 min 20s).

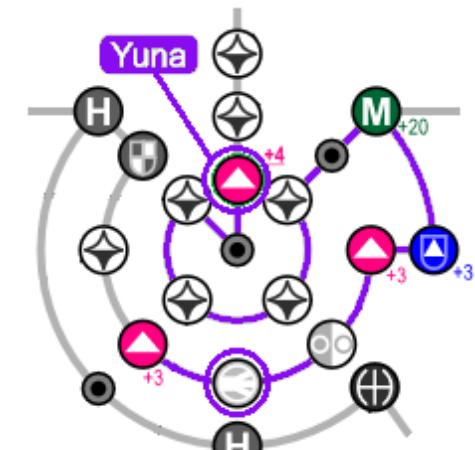
MI'IHEN HIGHROAD

- 1 Walk up, do not use save sphere. Forced encounter, SD. Walk up further, SD during Maechen scene.
- 2 Flee from all encounters except for Bomb encounter, switch in Kimahri and use Lancet to **Learn Self Destruct**.
- 3 **Mi'ihen Skip:** After Maechen scene, run up as quickly as possible. Notice the Man in blue approaching you. There is a white spot on the ground towards the left, stand on it. Speak to man approaching you for **Hunter's Spear**, mash and step forwards to trigger cutscene and dialogue at the same time. Walk up during cutscene to next screen. [Video](#) [HD](#) [Remaster](#): Significantly more difficult, as the hitbox to speak to the blue guy has reduced massively, although still theoretically possible.
- 4 Even if you failed the skip, ensure you speak to the man in blue for **Hunter's Spear** and exit screen.
- 5 Walk right and SD at Calli scene. Continue walking up. Heal after any ambushes. SD after Luzzu scene and Shelinda scene.
- 6 **Formation:** Tidus, Yuna, Auron. Go up into next screen.
- 7 Up to Al Bhed shop and SD. Walk out of shop and CS (~5 min 30s).
- 8 Leave shop, SD. SD with Rin. Walk outside.
- 9 **Chocobo Eater:** Haste boss and Defend with Tidus/Auron. Have Yuna attack herself so she builds overdrive better. Continue till pushed off cliff. SD on Old Road.
- 10 Walk north and use save sphere. Walk north to next screen, Flee from all encounters.
- 11 Walk up to blocked road and SD. Speak to guard on the right, SD and walk back and SD. Walk up to next screen.

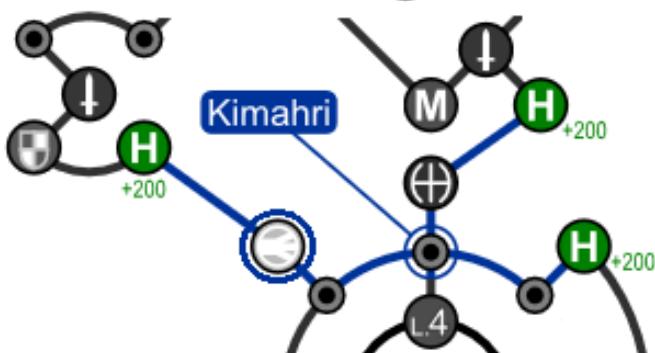


MUSHROOM ROCK ROAD

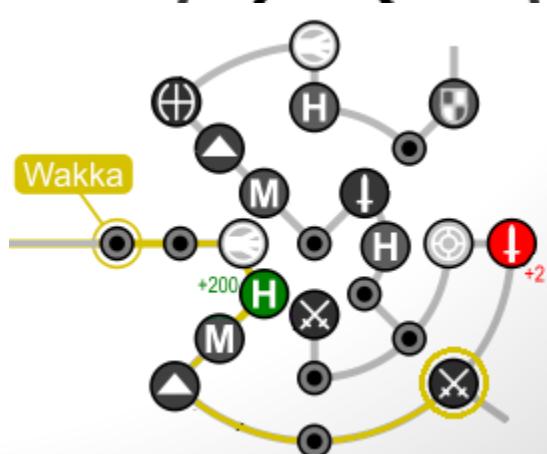
- 1 SD. After CS, walk back to guard to get a **Tough Bangle**. Walk up and SD.
- 2 SD and Flee from any encounters. **Make sure you have Self-Destruct before leaving this screen**. Go up into next screen.
- 3 Use save sphere and go up the lift. Follow path. **Formation:** Tidus, Wakka, Auron.
- 4 **Part 1:** On the first non-Garuda, non-ambush encounter, switch Kimahri in and defend, defend with Wakka, then switch Yuna in, summon Valefor. **Cast Energy Ray.** **Formation:** Tidus, Kimahri, Auron.
- 5 **After battle, Sphere Grid: Note:** You won't be able to get all the levels needed after one battle, simply go as far as you can with each character then complete these menus later after future encounters.
- 6 **Sphere Grid: Yuna:** Use Magic Sphere and activate +4 Magic, then move to the right to +3 MagDef. Activate +3 MagDef, +3 Magic, and +20 MP. Move to Agil node, and activate +3 Magic.



- 7 **Sphere Grid: Kimahri:** Move one to the right, activate +200 HP. Return to Lancet node, activate +200 HP. Then move to Agil node to the left, activate +200HP.



- 8 **Sphere Grid: Wakka:** Move to the HP node to the right, activate +200 HP. Move to Silence Attack on the right, activate +2 Strength.



- 9 **Optional Sphere Grid: Tidus:** If you won Blitzball, move one node left and use the Strength Sphere on the empty node and activate +4 Str.

10 Part 2: We need to fill Valefor's overdrive again, so depending on the enemy formation, use the following guide (on the next non-ambush encounter) –

	Red Element		Lamashtu
	Gandarewa		Garuda
	Raptor		Funguar

- **Raptor, Red Element, Gandarewa** – Kill Raptor with **Wakka**, defend with **Kimahri**, summon Valefor. Use Water on Gandarewa, then Boost. Kill Red Element with Blizzard for full overdrive gauge.
- **Raptor, Funguar, Red Element** - Kill Raptor with **Wakka**, defend with **Kimahri**, summon Valefor. Use Fire on Funguar, then Boost. Kill Red Element with Blizzard for full overdrive gauge.
- **Red Element, Raptor, Lamashtu** – Flee
- **Funguar, Red Element, Gandarewa** - Kill Gandarewa with **Wakka**, defend with **Kimahri**, summon Valefor. Use Fire on Funguar, then Boost. Kill Red Element with Blizzard for full overdrive gauge.
- **Lamashtu, Gandarewa, Red Element** – Kill Lamashtu with **Auron**, defend/finish off Lamashtu with **Kimahri**, summon Valefor. Use Water on Gandarewa, then Boost. Kill Red Element with Blizzard for full overdrive gauge.
- **Garuda** - Flee

- 11 Part 3:** Yuna should be the only one needing AP at this point, so kill Raptors and Gandarewas with Wakka, give Yuna a turn then Flee until got the required levels to complete the above Sphere Grids.
- 12** If desperate for AP, kill Lamashtus with Auron, Spiral Cut Funguars, Blizzard x2 Red Elements. **Make sure you complete the Sphere Grids above before proceeding.**
- 13 Formation:** Tidus, Kimahri, Wakka.
- 14** Go on lift, flee from all encounters and go towards HQ. Go up the main lift and onto next screen.
- 15** Walk down and SD. Walk right to next screen, then right to SD. Walk right to Oaka.
- 16 Shop:** Sell Hi-Potions/Elixirs, then Tough Bangle and Hunter's Spear at bottom of Weapons list. **Buy Sentry for 10,890 Gil** and equip. Use save sphere and head right.
- 17** SD and go to the right. CS (~1 min) then SD after Seymour appearance. Go down to guard and confirm Yes you are ready. SD.

Sinspawn Gui 1 HP: 12,000

- Switch **Tidus** with **Auron**
- **Auron:** Power Break main body
- **Wakka:** Switch weapon (to Thunder Ball if obtained)
- **Kimahri:** Self Destruct main body
- Switch **Wakka** with **Tidus**
- **Tidus:** Switch weapon (to Lightning Steel if obtained)
- Switch **Tidus** with **Yuna** and summon Valefor
- **Valefor:** Energy Blast Overdrive x2

- **Notes:** There is a small chance Valefor does not build for second overdrive, if that is the case, Shield until he physical attacks, then attack to build overdrive and use it (when he physical attacks, he will definitely follow up with Demi, so it is safe to finish building Valefor's overdrive without dying).

18 CS+FMV (~2 min 20s, Skip). SD with Seymour dialogue.

Sinspawn Gui 2 HP: 6,000

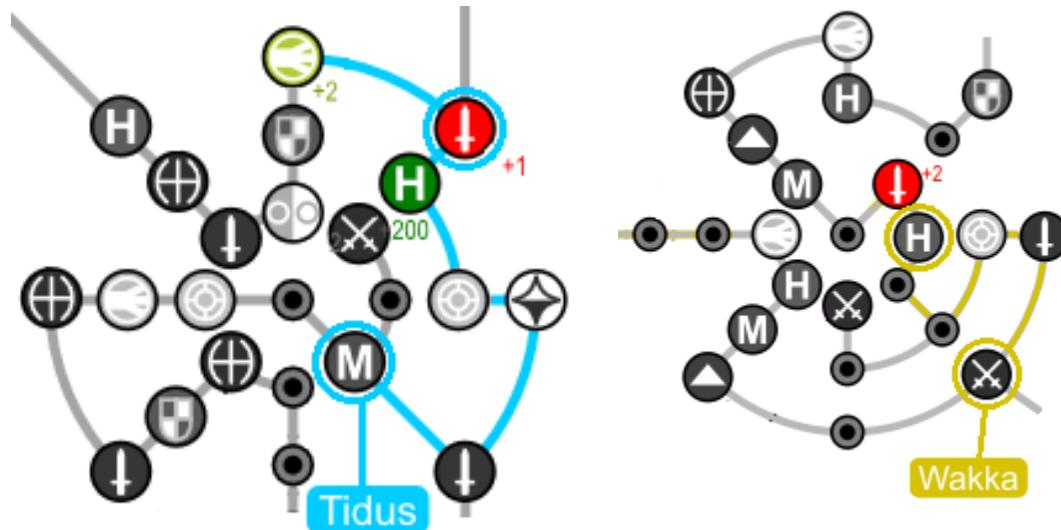
- **Seymour:** Fira on head, then on body x6
- **Yuna/Auron:** Defend

19 SD, CS+FMV (~2 min, Skip), walk left and up to Gatta and SD. FMV+CS (~1 min 30s). SD during Tidus monologue. CS (~1 min) and SD in Tidus monologue and following scenes.

20 Walk left and SD. Walk left, speak to Auron and SD. Go up and right, SD and exit area. SD in next scene.

DJOSE

- 1 **Sphere Grid:** **Tidus:** Travel upward to Str +1, activate Str+1, HP+200, Agil+2.
- 2 **Sphere Grid:** **Wakka:** Continue to the HP node above, activate +2 Str, then return to the Silence Attack node.
- 3 **Formation:** Tidus, Yuna, Auron.



- 4 Walk north and Flee from all encounters except with Basilisk. Switch Tidus with Kimahri and [use Lancet to learn Stone Breath](#). Flee from battle.
- 5 Continue walking north, SD and walk up to next screen.
- 6 Walk along bridge to next screen, SD and walk into temple. Speak to **Auron** at doorway, SD and walk up the stairs. Enter Cloister of Trials and SD. [Video](#)
- 7 Take spheres from left and right walls, place into door. Take sphere from left wall and push pedestal to the right. Place held sphere into wall and take right sphere and place into far right wall.
- 8 Watch CS and take sphere from left, reset puzzle in far left and place held sphere into pedestal, then place pedestal sphere in right wall.
- 9 Place far right sphere into pedestal, and push pedestal through door. Jump onto pedestal, push second pedestal and return to main room. Place charged sphere in left wall. Reset and place two pedestal spheres in beginning left and right walls. Go on lift in centre.
- 10 On second floor, push all pedestals in. Walk up the stairs.
- 11 Speak to **Auron** and wait a short time. SD and try to leave. SD and name Ixion.
- 12 Speak to **Auron** on left, then enter temple and go to left room. Speak to priest and SD. Exit temple and SD.
- 13 Go left and pick up the **4000 Gil** chest, cross the bridge and SD. Exit and SD, go up to Moonflow.

MOONFLOW

- 1 Walk north, Flee all encounters. SD on Kimahri scene. Continue walking up path to next screen.
- 2 Near the end of the screen, **go left through hidden path for Magic Def Sphere**. Exit screen.
- 3 Walk north and SD. Walk left and SD on next screen. Walk left and go past two screens and SD. Walk right and ride ze shoopuf. SD shoopuf scene.

Extractor

HP: 4,000



- ▶ **Tidus:** Haste self, then **Wakka**
- ▶ **Wakka:** Attack x2
- ▶ **Tidus:** Cheer x2
- ▶ **Tidus/Wakka:** Attack remainder of fight
- ▶ **Wakka:** If overdrive built, use Element Reels after Extractor falls down and attacks once

▶ **Notes:** Use Potions if low on HP. Cheer is not necessary if won Blitzball, and only one Cheer needed if Lightning Steel was obtained.

- 4 SD, Walk left to next screen, continue walking left and speak to Rikku. SD.
- 5 Walk up for forced encounter, complete tutorial, using two potions in the Mix overdrive and Flee. Walk to next screen.
- 6 **Formation:** Tidus, Yuna, Auron. Use all potions remaining to heal characters. Flee all battles and walk north to next screen.

GUADOSALAM

- 1 SD, walk to Seymour's house, try to leave. Walk into room. Speak to **Auron**, SD, then speak to Lulu, Wakka, Rikku then Yuna. SD, then FMV+CS (~5 min 50s at start of FMV).
- 2 Exit Seymour house, walk down and SD. Go to the Farplane. **Open hidden chest in between screens for Lightning Marble x 8.**
- 3 SD, speak to **Auron** sitting down and go up into the Farplane. CS (~1 min 20s). Speak to Wakka and SD, then speak to Yuna for CS (~2 min 10s). SD in flashback and in following scenes.
- 4 Go to Seymour house entrance, SD.
- 5 **Guadosalam Skip:** Stand outside the Potion Shop, speak to passing woman, wait till you get pushed by Guado to trigger Guado skip. Run to exit using the minimap while Kimahri is speaking. [Video](#) **HD Remaster:** The roles of the two NPCs are reversed, standing on the left side of the door, speak to the woman to stop her walking for a bit, then speak to the running Guado as the woman pushes you into the door. [Video](#)



Standard Edition



HD Remaster

THUNDER PLAINS

- 1 **Formation:** Tidus, Rikku, Auron.
- 2 Walk north, dodge lightning, Flee encounters.

Thunder Plains

-  ► **Melusine:** Steal for 12.5% chance of Petrify Grenade, then Flee
-  ► **Buer:** If short on Speed Spheres, can throw Grenades bought from the Thunder Plains shop to obtain 1 or 2 from each
-  ► **Iron Giant:** Switch in Yuna and Rikku, have them Attack the Iron Giant, and Escape with third character to build their overdrives. Can also steal Light Curtain from them which may be useful for the backup strat of Wendigo
-  ► **Larva:** Optional, steal Lunar Curtain from them, which is a useful backup strat for Seymour
- Flee all other fiends

- 3 SD when approaching Al Bhed shop. Walk straight into shop when Rikku begs to go inside.
- 4 **Shop:** Buy 11 Phoenix Downs and 4 Grenades (buy two extra if you need speed spheres). Walk into shop corridor. CS (~2 min).
- 5 Speak to **Auron**, then to Rikku, SD. **Pick up Yellow Shield** outside shop on the ground and exit screen.
- 6 Continue north and near exit, SD then CS (~3 min 10s).

MACALANIA WOODS

- 1 SD, then walk north, SD. Use save sphere.
- 2 **Formation:** Tidus, Rikku, Auron.
- 3 Follow path, pick up **2000 Gil chest** before next screen.

Macalania Woods



► **Chimera:** Steal Arctic Wind then Flee



► **Blue Element:** Steal Fish Scale x2 then Flee

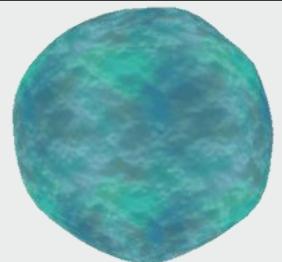
► Flee all other fiends

► **Notes:** Can build Yuna/Rikku overdrive on Water Element if failed to in Thunder Plains.

- 4 Follow path, on next screen SD two cutscenes.
- 5 On final screen, pick up **Remedy chest** hidden behind tree. Catch butterfly towards exit to avoid encounter.
- 6 **Formation:** Tidus, Yuna, Kimahri.
- 7 Use save sphere, speak to Oaka, leave weapon shop. **Say his prices are too expensive.** Enter shop again and **buy Sonic Steel for Tidus** and Equip. Run up for SD. Enter hidden path, walk to Auron and SD.

Spherimorph

HP: 12,000

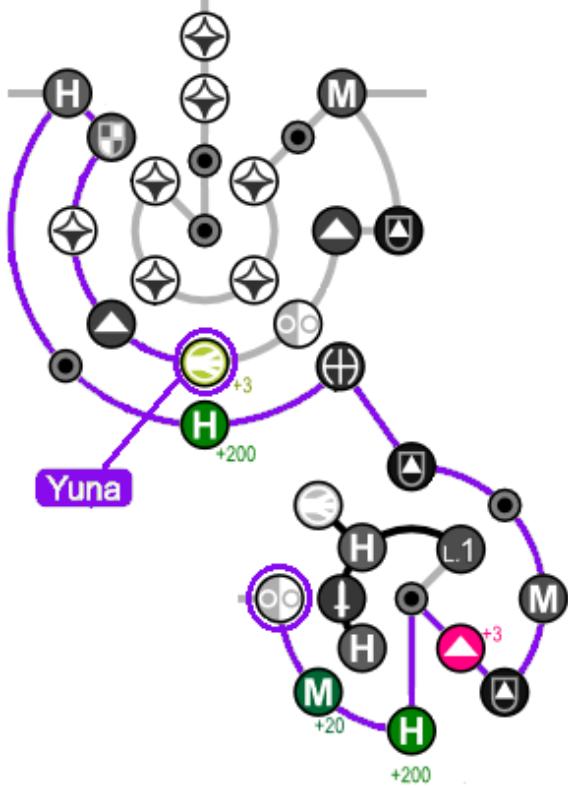
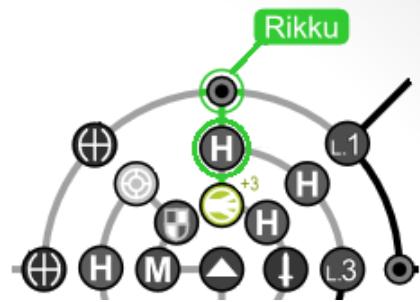


- **Tidus:** Equip Yellow Shield and switch to **Rikku**
- **Rikku:** Use Grenade, check what element Spherimorph reacts with, then Defend
- **Kimahri:** Defend
- **Rikku:** Mix Overdrive...
- **If Fire Elemental:** Mix Mag Def Sphere and Arctic Wind for Winter Storm.
- **If Ice Elemental:** Mix Mag Def Sphere and Bomb Core for Burning Soul.
- **If Water Elemental:** Mix Mag Def Sphere and Lightning Marble for Lightning Bolt.
- **If Thunder Elemental:** Mix Mag Def Sphere and Fish Scale for Tidal Wave.

8 CS (~1 min 50s). SD during Jecht message and following scene.

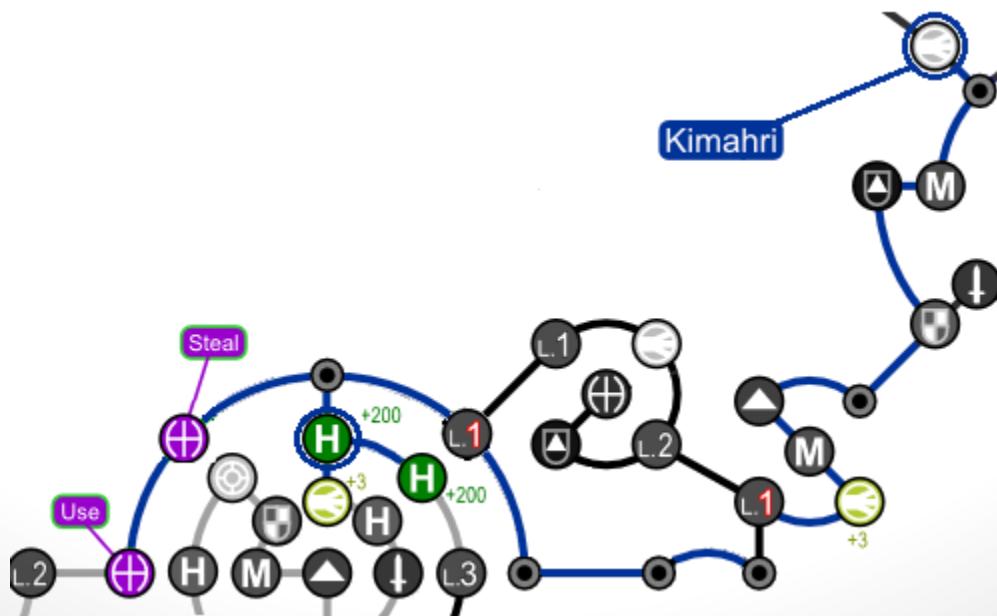
9 Items: Auto Sort. Place Phoenix Downs in first slot and Lightning Marbles in third slot.

10 Sphere Grid: Rikku: Move one node down, activate +3 Agil.



11 Sphere Grid: Yuna: Activate +3 Agil node, then move to +200HP node directly down and activate it. Jump straight to empty node in centre of next section and activate +3 Magic and +200HP. Move left to evasion node and activate +20MP.

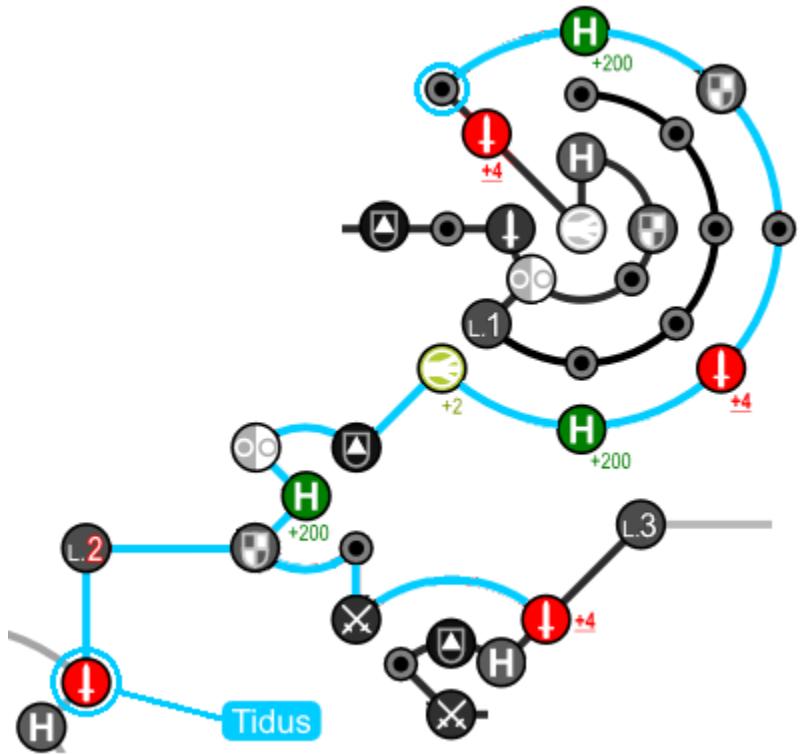
12 Sphere Grid: Kimahri: Move to **bottom left of grid**, activate Agil + 3 and unlock level 1 key sphere. Move further left and unlock level 1 key sphere again. Go to Steal node and activate Steal and Use, then go to first HP node and activate +3 Agil, +200 HP x 2.



13 Sphere Grid: Wakka: Unlock adjacent Level 2 Sphere node.



14 Sphere Grid: Tidus: Unlock Level 2 Sphere node, move to Mental Break and activate +4 Str. Then move north to +2 Evasion and activate +200 HP. Move right to +200 HP node, activate it, the +4 Str and the +2 Agil. Move to the top left empty node and activate +200 HP and +4 Str.



15 Formation: Tidus, Wakka, Rikku. Heal Rikku and Kimahri.

16 Walk down to **Auron** and SD, then try speaking to him as he's walking away (he doesn't say anything, it's for the Affection minigame). Exit Macalania Woods.

LAKE MACALANIA

1 Flee all encounters, run up and SD.

Crawler

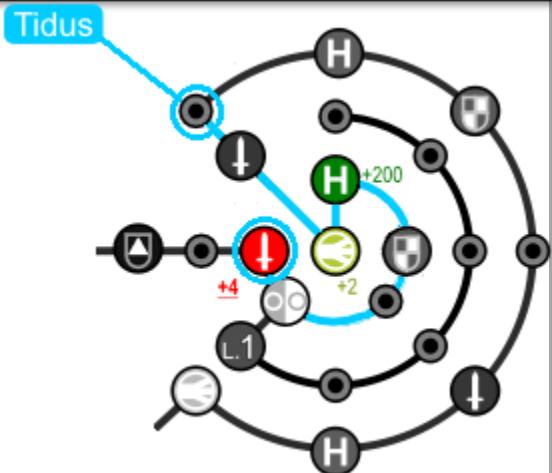
HP: 16,000



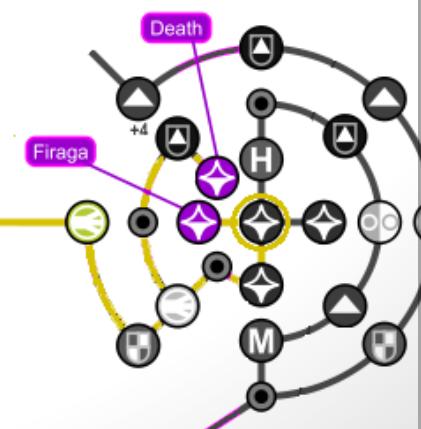
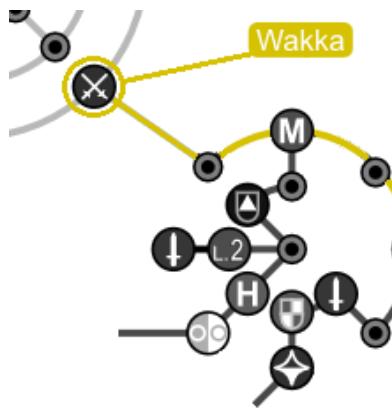
- Switch **Tidus** with **Kimahri**
- **Kimahri**: Use Lightning Marble x2 on Negator, use second on Crawler if Negator dies straight away
- **Rikku**: Use Lightning Marble
- **Enemy**: Assault Rikku
- **Wakka**: Revive **Rikku**
- **Kimahri**: Defend/Use Lightning Marble if Kimahri hasn't already thrown one
- **Rikku**: Use Lightning Marble
- **Enemy**: Assault Rikku
- Switch **Wakka** with **Yuna** and Revive **Rikku**
- Switch **Kimahri** for **Tidus** and Haste Rikku
- **Rikku**: Overdrive and mix HP Sphere and Lightning Marble for Lightning Bolt

2 SD, CS (~40s), head to next screen.

3 **Sphere Grid: Tidus**: Move to the centre and activate +200 HP and +2 Agil. Move to the left and activate +4 Str.



4 **Sphere Grid: Wakka**: Move right and slightly down and go to the node adjacent to Death and learn Death. Then move to the centre of the section and learn Firaga to the left.



- 5** Head towards temple, SD. Use save sphere, and speak to Tromell for **Shell Target**.
- 6** **Jyscal Skip:** Walk into wall to the right of Tromell. Move slightly to the right, turn around and X and Right to speak to Tromell and move to trigger at the same time. If successful, walk forward whilst mashing away Shelinda's dialogue. When Shelinda is done, walk up the stairs and push man to skip scene. If 'softlocked' (i.e. Shelinda is not saying her dialogue), speak to one of the musicians to save the run! SD and walk to Fayth room. CS (~2 min 10s). [Video](#)



Seymour 1

HP: 3,000



- **Tidus:** Haste self, then switch to Brotherhood sword, then talk with Seymour (SD).
- **Seymour:** Blizzara
- **Yuna:** Switch weapon
- **Guado Guardians:** None/Blizzard/Thunder/Shremedy
- **Kimahri:** Defend
- **Tidus:** Spiral Cut Seymour

► **Notes:**

- Seymour's rotation of spells is Blizzara, Thundara, Watera and Fira. This is carried over into the second phase, so the intention is to have him cast Thundara in the second phase so Tidus is immune.
- However, there is a 1 in 6 chance the Guados will successfully land Shremedy on a character, which can mess up turn order. If this occurs, Esuna/Remedy whoever is inflicted and try to finish this battle with Spiral Cut. Use Lunar Curtain on Tidus during Anima and heal him to full HP so he can survive a spell in the final phase.

Anima**HP: 18,000**

- (Yuna: Switch weapon if not done so in first phase)
- Switch Yuna with **Rikku** and Defend
- Switch **Tidus** with **Auron** and Switch Weapon
- **Kimahri**: Steal Silence Grenades x3
- **Enemy: Pain**
- Switch in **Tidus** and Attack x4
- **Rikku/Kimahri**: Continue Stealing

- **Notes:**
 - Anima alternates between Boosting and Pain every turn, the idea of the strat is you want Tidus out of the party before Anima casts Pain to avoid the chance of him dying and losing his Haste status, and then bring him back in to deal the damage.

**Seymour 2****HP: 6,000**

- **Rikku/Kimahri**: Defend. Revive Rikku if she is KO'ed to try build her overdrive.
- **Tidus**: Attack x2/3

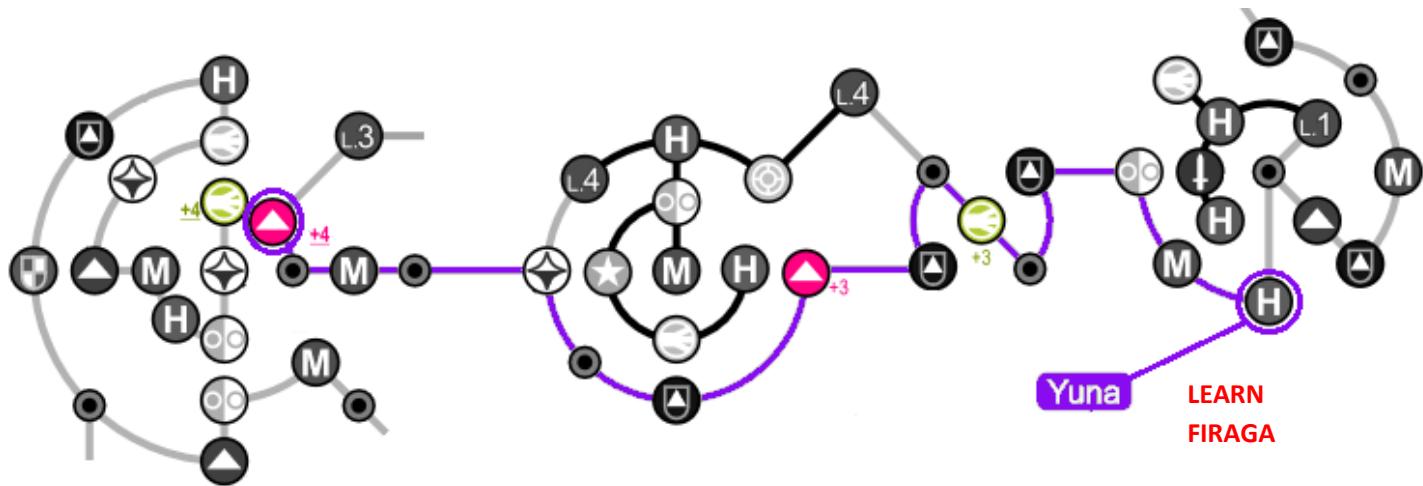
- **Notes:**
 - Tidus and Yuna need the AP from these fights so ensure they are all alive and had a turn at any point during the entire battle.
 - Rikku and Kimahri do not need the AP and so can finish the battle with them dead.

7 Name Shiva, use Save Sphere and exit Fayth room to begin Cloister of Trials.
[Video](#)

8 Slide pedestal to the right, take sphere from the right and place into pedestal, push pedestal up. Take Glyph sphere from wall and go downstairs. Push pedestal right. Place Glyph sphere in the left wall and go upstairs to pick up sphere. Go back downstairs and place sphere in the pillar. Go upstairs and take last sphere, and place into pillar to complete bridge. Return to temple entrance and SD.

9 Sphere Grid: **Rikku:** Use Black Magic Sphere and learn Death (bottom right of Sphere Grid).

10 Sphere Grid: **Yuna:** Use Black Magic Sphere and learn Firaga (bottom right of Sphere Grid). Move Yuna to the left to the +3 Agil node and learn it. Move to the left and learn +3 Magic. Move further left and learn the +4 Mag and the +4 Agil nodes.



11 Formation: Tidus, Yuna, Auron.

12 Equip: **Tidus:** Sonic Steel.

13 Run along road, Flee from all battles. Move south and go down left path.

Wendigo

HP: 18,000



- **Tidus:** Haste Yuna
- **Yuna:** Firaga Wendigo
- Switch Yuna with **Kimahri** and overdrive Stone Breath
- Switch any with Yuna and Firaga Wendigo rest of the battle
- Revive **Tidus** / **Kimahri** if they were KO'ed for the AP. SD

14 Run up to Rikku, SD. Walk up to Yuna, SD, then use Save Sphere. Run past Kimahri and pick up hidden **Level 2 Key sphere chest**.

15 Run up to Auron and speak with him, SD. Walk back to CS+FMV (~1 min, Skip), SD in dream sequence.

BIKANEL DESERT

- 1 Walk up and SD, use save sphere and walk up to trigger forced encounter with Zu. Tidus Defend then Attack, then Defend until all party members arrive, then Flee. SD.
- 2 Run up to meet with Wakka, SD. Go left to enter next screen. Flee from all encounters. Go right to join with Kimahri and SD. Run back and then up to meet with Rikku, SD and use save sphere.
- 3 Forced encounter with machina, Flee from battle.
- 4 **Formation:** Tidus, Rikku, Auron. Heal everyone with a Mega-Potion.
- 5 With the
- 6 In preparation of Evrae, ensure **Rikku's overdrive is full** and **Tidus' is at least 75% full**, which can be filled easily on the Sand Worm/Zu encounters.
- 7 Continue along path. Go onto next screen, go in the north west direction towards the save sphere and then take shortcut to the left. Go up to next screen for Sandragora fights (see below).

Bikanel Desert



► **Sand Wolf:** Steal Sleeping Powders then Flee.



► **Zu:** Steal Smoke Bombs x3 then Flee



► **Alcyone:** Steal Smoke Bomb then Flee. If short on Speed Spheres, use stolen Smoke Bombs on them for Speed Spheres.

► Flee all other fiends



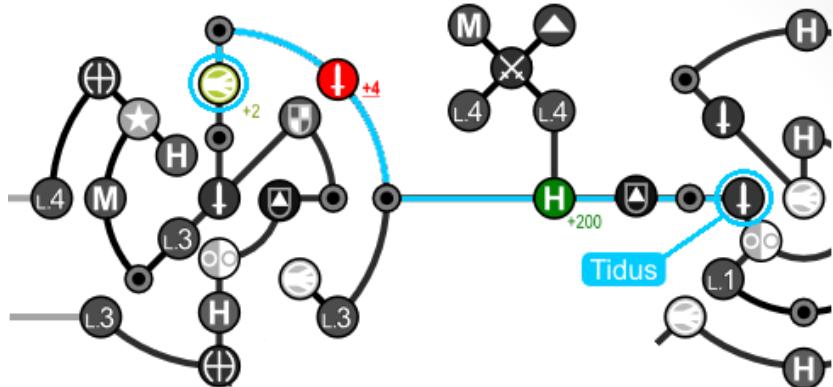
► **Sandragora 1:** Go right and up into top right sinkhole with chest (not bottom left). Haste **Rikku** and keep using Death. **Pick up chest containing Teleport Sphere x2**



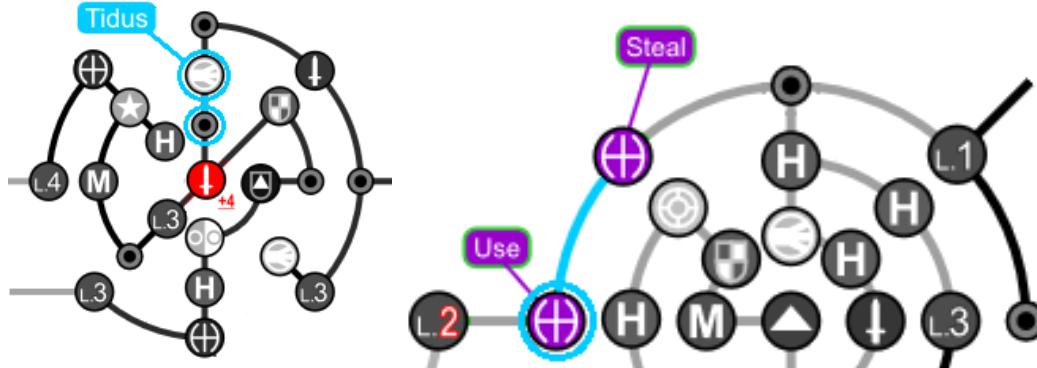
► **Sandragora 2:** Go up and left. Cast Haste on **Auron** then use Shooting Star Overdrive (Δ , O, ■, X, ←, →, X). Go up and SD.

HOME

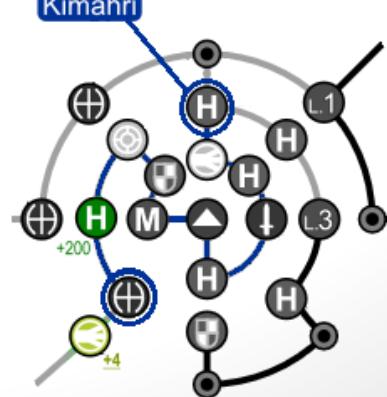
- 1 Sphere Grid: Tidus:** Move left and activate the +200HP node and +4 Str. Move left to the Agil node and activate +2 Agil, move a few nodes down and activate +4 Str. Then, use teleport sphere and move to Use (down and left in the Sphere Grid). Learn Steal and Use.



- 2 Go up into door, SD.
- 3 **Bomb encounter:** Tidus Haste self, then Rikku use Grenade. Auron and Tidus attack Guado, then Tidus attacks the Bombs while the rest Defend.
- 4 SD, then in forced Dual Horn battle, switch in Kimahri and Lancet to learn Fire Breath. Use Kimahri overdrive Stone Breath to end the battle.
- 5 **Formation:** Tidus, Rikku, Auron. Run down path and left to next screen.
- 6 CS (~50s), then in forced Chimera battle, switch in Kimahri and Lancet Chimera to learn Aqua Breath. Kimahri overdrive Stone Breath to end the battle.
- 7 **Sphere Grid: Tidus:** Move one node down and activate +4 Str. Then, use Teleport Sphere and move to Use (down and left in the Sphere Grid). Learn Steal and Use, and unlock the Level 2 Key node.



- 8 **Sphere Grid: Kimahri:** Move down and left to Luck node. Learn +200 HP and +4 Agil.
- 9 **Formation:** Tidus, Rikku, Kimahri.
- 10 Walk down steps and CS (~1 min 30s) SD and go down steps, and go through door. SD until Tidus asks why Al Bhed kidnap for CS (~6 min 20s).
- 11 Go to the bottom right to next screen, run along bridge.



AIRSHIP

- 1 SD during CS+FMV (Three Skips). Walk down corridor to next screen and come back in, SD. Speak to Brother, SD. Walk towards corridor, SD. Walk towards camera to next screen, go up and speak to Rin.
- 2 **Shop:** Sell the Longsword, Buckler and Katana. Buy Ductile Rod and equip, Halberd and equip, Shimmering Blade and do not equip.
- 3 Go down and leave next two screen, use save sphere. SD and go up to the dock. SD.

Evrae

HP: 32,000



- **Tidus:** Defend then Haste himself
 - **Rikku:** Mix Map+Luck Sphere for Miracle Drink.
 - **Tidus:** Attack x5 (x4 if Blitzball win)
 - **Kimahri:** Heal **Tidus/himself to full HP** if damaged (use Elixirs/X-Potions), Steal Water Gems if free turn
 - **Tidus:** Overdrive (or one more attack if Blitzball win)
 - On final hit and SD. FMV (~3 min, Skip)
- **Notes:**
- Can leave Rikku KO'ed if she is attacked.
 - Water Gems x2 are used against Seymour Omnis are obtained, these are optional though as Lightning Gems can be easily obtained later.
 - It is imperative that you fully heal Kimahri/Tidus if they are attacked, as the Poison Breath will consume 90%+ of each character's health.

BEVELLE

1 Items: Heal with Mega-Potion.

2 In the **first** and **third** battles, Attack with Tidus and Defend with the rest.

3 Sphere Grid: Kimahri: Move down to Use node, unlock level 2 key sphere. Move to empty node directly left and learn +4 Agil. Move to centre Reflect node and learn +4 Agil and Reflect.

4 Sphere Grid: Rikku: Move to left to the Reflect node and learn +4 Agil and Reflect. Use Teleport Sphere and go to Flee (up and right) and learn it and the adjacent +1 Agil.

5 In the **second** and **fourth** battles, attack the robot with Tidus. Then throw any two Smoke Bombs/Silence Grenade/Sleeping Powder.

6 In the **fifth** battle, Attack with Tidus, throw Bomb Cores at the Robot with Rikku and Kimahri.

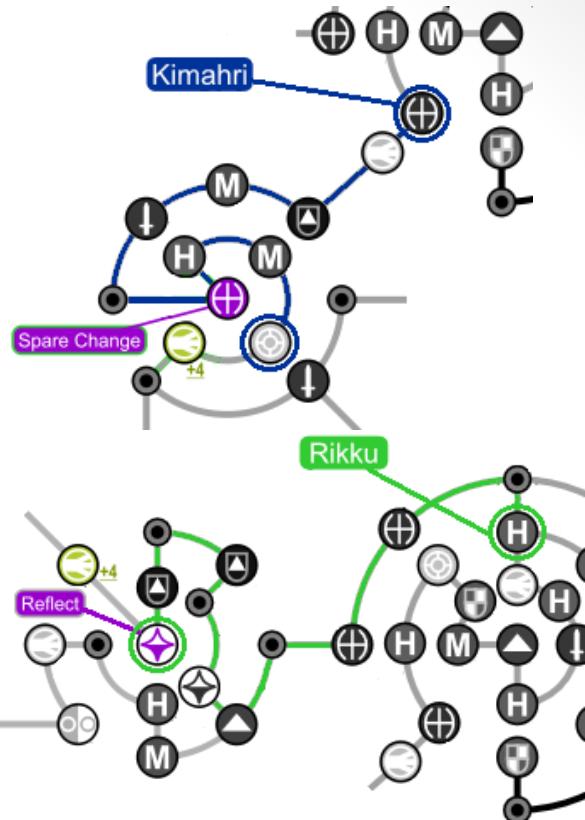
7 SD, then FMV (~1 min 10s) then SD with Yuna dialogue. FMV (~30s, Skip). SD. Use lift, SD, run up to Cloister of Trials. [Video](#)



8 Push pedestal in, press x, go Left at the second junction. Take sphere and push pedestal back into junction. at the third junction, go back, and go Left this time at the second junction. Place sphere into wall, and push pedestal back. Go to first junction and go Left.

9 On the floor below, go left. Wait for the third junction and go right. Take glyph sphere from wall, and push pedestal back onto road. At the fourth junction, go right. Place glyph sphere in pedestal, and take Bevelle sphere from pedestal and place into wall to recreate road. Take glyph sphere and place into next wall to open it, and take Destruction sphere from new wall. Take Bevelle sphere from old wall, push pedestal back and 'fall off the edge'.

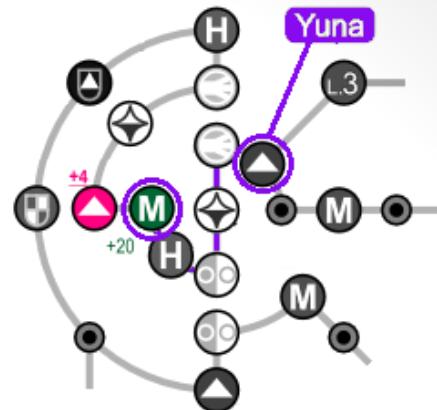
10 Go straight ahead, on the third junction go right. Place Destruction sphere into wall. Push pedestal back into road, and 'fall off the edge'. Go straight ahead again, and on the second junction go right. Push pedestal again to go up the path. Go up the stairs to open the chest and complete the trials, SD. Name Bahamut and do not Save. SD.



TELEPORT AND LEARN FLEE AND +1 AGIL

VIA PURIFICO

- Run up past the first telepad. Go to second telepad and travel north. Continue up, summon Valefor in battle. Boost to gain overdrive and dismiss when complete. In all battles along the corridor, use Firaga with Yuna to finish the battle. Close to the end of the corridor:
- Sphere Grid: Yuna:** Continue down Yuna's path, moving to the MP node and learn +4 Magic and +20MP. Exit menu and run up.

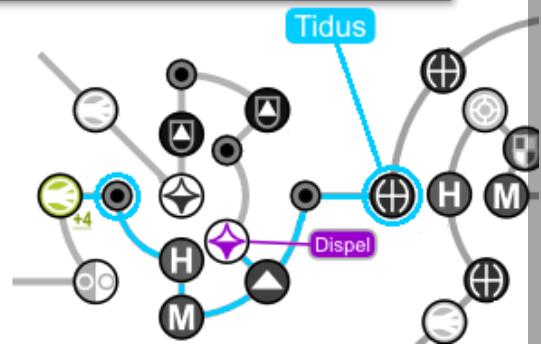


Isaaru HP: 8,000; 12,000; 20,000

- **Grothia:** Summon Valefor and use Energy Ray Overdrive
- **Pterya:** **GRAND SUMMON** Shiva, Diamond Dust. Then Attack, Before finishing with Blizzara.
- **Spathi:** Summon Shiva, use Blizzara x4. If Bahamut is not leaning down, Attack. Diamond Dust to finish him off.



- Underwater, swim right then up. Flee from all battles.
- Evrae Altana:** Use Elixir x2 or Phoenix Down x2 on enemy. Enjoy nice quiet swim to exit. SD.
- Sphere Grid: Tidus:** Move Tidus two nodes to the Magic node, activate the Dispel ability, then move him left to the Agility node, and activate it for +4 Agil.
- Walk north, flee from all battles. Use save sphere.



Seymour Natus HP: 36,000

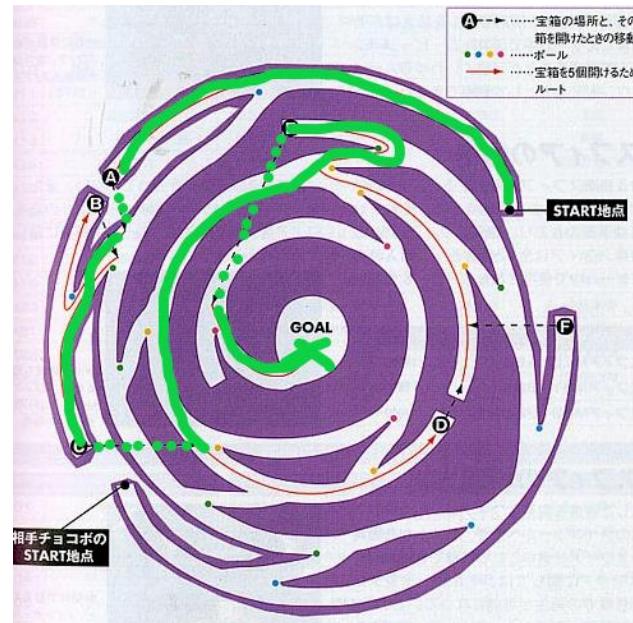
- **Tidus:** Haste himself, switch weapon to Brotherhood, then talk with Seymour and SD.
- **Yuna:** Firaga on Seymour
- **Kimahri** switch to **Rikku** and Reflect **Tidus**
- **Tidus:** Attack Seymour, then the Mortibody
- **Yuna:** Firaga rest of battle (do not Revive)
- **Rikku:** Defend rest of battle (do not Revive)
- **Tidus:** When Seymour cast Protect, cast Dispel. Attack rest of the battle.



- SD, then **Equip: Tidus:** Sonic Steel and **Auron:** Shimmering Blade. Walk down to Yuna, CS+FMV (~10min 10s, Skip). Walk down and CS (1 min 40s). Walk right, use Save sphere, and exit Macalania Woods.

CALM LANDS

- 1 SD, then walk left.
- 2 Flee from all Encounters, except Steal one Fire Gem from every Flame Flan you see then Flee.
- 3 You'll be stealing more Fire Gems in Gagazet, **need about 20 in total**, but need at least one before the chocobo training.
- 4 Go up and left for the first chocobo training and complete it. Exit tutorial and ride a chocobo. Run down left, jump across broken bridge to Remiem Temple.
- 5 Run across bridge, then go to the left and check out sphere for tutorial. Run around to the right to ride the chocobo for chocobo races.
- 6 **1st Race:** Simply run down to the bottom to get Cloudy Mirror. **2nd Race:** Using map to the right, follow the green path, picking up three chests and avoiding all poles –
- 7 After getting three chests and winning the race, receive **Wings to Discovery x30**.
- 8 **Items:** Sort by Auto, switch Potion with Wings to Discovery and Hi-Potion with Fire Gem.
- 9 **Formation:** Tidus, Rikku, Kimahri.
- 10 Walk across bridge and exit Remiem Temple, go back on Chocobo, then ride north to Calm Lands exit. Run north and SD.



Defender X **HP: 64,000**

- **Tidus:** Haste **Rikku**
- **Rikku:** Mix 2x Wings to Discovery for Trio of 9999
- **Kimahri:** Use Fire Gem
- **Enemy: Attacks**
- Any: Attack x2



- 11 SD, **heal Kimahri if necessary**, walk across bridge and up to Mt. Gagazet, SD.

MT. GAGAZET

- 1 Walk up and CS (~3min 40s). Walk up and SD.
- 2 **Biran and Yenke:** Use Spare Change and throw 30,000 Gil at Biran, the rest on Yenke. SD.
- 3 Check how many Return Spheres you obtain from the fight. If four, you can do all customisations. If two, just do Rikku's Claw and Kimahri's Halberd and do Auron's and Yuna's Blade and Staff before Braska's Final Aeon.
- 4 **Menu: Customisation:** Claw ----> First Strike ----> Vanguard.
- 5 **Menu: Customisation:** Halberd ----> First Strike ----> Sonic Lance.
- 6 **Menu: Customisation:** Ductile Rod ----> First Strike ----> Wind Rod.
- 7 **Menu: Customisation:** Shimmering Blade ----> First Strike ----> Sonic Blade.
- 8 Walk up, SD, CS (~1min 20s), continue walking up, avoiding gravestones.
- 9 Flee from all battles, except for one to build Rikku's overdrive (Machina best one). **Steal fire gems from Bombs, and steal Lightning Gems x2 from Imps (less if got Water Gems from Evrae). Flee with Tidus/Rikku before enemies get a turn.**
- 10 Follow path around, use Save sphere at end point and go up to next screen. SD.

Seymour Flux

HP: 70,000



- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- All: Use Fire Gems x2-4

► **Notes:** Seymour is the top enemy when dealing the 9999 damage. It is 7x 9,999 Hits to kill Seymour, if you are one away, you can Attack to save a Gem.

- 11 Walk up into next screen, FMV (~20s, Skip), SD, walk up to Tidus House, go in centre, SD. Follow boy outside, speak to him upstairs and SD.
- 12 Walk up onto next screen, up the steps. Go down left path into the water. SD, and swim up. Go up the steps, and play minigame. Return to previous screen.
- 13 **Fill Rikku's overdrive** against Behemoth/Machina, fleeing from all other battles.
- 14 Return to Save sphere, go up and left, then go down the right path, swim up into next screen. Complete minigame (**Rikku green, Tidus blue, Wakka red**) and return.
- 15 **Formation:** Tidus, Rikku, Kimahri.
- 16 Go up left path, SD, continue up path, use save sphere, and go onto next screen.

Sanctuary Keeper

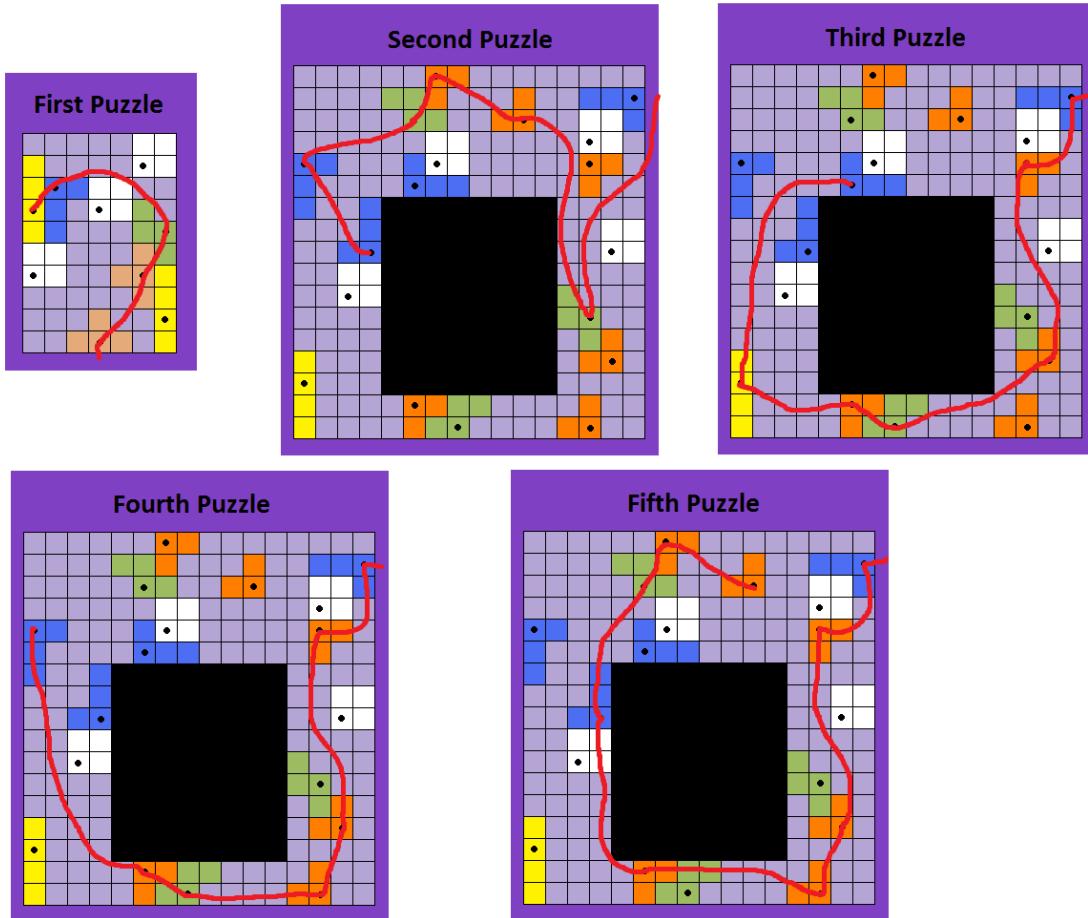
HP: 40,000



- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Tidus:** Use Fire Gem

ZANARKAND

- 1 SD. CS (~50s), then walk left. FMV+CS (~2min 20s).
- 2 Move left to sphere and SD. CS (1min 40s) when Yuna is talking about Tidus. Walk further left and follow path down. CS (3min 20s). Walk left onto next screen.
- 3 Continue up path, flee from all battles. **Build Rikku's overdrive** against Behemoth/Defender Z. SD during cutscenes, after Seymour cutscene go to the right and open the chest for a **Friend Sphere**. Continue along path, SD and use Save Sphere. Walk down steps to the next Cloister of Trials.
- 4 Complete first puzzle, then push pedestals in starting from the top left and complete puzzles in an anti-clockwise direction.
- 5 In middle of second puzzle, take Kilika sphere next to screen. Complete rest of puzzle and place sphere in middle left pedestal in previous room.



- 6 After fifth puzzle, take Besaid sphere and place it in fifth pedestal and push it in.
- 7 After small CS, run into large room.

Spectral Keeper

HP: 52,000



- ▶ **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
 - ▶ **Tidus:** Defend
 - ▶ **Kimahri:** Use Fire Gem
 - ▶ **Tidus:** Attack. SD after battle.

8 Use save sphere, run up and SD. Walk up to Yunalesca's room and SD.

Yunalesca

HP: 24,000; 48,000; 60,000



- ▶ First Form
 - ▶ **Rikku**: Mix Wings to Discovery x2 for Trio of 9999
 - ▶ **Tidus**: Use Fire Gem
 - ▶ Second Form
 - ▶ **Kimahri**: Defend
 - ▶ **Tidus**: Use Fire Gem
 - ▶ Third Form
 - ▶ **Kimahri**: Use Fire Gem
 - ▶ **Tidus**: Use Fire Gem

► Notes:

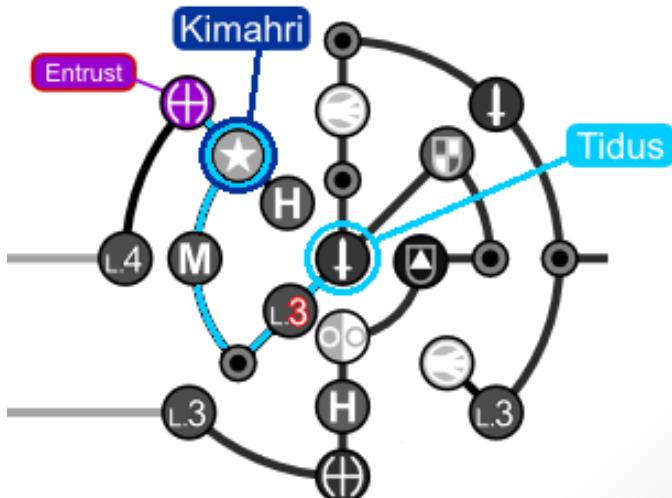
- 39% chance of receiving drop containing Zombiestrike, which is useful for Yu Yevon.

9 SD, leave room, walk down steps and SD. Go down on next screens, use save sphere and go up the lift.

10 **Menu:** **Sphere Grid:** **Tidus:** Use Return Sphere to end of Auron's sphere grid section (up and middle), to centre Strength sphere. Unlock level 3 key sphere beside it, and move to luck node. Learn Entrust.

11 Menu: Sphere Grid: Kimahri: Use Friend Sphere and teleport to Tidus, and learn Entrust.

12 Walk out the Cloister of Trials, walk down the steps, walk down and SD during CS+FMV (Skip).



AIRSHIP

- 1 SD. Walk out of cockpit, past Rin, along corridors to Yuna and Kimahri and SD. Walk back to cockpit and SD. Talk to Cid to travel to Highbridge.
- 2 Walk up to Bevelle entrance, SD. In Fayth room, ensure you pick '**Defeat Yu Yevon**'.
- 3 Walk up to Cid, travel to Sin and SD. Go through corridors to the outside of the airship. SD. FMV (~2min 10s, three Skips), SD.

Sin Left Fin **HP: 65,000**



- **Rikku:** Defend
- **Tidus:** Talk to Cid
- **Kimahri:** Entrust **Rikku**
- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Tidus:** Defend
- **Kimahri:** Lancet x2
- **Enemy: Barge**
- **Tidus:** Use Fire Gem. SD during short CS+FMV (Skip)

Sin Right Fin **HP: 65,000**



- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Tidus:** Talk to Cid
- **Kimahri:** Lancet x3
- **Tidus/Kimahri:** Defend
- **Rikku:** Attack
- **Enemy: Barge**
- **Tidus:** Use Fire Gem. SD during short CS+FMV (Skip)

Sin Genais and Core**HP: 20,000; 36,000**

- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Tidus:** Haste **Kimahri**
- **Kimahri:** Lancet Core x2 (at the back),
then Defend, then Lancet Core x2
- SD. FMV (Skip)

- **Notes:**
 - Check for drop containing Zombiestrike after battle, which is useful for Yu Yevon.

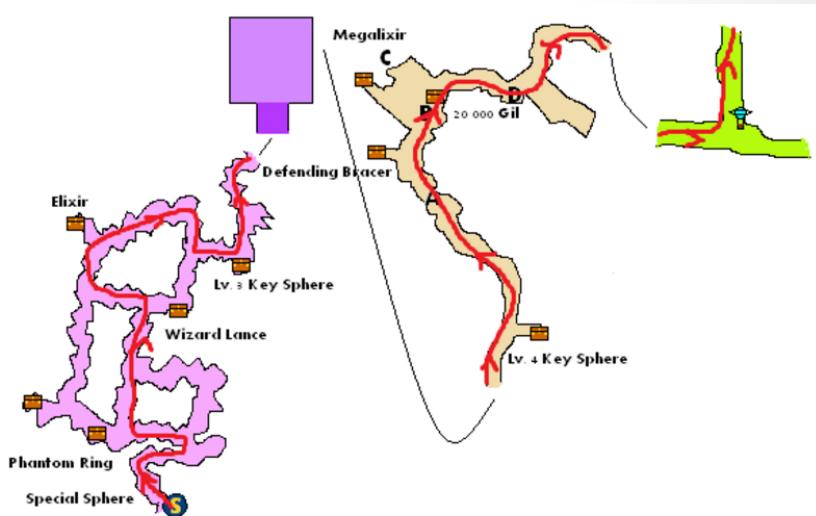
- 4 Walk along corridors to the outside of the ship, speak with Yuna. CS (~1min 40s), SD Rikku dialogue. FMV (Skip). Go through corridors, use save sphere and go outside again. FMV (Skip). SD.

Overdrive Sin**HP: 140,000**

- **Rikku:** Defend
- **Tidus:** Haste self
- **Kimahri:** Entrust Rikku
- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Tidus:** Entrust Rikku
- All: Use Fire Gem x3
- FMV (~1 min 20s, Skip). SD.

INSIDE SIN

- 1 Walk along path, Flee from all encounters. **If you encounter a Behemoth, have Kimahri Lancet it to build overdrive.** Use save sphere and go up the steps, SD.



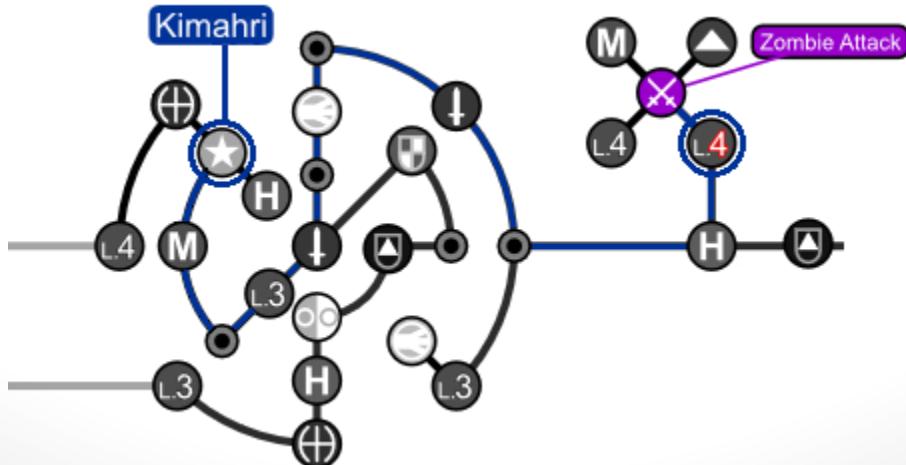
Seymour Omnis

HP: 80,000



- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Tidus:** Use **Lightning or Water Gem x2** (not Fire Gem!!)
- **Kimahri:** Entrust Rikku (if built overdrive)

- 2 SD, walk north, Flee from all battles. If you didn't Entrust Rikku against Seymour, **build Rikku Overdrive** on Adamantoise/Behemoth/Barbatose. Turn left onto bridge and go onto next screen. Use save sphere and walk north.
- 3 Complete minigame, pick up eggs and avoid crystals, flee from any encounters.
- 4 **Menu: Sphere Grid:** **Kimahri:** Use White Magic Sphere, Learn Haste. Use Attribute Sphere and Learn +4 Agil (go left on Sphere Grid). Move right to HP node, and unlock Level 4 key Sphere. Move up and Learn Zombie Attack.
- 5 **Menu: Customisation:** If you didn't already do the customisations earlier:
- 6 **Menu: Customisation:** Staff ----> First Strike ----> Wind Rod. **Equip**
- 7 **Menu: Customisation:** Shimmering Blade ----> First Strike ----> Sonic Blade. **Equip**
- 8 Walk up to Jecht, CS (~4min 30s).



Braska's Final Aeon**HP: 60,000; 120,000**

- **Tidus:** Talk to Jecht
- Yuna switch with Kimahri
- **Kimahri:** Haste himself
- **Auron** switch with **Rikku**
- **Rikku:** Mix Wings to Discovery x2 for Trio of 9999
- **Kimahri:** Use Grenade, then Lancet
- **Tidus:** Talk to Jecht
- **Kimahri:** Use Fire Gem
- **Enemy: Evolves into final form**
- **Enemy: If Pagoda starts moving...**
- **Kimahri:** Use Grenade to stop Pagoda moving
- All: Use Fire Gem x3
- CS+FMV (~4 min, Skip)

**9 Summon each aeon and use Spare Change with Kimahri. CS (~1min 40s).**

- Valefor: 12,000 Gil
- Ifrit: 16,000 Gil
- Ixion: 20,000 Gil
- Shiva: 15,000 Gil
- Bahamut: Remaining Gil

Yu Yevon**HP: 99,999**

- **Kimahri:** Zombie Attack
- **Enemy: Curaga self**
- **Rikku:** Use Phoenix Down on Yu Yevon
- **SPLIT when the camera changes to Yu Yevon death animation.**

COMPLETE!!!

SPECIAL SPHERE STRATS

- **Note:** There is a 12.5% chance Seymour will drop 2 Special Spheres rather than 2 Black Magic Spheres. Here are the strats for this.

After Seymour

- **Sphere Grid: Tidus:** Continue along route, getting Strength, Agility and HP
- **Sphere Grid: Wakka:** Learn Thundaga and Waterga as usual.

Wendigo

- Haste Tidus instead of Yuna and deal damage. Kill Guado Guardian B first (don't kill A until the end as he casts protect upon death). If you have a Light Curtain, use on Tidus to prevent him dying in one hit. Petrify Grenade is also useful if you obtained one.

After Wendigo

- **Sphere Grid: Lulu:** Have Lulu learn Bribe as usual
- **Continue with any other menuing as normal**

After Evrae

- **Sphere Grid: Auron:** Use a newly acquired Black Magic Sphere with Auron to learn Thundaga.
- **Continue with any other menuing as normal**

In Via Purifico

- **Sphere Grid: Yuna:** After getting Auron, have Yuna use a Black Magic Sphere to learn Thundaga from Auron.
- **Continue with any other menuing as normal**

After Evrae Altana

- **Sphere Grid: Yuna:** Have Yuna use a Black Magic Sphere to learn Waterga, along with continuing down her usual route.
- **Continue with any other menuing as normal**

ADDENDUM

Inspired by [Mrzwanzig](#)'s amazing [FF9 notes](#), this addendum gives insight as to why we do particular strategies throughout the game rather than how to do it. In that case, it is not recommended to read this when doing a run, but in case you are interested in the intricacies of Final Fantasy X or if you are *really* bored during a 10 minute cutscene. Many thanks to [pbirdman](#) for the [Ultimate Companion Guide](#) which shows the flowcharts and actions each fiend and boss that helped to compile this guide. To begin with, here are explanations of some of the key features of the speedrun, followed by boss explanations -

SPEED SPHERES

For the FFX Any% speedrun, Agility is one of the most important attributes in the game. It allows us to manipulate the turn order for each boss in such a way so that winning is an inevitability rather than hoping for the right RNG. As such, collecting the right amount of speed spheres to get to the desired agility levels is an important part of the speedrun. Four characters get their agility raised in this category - Tidus, Rikku, Kimahri and Yuna. Tidus and Rikku have their agility raised to 23, Yuna to 24, and Kimahri to 20 (later to 24 using an Attribute Sphere before Braska's Final Aeon). To get these levels, a total of **16 speed spheres** are needed throughout the run.

There are two key areas where these speed spheres are obtained; Kilika Woods and Mushroom Rock Road. You can also get some from the Piranhas early in the game, however that is luck dependent. The largest source would almost certainly be from Kilika Woods, where the Killer Bees and Dinonix both drop them as a common drop, and drop two each with an overkill. My personal target is to have around 10 speed spheres upon leaving Kilika Woods, however the more you have at the point the better. You can also get 2 speed spheres from overkilling the Raptors in Mushroom Rock Road, so this is another decent source.

However, after Mushroom Rock Road, you have to directly go out of your way to get speed spheres, as they are never dropped from any of the fiends and bosses fought for the rest of the game. If you are short, there are several areas to get them relatively quickly. The first is on Moonflow with the Bite Bugs. When you have acquired Rikku, if you have any spare grenades from the beginning of the game, you can throw these at the Bite Bugs for an easy 2 speed spheres from each, however you don't usually have grenades at this point. As such, after buying the usual grenades in Thunder Plains, you can throw them at the Buers (floating eyes) for 1-2 speed spheres from each depending on overkill (though make sure you leave 3 grenades spare for Braska's Final Aeon). A great encounter for this is in the northern section of the Thunder Plains, where two Buers and an Iron Giant can appear. The final area is in Bikanel Desert, you can steal Smoke Bombs from the Zu/Alycone and then throw them at the Alycone for speed spheres.

AFFECTION MINIGAME

Like FFVII, Final Fantasy X has cutscenes dependent on the affection levels between Tidus and the other playable characters in the game, the most significant one being the snowmobile scene. Tidus can share a snowmobile scene with Rikku, Lulu, Kimahri and Auron, and each of these cutscenes vary greatly in terms of length. The affection levels between the characters are influenced mainly by your actions on and off the battle field, for example, reviving/healing a character with Tidus during battle, and speaking to someone first in an area all contribute towards the affection level of a character.

In this speedrun, the affection level is manipulated to ensure that we get Auron in the snowmobile scene, as he has the shortest cutscene by far (just 40 seconds compared to the couple of minutes Lulu's and Rikku's scenes are). You may notice in the notes that from the moment we acquire Auron up until Crawler, we randomly speak to Auron in areas first to ensure his affection level increases.

Be careful of reviving people in battle using Tidus, one common area this is done unintentionally is reviving Rikku against Crawler, which alone can tip the affection level to Rikku's favour. Also, if in doubt about missing some areas you can speak to Auron in numerous other places that are not included in the notes, the notes only include what is enough to trigger the Auron cutscene. Ultimately however, affection only purely affects the speed of that cutscene, so don't fret too much if you have just started running FFX and have received another character's cutscene.

Location of Auron	Accumulated Total	Location of Rikku	Accumulated Total
Luca Docks after Blitzball, Auron is walking away, 'speak' to him and he does not reply	+2	[Forced] Speaking to Rikku for Sphere Grid tutorial, Salvage Ship	+4
Mushroom Rock, before the Gui battle	+4	Thunder Plains Al Bhed Agency, going into the shop while everyone is walking away	+12
Inside Djose Temple, before the Trials	+6		
Outside the Fayth room, Djose Temple	+8		
Outside Djose Temple after naming Ixion	+10		
Inside Seymour's Manor, Guadosalam	+12		
Macalania Woods after Spherimorph, Auron is walking away, 'speak' to him and he does not reply	+14		

PETRIFY GRENADES

Mid way through the game, you have the opportunity to steal some Petrify Grenades with Rikku in the Thunder Plains and Macalania Woods from the Melusine and Iguion fiends. This is a rare steal from both fiends at 12.5% chance, however they have a range of uses against bosses and monsters. As such, many players choose to steal whenever they can in these two areas in the hope they get some Petrify grenades to use. One matter of contention however is where to use them if you do get the successful steals.

For a significant number of runners, the first preference to use the Petrify grenades is Wendigo. By substituting Rikku before the fight and using one immediately, you eliminate the Guado Guardians from the battle, which saves on their attack animations as well as them casting Shell and Protect upon death, making the fight often a lot quicker.

Another decent option is to use the Petrify grenade on the Bomb encounter in Home. This instantly finishes the battle, which saves you from having to Haste Rikku and use Silence Grenades, as well as stealing the Silence grenades from Anima in the first place.

One final option is to use the Petrify grenade on the first Seymour fight. After testing this does not make the fight significantly faster, however by eliminating the Guado Guardians from the battle, they cannot use their potentially fatal move Shremedy, making the fight '100%' safe, as long as no mistakes were made. This can be a nice safe alternative for those that fear this fight, but does not save time like the other two methods.

Ultimately it is down to the runner to decide where to use the Petrify grenades, however it is worth bearing in mind that they do not save *that* much time, and therefore it is certainly not worth grinding for them, most runners simply steal once with Rikku (since she goes first in the Thunder Plains and Macalania Woods) and then Flee with Tidus. Some runners opt to not even steal them anymore, as they deem the time saved not worth it. In my personal opinion, I do think they're worth trying to steal, and if you do get one or more, then my order of preference is Wendigo, Bombs at Home, then Seymour.

BOSSES

BASIC ACTIONS Demi

Sinspawn Ammes (2,400HP)

This boss needs no explanation, all it does is Demi, so the lowest HP you can go to is 3HP and thus can never die (unless you start hitting yourself). This boss is pure RNG, it can do a total of 3 to 6 demis depending how lucky you are with crits and damage rolls. Overdrives can crit too, but it won't have the shink noise so you can only see through the damage roll the overdrive produces. Mash X and keep your fingers crossed for those crits! Chance of Tidus and Auron critting in this fight are 14% and 13% respectively.

Tanker (1,000HP)

This fight is very strange in that you don't need to deplete the tank's entire HP in order to end the fight, rather the specific commands listed above in the notes are enough to end the battle every time. Even weirder, if you are too quick with the inputs, then the battle will not end after that third hit from Tidus, so make sure you wait a small amount of time before attacking with Tidus (I wait for Auron to return to his position before inputting Attack). This boss also has some RNG involved with the Sinscales, they each have a 66% chance they will flicker their wings, and 33% chance they will attack. When one sinscale Wing Flickers, the rest of them stop attacking until it attacks with Spines. Therefore, the quicker the sinscales Wing Flicker, the less attacks they will do and thus be a quicker fight.

Klikk (1,500HP)

The fight begins will simple back-and-forth attacking between Tidus and Klikk, six normal attacks will trigger Rikku to appear, however with crits this will be less. Evades are helpful too, so keep your fingers crossed

BASIC MOVES
Attack

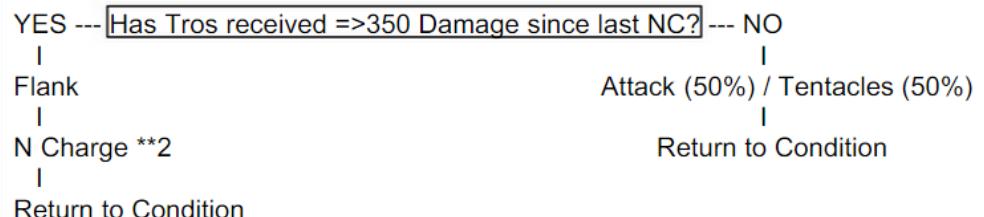
SPECIFIC ACTIONS

Counter Condition: **Klikk HP is < 750 (50%) --- 1 Time Only**
HP is restored to 1,500 (100%)

for those. After Rikku appears, Klikk's HP is restored to 1500 and the fight begins again. Klikk hits around 100-112HP, so if Tidus ends up having less you may want to Potion him. With Rikku, you want to use the two grenades she already has on Klikk, and steal at least two as well. In FFX, stealing works as a 100% chance steal on the first try, then it halves after each successful attempt, so it would be 50%, 25%, 12.5% etc from that point on. In addition, there is a 12.5% chance you will get a rare steal, which is 2x Grenade in this case from Klikk. If you're feeling lucky, grenades can crit too, which is a 3% chance for Rikku.

Tros (2,200HP)

To defeat Tros, you want to throw 6 grenades in total and 1 Tidus attack, so ideally you want those 6 grenades going into the fight,



though you can steal 1x/3x grenades from him if you need to. If your damage rolls are absolutely terrible, then you may need to do an additional attack, but this is very rare.

As shown in the flowchart above, Tros will retreat when he is dealt 350HP or more, coincidentally the grenade damage does approximately 350HP, so it varies whether he will retreat or not after the first grenade. If the first grenade does less than 350HP, it may be good to hold off on your Tidus attack as that may avoid him retreating a second time before the end of the battle, saving time. His Charge attack does approximately 170HP, so make sure you heal up with the free Tidus turn if his or Rikku's HP are below that.

Kimahri (750HP)

Depending on how your Piranha fights went prior to entering Besaid Village, you can enter this fight having done the Tidus sphere gridding or not. If you have done the sphere gridding and got the +1 Str, then this fight is a guaranteed win, 5/6 attacks or less with crits and Kimahri is a goner. However, if you could not do the Sphere Grid prior to the fight, then there is a *small chance* you could Game Over right here if you do not heal. If you are hitting less than 125HP each attack and you are not critting/evading any attacks, then it is *highly recommended* you throw a potion at some point. Kimahri will stop at nothing to destroy your hopes and dreams.

BASIC ACTIONS

Attack

|

Attack

|

Attack <<<

|

Jump >>>>

Sin Fin (2,000HP)

The battle itself is straightforward and as such pretty scripted; following the above guide should give everyone a turn and should be 100% consistent, the only thing to be wary of is Tidus and Yuna have the same agility and therefore Yuna can go before Tidus at this point, so be careful of that. There is a potentially faster method by performing two Thunder attacks on the Sin Fin with Lulu and two Lancets with Kimahri before summoning Valefor and using Energy Blast, however this is RNG dependent as Sin can either move once or twice. I personally use the former strategy as it's more consistent and it gives Wakka AP which is useful as he needs 6 levels later. One final thing to note is to use Energy Blast on the SIN FIN!!

Sinspawn Echuilles (2,000HP)

Another scripted fight (the general theme of FFX), you simply Cheer, Dark Attack and pummel with attacks to win, with a Spiral Cut at the end for the overkill. There may be a small chance you have to potion at some point if Echuilles and the sinspawn really want to pick on one particular character, however this is probably very rare (I've personally never had to do it yet). In addition, one crit from Tidus or two crits from Wakka will allow you to do the Spiral Cut early, however, this will result in getting less AP from the fight. This is because the number of sinspawn on the field when you overkill the Echuilles determines how much AP you get, and ending the fight early means you will only have 2 sinspawn on the field, losing out of 4AP. This isn't a major issue and I much prefer to end the fight early and miss out, as AP is nowhere near as big a deal compared to many other Final Fantasy speedruns.

BASIC ACTIONS

Drain Touch + Respawn Sinscale *1 <<<

|

Drain Touch + Respawn Sinscale *1 |

|

Blender

|

>>>>>>>>>>>>>>>>>>>>>>>

Sinspawn Geneaux (3,000HP)

The first thing to be wary of in this fight is that there is a chance Yuna will have first turn (~33%), so you don't want to be inputting turns too quickly without first looking at the turn order, as Tidus definitely needs a turn in this fight for AP. This fight is again very straightforward, however the speed of which it is completed is dependent on the damage rolls from Valefor's Energy Blast and subsequent Fire spells.

Sinspawn HP is < 2,400 (80%)

Transforms (Counter (100%))

```

    |
    Venom --- Targets character with Highest HP <<
    |
    Water ----- Targets character with Lowest HP
    |
    Staccato
    |
    >>>>>>>>>>>>>>>>>>>>>>>>
```

The damage range for Energy Blast is approximately 1400-1550HP, whilst the Fire spell has a damage roll between 350-400HP, so it may take you either four or five Fires to finish the battle. To improve my chances, I personally attack with Tidus the main body at the beginning of the fight, which wastes about a second, but does improve your chance of only a four Fire spell fight significantly. Even though the fight looks scary when Valefor ends up with very low HP, I have never personally seen Valefor die due to the damage rolls from Geneaux's attacks, so keep spamming Fire to win.

Oblitzerator (6,000HP)

You can either enter this fight with or without Haste, depending on how levelling went in Kilika. The fight is about ~15 seconds faster with Haste, however that is shorter than the time it takes to do one battle in Kilika, so I never go out of my way to ensure I have Haste for this fight. Either way, this fight is a cake walk, with Oblitzerator only getting one Blitzball Rush in for the entirety of the fight. As a rule of thumb, I only heal prior to the fight with Potions if Lulu is in crit HP, as you don't want her dying to a bad Blitzball Rush in the middle of the fight.

BASIC ACTIONS

YES --- Has Crane been used on Oblitzerator?	---	NO
--	-----	----

Does Nothing	Blitzball Rush
--------------	----------------

After the crane does his thing, we intentionally defend with Kimahri, Thunder with Lulu then attack with Tidus to finish the fight to manipulate our chances of a good drop. In short, odds of a weapon or armour are increased for those who have the final hit, so by attacking with Tidus in the final hit it increases the drop chance of Lightning Steel to 20%. The chance of Thunder Ball dropping is 7.5%, so be sure to look out for either of those, as they are both useful for Extractor.

Garuda (1,800HP)

This fight can be done in numerous ways, however the general method most runners use is to do one Cheer with Tidus, Haste Auron, use Dark Attack with Wakka (and hoping for the poison tick to appear with Rule Breaker) and then pummel the boss with Auron and defending with the others. You can damage count if you wish and finish the fight with Tidus/Wakka if you are close to defeating him.

As shown on the right, the beginning of the fight has some RNG involved in hoping he doesn't counterattacks, which can eat up time. This counterattack chance is 30% until he has under 720HP left, which increases to 100%. As with many bosses, getting crits can greatly speed up the fight, so keep your fingers crossed.

BASIC ACTIONS

Sonic Boom

Forced Attack: Attack

SPECIFIC ACTIONS

Counter Conditions:

Garuda B HP => 720 (40%)

Garuda B has been HP damaged
Attack (30%)

Counter Conditions:

Garuda B HP < 720 (40%)

Garuda B has been HP damaged
Attack (100%)

Chocobo Eater (10,000HP)

Another RNG boss, you want to be pushed off twice or 'Thwacked' as quick as possible to end the fight, however he can and often will troll with you by continuing to attack. As such, you can take this opportunity to build overdrives, as I often do with Yuna. There is however a glitch where characters sometimes lose the overdrive they built when being pushed off.

It is possible to RIP in this fight if you are really unlucky. If the Chocobo Eater continues to attack, you can switch in other characters to absorb some attacks, or start healing and reviving, however most of the time he will have pushed you off by this point.

Section 1/2 -----

|
Attack (75%) / Combo 1 (25%)

|
Decision 1 <<

| |
>>>>>

[DECISION 1]

Thwack **1 --- 70%

Attack ----- 22.5%

Combo 1 ----- 7.5%

[COMBO 1]

You're Next **2

|
Fists Of Fury **3

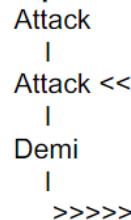
Sinspawn Gui (12,000HP / 6,000HP)

The entire reason for the ‘grinding’ in Mushroom Rock Road is for this fight. Just one Self-Destruct from Kimahri and two Energy Blast overdrives from Valefor will defeat Gui. Easy right? Not quite. First thing to be aware of is ensuring Wakka and Tidus get turns in for the AP, and using Power Break on the body with Auron to reduce the body’s physical attack.

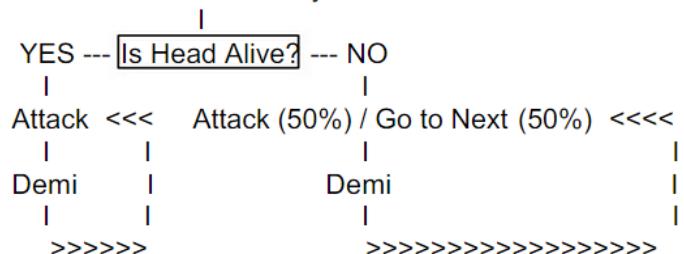
Once Valefor is summoned, things start to get interesting. For the most part, his second overdrive will build no problem, however sometimes there is a small chance it will not build with an Attack/Demi/Demi combination from Gui. If that’s the case, then one suggestion is to shield until he attacks. Once he attacks, then you know for sure he will be using Demi next, as shown in the flowchart to the right, so you can then Attack or Boost yourself to finish filling the overdrive. If Valefor is dead, summoning Ifrit, boosting and healing yourself with Fire and using Hellfire for the overkill would be the next option, though hopefully it shouldn’t come to that.

Just to make the fight more fun, there are small moments of RNG in the fight, as turn order may mean the head starts moving suspiciously at the beginning of the fight, losing a few seconds, and whether the arms respawn when Valefor is summoned, losing some more seconds (50% chance they will).

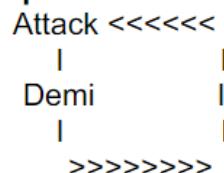
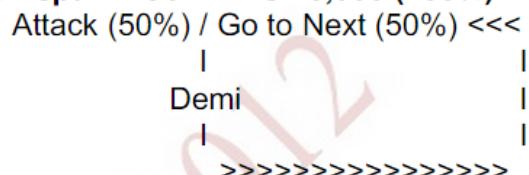
For the second Gui fight, he only has 6,000HP on the body, and this time you have Seymour. Simply spam Fira on the head first then on the body five times to win, while defending with Yuna and Auron. Again, there are small amount of RNG in this fight, as the Demi animation is slow compared to the attack animation, so many Demis from Gui may waste a few seconds.

Sinspawn Gui HP is => 4,000 (33%)**Sinspawn Gui HP is < 4,000 (33%)**

Attack – Only used if First Attack of Battle



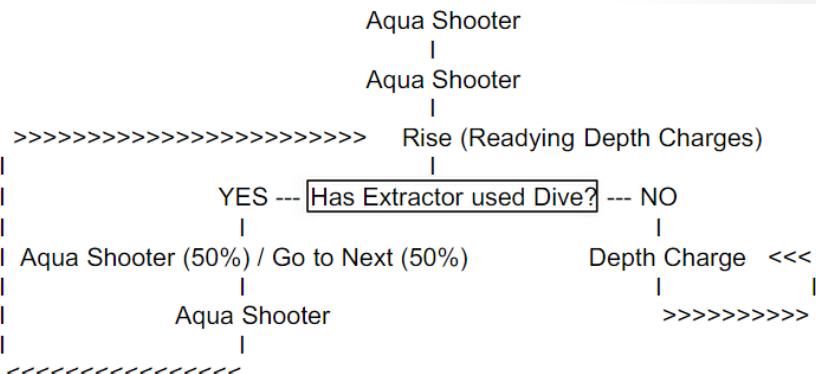
(*Sinspawn Gui Battle #2*)

Sinspawn Gui HP = 6,000 (100%)**Sinspawn Gui HP is <6,000 (100%)**

Extractor (4,000HP)

This fight can be done in numerous ways and is also dependent on whether or not you have received a Thunder weapon (Lightning Steel/Thunder Ball) and whether you have won Blitzball or not for the extra +4 Strength on Tidus. As such, it is difficult to truly define the best way to approach this fight

since there are many variables to consider. In general, however, I stick to this rule: 0 Cheers if you have won Blitzball, 1 Cheer if you have a Lightning weapon, and 2 Cheers if you have neither. You want to first Haste both Tidus and Wakka and attack with them, unless you are lucky enough to have both Lightning Steel and the Blitzball win, in which case I just Haste and attack with Tidus, and leave Wakka to defend.



For the most part, Extractor follows a predictable pattern; two Aqua Shooters, rising, then falling back down when being dealt >500HP, and repeating the process. When it has risen, you should be attacking and/or using your Spiral Cut overdrive to bring it back down, because its Depth Charge is deadly, and can inflict Darkness to make things worse. If Extractor is picking on one character, you can Potion with Wakka to heal them, but again I would recommend only doing this when it is not risen to avoid Depth Charge. With simply attacking once you have used Haste/Cheer, this boss however for the most part is pretty simple.

Spherimorph (12,000HP)

Spherimorph for the most part is a pretty simple fight and not very deadly, however that definitely doesn't mean he doesn't troll you. Before that though, ensure during the fight you follow the above notes in making sure everyone gets a turn excluding Wakka and Auron. Also make sure that you equip Yellow Shield on Tidus, and to Lancet with Kimahri to determine its element type.

The reason I attack with twice is to help reduce the chance of Trollimorph. When performing the overdrive (which is the opposing element that Spherimorph is currently using), there is a small chance you do not finish the fight with the overdrive if the damage rolls are poor (1250HP for each attack is low damage roll, 1400HP+ is good). You *really, really* need the overkill on Spherimorph for the AP and for the 2x Level 2 Key Spheres, so if you did not get the overkill with the overdrive, I highly recommend Grand Summoning Valefor and using Energy Blast. This will mean you will need to build Yuna's overdrive again before Isaaru however.

Another Trollimorph moment is if you didn't manage to acquire Fish Scales or Arctic Winds in Macalania Woods, then Spherimorph has this magical ability to always be the opposing

 element of the missing items (). If that's the case, using the correct opposing element with Lulu to force him to switch elements, then physical attack again to check his new element. One final Trollimorph moment is if you use Arctic Storm overdrive, it is *really* laggy, and costs a number of seconds!

BASIC ACTIONS

Spherimorph HP is => 6,000 (50%)
Attack

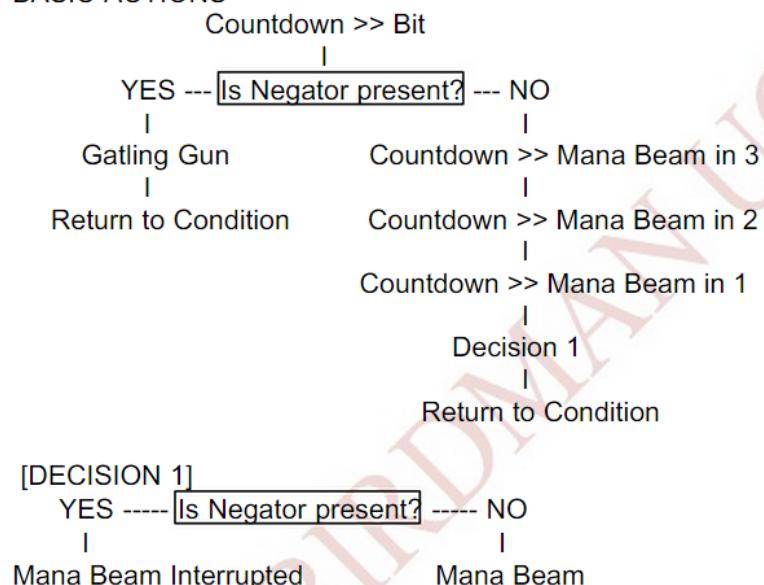
Spherimorph HP is < 6,000 (50%)
Attack ----- 50%
Press ----- 50%

Crawler (16,000HP)

The first things to mention for this boss is what is required from the boss fight. You need everyone but Auron to have a turn at some point in the fight, three Lightning Marbles need to be thrown in total on Crawler before the Lightning Marble/HP Sphere Mix Overdrive, and one Lightning Marble also needs to be thrown at Negator. In addition, Rikku needs to build her overdrive fully in order to Mix.

With this in mind, and the predictability of the actions Crawler performs shown on the right, the approach to this fight is laid out in the notes above. Rikku first throws two Lightning Marbles at Crawler, who then does his Gatling Gun attack.

BASIC ACTIONS



Three things may happen from this point: Rikku dies from being hit a lot from the Gatling Gun (which is fine), she gets hit a fair bit, builds some overdrive (~25%) but does not die (which is fine), or she barely gets hit at all, which is not fine. For the first two scenarios, proceed with the fight as normal, you want to get rid of Negator with a Lightning Marble and Wakka attack, revive Rikku if necessary, then with Rikku throw a third Lightning Marble at Crawler, who will then counterattack and fill Rikku's Overdrive ready to finish the boss off (Crawler only counterattacks when Negator is gone from the battle).

If Rikku did not have her overdrive sufficiently built from the Gatling Gun, the best method is to wait it out and wait for a second Gatling Gun. Crawler will not do this Gatling Gun if the Negator is dead so keep him alive for a little bit longer. Once Rikku's overdrive is built, ensure everyone but Auron has had a turn at some point, revive her with a character (ideally not Tidus because of Affection Minigame) and then finish Crawler off with the Lightning Bolt overdrive. If you have gotten to the point where Mana Beam is one turn away and you are not ready to use Rikku's Overdrive, summon an aeon to absorb the attack. Don't worry too much about if you did use extra Lightning Marbles, you just need any three of Lightning Marble/Arctic Wind/Bomb Core for the Seymour fight, so there are usually spares.

Seymour Phase 1 (3,000HP)

There are many bosses in the Final Fantasy series that can kill you and there's nothing you can do about it. In Final Fantasy X, this is truly the only boss in the entire game that can do this, and not because of Seymour, but because of the Guado Guardians.

Seymour's actions are in fact very predictable, as shown on the right. The general idea of this entire fight is you want him to summon Anima before he casts Thundara, as this cycle will carry over to the final phase and Tidus will be immune to the Multi-Thundara, giving him time to finish the fight. So, you have a limited time frame to Haste Tidus and have him Talk to Seymour, use three items on Seymour, switch weapons with Yuna and use Fire with Lulu on Seymour.

The only thing stopping you from achieving this in the first phase is the Guado Guardians and their Shremedy attack that causes confusion. There is a $\frac{1}{6}$ chance they will do this attack, with a further 50% chance it will successfully hit, but since there are two of them, essentially there's a $\frac{1}{6}$ chance you will be inflicted Shremedy. If you are unlucky, you can do nothing but watch as your characters decimate each other, but you may still be able to salvage the run if you do get Shremedied. Using a Remedy, or Esuna with Yuna, or just plain attacking the character will get rid of the confusion. From there, the turn order will likely be jumbled up and the Guado Guardians may start to heal Seymour to make things worse. In addition, Seymour may have already cast Thundara at this point. You have two options from this point, you can wait a full cycle of attacks from Seymour, at the risk of losing a lot of time and perhaps more attacks and Shremedies, or you can force Anima in the battle despite not having Seymour at the right point in the cycle. If you choose the latter, you have to be wary that Seymour will potentially kill Tidus in the final phase with a spell other than Thundara, but if you stole a Lunar Curtain earlier, you can use this on Tidus and fully heal him during the Anima fight to prevent him getting KO'ed.

BASIC ACTIONS

Vs Characters

Seymour Battle #1 (Pre Anima)

Shell --- Target Self

|

Blizzara <<<<

|

Thundara |

|

Watera |

|

Fira |

|

>>>>>>>

BASIC ACTIONS

Protect --- Target Self

|

|

NO ---- [Is Seymour HP below 4,800?**2] ---- YES

|

Hi Potion - Targets Seymour > Return to Top Condition

>>>>>>>>>>

|

NO ---- [Is Seymour under Poison Status?] --- YES

|

Remedy - Targets Seymour > Return to Top Condition

>>>>>>>>>>

|

NO ---- [Is Himself under Silence/Poison Status?] --- YES

|

Decision 1 > Return to Top Condition

|

Remedy - Targets Self > Return to Condition

[DECISION 1]

Does Nothing ---- 50%

Blizzard ----- 16.5%

Thunder ----- 16.5%

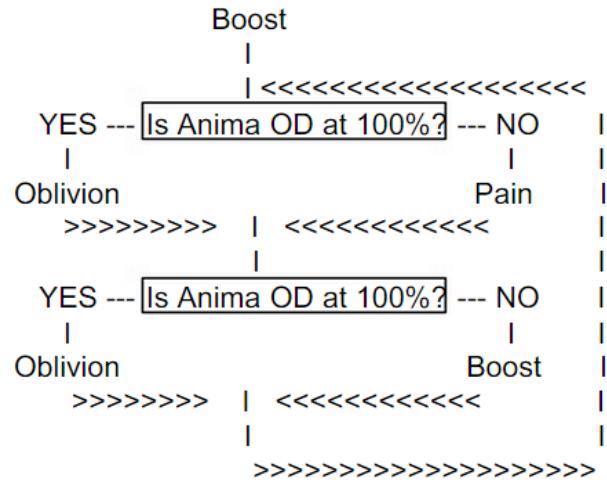
Shremedy ----- 16.5%

**2 - If both Guado Guardian have had their Potions Stolen then this condition will be skipped

Anima (18,000HP)

Anima's actions are very predictable, she simply alternates between Boost and Pain. Boost basically does nothing but fill her overdrive a little (and increases damage to her by 50% for that turn) while Pain inflicts death on a character. Therefore, the method to this fight is predictable, you want to be attacking with Tidus and switching him out just before Pain, them bringing him back in after Pain and begin the cycle again until she is defeated. This is so Tidus does not die and lose his Haste status, which is needed for the remainder of the fight. You can also use any leftover items on her, though be wary that you need the overkill ideally and this is only realistically done with a Tidus attack, so damage counting is useful for this fight.

BASIC ACTIONS



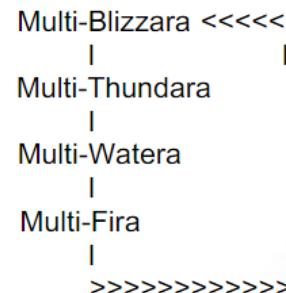
While Tidus is attacking, the other characters left on the field need to be reviving whoever was killed by Pain, stealing 3x Silence Grenades from Anima in preparation for Home, and if applicable, putting a Lunar Curtain and healing Tidus if Seymour is not lined up to do Thundara in the final phase. One final note, for some reason, there is a small chance Tidus

can miss Anima, the giant thing in the centre of the room that is chained up.

Seymour Phase 2 (6,000HP)

If everything was done correctly, this part of the fight is the easiest, where you finish the fight with 2-3 attacks from Tidus. Tidus, Lulu and Yuna need the AP in this fight, while Kimahri and Rikku do not, so ideally you want to switch Kimahri and Rikku for this phase so they do not need reviving before finishing the fight. Rikku's overdrive can also be built here from the Multi-Thundara which is handy for Evrae.

Seymour Battle #2 (Post Anima)



If everything was not done correctly, and Seymour is not lined up to do Multi-Thundara this phase can also be the phase that will RIP you the quickest, hopefully if this is the case you have healed Tidus and applied a Lunar Curtain on him during the Anima fight to withstand an attack from Seymour. Alternatively, you can Self-Destruct with Kimahri here as a last desperation strat, or keep your fingers crossed Seymour does not target Tidus.

One final thing to note is that there is a $\frac{1}{8}$ chance you receive Special Spheres as a drop from Seymour rather than Black Magic Spheres, which alter the route by a fair bit. Special Sphere strats can be found above in the Appendix.

Wendigo (18,000HP)

The fight itself is very simple, with Yuna this time taking the helm as damage dealer. However, being the troll Wendigo is, you can lose a lot of time here due to RNG from Wendigo's attack. If Yuna is hit she will need reviving and giving Haste again, which can add a lot of time to this boss, so ideally the other two characters need to be hit and they just revive each other while Yuna does the damage. At the beginning of the fight, you will want to first Thundaga the first Guado Guardian (A) but not the second Guado Guardian (B) as GGA casts Protect on death, whilst GGB casts Shell on death, which we do not want to happen. When Wendigo has half HP, he will raise his arms and only counter when attacked physically, making the fight even easier.

BASIC ACTIONS

Wendigo DOES NOT have its hands raised

(PATTERN A)

Wendigo HP => 9,000 (50%)

Attack B ----- 66%

Attack D ----- 33% - Targets character with lowest HP

If you have a petrify grenade, this is arguably the best place to use it. Start with Tidus, Rikku, and Yuna, and use the petrify grenade on Rikku's first turn to immediately eliminate the Guado Guardians from the battle, with no Protect/Shell casted. This saves on all the animations and attacks they do, making for a quicker fight. Though be sure to give Lulu a turn at some point, as Tidus, Yuna and Lulu need the AP from this fight.

If you're unlucky enough to have received Special Spheres from Seymour, this is the one boss that significantly changes since you will no longer have Thundaga/Waterga for this fight. Physical attacks with Tidus is the best alternative for this fight, though ensure you kill Guado Guardian B first instead and not A so he does not cast Protect on death. You can also use a Light Curtain here on Tidus so he can tank a hit, though you will need to keep him healed. Grand Summoning Shiva and using Diamond Dust can speed up the fight, however this overdrive will need filling again before Isaaru.

Evrae (32,000HP)

This fight is a preview of the rest of the game from this point on. It is very scripted; however, things can turn sour fast if you deviate even slightly from the strategy. For no blitzball win, exactly 5 attacks from Tidus (~4500HP each) and a Spiral Cut is needed to win the fight, while a blitzball win allows you to either do 5 attacks from Tidus (~6000HP each) or 4 attacks and a Spiral Cut overdrive. Kimahri and Rikku need to be healing Tidus/Kimahri back to full health, so X-Potions/Elixirs are highly recommended to use. If Kimahri/Rikku have a free turn, they can steal 2x

Water Gems from Evrae, as they are useful for Seymour Omnis. Keep Tidus and Kimahri full health before Poison Breath and the fight should be fine. If all was done well, just Kimahri survives with a small amount of HP and poison inflicted!

BASIC ACTIONS

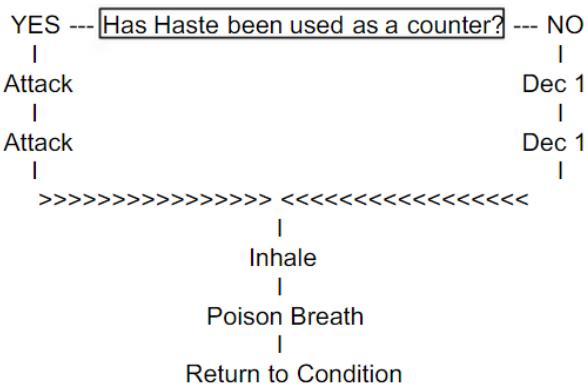
Wendigo DOES NOT have its hands raised

(PATTERN A)

Wendigo HP => 9,000 (50%)

Attack B ----- 66%

Attack D ----- 33% - Targets character with lowest HP



Isaaru (8,000HP / 12,000HP / 20,000HP)

All three fights are very simple, though do require a little bit of preparation beforehand. Valefor's overdrive needs building beforehand, as well as Yuna having a full overdrive too. Hopefully Yuna has obtained all the Magic she needs if she did not miss AP somewhere, her total magic at this point should be 48 Magic. With the right Magic, Isaaru's Ifrit is taken down with one Energy Blast from Valefor. Isaaru's Valefor is taken down with one Blizzara and one Diamond Dust, though you will need to Boost to fill Shiva's overdrive during the fight. Finally, Isaaru's Bahamut does not do anything for 5 turns, so attack with Blizzara four times then Diamond Dust to finish the fight off. If you did miss Magic/overdrives somewhere, then the battles becomes quite a bit more difficult as the aeons will not be doing the damage they need to do, and you may have to summon other aeons to salvage the fight.

Evrae Altana (16,384HP)

Why am I even writing anything about this?  Two Elixirs or two Phoenix Downs do the trick, Elixirs have a slightly faster animation and you do not need them from this point on. If you got Special Spheres, it's at this point you get another two Black Magic Spheres to help Yuna learn Waterga.

Seymour Natus (36,000HP)

This is one of the safest fights in the game, oddly enough. Once you have Reflect on Tidus, the only attack that can damage him is Shattering Claw, which only does ~300HP damage. With Haste and Reflect, and having talked to Seymour, Tidus is unstoppable. When Seymour has less than 24,000HP, he will cast Protect. This can be easily countered with Dispel, which you conveniently learnt just before the fight with Tidus. This fight becomes even quicker if Yuna stays alive after the first round of attacks, so she can continue to cast Thundaga/Waterga. There's no need to revive/heal in this fight, just attack with Tidus to win. No one really needs AP from this point of the game, so it's fine (and quicker) if just Tidus was alive by the end of the fight.

BASIC ACTIONS

Vs Characters

Seymour HP is +> 23,999 (66%)

Multi Blizzara **1/**2 <<<

| |

Multi Thundara **1/**2 |

| |

Multi Watera **1/**2 |

| |

Multi Fira **1/**2 |

| |

>>>>>>>>>>

Seymour HP is between 12,000 ~ 23,999 (33%~66%) **3

Break

Seymour HP below 12,000 (33%) **3

Flare

Attack <<<<<

| |

Attack |

| |

Attack |

| |

Haymaker |

| |

>>>>>>>>

Defender X (64,000HP)

This is the first battle you get to take Trio of 9999 for a spin, though before destroying him with a Fire Gem, you do need to do two regular attacks, since Fire Gems each do 49,995HP damage. If you're lucky, Defender X can build Rikku's overdrive here, so there's no need to build it at some point in Mt. Gagazet. If Kimahri is damaged during the fight, make sure you heal him before Biran and Yenke.

Biran and Yenke (1,157HP each)

You can do this fight in two ways: you can either throw two Fire Gems when Biran and Yenke separate, this is slower and require you to collect an additional two Fire Gems, but does 'guarantee' 2 Return Spheres from the fight (I say guarantee, it's a 63/64 chance



). The other method is to simply throw two Sleeping Powders to end the fight, however this means there is a ~25% chance you will only get one Return Sphere from the battle, meaning you have to go without Kimahri having First Strike on Seymour Flux and Sanctuary Keeper. This is fine, but you will need to Haste Tidus/Kimahri on Sanctuary Keeper. You get another two Return Spheres as a reward from Sanctuary Keeper to give Kimahri First Strike.

BASIC ACTIONS
Vs Characters

(Seymour Flux)
Lance of Atrophy <<
| |
Lance of Atrophy | |
| |
Dispel | |
| |
>>>>>>>

Seymour HP is => 34,499 (50%)

| (vs Mortiorchis)
| What move has Seymour actioned?
| | (Lance of Atrophy) | (Dispel)
| | Decision 1 | | Cross Cleave

[DECISION 1]

YES --- Is Character under Zombie status? --- NO
| |
Full Life --- Targets Zombie Full Life

Note: if Flux / Mortiorchis gets 2+ Turns in a row then they will "Do Nothing" on that turn

(Seymour Flux)

Flare - Targets Self

YES Is Seymour under Reflect Status? NO
| |
Seymour Waits Reflect - Target Self
| |
Flare --- Target Self Flare --- Target Self
| |
Return to Condition Return to Condition

Seymour HP is < 35,000 (50%) **3

| (Vs Mortiorchis)
| Auto Attack Mode
| Ready to Annihilate <<<
| | Total Annihilation
| |>>>>>>>>

If Kimahri's overdrive is low, you can also Lancet either Biran and Yenke to instantly fill his overdrive, if you are concerned with him not having it for Sin Left Fin. As mentioned earlier, there is a small chance (1/64) you get two Friend Spheres from this fight, which will make Seymour Flux and Sanctuary Keeper a huge struggle. You can pick up a Return Sphere in Gagazet Caves, but that's quite far out the way.

Seymour Flux (70,000HP)

With a Mortiorchis by his side, this fight actually has RNG in it depending on how many attacks the Fire Gem does to Flux. You need 8 lots of 9999 attacks to land on Flux, which usually takes between 2-4 Fire Gems. If he's one attack away, you can physical attack to finish the fight and save a Fire Gem. I like to Haste Kimahri at the beginning of the fight, which allows potentially for some animations from Seymour such as Reflect to be skipped if you are lucky enough to get the 2 Fire Gem fight. Again Rikku's overdrive might be filled here if you are lucky enough with Seymour's attacks.

Sanctuary Keeper (40,000HP)

This fight should finish before Sanctuary Keeper even gets an attack in, you simple Mix Trio of 9999 and throw one Fire Gem to win. As mentioned earlier, if you only got one Return Sphere on Biran and Yenke, then you will need to Haste Kimahri or Tidus to ensure you get a Fire Gem attack in. Don't forget to add First Strike on after this fight if you did miss it on Kimahri, as you get two Return Spheres from this fight.

Spectral Keeper (52,000HP)

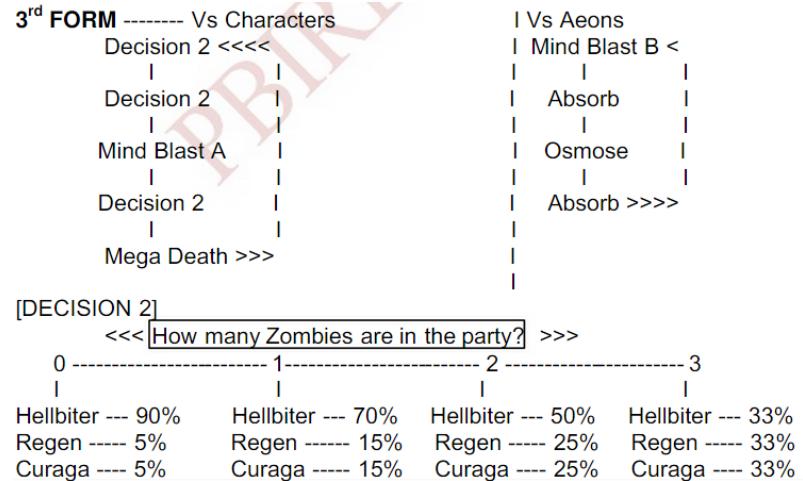
Another scripted fight, defend with Tidus, Trio of 9999, use Fire Gem with Kimahri, then attack with Tidus to finish the fight, simple. For virtually every boss from this point on, there is little room for error outside the notes as the bosses are unforgiving, so be sure not to

make any mistakes . Rikku's overdrive conveniently builds ready for Yunalesca from his swiping attack, and Tidus just has enough HP to survive that too when he is defending.

Yunalesca (24,000HP / 48,000HP / 60,000HP)

More Fire Gem fun in this fight, you throw four in total in the three phases to defeat Yunalesca. If you're feeling lucky in the third phase, you can save a number of seconds with Rikku's overdrive being built fully by a Curaga on her, but this is a 11% chance. In the second phase, there is a 1/256 chance Zombie is not inflicted after Hellbiter, which will kill the character in the third phase after Mega Death, but you don't

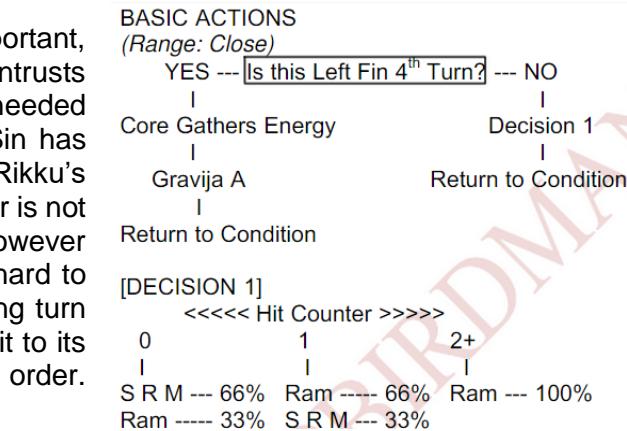
have to worry about that, right?



Be on the lookout at the battle for a Zombiestrike weapon, which has a ~39% chance of dropping for any character. This Zombiestrike weapon will be used for the Yu Yevon fight.

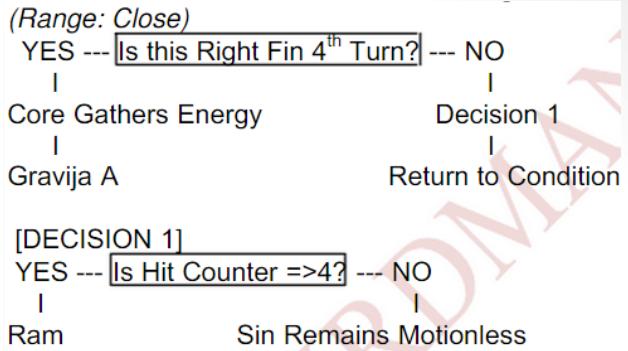
Sin Left Fin (65,000HP)

Once again doing the right actions here is really important, one small mistake may cost you the run. Kimahri Entrusts Rikku to give her the overdrive, and two Lancets are needed before using a Fire Gem. You must also wait till Sin has done one Ram before using the Fire Gem to fill Rikku's overdrive. There is a very small chance the turn order is not right in this fight which some people have reported, however I have personally not yet experienced this so it is hard to say what to do in this situation. If I did get this wrong turn order, I would try switching weapons to try readjust it to its correct



Sin Right Fin (65,000HP)

Same deal here with this fight, ensure you are carefully following the notes and the fight should go swimmingly. Once again, you do some physical attacks before using the Fire Gem, and you wait for one Ram before using the Fire Gem to fill Rikku's overdrive.



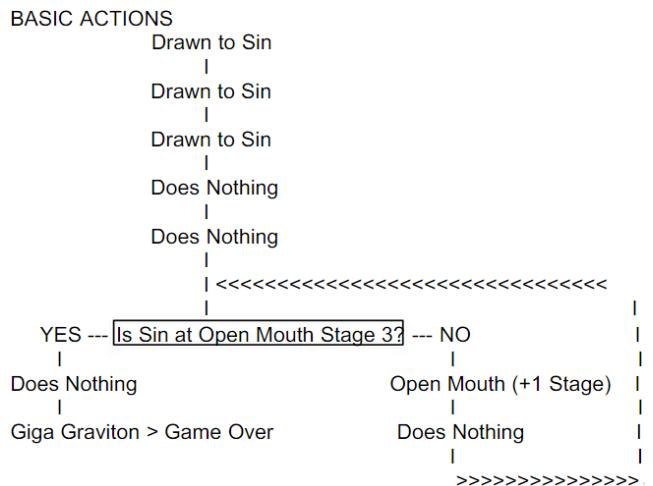
Sinspawn Genais and Core (20,000HP / 36,000HP)

If you have successfully built Rikku's overdrive from the previous fight, this fight is another cake walk, where Genais and Core do not get a turn. Trio of 9999 and throw two Fire Gems to finish the fight. On the off chance you did not have Rikku's overdrive built, heal up the characters where you can and wait for it to be built. Be on the lookout for a Zombiestrike weapon if you have not received one from Yunalesca, as Sinspawn Genais has a 50% chance of dropping one.

Overdrive Sin (140,000 HP)

Like Isaaru's Bahamut, Overdrive Sin doesn't really do anything for a long time, allowing you plenty of time to Entrust Rikku, Trio of 9999, and then throw three Fire Gems. You can't throw Fire Gems until you have moved closer to Sin twice, so defend until that has happened.

Hopefully, the combination of Tidus' and Kimahri's overdrives are enough to fill Rikku's overdrive completely, if not then you will certainly have to fill outside in an area such as Zanarkand prior to the battle. Otherwise, another very easy boss when you have the Trio of 9999.



Seymour Omnis (80,000HP)

Another easy fight where the enemy does not even get a turn in, you throw two of either Lightning or Water Gems after Trio of 9999 to end the fight. Just don't throw Fire Gems! This is actually the first fight that will 100% punish you for not having First Strike on Kimahri if you did not put it on earlier, though clues can be found earlier if the turn orders were weird in the Sin Left and Right Fin fights.

Braska's Final Aeon (60,000HP / 120,000HP)

"I promise this will be quick!" Here we go, the (true) final boss. Thankfully however, if all the menuing prior to the fight was done correctly, and you follow the notes exactly for this fight, it is 100% scripted with the only RNG being in whether the Pagodas move or not, which is just a few seconds lost. So the requirements for this boss are, which should all be obtained when done all the menuing correctly: 23 Agility on Tidus and Rikku, 24 Agility on Kimahri (after getting +4 Agil on the Attribute Sphere). Kimahri should have also learned Haste with the White Magic Sphere, and Tidus, Yuna and Auron should all have First Strike. You should also have 4 Fire Gems, and 3 Grenades, and obviously 2 Wings to Discovery.

Follow the notes exactly, and the fight is yours. A common mistake made (done once by yours truly) is skipping the second talk with Tidus and jumping straight to the Grenade and Fire Gem. You must talk with Jecht twice, any slight mistake will cost you the fight, as I have not yet seen anyone create a backup strat if something does goes wrong. Also ensure you check whether the Pagodas move or not in the second phase and use a Grenade to stop them.

Yu Yevon (99,999HP)

Relax and enjoy the final minutes of the game, as the rest of it is straightforward. Hopefully you have right amount of Magic on Yuna and she has learnt Waterga, to breeze past all the aeons in one hit. If you do not have Waterga, you can Thundaga all but Ixion, who you can throw any leftover items on or try to attack with Tidus.

As for the Yu Yevon fight, hopefully you have a Zombiestrike weapon or the ability Zombie Attack on Tidus, which once used, you can then throw a Phoenix Down to finish the fight. If for whatever reason this is not possible, probably the best option is wait for Rikku's overdrive to build and Trio of 9999, though get ready to bleed minutes.

Split when the Phoenix Down animation is complete and the cutscene of Yu Yevon's death is triggered, and congratulate yourself!