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Ffx2 100 guide

The Final Fantasy series installment, 10-2, sparks debate among fans due to its distinct tone compared to its predecessor. Some appreciate the game's innovative gameplay mechanics, while others criticize it for deviating too far from the original formula. The combat system is widely praised, primarily attributed to the Spherechange feature. This allows Yuna, Rikku, and Paine to dynamically change their classes mid-battle using Garment Grids, offering flexibility and strategic possibilities. To unlock these class changes, players must collect dresspheres scattered throughout Spira. In this guide, we'll delve into the available dressphere forms for each character: Gunner, Thief, Warrior, Songstress, Black Mage, and White Mage. These dresspheres can be acquired in early chapters of the game, offering various abilities and playstyles. #### Gunner Dressphere * Default class for Yuna * Uses Gunplay skills, which are physical attacks with no charge time * Trigger Happy skill fires a shot every time you press a button within a short period #### Thief Dressphere * Default class for Rikku * Allows stealing from enemies * Flimflam abilities enable useful effects like MP theft or inflicting status conditions #### Warrior Dressphere * Default class for Paine * Physically oriented, with access to elemental abilities and stat-reducing attacks * Useful in almost every difficult battle in the game #### Songstress Dressphere * Early-acquired dressphere that cannot physically attack * Focuses on status infliction and stat changes * Great support class that can learn useful moves #### Black Mage Dressphere * Classic Final Fantasy element, acquired early in the game * Focuses on elemental magic damage * Initially strong but falters towards the end of the game #### White Mage Dressphere * Acquired in Chapter 1 * Pray, Vigor, and White Magic abilities available Complete the mission by defeating the Flame Dragon in Besaid cave, and you'll get this dressphere. It's a quintessential healer class that's useful to have on at least two party members' Garment Grids. The Gun Mage forms for Yuna, Rikku, and Paine from Final Fantasy 10-2. Acquired through Moonflow Chapter 1 or 2: Scan, Blue Bullet, Fiend Hunter. Get it by talking to Tobli in Moonflow and accepting his quest. Escort his caravan back to the Moonflow, and you'll receive the Gun Mage dressphere as a reward. If you miss the chance in Chapter 1, do another mission for Tobli in Chapter 2 to get the dressphere. This involves selling tickets to people in the general area – sell at least six, and you'll receive this dressphere as a reward. The Gun Mage learns powerful moves by getting hit with enemies. The Alchemist forms for Yuna, Rikku, and Paine from Final Fantasy 10-2. Acquired through Calm Lands Chapter 2, 3, or 5: Mix, Stash. To get the Alchemist dressphere as early as possible, complete certain missions. Get Clasko to join you on the Celsius in Chapter 1. Then, head to the Calm Lands and complete the mission Clean Sweep for Clasko. Defeat high-level fiends to receive the Alchemist dressphere. The Dark Knight forms for Yuna, Rikku, and Paine from Final Fantasy 10-2. Acquired through Bevelle Chapter 2, 3, or 5: Darkness, Charon, Arcana. Get it by reaching the chest in Bevelle Underground, first visited in Chapter 2. Use elevators and switches to create platforms that let you jump over to the chest. The Samurai dressphere forms for Yuna, Rikku, and Paine from Final Fantasy 10-2. Kilika Island - Chapter 3 or Chapter 5: Samurai Dressphere Discover the Samurai dressphere by exploring Kilika Temple's Cloister of Trials (Chapter 3) or Chamber of the Fayth (Chapter 5). This class excels in physical combat, boasting the powerful Fireworks ability. Luca - Chapter 3 or Chapter 5: Lady Luck Dressphere Gain the Lady Luck dressphere as a reward for defeating Shinra in the Sphere Break tournament (Chapter 3) or by beating him at Sphere Break (Chapter 5). It's recommended to acquire this dressphere in Chapter 3, as Shinra becomes more challenging to defeat in Chapter 5. Macalania - Chapter 3: Berserker Dressphere Obtain the Berserker dressphere by completing the mission Secure the Agency! at the Macalania Travel Agency. This process involves fighting six consecutive battles and rewards you with the dressphere, Pride of the Sword Garment Grid, and an Al Bhed Primer upon completion. Mt. Gagazet - Chapter 3: Trainer Dressphere Acquire the Trainer dressphere by visiting Kimahri in Chapter 3 and giving the correct response to his concerns (answer "You have to figure this out on your own"). The Trainer class offers unique skills for each party member, with themes such as Rikku's monkey pal Ghiki using thievery skills. Celsius - Chapter 5 or Fiend Arena: Mascot Dressphere Gain the Mascot dressphere by achieving an Episode Complete in every location throughout the game. This requires meeting specific requirements for each area. It is highly recommended to use a guide to acquire this dressphere. Get exclusive dresspheres as early as Chapter 1 by participating in the Fiend Arena's optional sidequest using the Creature Creator system, where AI monsters battle opponents for prizes. To obtain the Mascot dressphere from the Fiend Arena, you must conquer the Youth League Tournament after six hard-mode Grand Cup victories. This challenging tournament requires strategic planning and guidance to overcome. In contrast, the Psychic dressphere can be earned through the Standard League in the Fiend Arena, making it a more accessible option for players. For Yuna, Rikku, and Paine, special abilities like Teleport and Psionics become available with this dressphere. Additionally, there are three unique Special Dresspheres, each tied to one party member, which can be activated when specific conditions are met. These powerful dresspheres temporarily vacate the fight and replace it with two additional components attached to the main dressphere, offering a wide range of attacks. To unlock these abilities, players must have previously accessed every available dressphere in their current battle. Other obtainable dresspheres include Floral Fallal, Machina Maw, and Full Throttle, each acquired through various story missions or locations across the game's chapters. For instance, Floral Fallal can be found on Djose Highroad during Chapter 2, while Machina Maw awaits discovery at an oasis in Bikanel Desert during a mission to infiltrate Leblanc Syndicate hideouts. Full Throttle is missable but available in either Chapter 1 or Chapter 2 by heading to Macalania Woods, offering abilities like Throttle, Fright, and Sword Dance for strategic use in battle. This guide is an optimal walkthrough for completing Final Fantasy X-2 with 100% completion. It starts by describing how to get to the Spherimorph boss fight and then talks about obtaining the Full Throttle dressphere for Paine. The author, Stephen Townsend (KG21), provides information on how to complete the game, including a special notice that 100% completion is difficult to achieve and may require multiple playthroughs. He also warns that this guide may reveal major plot twists. The guide includes an introduction, table of contents, and notes about using the Find feature in Windows to quickly locate specific sections. Let me know if you'd like me to summarize anything else! Looking forward to your suggestions, feel free to share them with me anytime at my email address, which can be found at the beginning of this FAQ. UPDATE: I just finished creating version one, and it's available now. Keep an eye out for more detailed explanations in future versions. DECEMBER 20, 2003 Version 2.0 Thanks to some help, I've fixed some formatting issues and made the FAQ more appealing. I included some changes that were meant to clarify things, and in version three, I plan on adding more support for guide content. DECEMBER 28, 2003 Version 3.0 I corrected some misleading information in this FAQ. Remember, I mentioned a "content update"? It might take me a little longer than I thought to get to it. If you're having trouble, just email me and I'll try my best to help. JANUARY 08, 2004 Version 4.0 I fixed some more errors that weren't critical, but still helpful. APRIL 12, 2005 Version 5.0 I updated the email address since my old one was causing problems with receiving requests. Moogle, verify the HP/MP Restored popup, and continue. Observe the Garment Grid in the boss battle at the dock to complete the mission. The overall progress is now at 1.6%. On the airship, interact with Shinra, Paine, Rikku, and Brother in any order. Note that speaking to Buddy here yields an Al Bhed Primer. In the "Cabin", converse with Barkeep Hypello and rest to earn rewards. On the Bridge, speak to Shinra and select "Treasure Spheres" to view your completion percentage for each sphere. For now, choose the sphere "Journey's Start". The progress has increased to 3.4%. Reach the top of Mount Gagazet within the given time frame, and defeat the enemy at the summit. This objective is linked to the previous task. Complete the mission on Mount Gagazet to advance the overall progress to 6.0%. On Celuis, speak with Brother who lies down, and select the option "Comfort Him". The current percentage stands at 6.6%. Complete the mission where Yuna recalls her experiences during Paine's and Rikku's concert. This will include a healing event if it was accomplished, as well as a short mini-game to distribute balloons. Begin this by talking to the man next to the balloon stand and interacting with everyone in the area, including those hidden behind a sliding window. The overall progress is now at 8.2%. Upon arriving at Mi'Ihen Highroad, an automatic event will be triggered, where Yuna confesses her memories via a flashback. The current percentage remains at 8.4%. Speak with Yaibal and accept the mission he offers on Mushroom Rock Road. However, before initiating the quest, converse with Clasko outside the entrance. Once the conditions are met, enter Mushroom Rock Road and begin the Fiend Hunting mission. Encounter Ormi and Logos shortly after starting the level and follow them to a save sphere. Enter the den north of the save sphere to obtain CRIMSON REPORT ONE. After obtaining this report, speak with Maroda who enters the Den. Proceed through Mushroom Rock Road to the lift at the end of the area and meet Elma in an automatic event. Speak with Lucil twice at the Youth League HQ building entrance. Finally, converse with Maechen to the right of Lucil, then accept his offer to shake hands without pressing any buttons first. Travel through Mushroom Rock Road until you reach Yaibal, where the party first met Clasko. Speak to him near the Save Sphere and agree to let him join the Celsius. Then, board the airship and talk to Shinra about Treasure Spheres to access CRIMSON REPORT ONE. After that, head to Djos Temple and wait for a lull in the crowd at the tent above the save sphere. When it's clear, enter the tent to receive instructions from Gippal. Head into the temple, meet with Gippal again, and then leave the area. Follow Gippal south and collect the "Letter of Introduction" Key Item. Next, visit Moonflow by entering through the airship. Speak to Tobli on the bank and accept his mission. Guide the Hypello north while keeping an eye on your cargo. When you return to the bank, Tobli will reward you with useful items, including the Gun Mage Dressphere. To progress further, enter Guadosalam and have Yuna explain her feelings about entering the Farplane. Then, visit Thunder Plains by going through Guadosalam for easier access. Finally, head to Macalania Woods to meet Bayra, Donga, Pukutak, and Tromell. Speak to each of them multiple times, then follow a series of paths to witness scenes with O'aka. After a brief chase, allow O'aka to board the Celsius and speak to him at the Cabin once you've returned to the airship. ONGOING Before visiting Macalania Woods again in Chapter Three, **verify that O'aka's debt is cleared**. To make this process smoother, refer to the "Guadosalam" section of Chapter 2. **Total Percentage Increase: 17.4%** Bikanel Desert - Total Percentage Gain: 0.8% **Simply complete a successful excavation**, and then avoid digging until after the Djose Temple event in Chapter 5. Details about this will be explained later. **Mission Complete! Total Percentage: 18.2%** Bevelle - Total Percentage Gain: 0.6% **Meet Baralai at the entrance of the main temple** and view the scene that unfolds. Remember not to skip crucial scenes, but it's acceptable to bypass dialogue by pressing "X". **Total Percentage: 18.8%** Calm Lands - Total Percentage Gain: 0.2% **Revisit the initial Calm Lands scene**, similar to before. Start advertising for a company by speaking to one of the two individuals at any game stand and selecting 'Publicity'. Promote either company as soon as possible, and consult the PR FAQ at www.gamefaqs.com for more information. Having over 400 points prior to visiting the Calm Lands in Chapter 5 is crucial for achieving 100%. **Total Percentage: 19.0%** Mount Gagazet - Total Percentage Gain: 0.4% **Enter Mt. Gagazet and view the entrance scene once more**. When speaking to Kimahri, choose the middle option and be stern with him. This is a reference for future chapters, where this action will also grant a dressphere later on! **Total Percentage: 19.4%** Besaid Island - Total Percentage Gain: 2.2% **This section requires consulting a detailed FAQ**, as it involves multiple steps. Briefly: - Speak to Wakka in the village. - Enter Lulu's hut, speak to her, rest there, exit, and then speak to Lulu again. Accept the mission. - Use a FAQ at www.gamefaqs.com to learn how to discover the cipher numbers needed to unlock the "secret door". - Unlock the door and speak to Wakka in the area just before the beach (to the far left). - Defeat the Boss in this small area. - Speak to Wakka once more after defeating the Boss. **Mission Complete! Total Percentage: 21.6%** Zanarkand Ruins - Total Percentage Gain: 1.8% **After navigating through the Dome and down the Elevator, speak to Cid within the next room**, selecting "You bet I do!" as an option. Obtain a Treasure Sphere from the final area of Zanarkand. **Mission Complete! Total Percentage: 23.4%** Celsius - Total Percentage Gain: 0.2% **Listen to Kilika reports about the "Awesome Sphere"**. This is an automatic event. **Total Percentage: 23.6%** Kilika Island - Total Percentage Gain: 1.6% **In the second area, on the second tier level, speak to Dona in her hut**, located on the left. Head North through the forest (use a Walkthrough at www.gamefaqs.com if needed), reach the temple, and defeat the Boss. **Mission Complete! Total Percentage: 25.2%** 25.2% Complete Chapter One 27.6% Reach Total Percentage Gain 28.6% Explore Mushroom Rock Road 29.2% Start Mission at Celius 30.0% Beat Beclem's Challenge 30.2% Progress in Kilika 31.0% Completing Luca's Interview 32.4% Rescue Calli on Mi'Hen Highroad MUSHROOM ROCK ROAD - Total Percentage Gain: 1.0% **Enter Mushroom Rock Road and head towards the Den of Woe, where you initially went in Chapter One, but this time Nooj is waiting for you. Talk to him after witnessing the events that unfold.** Afterwards, head north all the way to Youth League HQ and have a conversation with Elma and Lucil. Then board the Celsius and communicate with Shinra to view the sphere "CRIMSON REPORT SEVEN". TOTAL PERCENTAGE: 33.4% ---------- MOONFLOW - Total Percentage Gain: 0.2% **Sell all Ten Tickets to Tobli by following these instructions: 1. Purchase a ticket from a woman in red headband located just south of Tobli for 1500 Gil. 2. Obtain a ticket from a woman standing next to a child, situated west of Tobli, for 1000 Gil. 3. Acquire a ticket from the woman opposite the Save Sphere in yellow/orange attire for 1500 Gil. 4. Buy a ticket from the man sitting on a bench adjacent to the Save Sphere for 1000 Gil. 5. Get a ticket from the individual sitting on Moonflow Dock No. 1, at the bottom of the stairs on the right, for 1500 Gil. 6. Purchase a ticket from the person standing to the left at the bottom of the stairs in the same area for any amount. 7. Ride Shoopuff at Dock 1 and get a ticket from Moonflow Dock No. 2 (child at the bottom of the steps on the left) for 2000 Gil. 8. Obtain a ticket from the person at the top of the steps on the right in the same area for 2000 Gil. 9. Move to the next screen, talk to the guard on the right and purchase a ticket for 500 Gil. 10. Get a ticket from the woman in green standing to the left in the same area for any amount. Return to Tobli/Automatic Events to complete the mission! TOTAL PERCENTAGE: 33.6% ---------- GUADOSALAM - Total Percentage Gain: 0.2% **Approach the "LeBlanc chateau" (the large building to the north) and initiate a scene with some Syndicate guards.** **NOTICE!! O'aka's debt!!** If you still haven't paid off O'aka's debt, no worries! Save your game immediately (yes, save now!) and head to the Inn (located right of the Save Sphere). Talk to the Innkeeper and accept his "special offer" for 10,000 Gil. Wait until he says "It is the last person you would expect..." If this doesn't occur, reset and try again. Once you get it (which might take a few attempts), press "Square" while in front of the Innkeeper to sell him the item for an astonishing 100,000 Gil! After this net gain of 90,000 Gil, you should easily be able to pay off O'aka's debt, especially if you just completed the Moonflow mission. If you want, return now and settle your debt. Then take some time to buy items from O'aka and sell them to the Barkeep for a nice profit! If you don't pay him back now, REMEMBER TO DO SO BEFORE CHAPTER 3 MACALANIA WOODS! TOTAL PERCENTAGE: 33.8% ---------- THUNDER PLAINS - Total Percentage Gain: 0.2% **Speak to Cid in the southern part of Thunder Plains, marked by an "X" on the map. If you did the Chapter 1 events in Zanarkand, he will be waiting for you there. Have a conversation with him to gain a small percentage. TOTAL PERCENTAGE: 34.0% ---------- MACALANIA WOODS - Total Percentage Gain: 1.4% **When entering the Woods, head back to where you spoke to Tromell (in the second spring area) and meet Bayra. He will inform you that you must find the other musicians in small circles of floating butterflies. To locate Donga, exit out of the second spring and head down the Southeastern path at the four-way divide. Donga will be waiting for you at the intersection on the magical walkway. After this, proceed with the game. **Progress Through the Game** Continue down the path from him until reaching the Save Sphere in that area. From there, head right until you get to a four-way intersection, then move south. Pukutak will be revealed at this location, marking Mission Complete! Your total percentage now stands at 35.4%. **Calm Lands Developments** Clasko departs from Airship if he's present on your vessel. He heads towards the Monster Cave in Calm Lands' Eastern section. If Clasko is on your ship, this event will unfold automatically. **Mission to Clear Chocobo Ranch** Follow Clasko and complete the mission by targeting enemies facing opposite directions than their counterparts. After completing this task, revisit Calm Lands with some Gyshal Greens (acquire these from Clasko). Engage in battle with a Chocobo until it's defeated; use an Item command to apply a Gyshal Green on it. Utilize Attack on enemies only with your other characters. In case of failure, you may need to give the Chocobo another Green to capture it. Capture just one Chocobo before the end of Chapter 3. **Additional Tasks in Calm Lands** Visit the Travel Agency situated in the middle of the area. Lian and Ayde can be found in the western part of the agency; converse with them for percentage gain. **Reminder: PR Points Requirement** Bear in mind that you need 400 PR Points for Publicity Campaign before entering Chapter Five. If this isn't achieved, it's crucial to focus on obtaining those points from now on. Your total percentage is now at 36.2%. Uniform progress updated View the scenes of Uniform wearing Mission Complete! CELSIUS - Total Percentage Gain: 0.2% View the crew deciding to go to Bevelle. Mission Complete! BEVELLE - Total Percentage Gain: 2.6% Long mission, use walkthrough for Dark Knight dressphere. Mission Complete! TOTAL PERCENTAGE: 44.8% CHAPTER TWO COMPLETE!! Visit Djose Temple before it becomes hotspot CELSIUS - Total Percentage Gain: 0.8% Beginning Scenes Rest in the "Cabin" area by speaking to Barkeep. TOTAL PERCENTAGE: 45.6% LUCA - Total Percentage Gain: 0.8% Defeat three Sphere Break opponents, beat Shinra for useful dressphere. TOTAL PERCENTAGE: 46.4% MI'IHEN HIGHROAD - Total Percentage Gain: 0.6% Defeat malfunctioning Machina attacking pedestrians. Mission Complete! TOTAL PERCENTAGE: 47.0% MUSHROOM ROCK ROAD - Total Percentage Gain: 0.4% Speak to Lucil and Yaibal near entrance. TOTAL PERCENTAGE: 47.4% DJOSE TEMPLE - Total Percentage Gain: 0.2% Approach Temple and trigger scene with Gippal. TOTAL PERCENTAGE: 47.6% MOONFLOW - Total Percentage Gain: 0.2% Speak to Tobli by wagon on south coast to trigger scene. TOTAL PERCENTAGE: 47.8% Speak to Logos and Ormi in the bedroom upstairs, then head to their room via the "secret passage". Watch ORMI'S SPHERE and LOGOS' SPHERE without interacting with anything. Next, visit Maechen and wait patiently until he finishes. Head back to where you fought LeBlanc/Ormi/Logos earlier and climb up onto a nearby crate. Walk around the upper awning to obtain CRIMSON REPORT FOUR. Watch it at Shinra's station on the Celsius. The total percentage gain is 49.8%. From there, proceed to Thunder Plains, speaking with Lian and Ayde in the Northern Part. Choose Kilika as their destination for searching. This earns a total percentage gain of 50.0%. Next up is Macalania Woods, where you must pay off O'aka's debt before attempting anything else. Defend the Travel Agency from fiend attacks and complete the mission. The total percentage gain is now 50.8%. The journey continues in Bikanel Desert, speaking with Marnela at Cactuar Nation. You can also start the Cactuar mini-game if desired. This earns a total percentage gain of 51.2%. In Calm Lands, rescue tourists trapped inside a cave and visit the Travel Agency to ensure Shinra places a CommSphere there. Then, head to the Chocobo Ranch and follow Shinra to another location where he sets up a CommSphere. The total percentage gain is now 51.6%. Mount Gagazet beckons next, where you must defeat Garik Ronso at the summit. This earns a total percentage gain of 52.0%. Zanarkand Ruins bring new challenges, speaking with Isaaru just inside the Dome area and completing the "Operation: Monkey!" mission before the end of Chapter 3. The total percentage gain is now 52.2%. Finally, head to Besaid Island, clearing the temple of fiends and defeating a familiar foe. This earns a total percentage gain of 54.2%. Kilita Island awaits next, requiring you to sneak through the port and forest before rescuing Barthello and defeating another familiar adversary. Complete! TOTAL PERCENTAGE: 55.2% Automatic events will occur. TOTAL PERCENTAGE: 55.8% Notice Gippal from Highbridge AND in Antechamber. At Bevelle Underground, witness scene with Nooj, Baralai, and Gippal. This is where you fought Bahamut in Bevelle. Obtain CRIMSON REPORT ONE. View CRIMSON REPORT ONE at Shinra's station. TOTAL PERCENTAGE: 57.4% NOTE Before moving on, verify that you have done the following: -Caught one Chocobo. -Have been doing Publicity Ratings. -Have completed "Operation: Monkey!" at Zanarkand. -Any and all things listed above DJOSE TEMPLE - Total Percentage Gain: 2.2% Travel through Temple and defeat final familiar adversary of Chapter 3! Mission Complete! AFTER Yuna says "I'm all alone..." at Farplane Abyss, press "X" four times to hear four whistles. In laymen's terms, after Yuna says "I'm all alone..." keep tapping "X" until Yuna is transported away. TOTAL PERCENTAGE: 59.6% ---------- CHAPTER THREE COMPLETE!! ========== -------- CHAPTER FOUR -------- ========== CELSIUS - Total Percentage Gain: 1.8% Speak to Paine on Deck. Watch CRIMSON REPORT TWO and CRIMSON REPORT THREE. Rest in Cabin area by speaking to Barkeep. TOTAL PERCENTAGE: 61.4% CEL SIUS/COMMSPHERE NETWORK - Total Percentage Gain: 0.8% View Besaid Island CommSphere and speak to Wakka. View Kilika Island CommSphere and speak to Dona. View Mushroom Rock Road CommSphere and speak to Yaibal. View Bevelle CommSphere and speak to Maroda. TOTAL PERCENTAGE: 62.2% CEL SIUS - Total Percentage Gain: 0.8% Speak to Buddy on Bridge. Speak to Paine on Bridge. Decide to have concert. *Automatic Event TOTAL PERCENTAGE: 63.0% CELSIUS/COMMSPHERE NETWORK - Total Percentage Gain: 4.4% View Besaid Island CommSphere for third time and see Wakka come out of his tent. View Beclem chastising Aurochs on sixth time you view CommSphere. View Kilika TEMPLE CommSphere and speak to Barthello. Try zooming in on temple entrance. View Luca CommSphere for THIRD TIME and see Shelinda's interview with man talking about blitzball return. View Mi'ihen Highroad CommSphere and view following scenes: -1/Ruins/Ruins Machina is malfunctioning. -1/Newroad/Small crowd is gathering. -2/Hover Crash Site/Group of Machina surround hover. -2/Shinra's CommSphere *If this doesn't work, then continue. If it does, then continue to third portion. If above doesn't work, it might be Chocobo Eater's fault instead - some sources think so but others disagree. Better be cautious! **Remember to save your game before this point**. You can skip Chapter 4 and go straight to Mi'ihen in Chapter 5 if you want, just to avoid any regrets later on. Otherwise, you might end up blaming someone else for the mess. Watch the scenes from various CommSpheres to learn more: Djose Temple's first scene with an Al Bhed approaching; Guadosalam's Ormi talking to Yuna; Thunder Plains' Shinra's invention; Macalania Woods Entrance's three musicians discussing their worries. Speak to O'aka at Macalania Woods Travel Agency and Nhadala in Bikanel Desert about a new threat. Try aiming the camera around until she starts talking to you, it might take some time. Also, check out the tent behind you. Watch Clasko telling Chocobo nice things at Calm Lands Ranch. Speak with Kimahri at Mount Gagazet's Mountain Gate and see 15 people in Hot Springs CommSphere scene, including Tobli, O'aka, Isaaru, Lucil, Maechen, Cid, Rin, Dona. Chase Tobli around Moonflow area to Guadosalam entrance with a Charm Bangle for easier navigation. Mission accomplished! Rehearse Thunder Plains concert by talking to Rikku at Cabin area and mash buttons fast for high score. View Besaid Island CommSphere twice, Kilika Island Port CommSphere three times, Kilika Temple CommSphere once, Mushroom Rock CommSphere twice, Moonflow CommSphere twice, Guadosalam CommSphere two times (if you didn't see it before), Macalania Woods Travel Agency CommSphere once, and Zanarkand Ruins CommSphere three times to unlock more scenes. Given article text here Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies. Given article text here Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies. Two Crimson Spheres can be found in the Bevelle Dungeon, allowing for a complete view of them. Head into the Den of Woe where Ormi/Logos were initially located. Continue northward until you come across surprising scenes. Defeat your enemies to receive Episode Complete. A 85% completion rate is displayed; however, due to a lack of Crimson Spheres at this time, actual progress will vary. The first twenty levels in the Bevelle Dungeon are surprisingly easy, so go there now and retrieve any missed Crimson Reports. The Djose Temple contains an Experiment boss that must be defeated when its Attack/Special/Defense levels are below five. After completing the fight, head back to Bikanel Desert and search for Expanse with Yellow X's, allowing you to raise the Experiment's levels after an hour or less. Following a successful completion of the fight, an automatic cutscene will play; however, players may still be able to back out of the battle and return later. The player can obtain a repair item by entering the main lobby area, going through the left door before steps lead up to the Cloister area, from a person located there. A 86.2% completion rate is shown after Moonflow, another Episode Complete. A 87.4% completion rate is displayed following Guadosalam, where a BARALAI'S SPHERE can be obtained from Tromell's house and viewed on the Celsius. The Thunder Plains contain ten fiends that must be defeated to complete the mission. Subsequently, players must enter the secret cave after defeating Humbaba's boss and navigate it to reach Cid in the middle pathway. A 88.4% completion rate is displayed following Thunder Plains, where players can speak with Cid on the Airship's "Deck" or return to the "Bridge" to view the scene. In Macalania Woods, both Spring Areas must be viewed for Episode Complete. Furthermore, a scene is also visible near the Travel Agency featuring O'aka and Wantz. Bikanel Desert contains nine Gatekeepers that must be located and returned to the Cactuar Nation for a 89% completion rate. - Besaid Island, Beach 3.) Loberia - Guadosalam Chateau, Ormi's Room 4&5.) Areg & Arroja - Calm Lands, Gagazet Entrance (riding Chocobo) 6.) Islaya - Thunder Plains, Tower 9 (Far North) 7.) Chiapa - Kilika Island, Forest, Head to the FAR RIGHT on the first path, and press "X" by the tree hanging over here. Jump up. 8.) Erio - Mt. Gagazet, Summit 9.) Bartschella - Kilika Port, Dona's House 10.) Frailea - Cactuar Hollow (Found in North of Cactuar Nation). **After doing the above, defeat the Jumbo Cactuar. Mission Complete! **BEFORE returning to Bikanel Desert, level up A LOT. Make sure you are capable of surviving heavy-duty attacks, and make sure you have some high Attack/Defense with Dark Knights. When you do, then enter Bikanel Desert and defeat Angra Mainyu. Mission Complete! Episode Complete! **Return to the Cactuar Nation and speak to Benzo. TOTAL PERCENTAGE: 90.2% ---------- Bevelle - Total Percentage Gain: 1.8% **Episode Complete! **Inside Via Infinito (found by going in to the right corridor of the Bevelle Temple) obtain CRIMSON REPORT SIX at Cloister 0 (the beginning). Afterwards, battle your way to Cloister 20 (it's easy for now) and obtain CRIMSON REPORT EIGHT. **Board the Celsius and view both CRIMSON REPORT SIX and CRIMSON REPORT EIGHT. **Defeat Trema in the last Cloister. This is INCREDIBLY difficult. Follow this general strategy and pray: -Equip Yuna with a mastered Gunner dressphere. Equip her with Cat Nip (which you obtain from Black Elemental on Cloister 40) and Speed Bracer. -Equip Rikku/Paine with Dark Knights Dresspheres. Use Crystal Bangles and items that raise their Defense. -Have Yuna be in Yellow Health (which can be obtained by equipping/dequipping Wrings/Bloodlusts) and go to the last cloister. -Two strategies for Garment Grids. One is equip one that raises Defense, and another is equip the Garment Grid which allows for Max HP Limit Break. If you choose the Max HP Limit Break, then use a Stamina Tonic in the following battles to DOUBLE your HP! If used with a Crystal Bangle and high level Dark Knights, this will sky rocket your HP! -Equip your Gunner with the Garment Grid which allows for First Strike. -At the start of the battle with Paragorn, use Trigger Happy. If you are in yellow health, and with the Cat Nip equipped, you will do massive damage. Maybe enough to kill him in one turn! -Have Dark Knights focus on using X-Potions and Yuna focus on doing Trigger Happy while she's alive. -Once he goes down, you will face Trema! Use the same strategy, but use Mega Phoenixes, because your party will probably go down fast. With any luck your Dark Knights will survive Meteor and be able to revive and heal with X-Potions before he casts it again. Keep using Trigger Happy and remember NOT to heal Yuna above yellow health, and good luck!! TOTAL PERCENTAGE: 92.0% ---------- Calm Lands - Total Percentage Gain: 0.4% **Raise the Publicity Level of either company to Level 5 (400 points) BEFORE you enter the Calm Lands in Chapter 5!! **Do the Chocobo Ranch sidequest. This takes a very long time. In short: -It is also advisable to just go ahead and catch 14 Chocobos. That is because the more Chocobos you have the higher probability a Choco Runner will return! If you catch 14 Chocobos, and only have Three or less Max Level 5 Chocobos, release one and Continue until you have four Chocobos with a maximum level of five. Here's how: - Dispatch three Level 1 Choco Runners and make sure they return safely, then level them up to two. - If that doesn't work, catch more and try again. - Repeat the process for Levels 2 through five. **Once you've done this, the Chocobo Dungeon will open.** - Search the area until you find an AP Egg, then navigate around until you locate the middle locked doors to the north. - Open the doors on both sides of the middle door to reveal the Anything Eater, and defeat it to proceed. - After defeating the boss, open the main door behind all the other doors to receive the "Amazing Chocobo." **To get the Mascot Dressphere, complete Episode Complete in every location, including Mount Gagazet, except for Bevelle.** - Talk to Brother and jump into the Farplane at any location, such as Bevelle. **In the Farplane, speak with Leblanc, Ormi, and Logos, then use the Save Sphere to return to the Airship.** - Speak with Shinra, Buddy, and Cid on their respective locations, then head back to Celsius. - Witness a scene with Rikku and Yuna in the "Deck" area. **Finally, defeat Vegnagun and the Final Boss to complete Chapter Five.** - Wait for the scene at the Farplane Glen and press "X" when Yuna and the Gullwings return to the area. - Answer "Yes!" (first option) when the Fayth asks Yuna a question, then view the Perfect Ending after the credits have rolled. Don't send any angry messages, okay? This game wasn't designed to be finished with 100% completion in one playthrough. If you didn't manage it, try changing your approach next time around. On the second go-round, choose New Yevon instead of Youth League and make different choices like not saving the Guado - that should give you the percentage you need for a full completion on the second attempt. I'm really grateful to all those who helped me with this FAQ! I'd especially like to thank CJAYC for their support, even when things got tough. The Brady Games Guide was also an invaluable resource, and I appreciate the input from luckylink17 and Mr Person. Plus, a huge thanks to hpsolo for catching some errors! If you think there's something wrong with my FAQ, please let me know and help me make it better! You can even be included in my "Thanks" section if you contribute.

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