EXPLORATION BASICS

Acquiring Items

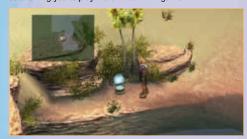
every location thoroughly. Open every door, and speak to every character multiple times to make sure you hear everything they have to say. Many of the characters you encounter offer helpful items to aid in your journey.

You can speak to other characters by pressing . You also use to search for useful items, open treasure chests, perform certain actions, and confirm menu choices.



Save Spheres

You can save your game at any Save Sphere. Each time you examine a Save Sphere by pressing ⊗, your entire party's HP and MP is completely replenished. You don't need to save your game to heal, but you should save as often as possible. As the game progresses, Save Spheres will have new options, such as allowing you to play the blitzball mini-game.



Overhead Map

The area where the party is currently located is displayed on the overhead map. You can turn this function on and off in the Config menu. The map indicates where you can enter and exit an area. Exits are highlighted with green markers. Save

Spheres are highlighted with white markers, and a red arrow indicates the direction you should travel next.



Side Quests and Backtracking



Most of your adventure takes place on foot, jogging and walking from one location to the next. But at a later point in the journey, you'll gain access to an airship that lets you return to previously visited areas to pursue new side quests or acquire previously inaccessible items. Some mini-games are updated throughout your quest, so revisit them when you get a chance.

Blitzball

After a certain point in the game, you're able to play the blitzball mini-game from any Save Sphere. Blitzball has a tremendous amount of depth, and interested players can sink a great deal of time into it.

You can recruit players for your blitzball team during your journey by talking to certain characters with . Playing blitzball beyond the first match isn't mandatory, but it is the only way to acquire certain rare items.





COMBAT BASICS

Battle Mode

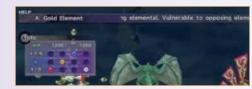
When a battle occurs, combat proceeds in a turn-based fashion. When the party's turn comes up, the battle will wait for you to input your next command. After you defeat an enemy, Ability Points are awarded to all the characters who participated in the fight.



Info Bar and Help Window

The bar at the top of the screen displays useful information about enemy behavior and what various commands do. You can turn it on or off by pressing seed.

The Help window displays additional information when the Sensor ability is equipped, or when Scan has been cast on an enemy. You can disable the Help window in the Config menu.



Party Status

The party's status appears in the bottom-right corner of the battle screen. It shows each character's HP, MP, and Overdrive gauge. A character's name changes from white to yellow when the character's HP falls beneath half his or her max HP.

Wakka	HP	1488	MP	65
Auron	НР	1853	MP	93
Kimahri	нр	1188	MP	138

CTB Window

During battle, the window on the screen's right side displays the order in which character and enemy turns proceed. This is an invaluable resource for planning your strategy against foes, because you can see exactly when their attack is coming. The picture at the top of the list indicates the next in line to attack. All enemies are designated with a letter (A, B, C, etc.). Knowing this, you can focus your next attack against the next enemy before its turn. You can also refer to the CTB Window to determine how to heal or cure your characters.



Different actions require different amounts of recovery time, and thus have varied effects on the order of turns displayed in the CTB Window. To preview how your actions will affect the CTB Window order. select the command you want to use and select the target of your action without executing the action.

Switch Menu



You are not limited to the abilities or shortcomings of the characters who begin a fight. On any character's turn, press u to access the Switch menu. This displays all of the characters who are not currently involved in the battle. Select one of them

and press (2) to bring him or her into battle. The character switched in can act immediately, so no turns are lost. Use the Formation option in the Main Menu to select which characters will initially appear on the battlefield.

The Command Window

Each character has a different set of commands based on his or her abilities. Every character has the Attack ability, but some party members do not have the strength to cause significant amounts of damage with a weapon.

The Skills and Special commands open a menu of combat techniques available to the character. Characters can learn these skills through the Sphere Grid. The character Yuna has the unique ability to use the **Summon** command.

If a character possesses any spells, he or she can cast them with the White Magic or Black Magic commands. White magic is used primarily to heal and protect the party, whereas black magic is used to attack and damage the enemy.

The Item command enables the character to use potions or medicines or to use them on other characters.

Once a player has filled their Overdrive gauge, they can unleash a powerful ability with the Overdrive command, found by pressing left on the Command Window.

In certain boss fights, **Trigger Commands** can be used to perform special actions. These commands are accessed by pressing left on the Command Window.



Even in the middle of combat, characters can change their armaments to respond to battlefield conditions. To do so, press right on the Command Window and select Weapon or Armor.

Press right on the Command Window to find the Escape command. This allows your party to run from battle, although it doesn't always work (and never works during boss battles).

Defending

Defending is not an option in the Command Window. Instead, press (a) to have a character pass their turn and enter a defensive stance. While defending, characters take half damage from physical attacks. However, damage from spells



Casting Magic

Spells are powerful ways of attacking enemies or protecting characters, but they consume MP. You can cast most spells at only one character or enemy, but some will affect the whole group at once.

Elements

Many black magic spells have elemental properties, which means they draw upon the elements of fire, water, ice, and lightning. Enemies from various regions are inherently strong against some elements. However, being strong against one element may make a fiend weak against the opposite element.

COLOR	ELEMENT	WEAK AGAINST		
Red	Fire	Ice		
Yellow	Lightning	Water		
Blue	Water	Lightning		
White	Ice	Fire		



4 Game Basics

Infiltrate the Locked Treasure Room

Continue south from where you found Lulu until you reach a dead end. Collect the Elixir from the treasure chest, and activate the glyph in the rubble. Return north to the last T-intersection and head east. The corridor eventually returns to the room in which you started.



Move north from the first Save Sphere and take the first right turn. A Black Magic Sphere is in the right side of the chamber, and the floor glyph should now be active. When you step on it, the teleport pad outside is moved to a new location to the west.



Go back toward the Save Sphere where you located Auron, and head west again. When you reach the chamber where the gate bars your path, stand by the teleport pad. When the glyph arrow points toward the room, step on the pad to teleport inside. Now you can collect the Skill Sphere, Lucid Ring, and 10,000 gil. (One chest is against the locked door, and almost impossible to see.) Return to the Save Sphere and head north through the red-lit corridor.

ISSARU & HIS AEONS

HP: GROTHIA: 8,000 (2550), PTERYA: 12,000 (2550), SPATHI: 20,000 (2550) AP: 6.000 WEAKNESS: GROTHIA: ICE. PTERYA: NONE. SPATHI: NONE STEAL: N/A

This battle is a test of using your aeons' abilities wisely. It consists of a series of three separate fights, allowing Yuna to summon a new aeon each time.

The first encounter is with Isaaru's version of Ifrit, Grothia. Summon Bahamut and cast Blizzara to send Grothia into Overdrive. Bahamut weathers this attack and will most likely go into Overdrive as well. Mega Flare should easily finish

Isaaru then summons his version of Valefor, Pterya. Since Pterya doesn't have any elemental strengths, summon either Shiva or Ixion, whichever is closer to hitting Overdrive. After taking damage, use your chosen aeon's black magic on itself to heal. If Pterya gets close to Overdrive, start using Shield.



Isaaru then summons his version of Bahamut, Spathi. Summon an aeon that can heal itself with its own black magic, like Ixion or Shiva. After using a special attack, Spathi begins a countdown. When the countdown reaches zero, use Shield to reduce damage from the Mega Flare attack.



Swim Out of the Channel

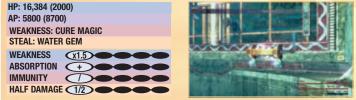
To the right of Tidus's starting position in the underwater channels is a blue chest where the trio can purchase items. Don't worry too much about supplies. This is a short area, and you'll probably only face two or three encounters. Your foes here are almost universally weak to lightning, so use Lightningstrike weapons to give yourself an edge.

Swim forward and around the corner until you see another Save Sphere. Make sure to save your progress before proceeding into the round chamber.





EVRAE ALTANA



Ouring this battle, you can use Trigger Commands to strike the locks on the gates behind you. Open both locks, and you flee through the gate. Continue doing this through the channels, and you soon have

Evrae trapped in the final section. While there, your attacks do more damage and some of Evrae's attacks are prevented.



Regroup and Make Your Escape

If you used the gate plan to beat Evrae Altana, you go straight to the next scene after the battle. If you didn't, the game resumes in the channels where you first encountered it. Continue swimming through the area, collecting the **Avenger** and Wakka's excellent **Rematch** from the two treasure chests.

Now reunited, the party runs into Seymour again. Unwilling to sacrifice Kimahri, Yuna and the others come to his aid.

There are two Save Spheres on the Highbridge, one at each end. This area is an extremely good place to level up. If Yuna can gain enough AP, try to learn the Reflect ability. Try to get each character into Overdrive mode, but save the attack for the upcoming boss fight.





SEYMOUR NATUS & MORTIBODY

HP: SEYMOUR: 36,000 (3500), MORTIBODY: 4,000 AP: 6300 (9450) **WEAKNESS: NONE** STEAL: SEYMOUR:TETRA ELEMENTAL. MORTIBODY: NONE





Tidus, Yuna, and Auron all have Trigger Commands that allow them to boost one of their attributes. Start by pounding away at Seymour with Overdrives, if they are available. Only summon aeons that can immediately use their own Overdrives, as aeons will only get a single attack before Seymour Banishes them. Lulu should target Seymour with Bio as a steady source of damage.

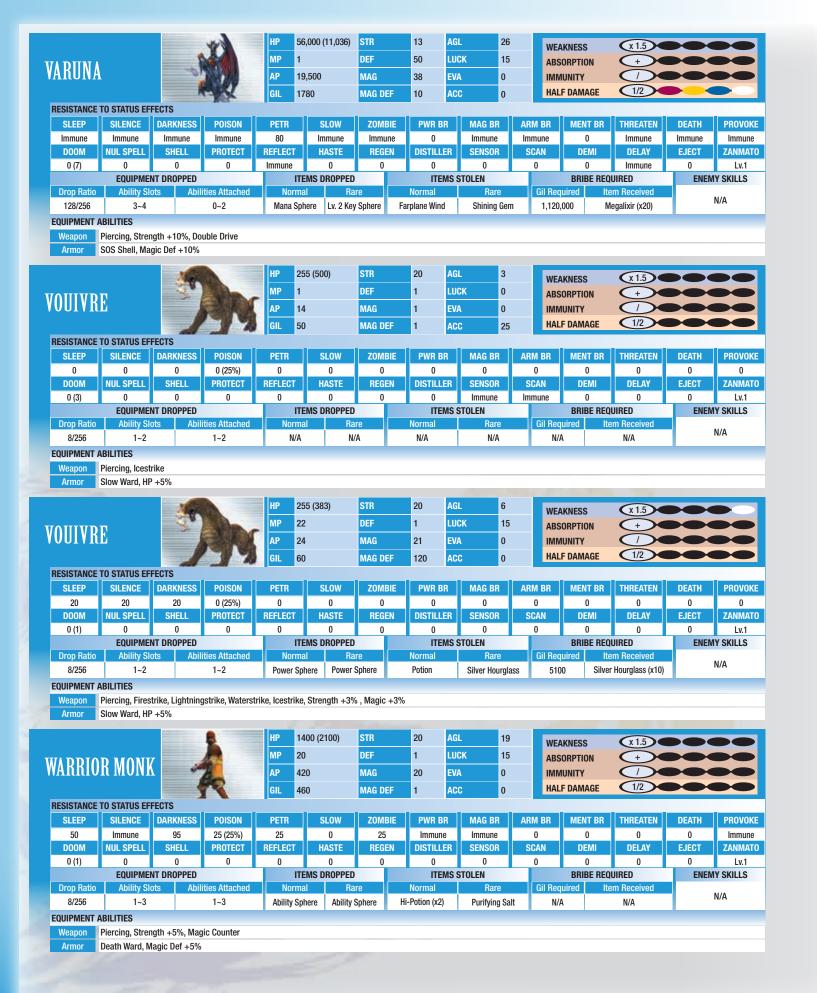
Seymour only gets stronger as his HP dwindles, casting Break spells after losing 1/3 of his HP, and deadly Flare spells when he's lost 2/3 of it. Nevertheless, frontload your powerful attacks so you can get full damage out of them; eventually Seymour defends himself with a Protect spell.

If Yuna knows the Reflect spell, it can be used to great effect here. Characters protected by Reflect are immune to nearly all of Seymour's attacks. You can also cast Reflect on Seymour to divert the Cura spells cast by the Mortibody away from Seymour and onto your team.

If you're having trouble finishing off Seymour, target the Mortibody instead. When its HP runs dry, it drains HP from Seymour. If you can outrace its Cura spells, it







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EQUIPMENT A	BILITIES																

Weapon Piercing, Counter

Armor SOS Haste, HP +10%

GUNNER

MAIN COMMANDS • Attack • Trigger Happy • Gunplay • Item

The Gunner uses firearms to attack enemies. Range isn't a problem, and a Gunner's attacks are very effective against flying or airborne enemies. The Trigger Happy attack enables you to assail a single foe with a barrage of lower-powered chain attacks (quickly tap) during the time allotted. You can even extend the time for Trigger Happy by leveling up the ability. At first, a Gunner's attacks won't deal much damage. But as a character gains levels, the Gunner dressphere becomes a powerful tool for quickly disposing of enemies. Gunplay abilities feature special shots that require MP to execute. However, unlike most skills and spells, Gunplay abilities are immediately performed by the Gunner, similar to physical attacks.

In combat, the Gunner's main job is to attack and destroy enemies. At the start of the game, the Gunner is quite effective at this job. Equip a Gunner with accessories and Garment Grids to boost Strength and Accuracy to inflict more damage. As the character donning the Gunner dressphere gains experience levels and grows in strength, her attacks become more devastating with a higher frequency of critical hits.



GUNNER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES				
Attack	0	0	Attack one enemy.	None				
Trigger Happy	0	0	Press a repeatedly during allotted time for multiple hits.	None				
Potshot	20	8	Damage one enemy.	None				
Cheap Shot	30	8	Damage one enemy regardless of its Defense.	Potshot				
Enchanted Ammo	30	8	Inflict magical damage on one enemy.	None				
Target MP	30	8	Inflict damage on one enemy's MP.	Enchanted Ammo				
Quarter Pounder	40	8	Reduce one enemy's HP by 1/4.	Target MP				
On the Level	40	12	Damage one enemy according to the user's current EXP level multiplied by 16.	Target MP				
Burst Shot	60	12	Critically damage one enemy.	None				
Table-turner	60	8	Deal greater damage to enemies with high Defense.	Potshot				
Scattershot	80	8	Damage all enemies.	Burst Shot				
Scatterburst	120	36	Critically damage all enemies	Scattershot				
Darkproof	30	0	Guards against Darkness.	None				
Sleepproof	30	0	Guards against Sleep.	Darkproof				
Trigger Happy Lv.2	80	0	Extends the time allotted for Trigger Happy.	None				
Trigger Happy Lv.3	150	0	Extends the time allotted for Trigger Happy.	Trigger Happy Lv.2				

MAIN COMMANDS • Attack • Steal • Flimflam • Flee • Item



While most enemies drop items and small amounts of gil after each battle, a Thief can steal additional items, gil, HP, and MP from enemies during combat. While a Thief is neither strong nor sturdy like some of the typical "attacker" types, the Thief's high Agility and Evasion make it easier to sidestep many physical attacks. By stealing items and using the Pilfer Gil ability during every battle, a Thief helps the party to amass an overwhelming supply of medicines, bombs, consumables, and accessories, as well as plenty of gil. Stealing is one of the best methods to gain powerful equipment early in the game. In particular, by entering Fiend Arena tournaments in Shinra's Creature Creator, you can steal accessories from Chapter 5 while you're still in Chapter 1! Going hand-in-hand with stealing, the First Strike ability of a Thief enables her to get the first

During combat, spend the first few turns stealing items and gil from each enemy on the battlefield. If enemies are reluctant to give up items and your Thief continuously comes up empty-handed, use the Sticky Fingers ability to pry the items loose. In particular, bosses usually hold powerful accessories that can only be gained by stealing, so keep someone equipped with a Garment Grid that can be switched to Thief at all times. Help out your fellow party members by halting enemy advancement with Borrowed Time, or enable the entire party to run simultaneously with the Flee ability in case of an emergency.

Interestingly, equipping a fiend or NPC acquired from the Creature Creator with the Thief dressphere changes that creature's Fight command into Mug.

THIEF ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES	
Attack	0	0	Attack one enemy.	None	
Steal	0	0	Steal items from one enemy.	None	
Pilfer Gil	30	2	Steal gil from one enemy.	None	
Borrowed Time	100	16	Inflict Stop on one enemy.	None	
Pilfer HP	60	10	Steal HP from one enemy.	Pilfer Gil	
Pilfer MP	60	0	Steal MP from one enemy.	Pilfer HP	
Sticky Fingers	120	20	Always steal items from one enemy.	Pilfer HP	
Master Thief	140	20	Steal rare items from one enemy.	Sticky Fingers	
Soul Swipe	160	12	Inflict Berserk on one enemy.	Pilfer HP	
Steal Will	160	18	Cause one enemy to flee from battle.	Soul Swipe	
Flee	10	0	Aid the party's escape from battle.	None	
Item Hunter	60	0	Improves the odds of enemies dropping items.	None	
First Strike	40	0	Act at the beginning of battle.	None	
Initiative	60	0	Raises the party's chance of a preemptive strike.	First Strike	
Slowproof	20	0	Guards against Slow .	Item Hunter	
Stopproof	40	0	Guards against Stop .	Slowproof	

WARRIOR

MAIN COMMANDS • Attack • Swordplay • Assault • Sentinel • Item



The Warrior, Paine's initial dressphere, is the first of many strong "attacker" dresspheres in the game. The main function of a Warrior is to hit enemies hard and bring down large amounts of enemy HP with each strike. A Warrior benefits from a lot of HP, but lacks a respectable amount

of MP. A Warrior's Swordplay skills are all low MP-cost

abilities that fuse magic with metal in a powerful attack designed to exploit enemy weaknesses. A Warrior can also make many enemies easier to defeat by lowering their attacking power, defense, and spell casting abilities. Additionally, a Warrior can also delay the action of an enemy with Delay Attack and Delay Buster.

During battles, if an enemy is taking less than the normal amount of damage from a Warrior's attack, use Swordplay abilities to exploit elemental weaknesses or inflict status ailments on it. Without restorative abilities, a Warrior must depend on others (or items) to regain

WARRIOR ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sentinel	20	0	Take less physical damage until next turn.	None
Flametongue	20	4	Deal fire damage to one enemy.	None
lce Brand	20	4	Deal ice damage to one enemy.	None
Thunder Blade	20	4	Deal lightning damage to one enemy.	None
Liquid Steel	20	4	Deal water damage to one enemy.	None
Demi Sword	60	6	Deal gravity damage to one enemy.	Flametongue, Ice Brand, Thunder Blade, Liquid Steel
Excalibur	120	24	Deal holy damage to one enemy.	Demi Sword
Power Break	30	4	Damage one enemy and lower its Strength.	None
Armor Break	30	4	Damage one enemy and lower its Defense.	None
Magic Break	30	4	Damage one enemy and lower its Magic.	None
Mental Break	30	4	Damage one enemy and lower its Magic Defense.	Magic Break
Delay Attack	100	10	Damage one enemy and delay its action.	Armor Break
Delay Buster	120	16	Damage one enemy and greatly delay its action.	Delay Attack
Assault	100	0	Cast Berserk, Haste, Shell, and Protect on the party.	Sentinel
SOS Protect	20	0	Casts Protect when HP is low.	Sentinel

SONGSTRESS

MAIN COMMANDS • Dance • Sing • Item

The Songstress dressphere transforms its user into a singing sensation who uses music and dance to distract the enemies from damaging the party. By learning the various Dance moves available, a Songstress can inflict status ailments on the enemy party with a 100% success rate (except in cases where enemies are immune to the status ailments). For example, while a Songstress is present, you can blind the entire enemy party to prevent them from striking with physical attacks, or even stop them completely to make them easier targets. The Songstress has no ability to attack or heal unless she is equipped with the proper Garment Grids or accessories. While equipping and mastering this dressphere, it's a good idea to equip accessories or Garment Grids that allow you to use the attack or healing abilities of another dressphere, so the Songstress can adapt to emergency situations.

During combat, use Dance abilities to negate the enemies' combat abilities, or throw the whole party into a frenzy by casting Jitterbug. A Songstress won't get another turn until the effects of the previous dance have ended. If a Songstress

can't inflict status ailments on an enemy due to immunities, use Sing abilities to boost the attributes of allies.



To learn MP Mambo and Magical Masque, you must acquire two key items: Magical Dances, Vol. I and Magical Dances, Vol. II. Volume I is obtained by defeating the boss

enemies inside the Den of Woe at Mushroom Rock. Volume II is obtained by defeating the Experiment machine at Djose Temple during Chapter 5, when the boss's Attack, Defense, and Special parameters are all at level 5.

SONGSTRESS ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Darkness Dance	0	0	Inflict Darkness on all enemies while dancing.	None
Samba of Silence	20	0	Inflict Silence on all enemies while dancing.	None
MP Mambo	20	0	Reduce the party's MP cost to 0 while dancing.	Magical Dances, Vol I key item
Magical Masque	20	0	Nullify magical attacks against the party while dancing.	Magical Dances, Vol II key item
Sleepy Shuffle	80	0	Inflict Sleep on all enemies while dancing.	None
Carnival Cancan	80	0	Double the party's max HP while dancing.	Sleepy Shuffle
Slow Dance	60	0	Inflict Slow on all enemies while dancing.	None
Brakedance	120	0	Inflict Stop on all enemies while dancing.	Slow Dance
Jitterbug	120	0	Sustain a Haste effect on the party while dancing.	Slow Dance
Dirty Dancing	160	0	The party inflicts critical hits while you dance.	Carnival Cancan
Battle Cry	10	4	Raise the party's Strength.	None
Cantus Firmus	10	4	Raise the party's Defense.	Battle Cry
Esoteric Melody	10	4	Raise the party's Magic.	None
Disenchant	10	4	Raise the party's Magic Defense.	Esoteric Melody
Perfect Pitch	10	4	Raise the party's Accuracy.	None
Matador's Song	10	4	Raise the party's Evasion.	Perfect Pitch

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ITEM CHECKLIST

Elixir Mega Phoenix White Ring Red Ring Star Pendant **Muscle Belt** Black Mage Dressphere @



After grabbing the accessory, move to the ledge on the left and hold o to climb back up. Then run toward the ledge and hold o to jump the gap.

Jump and Climb Across the Ledges

Follow the on-screen instructions for jumping and climbing ledges. After leaping the first gap, follow the girls to a place where you can see a treasure chest below. Drop down to open the chest for a Yellow Ring. Run down the stairs and use the Save Sphere. Take this opportunity to make sure everyone is equipped with an accessory, then proceed.

Press the Elevator Button

an Elixir. Then hop back across the platforms until you reach the ruins of a suspended road.

LEBLANC, LOGOS, ORMI



A Thief will have a grand old time during this battle, considering all the accessories that are up for grabs from this trio. If your Thief has learned the Pilfer Gil ability, you can also gain lots of gil. Note that all enemies have more gil to steal during a battle than they will drop afterwards. Also, have a Songstress keep the enemy trio blinded with Darkness Dance while a Warrior or Gunner attacks. Concentrate your efforts to rob and eliminate Leblanc first, since her attacks damage the entire party. Once she's gone, take out Logos and Ormi.

LEBLANC	HP: 120	MP: 320	EXP: 20	AP: 2
GIL DROPPED: 250 PILFER GIL: 700	Steal: Normal: T Drop: Normal: H	iara Rare: Tiara i-Potion Rare: Hi-l	Potion (x2)	
LOGOS	HP: 100	MP: 25	EXP: 310	AP: 1
GIL DROPPED: 80 PILFER GIL: 280		Vhite Cape Rare: V otion Rare: Phoen		
ORMI	HP: 130	MP: 10	EXP: 10	AP: 1
GIL DROPPED: 80 PILFER GIL: 280		Gauntlets Rare: Gar otion Rare: Phoeni		

Temple Interior

Just inside the entrance to the ruins, move left or right and climb a ledge to find a mysterious switch on either side of the room. Pressing both switches lowers a column in a connecting corridor. However, this task is entirely optional.

When the girls reach a dead end, press the button on the wall to start the elevator. Once you're at the bottom of the shaft, hop down the ledges until you reach the base of the waterfall. Move left in front of the waterfall and hop up the mountain ledge to find a chest containing

Head north from the entry point and drop into the first pit to find a chest containing a White Ring. Climb out, then jump across the platforms, heading north. At the intersection, proceed down the corridor to the right.







Climb out the way you entered, then leap across the platform tops.

If you pressed the mysterious switches in the first room of the ruins, this is where the column fell. As you can see, you can cross this room just as easily by dropping into the pit and climbing out. This curving hallway emerges onto a ledge with a chest that has a Red Ring inside. Run back to the intersection, but this time take the other branch to another ruined highway.



After Ormi orders some Recoils and She-Goons to attack. hop up a series of rocks floating just off the toppled pillar's right side. Follow the curvy ribbon of ledge around the spire to a chest at the end, which contains a Star Pendant. Then return to the slanted pillar, hop across the gap, and quickly go after Leblanc before time runs out. If you beat Leblanc's party to the Save Sphere, you'll see them hanging from a ledge below a chest. Open the chest to obtain a Muscle Belt.

If you fail to reach the top chest before time expires, the chest

will be empty. Either way, continue to climb the cliff ledges and continue up the stairs.

Race to the Peak

The on-screen timer indicates the time remaining before the Leblanc Syndicate reaches the treasure sphere at the top of the Floating Ruins. If you reach the top before the Syndicate, you get an opportunity to claim a great accessory. The timer stops during each random and event battle. It's possible to grab all the items in the ruins and reach the top before the Leblanc Syndicate, but only if you hurry! Ignore the tilted columns, which only lead to a dead end. Instead, hold to climb over platforms to reach the door.

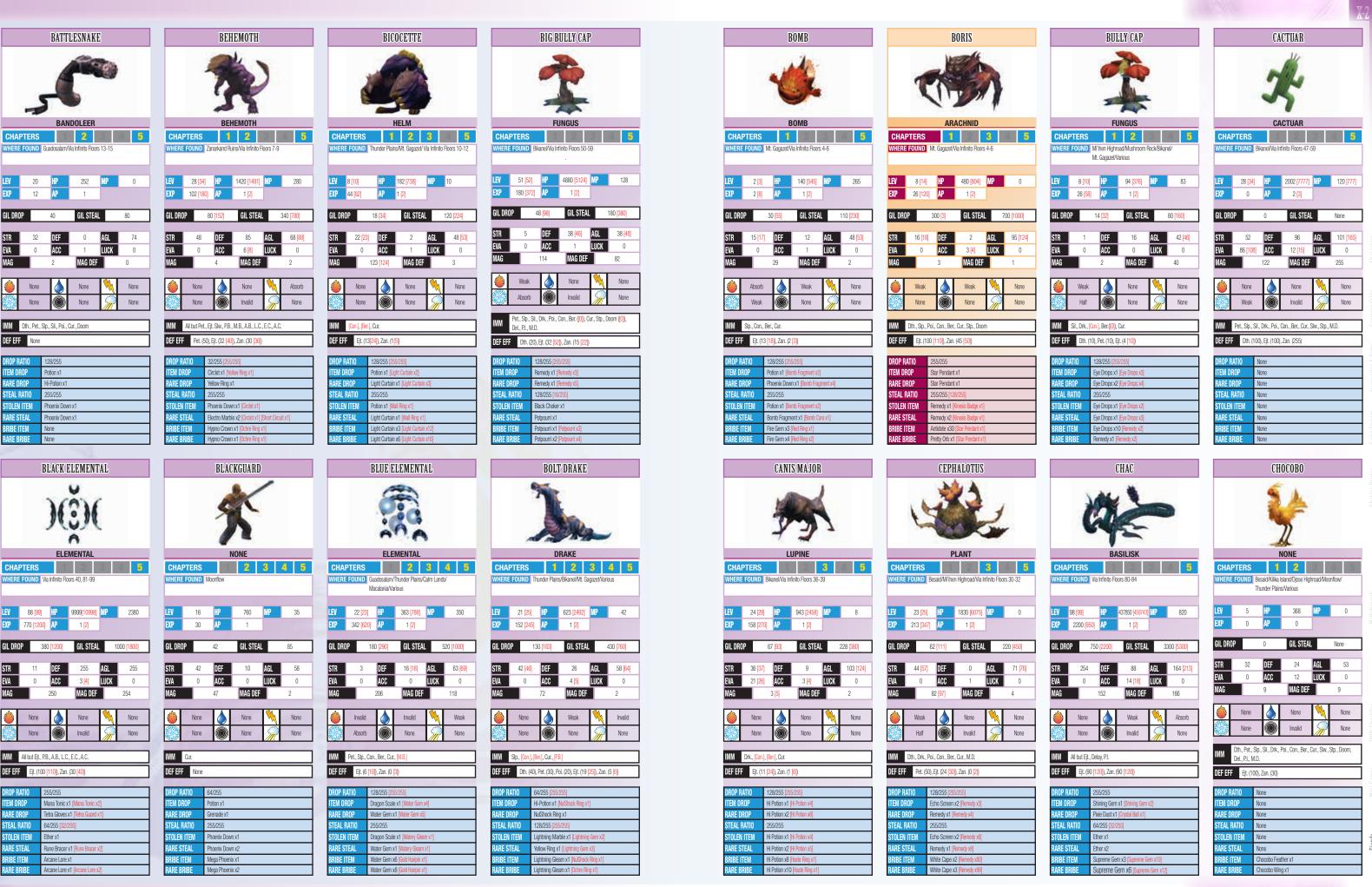


Fight Logos's goon squad, then enter the temple.

SNATCH BEFORE YOU CHOP

You may encounter Divebeaks during some of the random encounters in the Floating Ruins. Although these bird-like monsters are easily dispatched with a single attack, a Thief can steal Ethers from them. Ethers are a difficult item to come by, so attempt to steal one before finishing off these creatures.

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