

ZANARKAND

ENEMIES

SINSCALE	SINSPAWN AMMES
HP: 100	HP: 2400
AP: 0	AP: 0
GIL: 0	GIL: 0
DROP: N/A	DROP: N/A
STEAL: N/A	STEAL: N/A

OBJECTIVES



Break through the Sinscales.

Eliminate the sinspawn.

ITEMS

Longsword



THE STAR BLITZER

As the game begins, Tidus is on his way to a blitzball match at Zanarkand's stadium. However, a small crowd has gathered outside his residence. After speaking with those in the crowd, move past them. To get to the stadium, move across the bridge full of people. During this short jaunt, you can learn some things about Tidus's father, Jecht, from a commentator. Outside the arena, the crowd mobs Tidus and won't let him through. Maneuver Tidus through the people to the large doorway.



THE STADIUM IN RUINS

During the exciting blitzball match, Zanarkand gets attacked by Sin! As this occurs, Tidus falls from above and lands in the rubble outside. Move down the ramp until Tidus spots Auron, and then follow Auron into the city streets.

TIDUS



Blitzball runs in Tidus's blood, as he is the son of the legendary blitzler Jecht. But when Jecht mysteriously disappeared years ago, Tidus was left alone to fend for himself. The hard times are over, and now Tidus is living up to his old man's legacy.



THE INVASION

Tidus and Auron watch as a large monster crashes into a nearby building. A swarm of Sinscales emanate from its tail and land in front of the duo. Auron then hands Tidus a **Longsword**. Use the Attack command to eliminate the enemies directly in front of the characters to move on to the next area.



THE MYSTERIOUS ONE



This silent and cryptic man has served as mentor to Tidus. Since Jecht's disappearance, he has looked after Tidus from afar.

PROGENY OF SIN

The twosome then reach a location where another gigantic creature has crash-landed. To escape the enemy invasion, this monster must die.



BOSS

SINSPAWN AMMES

HP: 2400 (1000)
AP: 0
WEAKNESS: None
STEAL: N/A

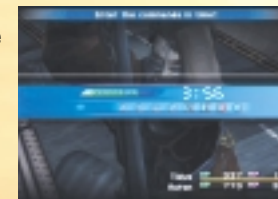
WEAKNESS ABSORPTION: x1.5
IMMUNITY: /
HALF DAMAGE: 1/2

This boss gets to attack first, and always casts a spell called Demi. This is a black magic spell that reduces the characters' HP only by a certain percentage. Since this is the monster's lone attack, it cannot kill Tidus and Auron! So don't worry about healing your characters, just attack.



Tidus and Auron start this battle with their Overdrive gauges nearly full. The sinspawn's first attack is usually enough to send Auron's gauge over the edge.

When it's Auron's turn to attack, press the left directional button to access the Overdrive Menu. Select his Overdrive, called Bushido, and execute his Dragon Fang attack. When the countdown starts, quickly enter the commands displayed on-screen. If you can push all eight buttons before time runs out, the attack will be executed at maximum power.



The Dragon Fang should eliminate all the Sinscales in front of the boss, thus enabling you to concentrate the rest of your attacks on the sinspawn.



Tidus's Overdrive is called Swordplay. When the countdown starts, a marker races across a thin meter on-screen. Press the button when the marker is directly in the center of the meter to execute the Overdrive. The strength of the attack is determined by the amount of time left on the clock.



After using both characters' Overdrives, keep attacking the sinspawn, chopping off some of its tentacles each time. Auron's Power Break ability is useless in this fight, because the creature only attacks with magic. After destroying all of the tentacles, the battle ends.





THE FINAL WAVE


Next, go to the **Save Sphere** located behind the sinspawn's dormant corpse. Touching the Save Sphere restores your characters to full health.

Just when Tidus and Auron think they have broken through, they are surrounded by even more Sin scales! During this confrontation, watch carefully for enemies whose wings start to flicker. You should eliminate that enemy next, or it will perform the damaging Spines attack.

After the first wave is defeated and replaced by new foes, Auron instructs Tidus to attack the tanker hanging from the bridge. Focus all of your attacks on the tanker until it falls and explodes.



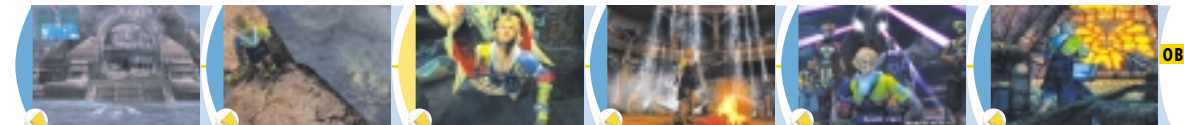
REALITY DIVIDES

Tidus then finds himself drawn into a bizarre situation. Press the  button to float downward. Turn Tidus around and head for the blurry figure standing on the platform.



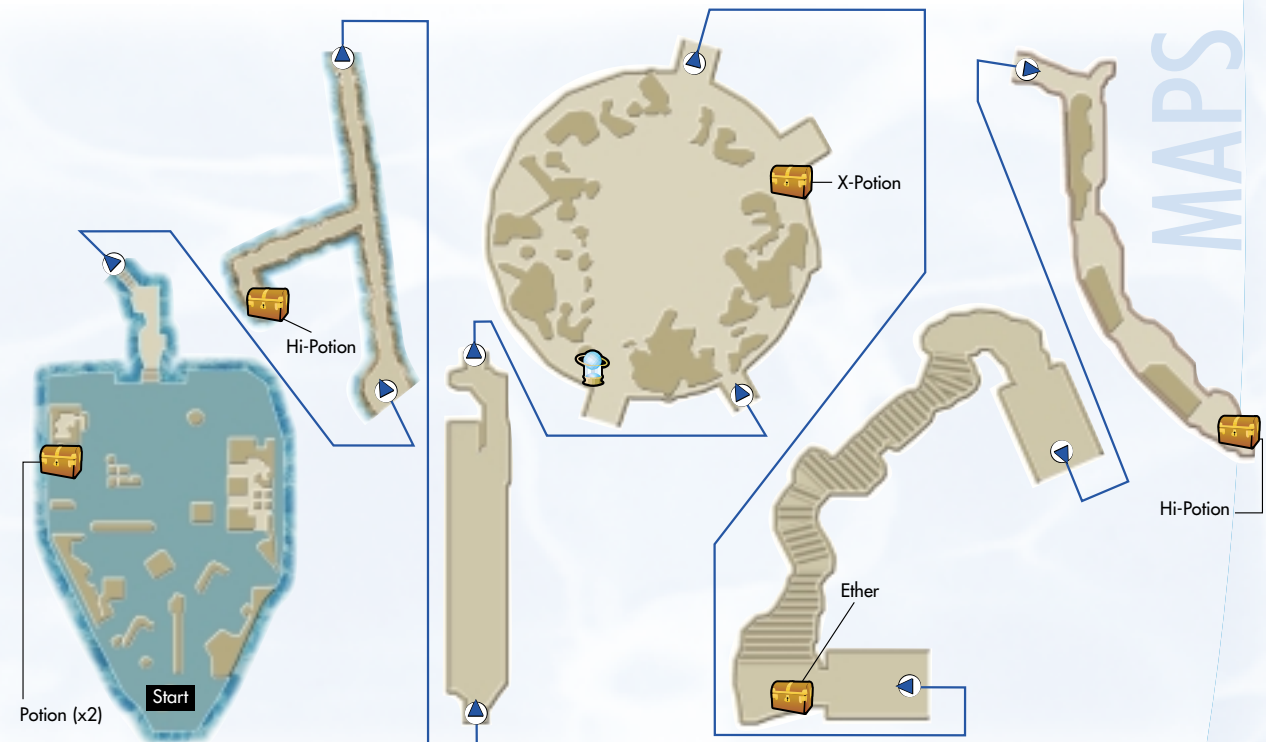
AL BHED TERRITORY

SAHAGIN		PIRANHA		GEOSGAENO		KLIKK		TROS		ENEMIES
HP: 100	AP: 0	HP: 50	AP: 1	HP: 32,767	AP: 4200	HP: 1500	AP: 5	HP: 2200	AP: 8	
Gil: 0		Gil: 2		GIL: 1000		GIL: 50		GIL: 100		
DROP: N/A		DROP: Power Sphere		DROP: N/A		DROP: Ability Sphere (x2)		DROP: Power Sphere (x2)		
STEAL: N/A		STEAL: Grenade		STEAL: N/A		STEAL: Grenade		STEAL: Grenade		




- Swim through the ruins to the stairs.
- Continue along the stone path.
- Escape from the Geosgaeno.
- Build a fire in the temple ruins.
- Speak to the Al Bhed girl and her friends.
- Salvage the sunken machine.
- Return to the Al Bhed salvage ship for dinner.
- Surround and defeat Tros.

ITEMS	KEY ITEMS
Potion (x5)	Flint
Hi-Potion (x2)	Withered Bouquet
200 Gil	
Ether	
Al Bhed Primer vol. I	



CASTAWAY

Tidus finds himself alone and adrift amid a sea of ruins. Use the left analog stick to guide Tidus through the water, and press  to dive under the surface.



On the far west side of the area, there is a small set of stairs where Tidus can get on dry land. The blue globe-like object is an **Al Bhed Compilation Sphere**, ① which doesn't serve much use until later in the game.

Another platform to explore is on the far east side of the water area. There is a sign here written in Al Bhed, a language Tidus doesn't understand. Directly behind the sign's location is a partially hidden treasure chest containing **200 Gil**.

When finished searching the new environs, swim to the center stairs and move into the next area. ②

THE CRUMBLING PATH

Use the Save Sphere near the start of this area to save your game or to replenish HP. Continue across the stone platform above the water.

HOSTILE WATERS

After swimming around a bit, three Sahagin enemies confront Tidus underwater. After he disposes of two of them, the third monster is swallowed by an even larger sea creature. Viewing Tidus as another viable food source, the fiend attacks!



①



There are two Potions in a chest just south of the Compilation Sphere.



②



THE SECRET OF THE PICTURES

In the still shots from the game, the map display function was left on for a reason. If you look closely at the shots, you can see where Tidus is standing in the environment. This will help you hunt down hidden and secret items that are off the beaten path!



Follow the west branch of the stone path to find a chest containing a Hi-Potion.



BOSS FIGHT

GEOSGAENO

When it's Tidus's turn to attack, press right on the left analog stick to access the Subcommand Menu, then select Escape each round. If you're unsuccessful, keep trying. The other way to win this fight is to attack each turn for three rounds. However, Geosgaeno will counterattack, cutting your HP in half.

HP: 32,767 (90 to escape)
AP: 0
WEAKNESS: None
STEAL: N/A

WEAKNESS <1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2



GATHERING FUEL FOR THE FIRE

Following Tidus's escape from the massive sea monster, navigate up the stairs and through the door. You need to build a fire. In the center of the massive room are logs that can be kindled into flame. Go through the doors near the Save Sphere, search the open drawer for the **Flint**, and return to the main chamber.

Head to the north part of the map, and enter the doorway marked on the on-screen map with a green square. Ascend the stairs and examine the dried flowers to obtain the **Withered Bouquet**. ③ Now you're ready to start the fire.

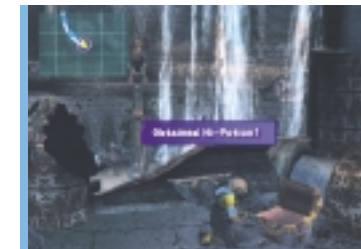
Head back down the stairway and return to the kindling in the middle of the temple floor. When you examine it, Tidus starts a fire.



③



Head down from the doorway to find a treasure chest containing an Ether.



While upstairs, follow the balcony to its end and open the treasure chest to obtain a Hi-Potion.



BOSS FIGHT

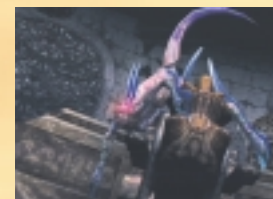
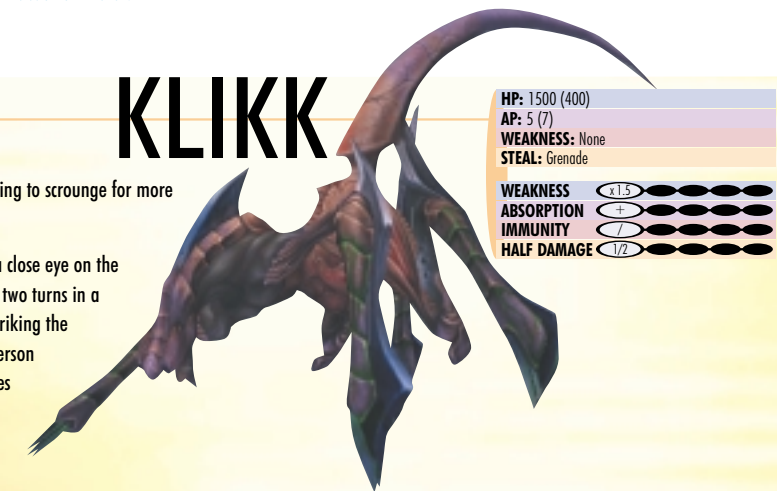
KLIKK

Shortly after Tidus dozes off, the campfire goes out. Turning to scrounge for more materials, the blitzball champ sees that he is not alone.

It's best to just trade blows with this agile opponent. Keep a close eye on the CTB Window on the right side of the screen. When Tidus has two turns in a row, use a Potion or Hi-Potion to reclaim any lost HP. Keep striking the Klikk until a group of people blow down the door. A young person then joins Tidus in the battle, and a tutorial on using Grenades occurs. When it is the girl's turn, scroll down to the Special command, then select the Use command to throw a Grenade.

Have Tidus continue to attack while the mystery girl steals another Grenade from the Klikk. Use the Grenade you just stole and let this boss have it!

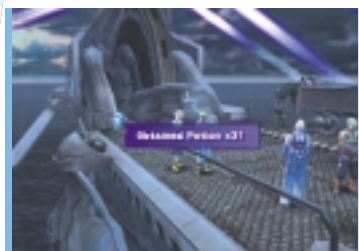
HP: 1500 (400)
AP: 5 (7)
WEAKNESS: None
STEAL: Grenade
WEAKNESS <1.5
ABSORPTION +
IMMUNITY /
HALF DAMAGE 1/2



AL BHED SHIP

Tidus is abducted and forced to work for the strange group of people. On the ship's deck, talk to the soldier on the left to get three **Potions**. You can also find the **Al Bhed Primer vol. I** in the opposite corner.

Return to the girl who speaks Tidus's language and talk to her. A short tutorial on Abilities and the Sphere Grid follows. Afterward, the Sphere Grid command appears on the Main Menu. Tidus should have gained a Sphere Level after the last fight, so use the Sphere Grid to acquire the Cheer ability.



Talk to the Al Bhed to receive three Potions.



Al Bhed Primer vol. I is located to the right of the entrance to the ship's hold.



Swim into the ship's hold.

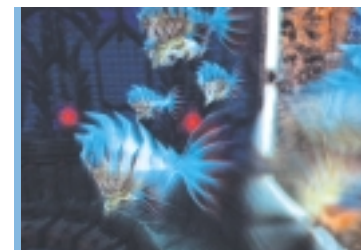
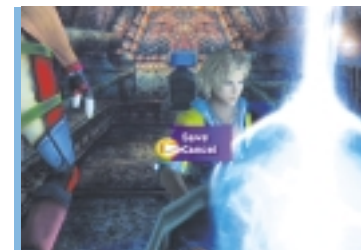
THE AL BHED LANGUAGE

Turn to the **RPG Basics** section at the front of this book for a complete discussion on obtaining Al Bhed Primers and learning this mysterious language.

After Tidus opens the door, follow the girl into the second corridor.

Swim into the next large chamber, where some Piranhas will attack. Again, steal as many Grenades as possible and leave the disposal of these enemies up to Tidus.

Afterward, join the girl in examining the device. However, Tidus will draw the attention of a rather massive foe. Swim back to the first chamber to engage the enemy.



BOSS FIGHT

TROS

HP: 2200 (600)
AP: 8 (12)
WEAKNESS: None
STEAL: Grenades

WEAKNESS
ABSORPTION
IMMUNITY
HALF DAMAGE

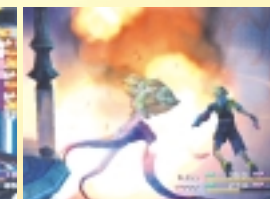
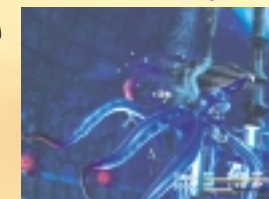
After each character uses a turn to attack or steal, the beast swims to the other side of the chamber, after which a short tutorial on Trigger Commands follows. On your next turn, press left to enter the Trigger Command menu and choose "Stand By." This chance to rest restores 50 HP to each character. On Tidus's next turn, use the Cheer ability if it's available. After the short rest, Tros uses its Nautilus Charge to attack both characters at once.



Spend your next turns using Potions to recover any lost HP. When you get an opportunity, use a Grenade against the boss.

Tros then swims to the other side of the room again. If it isn't Tidus's turn, press until he is

ready to go again. If you check Tidus's Trigger Commands this time around, there is an option to perform a Pincer Attack. This attack causes the characters to surround the boss and prevents its Nautilus Charge attack.



UNDERWATER MYSTERY

After the tense battle, follow the girl through the hole in the wall and swim toward the direction indicated by the red arrow on the on-screen map.

The crew returns to the ship, and during the dialogue there is an opportunity to use the Save Sphere. Speak to the girl again when you're ready. Tidus has another strange experience with Sin. He is swept away into the current, and there's no telling where the powerful monster will take him next!



MAPS



SALVAGE OPERATION

After talking to the girl a second time, Tidus dives into the water. You may encounter Piranhas along the way. Use these opportunities to steal Grenades and gain spheres and AP.

Inside the sunken ruins, there is a **Save Sphere** just inside the entrance. Press to descend to it. Swim forward and examine the large control panel.

