



SOME INTERESTING COMBINATIONS OF COMMAND AND AUTO ABILITIES

Magic Booster and One MP Cost

Magic Booster increases the effect of a spell, but it uses up a double dose of MP. One MP Cost reduces the cost of using a spell to 1 MP. Therefore, if used in combination, each spell costs 2 MP – which is trivial in contrast to the normal double cost of a Holy spell for example (194 MP)!

Alchemy and Auto-Phoenix

If one of your characters has been knocked out, s/he can be revived using Auto-Phoenix: your hero will wake up with 50% of his or her total HP. Alchemy doubles the healing effect, so your character's HP will be restored to 100%. In contrast, the maximum healing effect of a Phoenix Down is 9,999 HP!

Provoke and Counter variants

Provoke ensures that a monster will only attack the character who casts it. Counter boomerangs opponents' attacks back onto them (as does Magic Counter). In combination with Evade & Counter, this is particularly useful when battling Behemoth King. Allowing you to evade and counter his physical attacks fully. To make matters even better, your opponent will be unable to use his Meteor counter attack when he's been defeated.

First Strike and Flee

Feel like avoiding battle? This combination ensures that your hero has the first turn; you can then use Flee to run away from the encounter. Bear in mind, however, that it is not possible to Flee from all battles...



AEONS

During the course of the game, Yuna can gain control of up to eight aeons, three of which cannot be found without going a little off the beaten track...

AEONS IN BATTLE

If you select Yuna's Summon, all known aeons will first be listed (take a look at the Aeons section in the Characters chapter for more details). Once you've selected an aeon, the creature will fight alone. Select Dismiss to recall an aeon and send your characters back into battle.

An aeon will vanish once its HP drop to 0 and your characters will automatically return to the fray. It will now

take some time for the aeon to recover. You can speed up the process by using a Save Sphere to heal your party (see page 5), or by having them spend the night in appropriate lodgings. Otherwise, keep fighting battles and let time take care of matters.

Aeon	Battles
Valefor	8
Ifrit	12
Ixion	20
Shiva	20
Bahamut	24
Yojimbo	24
Anima	24
Magus Sisters	30

NUMBER OF BATTLES REQUIRED FOR REGENERATION

TIPS

Aeons cannot use healing spells at the beginning, so it might be a good idea to teach them Cura or Lancet as soon as you are able to. Hastega is useless since aeons always fight alone, and there's not much point teaching them Life or Full-Life since

aeons cannot revive themselves when they are KO'd. However, they may come in useful if you want to cast them onto an opponent affected by the Zombie status effect (see page 22).

DEVELOPING AEONS

You'll have to be in possession of the Summoner's Soul if you want to teach aeons abilities. You'll obtain the Summoner's Soul after fighting Belgemine in Moonflow (see page 90) or in Remiem Temple (see Secrets chapter). If you want to increase their attributes, you'll need the Aeon's Soul, which you'll receive after fighting Belgemine in the Calm Land (see page 119) or in Remiem Temple (see Secrets chapter).

ABILITY COSTS

Skills	Item required	Special Ability	Item required
Sleep Attack	Sleeping Powder x3	Pray	Healing Water x5
Silence Attack	Silence Grenade x3	Cheer	Power Sphere x5
Dark Attack	Smoke Bomb x6	Aim	Speed Sphere x5
Silence Buster	Silence Grenade x10	Focus	Mana Sphere x10
Sleep Buster	Sleeping Powder x10	Reflex	Speed Sphere x10
Dark Buster	Smoke Bomb x12	Luck	Fortune Sphere x2
Zombie Attack	Holy Water x99	Jinx	Fortune Sphere x2
Triple Foul	Skill Sphere x4	Lancet	Soul Spring x20
Delay Attack	Silver Hourglass x20	Doublecast	Three Stars x5
Delay Buster	Gold Hourglass x30		
Power Break	Stamina Spring x8		
Magic Break	Mana Spring x4		
Armour Break	Lv. 2 Key Sphere x2		
Mental Break	Shining Thorn x4		
Full Break	Dark Matter x2		
Extract Ability	Ability Sphere x20		
Extract Mana	Mana Sphere x20		
Extract Power	Power Sphere x20		
Extract Speed	Speed Sphere x20		

Go to the Aeons menu and press to access Abilities and Attributes. Once you've selected one of these menu items, the options available will be highlighted in white on the left-hand side of your screen. You'll see the items required to the right. The figure in the left-hand circle indicates the quantity of available items, while the figure in the right-hand circle indicates the number which will remain afterwards. Once you've confirmed your decision, your aeon will have learned a new ability or increased an attribute.

White Magic	Item required	Black Magic	Item required
Cure	Hi-Potion x99	Fire	Bomb Fragment x1
Cura	X-Potion x30	Fira	Bomb Core x2
Curaga	Mega-Potion x60	Firaga	Fire Gem x4
NulBlaze	Bomb Fragment x2	Thunder	Electro Marble x1
NulShock	Electro Marble x2	Thundara	Lightning Marble x2
NulTide	Fish Scale x2	Thundaga	Lightning Gem x4
NulFrost	Antarctic Wind x2	Water	Fish Scale x1
Scan	Ability Sphere x10	Watera	Dragon Scale x2
Life	Elixir x8	Waterga	Water Gem x4
Full-Life	Megalixir x1	Blizzard	Antarctic Wind x1
Haste	Chocobo Feather x10	Blizzara	Arctic Wind x2
Hastega	Chocobo Wing x16	Blizzaga	Ice Gem x4
Slow	Silver Hourglass x4	Bio	Poison Fang x8
Slowga	Gold Hourglass x8	Demi	Shadow Gem x8
Shell	Lunar Curtain x4	Death	Farplane Shadow x30
Protect	Light Curtain x6	Drain	Stamina Spring x60
Reflect	Star Curtain x3	Osmose	Mana Spring x10
Dispel	Purifying Salt x3	Flare	Shining Gem x60
Regen	Healing Spring x60	Ultima	Supreme Gem x99
Holy	Blessed Gem x60		

* The Abilities are explained on pages 16-17.

ATTRIBUTE COSTS

Attributes	Sphere required	Number required	Increase
HP	Power Sphere	Current HP maximum : 50	100
MP	Mana Sphere	Current MP maximum : 10	10
Strength	Power Sphere	Current level / 2	1
Defence	Power Sphere	Current level / 2	1
Magic	Mana Sphere	Current level / 2	1
Magic Defence	Mana Sphere	Current level / 2	1
Agility	Speed Sphere	Current level / 2	1
Luck	Fortune Sphere	Current level / 2	1
Evasion	Speed Sphere	Current level / 2	1
Accuracy	Speed Sphere	Current level / 2	1

* For Example: your aeon has 4,505 HP. 4,505 divided by 50 is 90.1. The figure is always rounded off, so you'll need 90 Power Spheres to increase your aeon's HP to 4,600 HP. However, this rule no longer applies in the highest ranges, when 99 Spheres will always increase your attributes/HP/MP.

ATTRIBUTES REGISTERING THE GREATEST INCREASES

Aeon	Parameter
Valefor	Magic, Evasion
Ifrit	Defence
Ixion	Defence, Magic Defence
Shiva	Magic, Agility, Evasion
Bahamut	HP, Defence
Yojimbo	Defence, Evasion, Accuracy
Anima	HP, Strength
Magus Sisters - Cindy	HP, MP, Defence
Magus Sisters - Sandy	HP, Strength
Magus Sisters - Mindy	HP, MP, Agility

Although you can theoretically improve attributes using the same method as that detailed above with regard to abilities, there are two other methods of upgrading an aeon's attributes. With the exception of Luck, all levels are automatically increased by entering battle. In this regard it makes no difference who participated, fled or was knocked out. The first increase takes place after the 60th battle (from the time the aeon was first available). From then on, the levels can increase up to 18 times at 30-battle intervals.

The aeon's levels will also increase in tandem with Yuna's levels. All aeons' Luck levels will increase equally, while the other levels will increase automatically with Yuna's and may even exceed them depending on the aeon in question. However, if this happens, the other levels will increase less significantly.

TIPS

There is no point using Spheres to increase aeons' Luck levels. You'd be better off concentrating on increasing Yuna's Luck, thereby automatically increasing the Luck of the aeons.



HOW TO PLAY

CHARACTERS

WALKTHROUGH

ITEMS

MONSTERS

BLITZBALL

SECRETS

YUNA



Yuna, an apprentice summoner, is the daughter of Braska, the popular High Summoner. He died ten years ago while defeating the evil power of Sin. The prayer in the Besaid Temple transformed her into a fully-fledged summoner, enabling her to summon aeons. Yuna's goal is to find the Final Aeon and take on Sin - an ambition which requires her to travel the length and breadth of Spira.

Age: 17

Joins the group: Besaid Island, Temple (see page 59)

Battle style: Yuna is one of the weakest characters when it comes to close combat. Yuna's forte is the use of White Magic, a school of magic which uses numerous healing spells (see the How to Play chapter, page 17). She is also the only character who learns how to summon aeons: these useful creatures fight battles on behalf of the group (see page 18).

The Grand Summon Overdrive enables Yuna to summon aeons with full Overdrive gauges. Once the aeon has used his Overdrive technique, his gauge drops back to its previous level.



WAKKA



Wakka is captain of the unsuccessful blitzball team, the Besaid Aurochs, who have yet to win a game. It seems that their run of bad luck is finally at an end, thanks to Tidus... Wakka is also one of Yuna's guardians, and hopes to devote all his energies to his guardianship duties after this year's blitzball tournament.

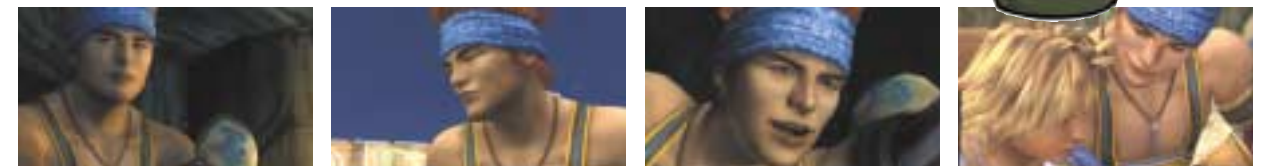
Age: 24

Joins the group: Besaid Island, Beach (see page 54)

Battle style: Wakka has plenty of HP. He is physically stronger than Tidus, especially when taking on distant or flying opponents whom he hits with his blitzball - a weapon which he also uses against underwater enemies.

Wakka can learn different skills and then deploy them in battle. Like spells, these skills - which may, for example, cause various status effects - consume MP.

As soon as you deploy Wakka's Slots Overdrive, a fruit machine with three dials will start to turn. The symbols will determine the type and strength of the resulting attack. Wakka's Overdrive skills can be improved by winning blitzball matches.



Walkthrough

WALKTHROUGH

HOW TO USE THE WALKTHROUGH

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his page provides a brief introduction to the various elements of the Walkthrough chapter. Read it carefully, as it provides information which will help you maximise your enjoyment of this Strategy Guide!

STRATEGY

The Walkthrough suggests strategies which will enable you to defeat the various monsters in record time. We indicate the attack modes, skills and abilities which you can use. You'll also see information on your opponent's special abilities - after all, forewarned is forearmed!

MONSTER INFORMATION

Take a look at the information boxes. Here you'll find all the main details concerning the boss monsters. As well as their HP and AP levels, you'll see a list of their strengths and weaknesses and the items which you can take from them using Steal. Take a look at the section on Elemental characteristics to see how your opponent will react to Fire, Lightning, Water or Ice attacks. There are four specific reaction modes: "damage x 1.5", "half damage", "absorbs" and "immune". Although such details are often shown within the game, the Walkthrough also provides information on those creatures who hold their cards close to their chest and which are immune to sensor abilities.

SHOPPING LISTS

The Shop lists provide information on your current shopping options. As well as the names and prices of various weapons or items of armour, you'll see their abilities. A figure in brackets () indicates a free Ability Slot. Thus, "(1)" means that you can later use the Customise function to add an extra ability to this particular item of equipment. As well as the normal Shops, you'll also come across a travelling peddler known as O'aka. His prices vary depending on certain choices you need to make early in your adventure. Our tables simply indicate a basic price: in the game, you'll find that the real costs may be higher or lower. Take a look at pages 62 and 98 to find out more about this shrewd entrepreneur.

TIPS

This section provides tips and information which will make your life easier. You'll find information on certain actions (which are not necessarily featured in the walkthrough), additional options which only become available during the course of your adventure, as well as problems which can only be solved later in the game. You'll also find cross-references to detailed information provided elsewhere in the Strategy Guide.

STRATEGY

Tidus must take on this boss alone. Although his opponent is one of Yuna's guardians, he won't hesitate to kill Tidus. However, you're not really in any danger since you enter this battle with maximum stamina. Pay no attention to what your opponent does: just use normal attacks in each round (Fig. 9). He will probably subside after five or six hits. Tidus' HP and MP will be fully restored, and you can look forward to a new addition to your little group: Kimahri is about to join you.

TIPS

Take a look at your game map: you'll see white squares to the left and right. You can also make out a treasure chest on the ruins above the path (Fig. 10). Don't worry about this for the moment, since you will only be able to reach them at the end of the game. The same applies to the white square which you'll pass at the Waterfall Way in the next section.

After the battle against Kimahri, you'll find that the Besaid Shop's stock has changed. As well as the three items (see page 55), the shop now also offers weapons with the abilities **Strength +3%** or **Magic +3%**, as well as Armour with **HP +5%**. The items are very reasonable, but save your cash for now. In any event, you can obtain comparable equipment as a reward for victory in battle.

BATTLE TRAINING FOR EXPERTS - PART 2

The next opponent to confront you on your way to the beach is a giant flying monster known as Garuda (Fig. 11). Extraordinary measures will be required to defeat this awesome creature: this is definitely a job for a Summoner. Use (L) to select Yuna and then select **Summon**. You have no other option at this precise moment. Remember: switching active characters is not deemed to be a move in the game, so it doesn't cost you any time. During the game, you can switch between active and passive characters as often as you like.

As well as the classic Attack, fighting with Valefor offers the option of using **Sonic Wings** - a special attack with the side-effect **Delay**. In addition, Valefor has the four standard elementary spells at his disposal. These will inflict the greatest damage during this particular confrontation (Fig. 12). If you press your directional button, you'll also see three additional options. Shield and Boost have an effect on defence and the aeon's Overdrive gauge, while Dismiss enables you to recall your aeon and continue the battle with your normal characters. Unfortunately, this particular feature doesn't apply to the fight at hand! If you manage to select Overdrive during the battle, you'll unleash a particularly powerful attack.

As soon as you've defeated Garuda, the Formation function will be available in your main menu. This allows you to determine which three characters enter battle first. Remember: your characters' Agility levels determine the action sequence during battle. If your victory was rewarded with new weapons or equipment, you should equip them now.

BESAIID - SHOP

Weapons	Gil	Abilities
Warrior's Sword	150	Strength +3%
Enchanted Rod	150	Magic +3%
Power Ball	150	Strength +3%
Magical Mug	150	Magic +3%
Seeker's Shield	150	HP +5%
Seeker's Ring	150	HP +5%
Seeker's Armguard	150	HP +5%
Seeker's Bangle	150	HP +5%

Items	Gil
Potion	50
Phoenix Down	100
Antidote	50

TIPS

If you don't want to waste time, you should open the main menu immediately after the first fight with Valefor. Then open the Config sub-menu. There, you can set the aeons' animations to Short. This significantly speeds up the mighty creatures' battle deployment. Don't worry, you won't miss anything. The full animation sequence will always be shown the first time you summon a new aeon.

BATTLE TRAINING FOR PROFESSIONALS

Next, you'll have to fight yet another Garuda. You'll first have to select Wakka's **Dark Attack** skill. This ensures that your opponent's physical attacks are ineffective for three rounds. The dark clouds around the monster's head indicate that the status effect has taken hold (Fig. 13). If you happen to be in possession of a weapon with a **Sensor**, this information will be shown at the top left of your screen.

Once you've defeated the flying monster, you'll have to prepare for battle against three different opponents: Condor, Dingo and Water Flan (Fig. 14). Use the appropriate characters to attack. Remember: only those characters who have actively

participated in battle for at least one round will be rewarded with AP. In this context, the term 'active' includes defensive measures using (L). If you use (L) to replace a character at the first opportunity, it will not count as a move, even if the character took a hit at the start of the battle.

A WATERY DETOUR

As soon as you reach the Crossroads, turn to the South towards the beach. Then go towards the ship in the West, remaining on dry land for the present. First let the other characters precede you on board, and then talk to the people on the jetty (Fig. 15). The priest will give you a **Seeker's Ring**, which gives Yuna an HP bonus of 10%. You'll also be rewarded with an **Ether**, 400 Gil, a **Phoenix Down** and a **Remedy**. You'll have to address the woman in the front to the left (Fig. 16) and the child to the left on the plank twice before they relinquish their items.

Board the ship in order to leave Besaid. If you decide to return in the direction of Besaid via the Waterfall Way, you may be

slowed down by random battles with familiar monsters. Although your comrades are actually already on the ship, they take part in the battle. But since victory in these battles is not rewarded with significant levels of AP, this is really not the best way to increase your characters' statistics.

S.S. LIKI

MONSTERS

Name	HP	AP	Steal
Sinscale	100	2	-
Sinspaw Echidna	2000	12	-
Sin	2000	10	-

LEGEND

Object	Qty.
A Al Bhed Primer III	1
B Potion	0 to 20
C Remedy	1

OPPONENT LISTS

At the start of each section you'll find a table listing the monsters awaiting you, together with their most relevant stats and the items you can steal from them. You may see two different objects listed, with different probabilities of their appearing. The most common of the two is mentioned first and the rarer one second. Sometimes there may be just one object, available in varying quantities. The boss monsters in each section are identified by a ♣. If you are trying to find out all about a particular creature, take a look at the alphabetical listing in the Monsters chapter.

WALKTHROUGH

The Walkthrough guides you through Final Fantasy X - step-by-step. It explains the mandatory tasks which must be completed to progress through the game, and details all the **items** and **equipment** which you can either obtain or use in the relevant game section. These are highlighted in **red** in the text. The highlighting will make it easier for you to find your way around, especially if you're on the lookout for a specific item. You'll also be told if an item requires a major detour. Special **abilities** and **effects** play a major role in Final Fantasy X, and are highlighted in **blue**.

SCREENSHOTS

The Walkthrough documents the game using numerous screenshots, aiding orientation. The numbers beneath the illustrations refer to the relevant point in the text. Each new game section starts with 1. The small overview map in the screenshot will also provide an orientation aid when explaining item locations.

LOCATION DETAILS

The Walkthrough is divided into sections, corresponding to the districts and towns which appear in the game.

OVERVIEW MAPS

Take a look at the detailed overview maps of the individual sections: they will help you find your way around. Small rooms are depicted in the form of screenshots. You'll see the location names shown next to the map sections, so you'll always know where you are. In the game, open the main menu and take a look at the details given in the bar at the bottom of your screen to find the name of the area you are in.

The maps also show the precise locations of all items, marked with letters.

- indicates the location where you start the section.
- shows where you can find a Save Sphere.
- A indicates the location of an item.
- A indicates the position of treasure chests.
- A indicates that you will receive an item from a person.

The letters in the icons are repeated in the key next to the overview map. Take a look at the key to see what items you can look forward to receiving - and how many!



TROS

HP: 2200 AP: 8

Steal: Grenade x1 / x3

Weaknesses: -

Elemental characteristics:

Fire: -

Lightning: -

Water: -

Ice: -



08



09



10

STRATEGY

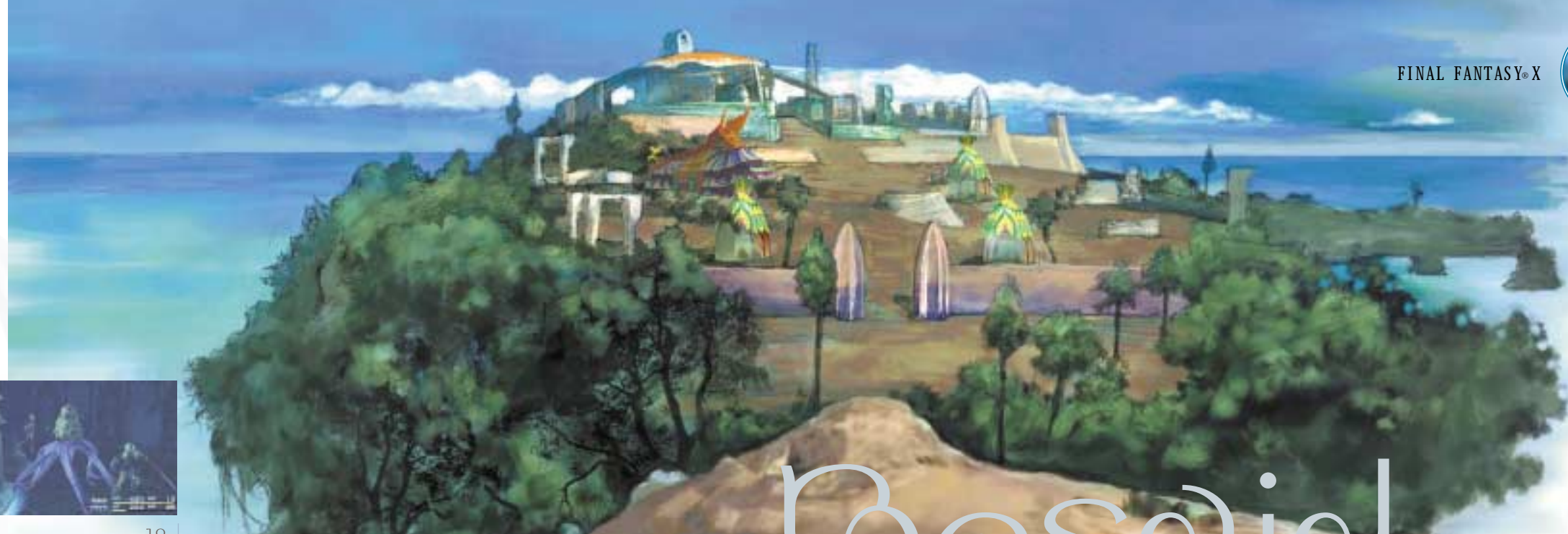
Have Tidus attack while your companion throws **Grenades** (Fig. 8). Just steal some if you've run out. After suffering 350 damage points, Tros disappears behind a pillar. You can no longer attack from this distance, but you do have a special **Trigger Command** at your disposal. You can select **Stand by** to help heal your characters: their HP will be increased by 50 points each. However, you may be better off pressing **△** to decrease the damage to be incurred by Tros' next attack. He is about to return with a special attack which will inflict massive damage (Fig. 9).

After a further 350 damage points, Tros retreats again. Now Tidus has a new Trigger Command at his disposal: the **Pincer Attack**, which you should try out at once. Your opponent will be caught in

a pincer movement and can no longer deploy his devastating ram attacks (Fig. 10). Now keep attacking, healing with **Potions** when necessary. If you entered into battle with a sufficient store of **Grenades**, you'll have no problem winning this fight.

THE RETURN OF SIN

The red triangle on your map indicates a hole in the outer wall. Swim through it and dive down to your next destination (Fig. 11). You'll discover an Airship, and you'll finally learn the name of your unconventionally clad companion: Rikku. She claims that Sin destroyed Tidus' home, Zanarkand, 1,000 years ago. If you want to continue this conversation, address Rikku again directly. It doesn't take long for this cosy scene to be rudely interrupted by Sin. Tidus is washed overboard, following which you get a chance to save your game.

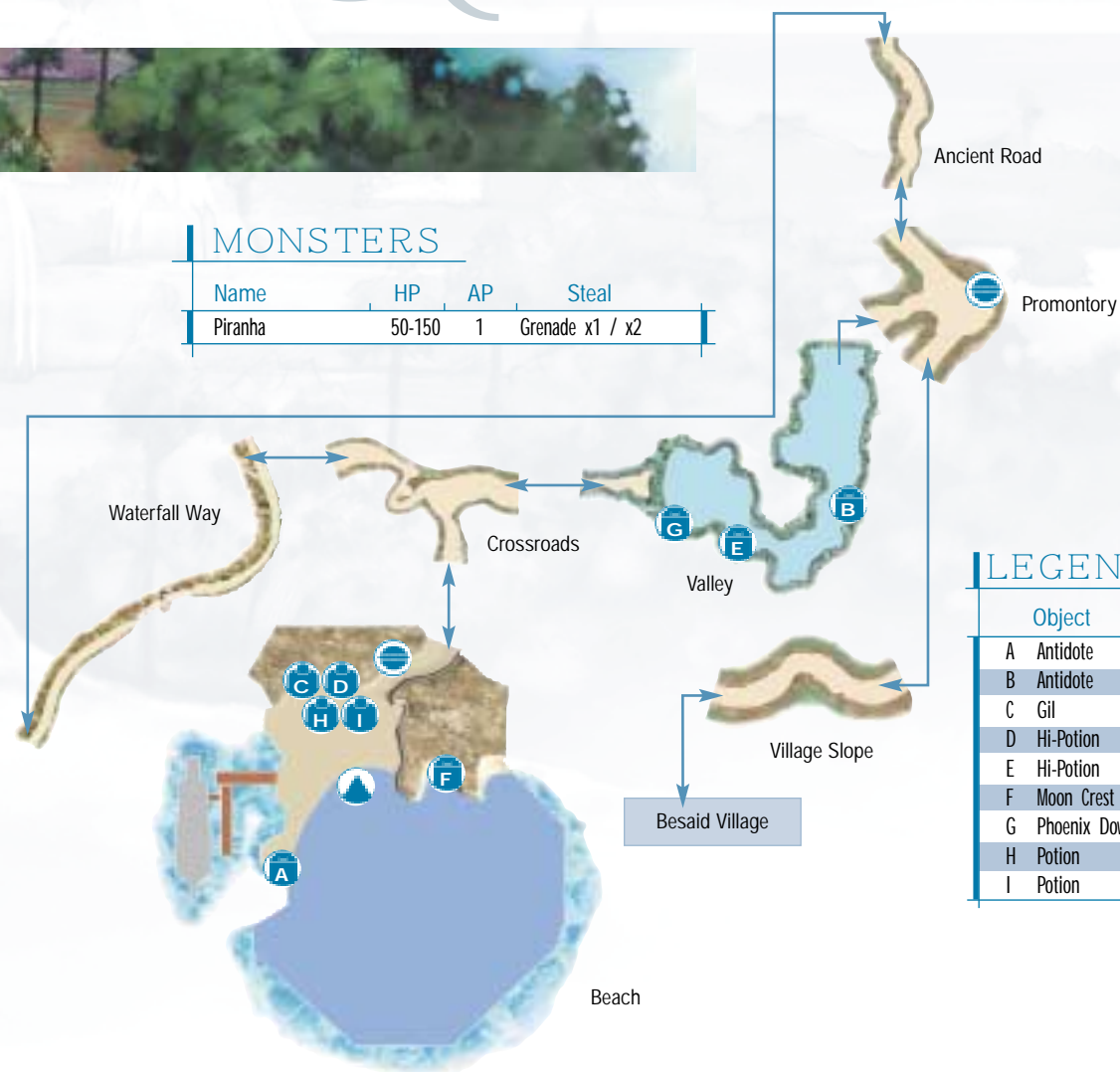


Besaid Island



MONSTERS

Name	HP	AP	Steal
Piranha	50-150	1	Grenade x1 / x2



LEGEND

Object	Qty.
A Antidote	2
B Antidote	2
C Gil	200
D Hi-Potion	2
E Hi-Potion	1
F Moon Crest	1
G Phoenix Down	1
H Potion	3
I Potion	2



items

ITEMS

If an opponent is proving difficult to beat or if you find yourself on the losing end of too many battles, it may have something to do with your party's current equipment. This chapter's intention is to provide you with an overview of the strengths and abilities of all weapons, pieces of armour and other items. The location references to pages in the Walkthrough and Secrets chapters will help you quickly track down the items that you desire in the game.

THE CHARACTERS' EQUIPMENT

The name of a weapon or piece of armour will often depend on the item's abilities. Since you can change those abilities, a weapon's name is also subject to constant change. This sounds complicated, but it's based on a principle that can best be described as a 'system of priorities'.

Each Auto Ability or combination is assigned a pre-determined priority. Your characters' ultimate weapons - the rare Celestial Weapons - are ranked highest and thus have 'priority no. 1'. The lowest priority (66 to 68) is assigned to those weapons which form your characters' basic equipment, such as Longswords, Staffs or Moogles. Take a look at the tables on the following pages to see the weapons in between. All you have to remember is that the weapon takes its name from the ability or combination with the highest priority. Once the weapon's abilities change, its name may also change depending on the priority in question. The above also applies to armour. Numbers highlighted in red refer to the maps in the Walkthrough where you can find the appropriate weapon or piece of armour. All other numbers refer to shops within the Walkthrough or the Secrets chapter. Weapons or armour without a page reference cannot be bought or found; they can only be obtained by winning battles against monsters.

Example 1: Tidus has the weapon "Hrunting" with the ability SOS Overdrive (Priority 14). This weapon is then assigned the additional ability Triple AP (Priority 11), thus changing the name of the weapon to Durandal.

Example 2: Tidus has the weapon Ambitious with the ability Overdrive > AP (Priority 13). The weapon is then assigned the additional ability Triple Overdrive (Priority 9). The combination of the two abilities is ranked as Priority 7, and the sword is renamed Balmung.

Take a look at page 8 of the How to Play chapter to see how you can assign the different abilities to the maximum of four slots offered by an item of equipment. You'll find a list of all Auto Abilities together with their effects on pages 144-145.

TIDUS' EQUIPMENT

Priority	Weapon	Ability / characteristic	Page
1	Caladbolg	(Special: Celestial Weapon)	214
2	Brotherhood	(Special: presented by Wakka)	59
3	Taming Sword	Capture	120
4	Crystal Sword	Four elemental "...Strike"	
5	Excalibur	Break Damage Limit	
6	Ragnarok	Triple AP Overdrive > AP and Triple Overdrive	
7	Balmung	Overdrive > AP and Triple Overdrive	
8	Save the Queen	Double AP and Double Overdrive	
9	Heartbreaker	Triple Overdrive	
10	Lionheart	Double Overdrive	
11	Durandal	Triple AP	
12	Ascalon	Double AP	
13	Ambitious	Overdrive > AP	
14	Hrunting	SOS Overdrive	133
15	Astral Sword	One MP Cost	
16	Apocalypse	Any four "...Strike" for status effects (except Zombiestrike)	
17	Master Sword	Any four Strength +...%	
18	Runemaster	Any four Magic +...%	
19	Warlock	Magic Booster and any three Magic +...%	
20	Arc Sword	Half MP Cost	
21	Gilventure	Gillionaire	
22	Tri-Steel	Any three elemental "...Strike"	
23	Helter-Skelter	Any three "...Strike" for status effects (except Zombiestrike)	
24	Vendetta	Magic Counter, as well as Counter-Attack or Evade & Counter	
25	Avenger	Counter-Attack or Evade & Counter	83, 99, 114
26	Prism Steel	Magic Counter	
27	Mirage Sword	Magic Booster	
28	Lifesaver	Alchemy	
29	Sonic Steel	First Strike	98, 100
30	Vigilante	Initiative	
31	Dance Macabre	Deathstrike	
32	Largamente	Slowstrike	
33	Gravestone	Stonestrike	
34	Sidewinder	Poisonstrike	
35	Nightmare	Sleepstrike	
36	Mage Masher	Silencestrike	
37	Nightbringer	Darkstrike	
38	Knight Sword	Any three Strength +...%	
39	Wizard Sword	Any three Magic +...%	
40	Double-Edge	Any two elemental "...Strike"	91, 94, 123
41	Razmatazz	Any two "...Touch" (except Zombietouch)	
42	Deathbringer	Deathtouch	
43	Stunning Steel	Stonetouch	74
44	Basilisk Steel	Stonetouch	
45	Poison Steel	Poisonouch	
46	Lullaby Steel	Sleeptouch	
47	Muted Steel	Silencetouch	
48	Twilight Steel	Darktouch	
49	Hunter's Sword	Sensor	65, 91
50	Flametongue	Firestrike	91
51	Ice Brand	Icestrike	77, 82
52	Lightning Steel	Lightningstrike	
53	Liquid Steel	Waterstrike	
54	P-Steel	Distil Power	
55	M-Steel	Distil Mana	
56	S-Steel	Distil Speed	
57	A-Steel	Distil Ability	
58	Variable Steel	Four Ability Slots	85, 129
59	Force Sabre	Strength +...% and Magic +...%	
60	Baroque Sword	Two or three Ability Slots	94, 97, 100, 110, 119, 122
61	Sorcery Sword	Magic +10% or Magic +20%	
62	Soldier's Sword	Strength +10% or Strength +20%	
63	Rune Steel	Magic +5%	
64	Enchanted Sword	Magic +3%	
65	Fencing Sabre	Strength +5%	86
66	Warrior's Sword	Strength +3%	60, 75, 79
67	Slasher	Piercing	
68	Longsword	Zero Ability Slots	45, 100

Priority	Armour	Ability / characteristic	Page
1	Endless Road	Break HP Limit and Break MP Limit	
2	Sanctuary	Ribbon	
3	Genji Shield	Break HP Limit	
4	Emblem	Break MP Limit	
5	Crystal Shield	Four "... Eater"	
6	Aegis Shield	Four elemental "...Proof"	
7	Golem Shield	Auto-Shell, Auto-Protect, Auto-Regen and Auto-Reflect	
8	Revive Shield	Auto-Potion, Auto-Med and Auto-Phoenix	
9	Rescue Shield	Auto-Potion and Auto-Med	
10	Paladin Shield	Any four "...Proof" (for status effects)	
11	Diamond Shield	Any four Defence +...%	
12	Ruby Shield	Any four Magic Def+...%	
13	Dynasty Shield	Any four HP +...%	
14	Magister Shield	Any four MP +...%	
15	Collector's Shield	Master Thief	
16	Treasure Shield	Pickpocket	
17	Shield of Hope	HP Stroll and MP Stroll	
18	Assault Shield	Any three: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
19	Phantom Shield	Any three "... Eater"	
20	Recovery Shield	HP Stroll	
21	Spiritual Shield	MP Stroll	
22	Phoenix Shield	Auto-Phoenix	
23	Curative Shield	Auto-Med	
24	Rainbow Shield	Four elemental "SOS Nul..."	
25	Shining Shield	Any four: SOS Shell, SOS Protect, SOS Haste, SOS Regen or SOS Reflect	
26	Faerie Shield	Any three "...Proof" (for status effects)	
27	Peaceful Shield	No Encounters	
28	Shaman Shield	Auto-Potion	
29	Barrier Shield	Any three elemental "...Proof"	
30	Star Shield	Any three "SOS ..."	
31	Marching Shield	Any two: Auto-Shell, Auto-Haste, Auto-Regen or Auto-Reflect	
32	Moon Shield	Any two "SOS ..."	
33	Regen Shield	Auto-Regen or SOS Regen	
34	Haste Shield	Auto-Haste or SOS Haste	
35	Reflect Shield	Auto-Reflect or SOS Reflect	
36	Shell Shield	Auto-Shell or SOS Shell	
37	Protect Shield	Auto-Protect or SOS Protect	
38	Platinum Shield	Any three Defence +...%	
39	Sapphire Shield	Any three Magic Def+...%	
40	Knight's Shield	Any three HP +...%	
41	Wizard Shield	Any three MP +...%	
42	Elemental Shield	Any two "... Eater" or elemental "...Proof" - the elements of Eater and Proof must differ	
43	Defending Shield	Any two "...Proof" (for status effects)	
44	Crimson Shield	Fire Eater	
45	Snow Shield	Ice Eater	
46	Ochre Shield	Lightning Eater	
47	Cerulean Shield	Water Eater	
48	Medical Shield	Curseproof	
49	Lucid Shield	Confuseproof or Confuse Ward	
50	Serene Shield	Berserkproof or Berserk Ward	
51	Light Shield	Slowproof or Slow Ward	
52	Soul Shield	Deathproof or Death Ward	
53	Blessed Shield	Zombieproof or Zombie Ward	
54	Soft Shield	Stoneproof or Stone Ward	
55	Serum Shield	Poisonproof or Poison Ward	91
56	Alert Shield	Sleepproof or Sleep Ward	
57	Echo Shield	Silenceproof or Silence Ward	
58	Bright Shield	Darkproof or Dark Ward	91
59	Red Shield	Fire Ward or Fireproof	
60	White Shield	Ice Ward or Iceproof	
61	Yellow Shield	Lightning Ward or Lightningproof	94, 95, 97
62	Blue Shield	Water Ward or Waterproof	
63	NulTide Shield	SOS NulTide	
64	NulBlaze Shield	SOS NulBlaze	65
65	NulShock Shield	SOS NulShock	
66	NulFrost Shield	SOS NulFrost	
67	Adept's Shield	Any two HP +...% and any two MP +...%	
68	Tetra Shield	Four Ability Slots	123, 129
69	Mythril Shield	Defence +...% and Magic Def +...%	
70	Gold Shield	Any two Defence +...%	
71	Emerald Shield	Any two Magic Def+...%	
72	Soldier's Shield	Any two HP +...%	
73	Mage's Shield	Any two MP +...%	
74	Silver Shield	Defence +10% or Defence +20%	
75	Onyx Shield	Magic Def +10% or Magic Def +20%	
76	Sorcery Shield	MP +20% or MP +30%	
77	Warrior's Shield	HP +20% or HP +30%	
78	Glorious Shield	Three Ability Slots	122
79	Metal Shield	Defence +3% or Defence +5%	75, 82, 86
80	Pearl Shield	Magic Def+3% or Magic Def+5%	79
81	Magic Shield	MP +5% or MP +10%	
82	Seeker's Shield	HP +5% or HP +10%	60, 65, 100, 110, 119
83	Shield	Two Ability Slots	
84	Buckler	One Ability Slot	119

monsters

MONSTERS



Are you having problems with the animal, mechanical or just plain weird monsters that inhabit the world of Final Fantasy X? Regardless of whether you find yourself confronting claws, tentacles, fins, Machinas or conventional weapons, the information on the following pages should help you on your way to victory. Take a look at the tables to see at a glance how strong your opponents are... and to discover their weaknesses!

8	1	5	2	6	3	4					
BASILISK											
Djose Highroad						HP	2025 (924)		MP	20	
Strength	14	Defence	1	Magic	35	Magic Def.	1	Elements	Fire	-	Lightning x1/2
Agility	9	Luck	15	Evasion	0	Accuracy	0	Water	-	Ice	Holy -
Status Effects											
SLC	20	SLP	20	DRK	20	PSN	0 (25%)	PTR	IMM	SLW	0
MGB	0	ARB	0	MNB	0	THR	0	DOM	0 (2)	NUL	0
RFL	0	HST	0	RGN	0	DST	0	SNS	0	SCN	0
DEM	0	DLY	0	EJC	0	ZNM	1				
Steal											
Normal	Petrify Grenade x1	Rare	Petrify Grenade x1	Bribe		Gil	50625	Item	Petrify Grenade		
Items											
Normal	Ability Sphere x1	Rare	Ability Sphere x2	Equipment		Rate	60/256	Ability Slots	1-3	Abilities Attached	1-3
Weapon Abilities											
Piercing (Kimahri and Auron), Stonetouch, Strength +3% (except Yuna and Lulu), Magic +3% (Yuna and Lulu)											
Armour Abilities											
Stone Ward, MP +5%											
								AP	140 (210)	Gil	125
9	11	13	10	12	7	14	15				

- 1 Name of the monster.
- 2 Location where you (first) encounter the monster. Remember that some creatures also roam around in adjacent areas. You may find that certain monsters have the same name but different levels: take a look at the occurrence examples to see which monster variant you're dealing with.
- 3 HP: Your opponent's initial stamina level (Hit Points). The number in brackets indicates the minimum amount of damage your final hit must inflict in order to achieve an Overkill.
- 4 MP: Abilities like Lancet and Osmose enable your character to absorb magic points from an opponent. This figure indicates the maximum number of obtainable points. Incidentally, remember that your opponents can use their skills without always using up MP.
- 5 Characteristics: These figures indicate your opponent's levels, as well as their strengths and weaknesses.
- 6 Elemental characteristics: Take a look at this column to see how your opponent reacts to elemental attacks.
x 1.5: Your opponent suffers 50% more damage than normal.
x 1/2: Your opponent suffers 50% less damage than normal.
Immune (IMM): Your opponent is unscathed.
Absorb (ABS): Attacks actually heal your opponent!
There is also information on how your opponent reacts to the Holy Wht Magic spell (or to the Blessed Gem item).
- 7 Enemy Skill: Kimahri, one of your fighters, can learn this technique by using the Lancet ability against the creature in question.
- 8 Status Effects: This section forms a large part of the table, and reveals the monsters' resistance to status effects. 0 indicates that your opponent cannot protect himself against the attack in question, while 95 indicates that he is fairly resistant to such an attack. Your attack will have no effect if your opponent is immune (IMM). Abbreviations of these status effects are shown in the table below.
- 9 Steal: You can use Steal and Mug to rob monsters of items. "Normal" means that, if successful, you have a 75% chance of obtaining the item in question. "Rare" indicates that your chance of obtaining the item is just 25%. You will usually either get a better object, or a greater quantity of the object in the Normal column. Incidentally, your character's Luck level does not affect the probability of obtaining an item.

- 10 Bribe: Quite a few monsters can be bribed with Gil. If you are persuasive enough, your opponent will simply slink away and may even leave a few items in his wake. This action is affected by various factors, the most important of which is your opponent's maximum HP.
By bribing 25 times the monster's HP, you are generally guaranteed a successful bribe. You will then receive the items shown in the Bribe Item column. By bribing more than this sum, you increase the chances of gaining more objects. Conversely, should you give less than this, you will diminish the chances of a successful bribe. Should the bribe still prove successful, you will receive fewer items.
- 11 Items: You receive items such as Spheres or healing items when you defeat most of the monsters listed here. In seven out of eight cases, you'll receive the normal item; however, in the remaining one-eighth of cases, you'll receive a rare item. By disposing of your opponent with an Overkill, you will usually receive double the amount of items.
- 12 Equipment: With a bit of luck, victory may also be rewarded with an item of equipment. Take a look at the rate figure to see the probability of this happening: for example, 255/256 indicates that you'll be successful in 255 out of 256 cases.
Ability Slots indicates the possible number of slots assigned to the weapon or armour dropped by the monster after battle. Abilities Attached shows the usual number of abilities attached to the equipment in question. The weapon and armour ability columns 13 show what these attached abilities will be.
- 14 AP: This indicates the amount of AP received after victory by all characters participating in a battle. If you eliminate your opponent with an Overkill, you'll receive the amount shown in brackets.
- 15 Gil: This is the amount of Gil with which you'll be rewarded for defeating the monster. If one of your party has a weapon with the Gillionaire ability attached, this amount will be doubled.

SLC	Sleep	PWB	Power Break	DOM	Doom *3	DST	Distiller
SLP	Silence	MGB	Magic Break	NUL	"Nul..." magic	SNS	Sensor
DRK	Darkness	ARB	Armor Break	SHL	Shell	SCN	Scan
PSN	Poison *1	MNB	Mental Break	PRT	Protect	DEM	Demi
PTR	Petrification	THR	Threaten	RFL	Reflect	DLY	Delay
SLW	Slow	DTH	Death	HST	Haste	EJC	Eject *4
ZMB	Zombie *2	PRV	Provoke	RGN	Regen	ZNM	Zanmato *5

* 1 Poison: The HP lost by your opponent during each battle round is shown in brackets. Thus, (10%) indicates that your victim will automatically suffer damage amounting to 10% of his maximum HP after each turn.

* 2 Zombie: Opponents afflicted by Zombie can generally be killed immediately with either Life, Full-Life or with a Phoenix Down (healing items have the opposite effect upon Zombies). Bear in mind that certain opponents, indicated by (IMM) cannot be disposed of in this fashion (even if they can be Zombieified).

* 3 Doom: The figure in brackets indicates the number of turns after which your opponent will bite the dust (if your attack was successful).

* 4 Eject: This is an effect that can be used during Auron's Shooting Star Overdrive.

* 5 Zanmato: The higher the figure, the more resistant the monster is to Yojimbo's Zanmato attack.

BIRAN AND YENKE RONSO

These two characters' stats depend extent on those of Kimahri. Thus if Kimahri's Strength and Magic are high, the Ronsos will start the battle with more HP; if on the other hand Kimahri's HP is high, their Strength and Magic will be boosted. Furthermore, your opponents' Agility will increase in line with Kimahri's.