



YUNA

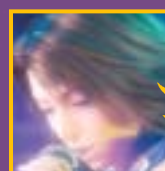
Age: 19

Height: 162 cm

Dressphere: Gunner

Yuna and her partners, Rikku and Paine, are members of the Gullwings, a merry band of sphere hunters. They journey throughout Spira in their airship, the Celsius, searching for valuable spheres. Images, sounds and other data can all be stored on these remarkable artefacts. Yuna was not always a sphere hunter having been a high summoner two years before. She successfully achieved something neither her father Braska, nor any other high summoner before her could accomplish: she delivered Spira from the threat of Sin, once and for all.

She was accompanied on her pilgrimage by her guardians: Wakka, Lulu, Kimahri, Auron, Rikku and "him..." Tidus. When their quest was over, Tidus disappeared just as mysteriously as he had arrived. This broke Yuna's heart, even though Tidus was apparently nothing more than a dream made flesh, a construct of the Fayth's imagination. These days, Yuna takes life much less seriously, though more seriously than the fun-loving Rikku. Even in the current period of calm, many of Spira's inhabitants still have the highest respect for their saviour, who they call "Lady Yuna".



RIKKU

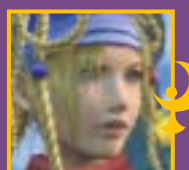
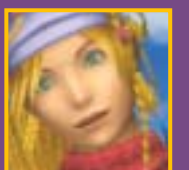
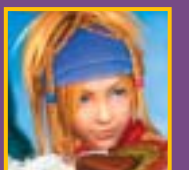
Age: 17

Height: 159 cm


Dressphere: Thief

Two years ago this bubbly Al Bhed girl was Yuna's guardian, and as such was prepared to sacrifice her own life to protect her; a fact that may seem hard to believe, given Rikku's apparently carefree nature. The Al Bhed were treated like outcasts in Spira, before the final victory over Sin, as the religious teachings of Yevon officially prohibited the use of machina. Ostracised by the Yevonites, the Al Bhed would never accept that there was anything wrong with their ingenious mechanical devices.

Some time ago, Rikku set up the Gullwings sphere hunter organisation together with Brother. After the discovery of the New Beginnings Sphere, containing video footage of her old friend Tidus, she roused Yuna from her lethargy, and persuaded her to leave Besaid and join the Gullwings. The vivacious Rikku constantly tries to keep everyone in good spirits, which can cause problems for the group on occasion. In the face of any difficulties, however, her optimism is boundless.



WAITING AND PREPARING

The **ATB Gauge** provides you with two different types of information. A green bar measures the charge time that has to elapse before a character is ready to receive a command. A purple bar measures the wait time before the next command is executed. The character becomes active as soon as the bar is full. Once the ATB Gauge turns purple, the command cannot be reversed. If the green bar is full for several characters, you may switch back and forth between them by pressing .

Wait and charge times differ depending on a character's Agility and the chosen command. Not all abilities require a wait. In addition, charge and wait time can be influenced by status effects such as Slow or Haste (the colour of the bar will also change).

Physical attacks will temporarily interrupt the process of filling the bar. This system also applies to opponents even though their bar is not displayed.

Some battles start under altered circumstances, when for example, you are ambushed by an opponent, or vice versa. The likelihood of such an event depends on the Agility levels of your team and those of the fiends you encounter. The First Strike Auto-Ability will always give you the initiative in random battles.



DECIDING ON A TARGET

When an action is selected, the Command menu will be replaced by a list of possible targets. Any status effects will be also be indicated by the appropriate symbols here. Select a target by pressing the up or down directional buttons. By pressing left, you



can target all opponents and by pressing right, you can switch to targeting your own party member, if the selected action supports this option, or select your entire party if you so desire, depending, again, on the nature of the action.

Targeting groups does have some penalties, however, as it means that the effects of the ability are halved. There are some actions that can only be applied to the active character, for example Escape. In contrast, Steal only works on an opponent.

When you use a curative item or ability, the cursor will always be initially pointed at your own party members, whereas in the case of a grenade the cursor will point at your opponents. You can, however, switch over by pressing left or right and use the curative item or ability on an opponent, or throw a grenade at your own party. That may sound pointless but it can be surprisingly useful tactic under certain circumstances.

ACCURACY

The accuracy of a physical attack will depend on the attacker's status (e.g. if an attacker is afflicted with Darkness, its accuracy will be dramatically reduced) – and on the Evasion value of the

target. When either Stop or Sleep has been inflicted on a target, an attack will always hit the mark. If an attack misses its target, Miss will be displayed.

MORE DAMAGE!

There are several methods for making your attacks more damaging.

- You attack your opponent from behind. Effect: twice the amount of damage.
- Critical hit: Some attacks cause a critical hit. The likelihood of this depends, among other things, on the Luck value of the attackers and the target. Effect: twice the amount of damage.
- Certain abilities will allow you to increase the Strength of your own physical attacks, whilst others will diminish the Defence of your opponent. Effect: dependent on the changes that have occurred.

- An adroit use of elemental affinities. Effect: 200% damage (by combining several weaknesses, theoretically up to 3200%).

The upper limit for damage is 9999 points. Unsurprisingly, at the beginning of the game you will not be able to inflict anything like that much damage. With the Auto-Ability Break Dmg. Limit, however, you can eventually increase the damage threshold to 99,999 points. You can also defeat an opponent with one hit by inflicting status ailments such as Petrification or special effects like Death and Eject.

CHAIN ATTACK

If a target suffers several hits in rapid succession, this will result in a Chain Attack. You must hit your target again while it is still reeling from an attack. (For this reason, no Chain will be possible if the target is affected by Stop and is therefore completely motionless.) If you have launched a successful Chain Attack the



word "Chain" will appear above the targeted opponent. Beneath it, the number of attacks in the Chain will be displayed (x1, x2... up to a maximum of x99).

Chain attacks increase in strength. They begin with a bonus of 45% for a simple Chain. The damage can increase to a maximum of more than 600%. It doesn't matter whether the hits came from more than one attacker. For this reason, smart timing and the co-ordination of several Chain attacks can produce devastating results.

ELEMENTAL AFFINITIES

Some abilities and monsters have elemental affinities. There are four primary elements.

Element Effect of:

| | |
|-----------|-------------------------|
| Fire | Fire, Fira, ... |
| Ice | Blizzard, Blizzara, ... |
| Lightning | Thunder, Thundara, ... |
| Water | Water, Watera, ... |

There are two pairs of opposing elements. Fire can be used to combat Ice, Lightning can be used to combat Water, and vice-versa. When the elemental affinities of a weapon and a monster come into contact, this can produce four different effects:

Weak: Elemental damage is doubled
Half: Elemental damage is halved
Immune: Opponent will not suffer any damage
Absorb: Damage is converted into HP and the opponent is healed by the attack.

As you can see, elemental affinities are not necessarily an advantage. For example, if you use Ice magic on a Flan Blanco fiend, you will heal it rather than inflict damage, which is not generally desirable during a battle! You can often tell the elemental characteristic of a fiend simply from its colour and the way it attacks. If you want to be sure, use the Gun Mage Scan ability to reveal a fiend's elemental Achilles Heel, or refer to the Monsters chapter on pages 119-153.

OVERSOUL

Occasionally, enemies will spontaneously get much stronger. This will be heralded by the legend "Oversoul!" appearing above your opponent's head. In Oversoul form, opponents become considerably more powerful, and even the most insignificant fiend can prove to be quite a handful. On a more positive note, the rewards for defeating a fiend in this state are well worth the effort. According to Shinra, this mysterious transformation may occur when you defeat several fiends of the same type.

DANGER!

If a character has lost more than 2/3 of her HP, her name and HP will be displayed in yellow, and she will visibly sag. Being in this state can trigger certain Auto-Abilities, such as SOS Haste. Another side-effect is that the party member will need slightly more time to act and recover.



STATUS EFFECTS

Status effects can be positive or negative. Negative changes that are inflicted by enemy attacks can be particularly dangerous.

STATUS AILMENTS

Status ailments can be identified either by the change in a party member's appearance, or by targetting them with a status affecting item or ability. If you want to be sure, choose a cure for a status ailment from the Item menu. Instead of the ATB gauge a bar with symbols will then appear in the status window. For your convenience, this information is featured on the back cover inside flap of this guide.

Some effects continue after combat. You can check this in the main menu: the relevant symbols will be shown under the character's picture, alternating with the dressphere information. Remedy is the classic cure-all. The White Magic ability Esuna fulfils the same purpose, as does the Gun Mage's White Wind Blue Bullet ability.


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SPECIAL DRESSPHERES

Normal dresspheres can be shared by Yuna, Rikku and Paine. They can even all have the same dressphere equipped simultaneously. However, each character also has a special dressphere that is exclusively for their own use. In the How To Play chapter, we have already explained (on page 17) how to activate these special dresspheres. Special conditions apply to their use:

- The other party members leave the battleground.
- Two special units ensure adequate support in their place.
- The Auto-Ability Ribbon protects against all status ailments.
- Additional effects activated by Garment Grid gates on the Garment Grid are rendered ineffective while the special dressphere is equipped.
- The Items Command is not available.
- Escape is impossible. You can only switch back to the dresssphere used last (press **L1**).
- After your victory, the party member will automatically change back.
- If all three units are KO'd, the other Gullwings will resume the fight.

Attributes

The number of nodes on the Garment Grid will have an effect on the attributes of the character using the special dressphere. The table below shows the example of Yuna's Floral Fallal at Lv. 30. You can see that by using the Unerring Path Garment Grid, which only has two nodes, you can activate the special dressphere very quickly, but its potency will be reduced due to the small number of nodes.

The HP and MP referred to below are all maximum values. Otherwise, what applies to all the spherechanges applies here too: if a party member loses half their HP before the spherechange, they will have 50% of the (new) maximum value after the change.

| Attributes | Number of Nodes | | | | | Attributes | Number of Nodes | | | | |
|------------|-----------------|------|------|------|------|------------|-----------------|-----|-----|-----|-----|
| | 2 | 3 | 4 | 5 | 6 | | 2 | 3 | 4 | 5 | 6 |
| HP | 2452 | 2543 | 2634 | 2725 | 2816 | MP | 254 | 264 | 273 | 283 | 292 |
| Strength | 90 | 94 | 97 | 100 | 104 | Magic | 106 | 110 | 114 | 118 | 122 |
| Defence | 56 | 58 | 60 | 62 | 64 | Magic Def. | 109 | 113 | 117 | 121 | 125 |
| Agility | 43 | 43 | 43 | 43 | 43 | Accuracy | 118 | 118 | 118 | 118 | 118 |
| Evasion | 5 | 5 | 5 | 5 | 5 | Luck | 11 | 11 | 11 | 11 | 11 |



FLORAL FALLAL

Special dressphere imbued with serious flower power!

Floral Fallal is Yuna's special dressphere. The flowery costume bestows awesome magical powers upon her as well as strong physical attacks. Right Pistil and Left Pistil give her defensive magic and status support. Where this trio treads, no grass will grow.

Whereabouts: Djose Highroad. You can't miss the special dressphere in the Uniform search mission, Two Birds, One Stone, in Chapter 2 (see page 73).

| Attributes | | | | | | | | | | | |
|------------|--|--|--|--|--|------------|--|--|--|--|--|
| HP | | | | | | MP | | | | | |
| Strength | | | | | | Magic | | | | | |
| Defence | | | | | | Magic Def. | | | | | |
| Agility | | | | | | Accuracy | | | | | |
| Evasion | | | | | | Luck | | | | | |

AP to learn all abilities: 192

Info: Floral Fallal cannot regenerate MP during battle – unlike the other special dresspheres. For this reason, Yuna should rely predominantly on Attack and save the elemental abilities for opponents who have a known weakness. Attacks such as Heat Whirl or Great Whirl are powerful, because they form Chains, but the target is constantly re-selected, so these abilities are only especially effective when you are dealing with a single opponent.

Tip: Only a relatively low amount of AP is required to learn the extremely useful auto-abilities Double HP and Triple HP.

Secret: Break HP Limit and Break Damage Limit are only available after you have received the key items Aurora Rain and Twilight Rain in Chapter 5 (see pages 60 and 164). This also applies to the same abilities of Left Pistil and Right Pistil.

Important: Great Whirl, All-Life, Triple HP, Heat Whirl



| ATTACK | | | | | | | | | | | |
|--|--------------|----------|---------|--------------|---|----------|---|----|----|--|--|
| Category | Command | Strength | 100 | Critical Hit | ✓ | Accuracy | % | | | | |
| Deals physical damage to one opponent | | | | | | | | | | | |
| HEAT WHIRL | | | | | | | | | | | |
| Category | Fallalery | Strength | 50 x 3 | Critical Hit | - | Accuracy | * | | | | |
| Deals Fire damage three times. The target is selected at random for each attack | | | | | | | | | | | |
| ELECTRIC WHIRL | | | | | | | | | | | |
| Category | Fallalery | Strength | 50 x 3 | Critical Hit | - | Accuracy | * | | | | |
| Deals Lightning damage three times. The target is selected at random for each attack | | | | | | | | | | | |
| BARRIER | | | | | | | | | | | |
| Category | Fallalery | Strength | - | Critical Hit | - | Accuracy | * | 20 | 36 | | |
| Casts Null Magic (nullifies effects of all magic attacks) | | | | | | | | | | | |
| FLARE WHIRL | | | | | | | | | | | |
| Category | Fallalery | Strength | 113 x 3 | Critical Hit | - | Accuracy | * | 24 | 64 | | |
| Deals magic damage three times. The target is selected at random for each attack | | | | | | | | | | | |
| ALL-LIFE | | | | | | | | | | | |
| Category | Fallalery | Strength | - | Critical Hit | - | Accuracy | * | 8 | 70 | | |
| Revives all Pistils from KO (while completely restoring their HP) | | | | | | | | | | | |
| DOUBLE HP | | | | | | | | | | | |
| Category | Auto-Ability | Strength | - | Critical Hit | - | Accuracy | - | 20 | - | | |
| Doubles party member's maximum HP | | | | | | | | | | | |
| BREAK HP LIMIT | | | | | | | | | | | |
| Category | Auto-Ability | Strength | - | Critical Hit | - | Accuracy | - | 20 | - | | |
| Party member's maximum HP can exceed the normal limit of 9999 | | | | | | | | | | | |

| LIBRA | | | | | | | | | | | |
|---|--------------|----------|---------|--------------|---|----------|---|----|----|--|--|
| Category | Command | Strength | - | Critical Hit | - | Accuracy | * | 4 | - | | |
| Analysis of one opponent or party member, analogous to Scan Lv. 3 of the Gun Mage | | | | | | | | | | | |
| ICE WHIRL | | | | | | | | | | | |
| Category | Fallalery | Strength | 50 x 3 | Critical Hit | - | Accuracy | * | | | | |
| Deals Ice damage three times. The target is selected at random for each attack | | | | | | | | | | | |
| AQUA WHIRL | | | | | | | | | | | |
| Category | Fallalery | Strength | 50 x 3 | Critical Hit | - | Accuracy | * | | | | |
| Deals Water damage three times. The target is selected at random for each attack | | | | | | | | | | | |
| SHIELD | | | | | | | | | | | |
| Category | Fallalery | Strength | - | Critical Hit | - | Accuracy | * | 20 | 36 | | |
| Casts Null Physical (nullifies effects of all physical attacks) | | | | | | | | | | | |
| GREAT WHIRL | | | | | | | | | | | |
| Category | Fallalery | Strength | 50 x 12 | Critical Hit | - | Accuracy | * | 30 | - | | |
| Deals magic damage twelve times. The target is selected at random for each attack | | | | | | | | | | | |
| RIBBON | | | | | | | | | | | |
| Category | Auto-Ability | Strength | - | Critical Hit | - | Accuracy | - | - | - | | |
| Guards against all status ailments | | | | | | | | | | | |
| TRIPLE HP | | | | | | | | | | | |
| Category | Auto-Ability | Strength | - | Critical Hit | - | Accuracy | - | 30 | - | | |
| Triples party member's maximum HP | | | | | | | | | | | |
| BREAK DAMAGE LIMIT | | | | | | | | | | | |
| Category | Auto-Ability | Strength | - | Critical Hit | - | Accuracy | - | 20 | - | | |
| Party member's limit of 9999 damage for attacks is raised to 99,999 | | | | | | | | | | | |

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CHAPTER 1



LUCA

BACK IN THE DAYS OF FINAL FANTASY X...

Tidus, hero of Final Fantasy X, first visited Luca when he and Wakka were playing for the Besaid Aurochs blitzball team. Tidus initially went there to look for Auron, the man who had taken him to Spira. However, after meeting the lovely Yuna, Tidus found it hard to concentrate on anyone or anything else. It was plain for all to see that if Yuna so much as whistled, the smitten Tidus would come running.

Tidus' devotion was first put to the test when Yuna was kidnapped by Al Bhed pirates, prompting him to risk missing the final round of the Blitzball tournament in his effort to save her. Then, when the crucial match was over, monsters attacked the stadium. After defeating them, Tidus finally met up with Auron who revealed the shocking truth about the evil entity called Sin. Tidus was inconsolable, even by Yuna ...

MONSTERS

| | Name | HP | EXP | Steal |
|--|----------|----|-----|-------------------------------------|
| | Goon | 13 | 1 | Budget Grenade x1 / Phoenix Down x1 |
| | She-Goon | 7 | 1 | Budget Grenade x1 / Phoenix Down x1 |

THREE LITTLE ANGELS!

After watching the opening concert, you will immediately be plunged into your first battle. Talk about a baptism of fire! Select Attack to subdue your three opponents without delay. Use Rikku's Steal Command to snatch items from the enemy and select Paine's Swordplay Command to unleash the **Power Break** attack (Fig. 1), which reduces your opponent's Strength and only costs 4 MP to use. The battle will continue while you select your Commands, so don't take too long. If your characters' HP drops too far, select Item and use a healing **Potion**. Be sure to concentrate all of your attacks on one opponent in order to knock them out before then turning your attention to the next. You can learn more about controlling your heroes and using powerful Chain attack combos in the How to Play chapter on pages 10, 11 and 18.

After defeating the first three opponents another battle awaits. Deal with your attackers swiftly, and regain control of Rikku. You should now be able to see a guide map in the top left-hand

corner of the screen. This is Map 1-1. On your way to Dock 3 (Map 1-3), expect plenty of minor skirmishes as goons attempt to stop Rikku and Paine. This is nothing these girls can't handle.



01

REVIVING A CHARACTER

If a party member's HP falls to 0 during a fight, you can revive her with a Phoenix Down. Should all members of the party lose all of their HP, it's Game Over. Please read the Items chapter on page 111 to learn more about recovery items.



TAKE A DETOUR

Take a detour between the stacks of crates in Dock 2 (Map 1-2). Here you will discover a cowering creature. If you press (Fig. 2) it will heal you free of charge. This action will be rewarded later in the game with an extra scene and a higher Completed score (see page 156).



02

NEW OUTFIT, NEW ABILITIES

After reaching Dock 3 (Map 1-3) you will be greeted by Logos and Ormi. You'll become well acquainted with this annoying pair of hoodlums as the game progresses. Before they can cause too much trouble, Yuna will arrive to save the day, completing your heroic trio (Fig. 3). Having defeated Logos and Ormi, another fight follows, this time against Leblanc.

Your party will receive EXP, gil and other items after winning these battles. You will then find yourself in the Celsius, the Gullwing's airship.



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Celsius

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Celsius

Besaid Island

Celsius

Zanarkand Ruins

Kilika Island

You can read more about how to equip and use items in the How to Play chapter on page 14. If you're looking for a comprehensive inventory of all available items, as well as details about exactly what they are used for, then the following pages will certainly help you. The items in the tables are sorted in the same order as they are in the game menu when automatic Sort function is activated. This will enable you to see immediately which items you have and which you still require.



ACCESSORIES

Accessories can be viewed via the accessories menu. They are used to boost your party members' abilities. Each character can have up to two accessories equipped at any one time. Use the Equip menu for this purpose.

Changing a dressphere can have a dramatic impact on a character's attributes, both positive and negative. With this in mind, it is extremely important to offset any weaknesses or

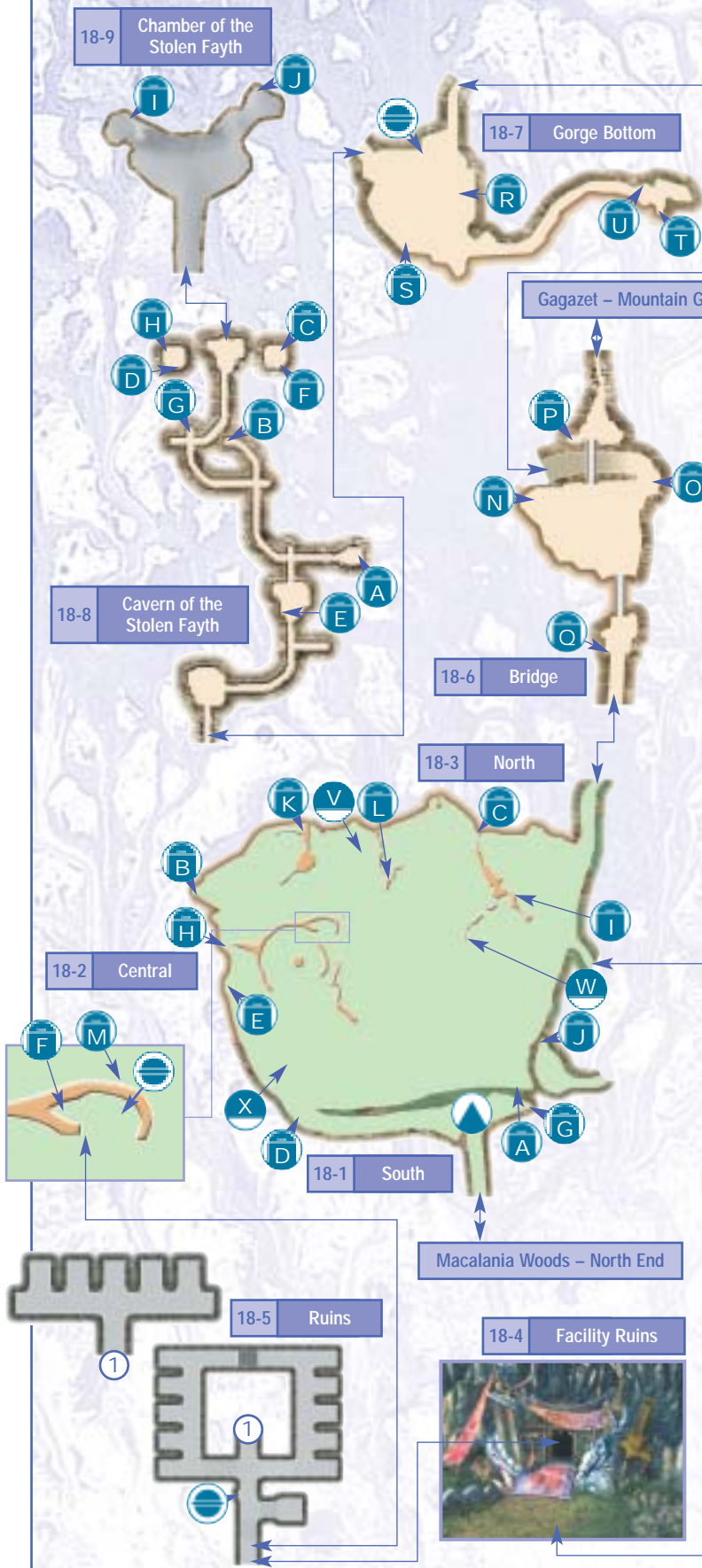
optimise any enhancements by equipping suitable accessories.

Accessory locations are listed in the Typical Whereabouts column. Here you will find information on how to track down even the most elusive accessories, as well as details about which of them are dropped by fiends after a battle, and which can be snatched using the Steal Command.

| Type: Attribute | Name | Purchase Price | Selling Price | Auto-Ability | Command Ability | Effect (Status) | Typical Whereabouts |
|-----------------|-----------------|----------------|---------------|--------------|-----------------|----------------------|---|
| | Iron Bangle | 500 | 125 | - | - | Max HP +20% | Mi'ihen Highroad Chapter 1, Shop in Zanarkand Chapters 1, 2 |
| | Titanium Bangle | 3000 | 750 | - | - | Max HP +40% | Shop in Calm Lands Chapters 3, 5, Gunner's Gauntlet prize, Shop in Mi'ihen Highroad Chapters 3, 5 |
| | Mythril Bangle | - | 1500 | - | - | Max HP +60% | Youth League HQ Chapter 2, Blitzball, Sand Worm |
| | Crystal Bangle | - | 2000 | - | - | Max HP +100% | Youth League HQ Chapter 5, Blitzball |
| | Silver Bracer | 500 | 125 | - | - | Max MP +40% | Mi'ihen Highroad Chapter 2, Macalania Woods Chapter 2, Shop in Calm Lands Chapters 1, 2 |
| | Gold Bracer | 4000 | 1000 | - | - | Max MP +60% | Macalania Woods Chapter 3, Blitzball, Shop in Mi'ihen Highroad Chapter 3, 5 |
| | Rune Bracer | - | 1500 | - | - | Max MP +100% | Macalania Woods Chapter 5, Blitzball, Ultima Weapon |
| | Wristband | 1000 | 250 | - | - | Strength +10 | Djose Temple Chapter 3, Shop in Calm Lands Chapters 1, 2, YSLS-Zero |
| | Power Wrist | 6000 | 1500 | - | - | Strength +20 | Djose Temple Chapter 5, Thunder Plains Chapter 5, Shop in Calm Lands Chapters 3, 5 |
| | Hyper Wrist | - | 2000 | - | - | Strength +30 | Djose Temple Chapter 5, Thunder Plains Chapter 5, YSLS-Zero (Oversoul) |
| | Power Gloves | - | 2500 | - | - | Strength +40 | Thunder Plains Chapter 5, Blitzball, King VERMIN! |
| | Kaiser Knuckles | - | 3000 | - | - | Strength +50 | Guadosalam Chapter 5, Gippal |
| | Mythril Gloves | 1000 | 250 | - | - | Defence +20 | Shop in Dome Chapter 1, Sand Worm, Steal: YSLS-99 |
| | Diamond Gloves | 6000 | 1500 | - | - | Defence +40 | Blitzball, Shop in Dome Chapter 3, Steal: YSLS-Zero (Oversoul) |
| | Crystal Gloves | - | 2000 | - | - | Defence +60 | Bevelle Temple Chapter 5, Shiva, Concherer |
| | Amulet | 1000 | 250 | - | - | Magic +10 | Shop in Calm Lands Chapters 1, 2, Guardian Beast, Steal: League Mage |
| | Tarot Card | 6000 | 1500 | - | - | Magic +20 | Thunder Plains Chapter 5, Shop in Calm Lands Chapters 3, 5, Steal: Vertigo (Oversoul) |
| | Talisman | - | 2000 | - | - | Magic +30 | Thunder Plains Chapter 5, Blitzball, Azi Dahaka |
| | Pixie Dust | - | 2500 | - | - | Magic +40 | Thunder Plains Chapter 5, Blitzball, Guardian Beast (Oversoul) |
| | Crystal Ball | - | 3000 | - | - | Magic +50 | Guadosalam Chapter 5, Chac, Baralai Chapter 5 |
| | Defence Veil | 1000 | 250 | - | - | Magic Def +20 | Shop in Dome Chapters 1, 2, Ormi (in his room) |
| | Mystery Veil | 6000 | 1500 | - | - | Magic Def +40 | Blitzball, Shop in Dome Chapter 3, Dark Elemental (Oversoul) |
| | Oath Veil | - | 2000 | - | - | Magic Def +60 | Bevelle Temple Chapter 3, Under Bevelle Chapter 5, Steal: Machina Panzer |
| | Gauntlets | 2500 | 625 | - | - | Strength/Defence +5 | Shop in Mi'ihen Highroad Chapters 1,2, Steal: Stalwart |
| | Muscle Belt | 4000 | 1000 | - | - | Strength/Defence +10 | Mi'ihen Highroad Chapter 2, Shop in Mi'ihen Highroad Chapters 3, 5, Yaibal |
| | Black Belt | - | 2000 | - | - | Strength/Defence +20 | Mi'ihen Highroad Chapter 5, Thunder Plains Chapter 5, Adamantoise (Oversoul) |
| | Champion Belt | - | 2500 | - | - | Strength/Defence +40 | Thunder Plains Chapter 5, King VERMIN!, Paine |
| | Tiara | 2500 | 625 | - | - | Magic/Magic Def +5 | Shop in Mi'ihen Highroad Chapters 1, 2, Steal: Leblanc (Gagazet) |
| | Circlet | 4000 | 1000 | - | - | Magic/Magic Def +10 | Mi'ihen Highroad Chapter 1, Shop in Mi'ihen Highroad Chapters 3, 5, Behemoth |
| | Hypno Crown | - | 2000 | - | - | Magic/Magic Def +20 | Mi'ihen Highroad Chapter 3, Thunder Plains Chapter 5, Bribe: Flan Blanco |
| | Regal Crown | - | 2500 | - | - | Magic/Magic Def +40 | Thunder Plains Chapter 5, Chocobo Ranch, Shiva |
| | Rabite's Foot | - | 10 | - | - | Luck +100 | Jumbo Cactaur |

| Type: Element | Name | Purchase Price | Selling Price | Auto-Ability | Command Ability | Effect (Status) | Typical Whereabouts |
|---------------------|------------------|----------------|---------------|--------------------------------|-----------------|-----------------------|---|
| | Fiery Gleam | 3000 | 750 | Firestrike | - | Strength +8 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Bikanel Desert Chapters 1, 2, 3, 5 |
| | Red Ring | 3000 | 750 | Fire Ward | Fire | Magic +4 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Bikanel Desert Chapters 1, 2, 3, 5 |
| | NulBlaze Ring | 8000 | 2000 | Fireproof | Fira | Magic +6 | Thunder Plains Chapter 5, Chocobo Ranch |
| | Crimson Ring | 10000 | 2500 | Fire Eater | Firaga | Magic +10 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Lake Macalania Chapter 5, Blitzball |
| | Icy Gleam | 3000 | 750 | Icestrike | - | Strength +8 | Thunder Plains Chapter 5, Macalania Woods Chapter 2, Shop in Lake Macalania Chapters 2, 5 |
| | White Ring | 3000 | 750 | Ice Ward | Blizzard | Magic +4 | Thunder Plains Chapter 5, Macalania Woods Chapter 1, Calm Lands Chapter 3 |
| | NulFrost Ring | 8000 | 2000 | Iceproof | Blizzara | Magic +6 | Besaid Temple Chapter 3, Thunder Plains Chapter 5, Calm Lands Chapter 5 |
| | Snow Ring | 10000 | 2500 | Ice Eater | Blizzaga | Magic +10 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Lake Macalania Chapter 5 |
| | Lightning Gleam | 3000 | 750 | Lightningstrike | - | Strength +8 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Thunder Plains Chapters 1, 2, 3, 5 |
| | Yellow Ring | 3000 | 750 | Lightning Ward | Thunder | Magic +4 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Thunder Plains Chapters 1, 2, 3, 5 |
| | NulShock Ring | 8000 | 2000 | Lightningproof | Thundara | Magic +6 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Thunder Plains Chapters 3, 5 |
| | Ochre Ring | 10000 | 2500 | Lightning Eater | Thundaga | Magic +10 | Thunder Plains Chapter 5, Chocobo Ranch, Blitzball |
| | Watery Gleam | 3000 | 750 | Waterstrike | - | Strength +8 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Besaid Village Chapters 1, 2, 3, 5 |
| | Blue Ring | 3000 | 750 | Water Ward | Water | Magic +4 | Thunder Plains Chapter 5, Chocobo Ranch, Shop in Besaid Village Chapters 1, 2, 3, 5 |
| | NulTide Ring | 8000 | 2000 | Waterproof | Watera | Magic +6 | Thunder Plains Chapter 5, Calm Lands Chapter 5, Chocobo Ranch |
| | Cerulean Ring | 10000 | 2500 | Water Eater | Waterga | Magic +10 | Thunder Plains Chapter 5, Calm Lands Chapter 5, Blitzball |
| | Black Ring | - | 2500 | Gravityproof | Demi | HP/MP +10% | Thunder Plains Chapters 4, 5, Shell Shocker, Lich |
| | Freezerburn | - | 10 | Fire Strike / Ice Strike | - | Strength +10 | Thunder Plains Chapter 5, Chocobo Ranch, Insect Matriarch (Oversoul) |
| | Sublimator | - | 10 | Fire Eater / Ice Eater | - | Magic/Magic Def +10 | Thunder Plains Chapter 5, Chocobo Ranch, Insect Matriarch (Oversoul) |
| | Electrocutioner | - | 10 | Lightning Strike/ Water Strike | - | Strength +10 | Thunder Plains Chapter 5, Calm Lands Chapter 5, Chocobo Ranch |
| | Short Circuit | - | 10 | Lightning Strike/ Water Eater | - | Magic/Magic Def +10 | Thunder Plains Chapter 5, Chocobo Ranch, Protean Gel (Oversoul) |
| | Tetra Gloves | - | 10 | Tetrastrike | - | Strength/Magic +12 | Thunder Plains Chapter 5, Black Elemental, Bribe: Rhyos |
| | Tetra Band | - | 10 | Tetra Ward | - | Defence/Magic Def +10 | Thunder Plains Chapter 5, Anima, Bribe: Protochimera |
| | Tetra Guard | - | 10 | Tetraproof | - | Defence/Magic Def +15 | Thunder Plains Chapter 5, Black Elemental (Oversoul), Steal: Humbaba (Oversoul) |
| | Tetra Bracelet | - | 10 | Tetra Eater | - | Defence/Magic Def +20 | Guadosalam Chapter 5, Thunder Plains Chapter 5, Bribe: Critical Bug |
| | Mortal Shock | - | 10 | Deathtouch | Death | Strength -6/Magic +5 | Chocobo Ranch, Steal: Barong (Oversoul), Steal: Queen Coeurl (Oversoul) |
| | Stone Shock | - | 10 | Stonetouch | Break | Strength -5/Magic +4 | Chocobo Ranch, Bribe: Kukulcan, Bribe: Gucumatz |
| | Dream Shock | 15000 | 3750 | Sleeptouch | Sleep | Strength -5/Magic +3 | Chocobo Ranch, Shop in Guadosalam Chapters 3, 5, Aeshma |
| | Mute Shock | 15000 | 3750 | Silencetouch | Silence | Strength -5/Magic +3 | Bikanel Desert Chapter 5, Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 5 |
| Type: Status Effect | Blind Shock | 15000 | 3750 | Darktouch | Blind | Strength -5/Magic +3 | Chocobo Ranch, Shop in Guadosalam Chapter 5, Aka Manah |
| | Venom Shock | 15000 | 3750 | Poisonouch | Bio | Strength -5/Magic +3 | Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 3, 5, Taromaiti |
| | Chaos Shock | 15000 | 3750 | Confusetouch | Confuse | Strength -5/Magic +5 | Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5 |
| | Fury Shock | 15000 | 3750 | Berserkouch | Berserk | Strength -5/Magic +5 | Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5 |
| | Lag Shock | 15000 | 3750 | Slowtouch | - | Strength -5 | Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5 |
| | System Shock | 15000 | 3750 | Stoptouch | - | Strength -10 | Chocobo Ranch, Shop in Lake Macalania Chapter 5, Shop in Bikanel Desert Chapters 3, 5 |
| | Angel Earrings | 5000 | 1250 | Deathproof | - | Defence/Magic Def +5 | Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 5, Ifrit |
| | Gold Anklet | 5000 | 1250 | Stoneproof | - | Defence/Magic Def +4 | Chocobo Ranch, Shop in Guadosalam Chapters 1, 2, 5, Gucumatz |
| | Twist Headband | 3000 | 750 | Sleepproof | - | Defence/Magic Def +4 | Bikanel Desert Chapter 5, Chocobo Ranch, Shop in Celsius Chapters 1-5 |
| | White Cape | 3000 | 750 | Silenceproof | - | Defence/Magic Def +4 | Mt. Gagazet Chapters 2, 3, 5, Chocobo Ranch, Shop in the Celsius Chapters 1-5 |
| | Silver Glasses | 3000 | 750 | Darkproof | - | Defence/Magic Def +4 | Chocobo Ranch, Shop in the Celsius Chapters 1-5, Steal: Logos (Luca) |
| | Star Pendant | 4000 | 1000 | Poisonproof | - | Defence/Magic Def +4 | Chocobo Ranch, Shop in the Celsius Chapters 1-5, Shop in Kilika Chapters 1, 2, 3, 5 |
| | Black Choker | 4000 | 1000 | Confuseproof | - | Defence/Magic Def +4 | Thunder Plains Chapter 1, Chocobo Ranch, Shop in Bikanel Desert Chapters 3, 5 |
| | Potpouri | 4000 | 1000 | Berserkproof | - | Defence/Magic Def +4 | Chocobo Ranch, Shop in Bikanel Desert Chapters 3, 5, Steal: Gigas |
| | Gris-Gris Bag | 4000 | 1000 | Curseproof | - | Defence/Magic Def +4 | Shop in Guadosalam Chapter 3, Shop in Bikanel Desert Chapters 3, 5, Bahamut |
| | Favourite Outfit | 4000 | 1000 | Itchproof | - | Evasion/Luck +10 | Besaid Temple Chapter 3, Mushroom Rock Road Chapter 1, Shop in Guadosalam Chapters 3, 5 |

CALM LANDS



KEY TO MAPS 18-1 TO 18-7

| Chapter | Item | Qty. |
|---------|----------------------------|-------|
| A | 1 Ether | 1 |
| B | 1 Chocobo Feather | 2 |
| C | 1 Phoenix Down | 1 |
| D | 2 Ether | 2 |
| E | 2 Chocobo Feather | 2 |
| F | 2 Phoenix Down | 2 |
| G | 3 Ether | 3 |
| H | 3 Sprint Shoes | 1 |
| I | 3 Mega-Phoenix | 1 |
| J | 5 Turbo Ether | 1 |
| K | 5 Cerulean Ring | 1 |
| L | 5 Mega Phoenix | 2 |
| M | 5 Gil | 50000 |
| N | 1 Potion | 2 |
| O | 2 Phoenix Down | 2 |
| P | 3 Hi-Potion | 2 |
| Q | 5 X-Potion | 1 |
| R | 1 Phoenix Down | 1 |
| S | 2 Phoenix Down | 1 |
| T | 3 Mega Phoenix | 2 |
| U | 5 Mega Phoenix | 2 |
| V | 1-5 Mini-Game: Sky Slots | - |
| W | 1-5 Mini-Game: Reptile Run | - |
| X | 1-5 Mini-Game: Lupine Dash | - |

KEY TO MAPS 18-8 AND 18-9

| Chapter | Item | Qty. |
|---------|-------------------|------|
| A | 3 White Ring | 1 |
| B | 3 Blue Ring | 1 |
| C | 3 Lightning Gleam | 1 |
| D | 3 Wall Ring | 1 |
| E | 5 NulFrost Ring | 1 |
| F | 5 Electrocutoner | 1 |
| G | 5 NulTide Ring | 1 |
| H | 5 Defence Bracer | 1 |
| I | 3 Star Bracer | 1 |
| J | 5 Aurora Rain | 1 |

THE SHOP IN CENTRAL (MAP 18-1)

| Item | Gil | Description |
|---------------|------|----------------------------------|
| Potion | 50 | Restores 200 HP |
| Phoenix Down | 100 | Revives one character from KO |
| Antidote | 50 | Cures Poison |
| Eye Drops | 50 | Cures Darkness |
| Echo Screen | 50 | Cures Silence |
| Soft | 50 | Cures Petrification |
| Holy Water | 300 | Cures Curse, Itchy and Pointless |
| Iron Bangle | 500 | Increases maximum HP by 20% |
| Silver Bracer | 500 | Increases maximum MP by 40% |
| Wristband | 1000 | Strength +10 |
| Amulet | 1000 | Magic +10 |



PLAYTIME IN THE CALM LANDS

In Chapters 1, 2, 3 and 5 you will have the opportunity to take part in three exciting mini-games, and more if you sign up for the Publicity Campaign.

You will see Hovers at three locations in the Calm Lands. There are two people standing in front of each Hover. They are employees of Open Air, Inc. and Argent, Inc., two rival companies who provide a Hover transportation service around the extensive Calm Lands. Rikku and Paine have 100 credits from each company, for you to spend at the Calm Lands attractions. Both Open Air, Inc. and Argent, Inc. will willingly hire you to undertake public relations work on behalf of their company, should you wish to sign up. Things can get pretty competitive in the Calm Lands so don't think you can work for both at the same time! Read more about the "Publicity Campaign" missions on page 200. The following options will appear when you talk to one of the company employees:

• **Play:** Lupine Dash, Reptile Run or Sky Slots. You can find more detailed information over the next few pages.

• **Rules of the game:** A short explanation about each mini-game.

• **Buy credits:** Rikku and Paine will give you 100 credits for each company to get you started. You can buy one credit for 10 gil. However, credits cannot be converted back to gil.

• **Trade in credits:** Buy items with your credits. The items may be more expensive than in Spira's normal shops, but some may be hard to obtain elsewhere. You will find a detailed list in the "Publicity Campaign" section on page 201.


• **Ride Hover:** Use the transportation service, explained in the paragraph below.

• **Publicity Menu:** Read all about the Open Air, Inc. and Argent, Inc. Publicity Campaigns on page 200.

PUBLICITY CAMPAIGN

Act on behalf of Open Air, Inc. or Argent, Inc. and advertise their services throughout Spira.

You can become a publicity agent for Open Air, Inc. or Argent, Inc. by talking to the appropriate company employee at one of the Calm

Lands attractions. Select "Publicity menu" and then, "Sign me up". You can then talk to the people that you meet throughout Spira by pressing , in order to publicise your chosen company's attractions. This takes time but has many benefits. Read more about the "Publicity Campaign" on page 200.

RIDE THE HOVER

You can use the Calm Lands Hover services for 10 credits.

Open Air, Inc. and Argent, Inc. provide a Hover transportation service in the Calm Lands. You can depart from the following locations:

1. Lupine Dash (point "X" on the map – Fig. 1)
2. Reptile Run (point "W" on the map – Fig. 2)
3. Sky Slots (point "V" on the map – Fig. 3)

1. Lupine Dash (point "X" on the map – Fig. 1)
2. Reptile Run (point "W" on the map – Fig. 2)
3. Sky Slots (point "V" on the map – Fig. 3)
4. Macalanian (crossing point to Macalanian Woods – North End)
5. Gagazet (crossing point to Gagazet – Mountain Gate)
6. Travel Agency (the shop in the middle of the Calm Lands)

Once you have used the Hover service ten times, you will receive the Calm Lands Discount Pass and the shuttle price will be reduced to 5 credits. The **Calm Lands Discount Pass** is valid for travel with both Open Air, Inc. and Argent, Inc.



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02



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Lyra

Milne Highroad

Mushroom Rock Road

Djose Temple

Moonflow

Gradosalam

Thunder Plains

Macalanian Woods

Bilanel Desert

Bevelle

CalmLands

M. Gagazet

Celsius