

## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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### FINAL FANTASY X-2

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# FINAL FANTASY X

## GETTING STARTED

### NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately.

### PLAYSTATION®3 SYSTEM

**STARTING A GAME:** Before use, carefully read the instructions supplied with the PlayStation®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *FINAL FANTASY X/X-2 HD Remaster* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

**QUITTING A GAME:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.



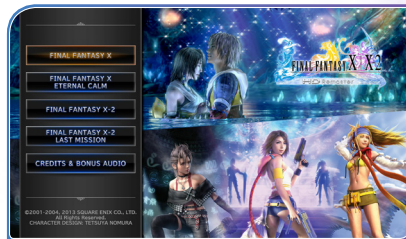
**TROPHIES:** Earn, compare and share trophies that you earn by completing specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

### SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

## LAUNCHER SCREEN

The *FINAL FANTASY X/X-2 HD Remaster* game disc includes multiple titles. After turning on the console and placing the game disc in the disc tray, a launcher screen will appear. From here you can select which title you wish to start. After confirming the title you wish to start, the title menu (or opening visuals) for the selected title will appear on the screen.



## DATA TRANSFER

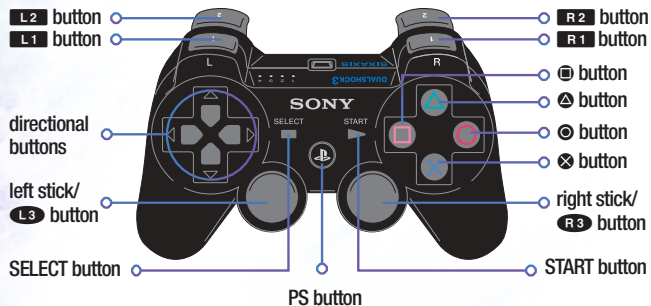
### SHARE DATA WITH THE PLAYSTATION®VITA SYSTEM VERSION

The data transfer function allows you to share save data with the PlayStation®Vita system version of *FINAL FANTASY X HD Remaster* and *FINAL FANTASY X-2 HD Remaster*. Select "DATA TRANSFER" from the title menu of the corresponding title to upload save data to the network. The uploaded data can then be downloaded to the PlayStation®Vita system version of the corresponding title, and can be used to continue gameplay on the PlayStation®Vita system. The reverse process (transferring PlayStation®Vita system save data to the PlayStation®3 system) is also possible.

## CONTROLS

### DUALSHOCK®3 WIRELESS CONTROLLER

- Compatibility of any controller other than DUALSHOCK®3 wireless controller is not guaranteed.



Control schemes for *FINAL FANTASY X HD Remaster* change according to the three situations on the following page. Vibration settings (ON/OFF) can be changed in the "Config" screen accessed through the Main Menu.

Controls	Field Screen	Menu Screen	Battle Screen
Directional buttons	Move character	Move cursor	Move cursor (right/left to change command windows)
Left stick	Move character	Move cursor	Move cursor (right/left to change command windows)
× button	Talk/Examine/Confirm	Confirm	Confirm
○ button	(Hold down to) Walk/Cancel	Cancel	Cancel
△ button	Open menu	-	Guard (Pass turn)
L1 button	-	Change character	Display character change window/Select character to change
L2 button	-	Scroll back (in item lists, etc.)	Select character to change
R1 button	-	Change character	Scroll CTB window
R2 button	-	Scroll forward (in item lists, etc.)	Scroll CTB window
START button	Pause*	-	-
SELECT button	-	-	Display/hide help window.

Press the **L1**, **L2**, **R1**, **R2**, **START** and **SELECT** buttons simultaneously to perform a software reset.

\*Pause and software reset cannot be performed under certain circumstances.

## STARTING THE GAME

### START MENU

After the opening demo concludes (or when START is pressed during the demo), the title screen (below) will appear. If you are starting a new game, select **NEW GAME**. If you are continuing from previously saved data, select **LOAD**. Select **DATA TRANSFER** if you want to share save data with the PlayStation®Vita system version of *FINAL FANTASY X HD Remaster*.



### REGARDING SAVE DATA

Save data for this game is saved on your system storage. Saving your progress in this game requires at least 200KB.

## GAME SCREEN/FIELD SCREEN

### MAP

The map gives a bird's-eye view of your character's current location, indicated by a yellow arrow. Your destination is generally marked by a red arrow. It can be turned on and off in the Config section of the Main Menu.



### PLAYER'S CHARACTER

### SAVE SPHERE

Use spheres like this one to save your game. They are only found in certain locations, so be sure to save whenever you get the chance.

## CHARACTERS

*FINAL FANTASY X HD Remaster* follows the epic story of a summoner named Yuna and her quest to destroy Sin. You must guide the main character, Tidus, through the many events of the game. We introduce here the characters that accompany Yuna along her journey. Note that each character has a unique area of expertise. Review their strengths so you can use them to your advantage on the battlefield.



### TIDUS

Tidus is a cheerful, rising blitzball star playing for the Zanarkand Abes. He has long resented his father, who was a renowned player himself before his untimely death. Tidus's quick moves allow him to attack even the swiftest foes with ease.



## YUNA

Daughter of High Summoner Braska. Honest and determined, Yuna embarks on a pilgrimage to obtain the Final Aeon and defeat Sin. Yuna is learning the mystical art of summoning aeons - powerful spirits of yore.



## WAKKA

Coach and captain of the local blitzball team, the Besaid Aurochs. Wakka plans to retire from the sport after this year's tournament so that he can devote himself fully to serving as Yuna's guardian. His deadly blitzball is especially useful for shooting down aerial enemies.



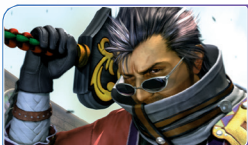
## LULU

One of Yuna's guardians. She and Wakka think of Yuna as a younger sister. Lulu's stoic and self-possessed nature makes her appear insensitive at times. She specializes in the art of black magic.



## KIMAHRI RONSO

A young warrior of the Ronso tribe, Kimahri has watched over Yuna from her youngest days. He speaks little, but is deeply devoted to Yuna and serves her loyally as a guardian. Kimahri can learn enemy skills with his Lancelot ability.



## AURON

The legendary guardian who, together with High Summoner Braska, defeated Sin ten years before. A man of few words, he guides Yuna and Tidus on their mission to vanquish Sin once more. He swings his gigantic sword with such power that even the toughest fiends are cut asunder.



## RIKKU

A young Al Bhed girl. Her personality is upbeat and positive, and she is not afraid to speak her mind. She works hard to restore her outcast people to their former glory. Rikku handles mechanical devices with ease and can steal items from enemies, too.

## BATTLE SYSTEM



## BATTLE SCREEN

1. Command window
2. CTB window
3. Characters' HP and MP
4. Overdrive gauge
5. Help text window

## BATTLE ORDER

*FINAL FANTASY X HD Remaster* features the Conditional Turn-based Battle (CTB) system, whereby time passes only when commands are executed in battle. The turn order of both allies and enemies is displayed in the CTB window in the upper right-hand side of the screen. The turn order often changes depending on what each character and each enemy does.

For example, after performing a powerful special technique, a character may require extra recovery time before they are ready to execute their next action. However, you can counterbalance this by casting a speed-enhancing spell, such as Haste, on that character, thereby increasing the total number of turns they may take. There are many other factors that affect the order of battle, so experiment with different actions and learn how to use this new system to its fullest.



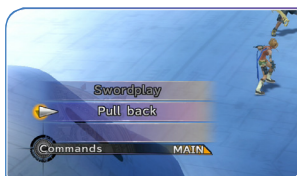
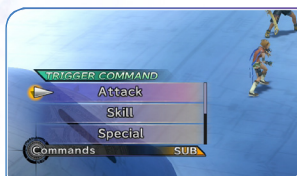
## SWITCHING CHARACTERS



During any of your characters' turns, press the **L1** button to bring up the Switch window. Here you can switch party members in and out of battle at will. When a character is switched in, he or she can act immediately.

## TRIGGER COMMANDS

At certain points in the game, special commands called Trigger Commands become available. To use them, press **←** to access the Trigger Commands window, then select the desired command.



## OVERDRIVE



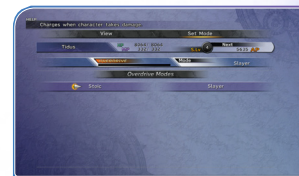
Each character's Overdrive gauge charges up a little bit whenever the proper conditions are met (inflicting damage, healing weakened party members, etc.). Overdrive modes determine what these conditions are (for more details, please see the

Overdrive Modes section below). Once a character's gauge is full, the word **OVERDRIVE** will be displayed, and he or she can unleash a special attack. Press **←** to access the Overdrive window, then select the Overdrive you wish to execute.

## OVERDRIVE MODES

MODE NAME	CONDITIONS
Warrior	Gauge charges when character deals HP damage to an enemy.
Stoic	Gauge charges when character takes damage.
Healer	Gauge charges when character restores allies' HP.
Dancer	Gauge charges when character evades an attack.

Overdrive modes determine the conditions that must be met in order to charge up the Overdrive gauge. Select an Overdrive mode for each character in the Overdrive section of the Main Menu. All characters can learn new Overdrive modes by fulfilling the prerequisites for those modes a certain number of times.



Many other Overdrive modes exist, so experiment with different courses of action in battle to learn them.

## STATUS AILMENTS AND HOW TO RECOVER

During battle, characters are sometimes inflicted with nasty status alterations. Refer to the chart below to find effective ways to recover from them.

## STATUS EFFECTS

Status Name	Symptoms	Recommended Treatment
KO	Cannot participate in battle	Life, Full-Life, Phoenix Down
Petrification	Cannot participate in battle	Esuna, Soft, Remedy
Zombie	Takes damage from restorative magic and items	Holy Water, Remedy
Poison	Suffers damage after taking turn (1/4 of total HP per turn)	Esuna, Antidote, Remedy
Confusion	Attacks allies or enemies indiscriminately	Esuna, Remedy, being physically struck
Berserk	Increased Strength, but attacks automatically (cannot be controlled by player)	Esuna, Remedy
Sleep	Cannot participate in battle	Esuna, Remedy, being physically struck
Silence	Cannot cast spells	Esuna, Echo Screen, Remedy
Darkness	Lowered accuracy for physical attacks	Esuna, Eye Drops, Remedy
Slow	Lower Speed (turns come slowly)	Esuna, Remedy
Doom	Becomes KO'd when countdown reaches zero	None
Curse	Cannot use Overdrives (gauge freezes)	Dispel, Holy Water

## GAME OVER



The game will end if all active party members are KO'd (HP is reduced to zero) or petrified. The game will continue, however, as long as at least one party member manages to flee from battle using the Escape or Flee commands.

## ABILITIES

### ABILITIES

There are two types of abilities: Command Abilities and Auto-Abilities. Command Abilities are actions that must be selected in battle, while Auto-Abilities are automatically enabled through your characters' current weapons and armor. Characters acquire new Command Abilities by activating ability nodes on the Sphere Grid.

### CUSTOMIZING WEAPONS AND ARMOR

At a certain point in the game, the Customize section will appear in the Main Menu. Here, you can upgrade your weapons and armor to your liking. Effects you add here become Auto-Abilities, and they remain active as long as that weapon or armor is equipped. More Auto-Abilities become available as you acquire new kinds of items.



1. Weapon/armor to be customized
2. Name of required item
3. Number of that item currently in possession
4. Quantity remaining after customization
5. Help window: description of selected ability

## AEONS

### AEONS

Aeons are divine creatures that only answer the call of a true summoner. Each aeon protects its master with unique powers and characteristics. As their summoners grow stronger, so do the aeons. When Yuna summons an aeon, the other party members must withdraw to a safe distance. Only then can Yuna direct the aeon's actions. Like your regular party members, aeons have an Overdrive gauge, and when it charges up they can unleash an awe-inspiring Overdrive technique. If an aeon's HP reaches zero, it will vanish and the other characters will return to continue the fight.



#### AEONS

Valefor	A swift, flying aeon.
Ifrit	An aeon engulfed in eternal flame.
Ixion	An aeon in the form of a unicorn that is comprised of pure lightning.
Shiva	An icy aeon in the form of a beautiful woman.

You will undoubtedly come across many aeons as you progress through the story of *FINAL FANTASY X HD Remaster*. Some say that secret aeons may reveal themselves to those who complete extraordinary tasks.

## DEVELOPMENT OF AEONS



Under the Aeons section of the Main Menu, you can view various statistics of your aeons. Each aeon's growth is metaphysically bound to Yuna's, but when you prevail against certain opponents Abilities and Attributes sections will become available. These will let you teach aeons new abilities and raise their attributes.

## ABILITIES

Select Abilities to teach the aeons various Command Abilities. When you select an aeon, the image shown in the screenshot will appear on the screen. Use items to teach aeons new Command Abilities.



1. Ability the aeon is to learn
2. Name of required item
3. Number of the item currently in possession
4. Quantity remaining after use
5. Help window: information about the selected ability

## ATTRIBUTES

Select the Attributes section to increase your aeons' powers. The menu shown will appear once you select the aeon whose attributes you wish to increase. Use spheres to raise your aeons' attributes.



1. Attribute to be developed
2. Sphere required for development
3. Number of spheres currently in possession
4. Quantity remaining after use
5. Help window: displays information regarding development



## THE SPHERE GRID

### UNDERSTANDING THE SPHERE GRID

Character skill and attribute development in *FINAL FANTASY X HD Remaster* is exclusively conducted on the Sphere Grid. Characters will not grow stronger simply by defeating enemies in battle, so you must grasp the following Sphere Grid basics in order to strengthen your party members.

### CHARACTER DEVELOPMENT FLOWCHART

S.Lv (Sphere Level) goes up when AP (Ability Points) gained in battle reach a certain amount.

The S.Lv number on the Sphere Grid represents how many times a character can move.

To develop a character, use spheres obtained through battle and other means to activate nodes on the Sphere Grid.

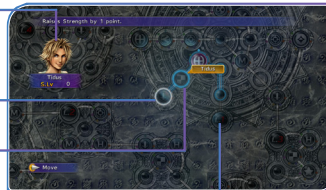
### THE SPHERE GRID

Selecting Sphere Grid from the Main Menu will bring up the system screen.

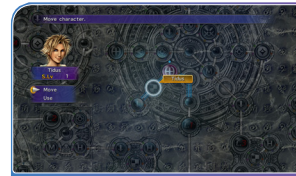
SELECTED CHARACTER ○

CURSOR ○

CHARACTER'S ○  
CURRENT POSITION



○  
NODE



Press the  $\otimes$  button to display the command window.

When you select "Move," the illuminated circles indicate how far you can move based on your current sphere level. Select "Use" if you wish to use a sphere to activate a node.



Selecting "Use" will open a window showing all the spheres currently in your possession. You can only use spheres that correspond to a nearby node, highlighted in white. Place a sphere into its corresponding node to gain the attribute bonus or learn the ability available there. In addition to the node at the character's current position, you can activate any adjacent nodes that are connected to it without moving to them.

As an example, let's have Tidus learn Flee:




First, move to a node adjacent to Flee.



Select an Ability Sphere. The cursor will automatically move to Flee, located at the adjacent node.



Press the  button to confirm your selection. Tidus has now learned Flee. Since Flee is a Command Ability, Tidus can perform it in any subsequent battles.

## COLORS

Each character leaves a different color when he or she activates a node, as indicated in the accompanying diagram. Multiple characters can activate the same node. To discover which character has activated which node, use the following color scheme:

Tidus = Light Blue

Lulu = Purple

Yuna = White

Rikku = Green

Kimahri = Dark Blue

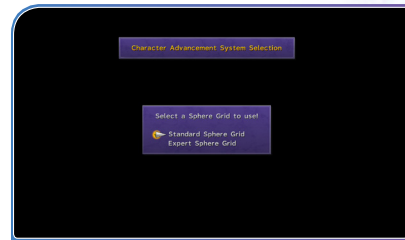
Auron = Red

Wakka = Yellow

## SELECTING A SPHERE GRID

*FINAL FANTASY X HD Remaster* features two versions of the character advancement Sphere Grid. One is the standard Sphere Grid, and the other is the advanced Sphere Grid for experienced players. The advanced Sphere Grid allows for more freedom in developing characters, but has more branching, making route selection more challenging.

You can choose the Sphere Grid you want to play on when you start a new game, but it cannot be changed afterward (for that particular game).



# FINAL FANTASY X-2

## STORY

Spira. A world once plagued by the destruction caused by the great terror known as Sin. That is, until the summoner Yuna and her companions embarked on a journey to vanquish this menace once and for all. This was no small task, as Sin always returned after seemingly being defeated. But through great hardship and sacrifice, they succeeded in destroying this ultimate foe for good.

Two years have now passed. Yuna lives her days in peace, yet she can't help but feel that something is missing. One day, she sees an odd image contained within a sphere. The image is that of a young man that bears a striking resemblance to...*him*.

Could this be *him*? Could this be the young man who vanished along with Sin? Does he still exist somewhere in this world...?

Yuna prepares to embark on a new journey—a journey to discover the truth.



## CHARACTERS



**YUNA** Age 19.

First Dressphere: Gunner.

After defeating Sin, Yuna returned to her home on Besaid. The days passed without incident, but still she sensed something missing in her quiet existence. A movie sphere that Rikku showed her gave her a reason to journey once more. For now, life as a sphere hunter affords Yuna the chance to live on the wild side. Old habits die hard, though. Yuna still can't walk away from people in need.



**RIKKU** Age 17.

First Dressphere: Thief.

In the two years since she helped Yuna defeat Sin, Rikku has traveled with other AI Bhed around Spira, teaching people all there is to know about machina. During the so-called "search for truth" that overtook Spira after Sin's defeat, a group of AI Bhed joined the ranks of sphere hunters. With their airship, the Celsius, as a base, Rikku, Buddy, and Brother founded the Gullwings. Rikku invited Yuna to join the Gullwings and they have been traveling together ever since. As always, Rikku's endless supply of energy keeps the team on their toes.

## CHARACTERS



### **PAINE** Age 17.

First Dresssphere: Warrior.

Paine is armed with a one-handed sword and a lukewarm attitude. It seems she joined the Gullwings because of something that happened in her past.

However, none of the Gullwings know exactly what that might be. The often ridiculous antics of the Gullwings tend to prompt sarcastic remarks from Paine, but the others don't seem to worry about it much.



### **BARALAI** Age 20.

The praetor of New Yevon.

As their newly elected official, he is deeply respected by the other party members. New Yevon takes a conservative approach,

their motto being "One thing at a time." Even so, their furtive habits, including sphere theft, have earned them a general lack of trust.



### **GIPPAL** Age 18.

Leader of the AI Bhed Machine Faction.

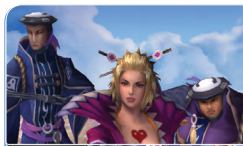
Based in DJose Temple, the group digs up old machina and researches the development of machina weapons.



### **NOOJ** Age 21.

The "meyvn," or leader, of the Youth League.

He is a former Crusader who, repulsed by the actions of New Yevon, founded the Youth League. He lost his left arm and leg in battle with Sin. Because of the large number of hot-blooded youths in the Youth League, they have a tendency to start trouble.



### **THE LEBLANC SYNDICATE**

(From left: Logos, Leblanc, Ormi)

A group of sphere hunters who stand as rivals to the Gullwings. They make frequent appearances throughout the story. The Syndicate's organizational skills are said to be unrivaled in Spira.



### **THE GULLWINGS**

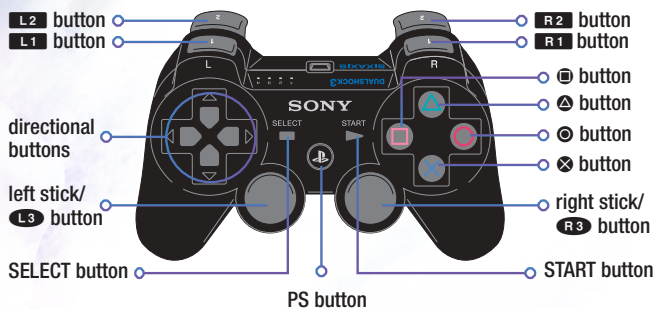
(From left: Buddy, Brother, Shinra)

Yuna's sphere-hunting friends.

## BASIC CONTROLS

### DUALSHOCK®3 WIRELESS CONTROLLER

- Compatibility of any controller other than DUALSHOCK®3 wireless controller is not guaranteed.



Control schemes for *FINAL FANTASY X-2 HD Remaster* change according to the three situations listed below.

Vibration settings (ON/OFF) can be changed in the "Config" screen accessed through the in-game main menu.

CONTROLS	FIELD SCREEN	MENU SCREEN	BATTLE SCREEN
Directional buttons	Move character	Move cursor	Move cursor (left/right to change command window)
Left stick	Move character	Move cursor	Move cursor (right/left to change command windows)
○ button	Jump/Climb/Cancel (when pressed at certain locations)	Cancel/Return to movement screen	Cancel
× button	Talk/Examine/Confirm	Confirm	Confirm

CONTROLS	FIELD SCREEN	MENU SCREEN	BATTLE SCREEN
△ button	Open menu/Return to title menu (when game is paused)	-	Pass character turn
□ button	Skip cutscene (While paused during a cutscene. Certain cutscenes cannot be skipped.)	-	-
L1 button	-	Change character/dressphere	Spherechange
L2 button	-	Scroll back (in item lists, etc.)	Scroll back (in item lists, etc.)
R1 button	-	Change character/dressphere	Trigger Happy (Gunner) rapid fire
R2 button	-	Scroll forward (in item lists, etc.)	Scroll forward (in item lists, etc.)
START button	Pause*	-	Pause
SELECT button	-	-	-

Press the **L1**, **L2**, **R1**, **R2**, **START** and **SELECT** buttons simultaneously to perform a software reset.

\*Pause and software reset cannot be performed under certain circumstances.

## STARTING THE GAME

### START MENU

After the opening demo concludes (or when START is pressed during the demo), the title screen (below) will appear. If you are starting a new game, select **NEW GAME**. If you are continuing from previously saved data, select **LOAD**. Select **DATA TRANSFER** if you want to share save data with the PlayStation®Vita system version of *FINAL FANTASY X-2 HD Remaster*.



### NEW GAME PLUS

If you have already completed the game once and have saved your progress, you can select **NEW GAME PLUS**. Selecting this allows you to start the game with all of the dresspheres, items, and abilities acquired during your first time through the adventure. Take another shot at the missions you couldn't complete and find the story events you missed!

### SAVE DATA

Save data for this game is saved on your system storage. Saving your progress in this game requires at least 260KB.

In *LAST MISSION*, you can save inside Lutycr Tower every five floors. If you have the "Save Memo" folio, you can save every time you move to a different floor. When save data that is saved inside an elevator is resumed, it will begin at the destination floor. Saving your progress in *LAST MISSION* requires at least 180KB on your system storage.

## FIELD SCREEN



### 1. GUIDE MAP

The guide map can be turned on and off in the Config section of the Main Menu.

Depending on the area, the map may be displayed in different positions on screen or not displayed at all.

### 2. PLAYER'S CHARACTER

### 3. SAVE SPHERE

Approaching one of these and pressing the  $\otimes$  button will completely restore your HP and MP.

Use these spheres to return to the airship and save your game.


## GAME PROGRESS

### THE MISSION SELECT SCREEN



The Mission Select screen is used to progress the game's story.

Yuna and the rest of the Gullwings travel Spira aboard their airship, the Celsius. The Mission Select screen lets you choose where they'll go next. Unless there's something really

important going down, you're free to travel wherever you please. There is a variety of missions for each location; the missions themselves can change depending on when you go to a given location. Once you've accepted a mission, your actions affect how the story will unfold. There are countless decisions to be made in the course of the game, and each one helps determine the path your story will take. You can usually access the Mission Select screen by talking to Buddy inside the airship, but at certain critical points, the Mission Select screen will appear automatically. Pressing the  button allows you to return to the bridge of the Celsius. However, there are times in the game when you cannot exit without selecting a mission.

## HOTSPOTS



at the bottom of the Mission Select screen. The number of star signs indicates the strength of fiends found at the location selected. The more stars shown, the stronger the fiends.

'EASY ★★★★★ HARD'

## CREATURE CREATOR




You can access the "Creature Creator" menu by speaking to Shinra, who can be found on the bridge of the airship. "Creature Creator" is a new feature available in this version that can be enjoyed from the beginning chapters of the game. Use "trap pods"

to capture creatures across the world, view their stories, and even have them participate in combat! Captured creatures can also participate in tournaments at the "Fiend Arena."

\*Please refer to the in-game tutorial for detailed information.

## MAIN MENU

Press the  button on the field screen to open the Main Menu. There, you can use items and equip your party for battle.



• Sizes of characters/creatures  
 S = 1 member slot, M = 2 member slots, L = 3 member slots. Up to three members can participate in combat at one time.

1	Items	Use and sort items. View any key items found.
2	White Magic	Use White Magic spells to restore HP and cure status ailments.
3	Equip	Change a character's Garment Grid, dressphere, or accessories. Garment Grids – Each character can equip one Garment Grid at a time. Multiple characters can equip the same Garment Grid simultaneously. Dresspheres – Select one of the dresspheres placed on the currently equipped Garment Grid. Accessories – Each character can equip up to two accessories. Some accessories allow a character to use abilities from dresspheres besides the one currently equipped.
4	Garment Grids	Set/Rearrange dresspheres on a Garment Grid.
5	Abilities	View a character's progress in learning the abilities of each dressphere and select the next ability to be learned.
6	Accessories	View and sort accessories.
7	Dresspheres	View the party's dresspheres.
8	Creature	Develop/Train creatures.
9	Party members	Set party members.
10	Config	Configure gameplay settings.

## BATTLE SYSTEM



### BATTLE SCREEN

1. Command window
2. HP, MP, and ATB gauge of character
3. Help window
4. Cheer Gauge (Use the **L3** and **R3** buttons to influence ally creatures' status.)

### COMMAND WINDOW

The Main Commands window displays a character's available commands. When a character has more than four commands, the window will scroll to display additional commands.

Pressing directional button **→** brings up the Subcommands window and the Escape command.

Pressing the **L1** button accesses the Garment Grid so that you can make a spherechange. Refer to the section on spherechanges for more information.



\*Scroll



\*Subcommands



## HELP WINDOW

The help window contains a brief description of the currently selected command, item, etc.

The battle help window can be toggled on and off in the Config section of the Main Menu.

## ACTIVE TIME BATTLE (ATB) GAUGE

When green, the ATB gauge displays “charge time.”

Once this gauge is full, a character is ready to accept her next command.

This gauge may not always appear, depending on the command previously executed.



When purple, the ATB gauge displays “wait time.”

Using items and certain abilities requires a wait time before the command is executed.

The length of the gauge varies depending on the command selected. The shorter the gauge, the sooner the command will be executed. When attempting to “chain” attacks together, special attention should be given to the wait time a command will require.



Some commands require no wait time before being executed.

## CHAIN ATTACKS



When two or more successful attacks immediately follow each other, the word “Chain” appears.

Successive attacks in the same chain cause increasing damage. The longer the chain is kept up, the greater the additional damage.

## SPHERECHANGES



Characters can use the Garment Grid during battle (**L1** button) to change dresspheres. This transformation is called a spherechange. Characters can only spherechange to dresspheres placed on their currently equipped Garment Grid. Dresspheres that aren't connected by paths on the












Garment Grid can't be selected for spherechanges, so arrange dresspheres with care. Also, be aware that battle doesn't pause while you select dresspheres for spherechange, so enemies will continue to attack.






Each character has a special dressphere, which can only be used by filling a Garment Grid with dresspheres and spherechanging to all dresspheres on the Garment Grid. While the Garment Grid is displayed, press the **R1** button, select the special dressphere, and then press the **X** button to spherechange.

## STATUS AILMENTS

During battle, characters are sometimes afflicted with status ailments. There are beneficial status effects as well. The chart below covers negative status ailments and effective ways to recover from them.

AILMENT	SYMPTOMS	TREATMENT
 KO*	Cannot participate in battle.	Life, Full-Life, Phoenix Down
 Petrification*	Cannot participate in battle.	Esuna, Soft, Remedy
 Sleep	Cannot participate in battle.	Esuna, Remedy, being physically struck
 Silence*	Cannot cast spells or sing.	Esuna, Echo Screen, Remedy
 Darkness*	Reduced accuracy of physical attacks.	Esuna, Eye Drops, Remedy
 Poison*	Suffers damage at set intervals.	Esuna, Antidote, Remedy
 Confusion	Actions are unpredictable and uncontrollable.	Esuna, Remedy, being physically struck
 Berserk	Increased Strength, but attacks enemies impulsively and uncontrollably.	Esuna, Remedy
 Curse	Cannot spherechange.	Esuna, Holy Water, Remedy
 Itchy	Cannot use any command except Spherechange and Flee.	Esuna, Holy Water, Remedy
 Doom	KO'd when countdown reaches zero.	None

AILMENT	SYMPTOMS	TREATMENT
 Slow	ATB gauge takes longer to fill.	Esuna, Remedy
 Stop	ATB gauge stops.	Esuna, Remedy
 EXP 0	Pointless* No AP is earned during battle and no EXP is earned after battle.	Esuna, Holy Water

\*These status ailments persist even after battle. In addition to the above treatments, touching a Save Sphere will cure all status ailments and fully restore HP and MP.

## GAME OVER



The game will end if all party members are KO'd (HP is reduced to 0) or petrified.

Play must be resumed from a save file.

## DRESSPHERES



In this installment of *FINAL FANTASY*, a character's attributes change depending on the dressphere she has equipped. Dresspheres are a special type of sphere that can be found on the party's journey through Spira. Dresspheres also determine the abilities

available to a character in combat. Plan ahead to ensure that characters will have the right abilities ready when they're needed.

## MAIN DRESSPHERES



### GUNNER (Yuna's default dressphere)

Use a gun to fire on enemies from afar. Strike your foes repeatedly with the rapid-fire Trigger Happy or attack with the no-wait Gunplay abilities.



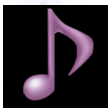
### THIEF (Rikku's default dressphere)

Steal just about anything from your enemies. Although it offers little in the way of Strength or Magic, it's the fastest of the dresspheres, getting in two hits on an enemy with just one attack.



### WARRIOR (Paine's default dressphere)

Use a sword to slash through your foes. This dressphere excels in Strength and Defense, but its Magic and Magic Defense are weak. It allows access to Swordplay abilities such as Armor Break, which lowers an enemy's Defense.



### SONGSTRESS

Use the Dance ability to sustain various effects for the duration of the dance and Sing to raise the party's attributes for the remainder of a battle. Sing is especially useful in long battles.



### WHITE MAGE

Heal and aid party members with White Magic. HP is low, but Magic Defense is extremely high.



### BLACK MAGE

Attack enemies with Black Magic. You can target all enemies in a battle with Black Magic, but doing so halves the damage inflicted on each one.

## ABILITIES

### ABILITIES

The abilities a character can use vary with the dressphere she has equipped. There are two types of abilities: command abilities and auto-abilities. Command abilities are displayed in the command window during battle and must be selected to have an effect. Command abilities are not limited to those available when a character first equips a dressphere. As a character earns Ability Points (AP), new abilities become available for use.



Auto-abilities are designated with the icon to the left and automatically take effect during battle.

### LEARNING ABILITIES



The percentage to the right of each dressphere name indicates the selected character's mastery of that dressphere's abilities. The command abilities and auto-abilities available upon equipping the selected dressphere are displayed on the right side of the screen.

### DRESSPHERES

Using the Gunner dressphere as an example, Attack and Trigger Happy are mastered from the start. Abilities that have already been mastered are designated with the Master graphic to their right. Defeating enemies in battle and using abilities other than Attack earns a character AP. Once enough AP has been earned, the ability you chose will be mastered and available for use.



## GARMENT GRIDS

The devices used to harness the power of the dresspheres are known as Garment Grids. During battle, a character can spherechange only to dresspheres placed on the Garment Grid with which she is currently equipped. For this reason, it's important to equip characters with Garment Grids that have been set with dresspheres before going into battle. Once in battle, neither a character's Garment Grid nor the dresspheres placed on it can be changed.



Characters can gain attribute bonuses and new abilities simply by having a Garment Grid equipped, or sometimes by passing through its gates during a spherechange. Gates are indicated on your Garment Grid as colored icons other than your dresspheres. The bonuses for gates appear on the lower right of your Garment Grids screen. Abilities and bonuses gained by passing through gates expire at the end of battle.



## PLACING DRESSPHERES

Dresspheres must be placed on a Garment Grid in order to be used. To do so, first select a dressphere, then select the node on the Garment Grid where you would like to place it. If another dressphere is already on the node, it will be replaced with the newly selected dressphere. In the event that a dressphere that a character had equipped is removed from the Garment Grid, a new dressphere must be selected for that character.



## GARMENT GRID CONTROLS

Controls	Actions
Directional buttons/left analog stick	Move cursor
X button	Select or place dressphere
A button	Remove dressphere
Circle button	Done

## ACCESSORIES

### USING ACCESSORIES

By equipping accessories, you can boost a character's HP, MP and attributes as well as augment the dressphere she uses in battle with additional command abilities.

#### EXAMPLE

Wearing the Red Ring allows a character to cast the Black Magic spell "Fire" regardless of the dressphere she has equipped. Combine these bonuses with the powers of the Garment Grids mentioned earlier to build up an arsenal of abilities in no time. A warrior can cast Fire in battle, too!



## HINTS

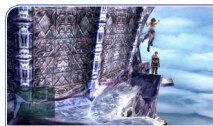
### TALK TO SHINRA

Talking to Shinra on the airship bridge will give you access to glossaries, tutorials, and other useful information. You can also view data collected on monsters you've defeated and characters you've met.



### JUMPING AND CLIMBING

You will need to use the “jump” and “climb” action commands to advance successfully through certain areas. In situations like this, holding down **○** as you move will make it easier to progress. There is no need to time your button presses for each individual action.



### DIRECTING MAGIC AT GROUPS

In *FINAL FANTASY® X-2 HD Remaster*, some spells can be targeted at an entire group. To target all party members at once, press directional button **→** when the cursor is in your party's HP window. To target all enemies at once, press directional button **←** when the cursor is positioned on the enemy list. Use these targeting skills to turn the tide of battle!

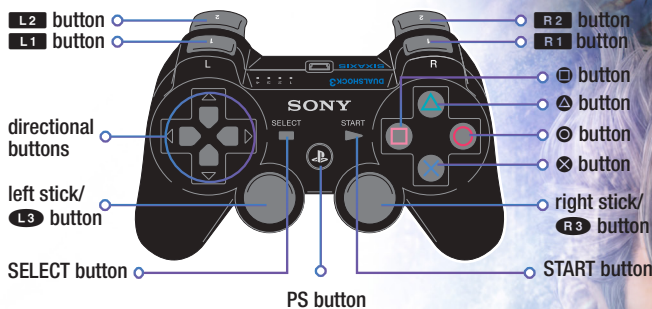


## LAST MISSION

### CONTROLS

DUALSHOCK®3 wireless controller

- Compatibility of any controller other than DUALSHOCK®3 wireless controller is not guaranteed.



Controls	Actions
Directional buttons/left analog stick	Move cursor
Left stick	Move character/Move menu cursor
Right stick	Up/Down to zoom, left/right to rotate camera
× button	Normal attack/Select from menu/Confirm command
□ button	Select target in range/Auto-sort (when viewing items)
○ button	Cancel
△ button	Open menu
L2 button	Rotate character left
R2 button	Rotate character right
START button	Pause



Controls	Actions
○ button + directional buttons or left stick	Move without picking up items
Ⓜ button + directional buttons or left stick	Rotate in place
R1 button + directional buttons or left stick	Move diagonally (according to POV)
○ button + SELECT button	Pass turn

## TITLE MENU



To start a new game, select **NEW GAME**. To continue a game from previously saved data, select **LOAD**. To share data with the PlayStation®Vita system version of **FINAL FANTASY X-2 HD Remaster**, select **DATA TRANSFER**.

## VIEWING THE SCREEN



1. Current floor
2. Base dress HP
3. HP of each dress
4. Log (displays attack history, level ups, acquired items, etc.)
5. Floor map
6. Target range (blue area by character's feet)
7. Current gil
8. Base dress
9. Layered support dress(es)

## PLAYING THE GAME

The objective of the **LAST MISSION** is to reach the top floor of Lutycyr Tower. Character movement within the tower is turn-based, and a turn is expended every time the character moves one space or performs an action. The attack range of a character varies with equipped dresses and abilities. You can enter Lutycyr Tower as many times as you like, but its interior map will change every time you enter. There is also a penalty for staying on the same floor too long.

## BARRIERS

Magical barriers separate rooms from passageways, and attacks can do no damage across these barriers. Furthermore, enemies cannot cross over barriers into passageways, which is useful when you want to escape combat. To move to a higher floor, you must use elevators and the like. If an elevator is surrounded by a barrier, it cannot be used. Discover and fulfill the conditions to take the barrier down if you wish to use it.

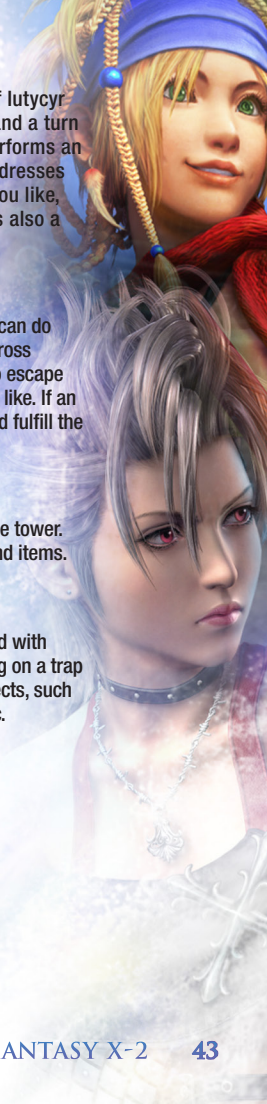
## KO

If you are KO'd inside the tower, you will be transported outside the tower. Your level will go back down to 1, and you will lose acquired gil and items.

## TRAPS



lutycyr Tower is littered with unseen traps. Stepping on a trap will cause various effects, such as status ailments, etc.





TYPE	EFFECT
Biospray	Target is poisoned.
Wind Slash	Causes damage (to base dress AND support dresses).
Sticky Trap	Target unable to move for several turns.
Plummet	Causes damage (to base dress)
Pit Trap	Target is moved to the floor below.
Trampoline	Target is moved to another area on the same floor.
Boo! Tile	Target drops inventory items.
Nefarious Pit	All equipped dresses are removed.
Cursed Seal	Random item in inventory is cursed.
Bomb's Wrath	Random item in inventory gets BOOM status.

## LEVELING UP

Characters can level up by defeating enemies and gaining experience points. Certain items can also be used to level up.

## DRESSES

In the tower, up to five dresses can be equipped in layers (layering can be set up in the menu screen). The dress displayed at the very top is the "base dress." Each dress has its own HP which goes down after receiving a successful attack.

When a dress's HP goes down to zero, that dress is destroyed. When all equipped dresses are destroyed, characters only have their base HP in combat ("Freelancer" status).



## LEVELING UP DRESSES

Dresses can be leveled up by "fusing" multiple dresses together. To perform dress fusion, you must possess the "Dress Fusion Secrets" folio.

## CHANGING CHARACTERS

By using a certain ability, you can switch to a different character while inside the dungeon.

## ITEMS

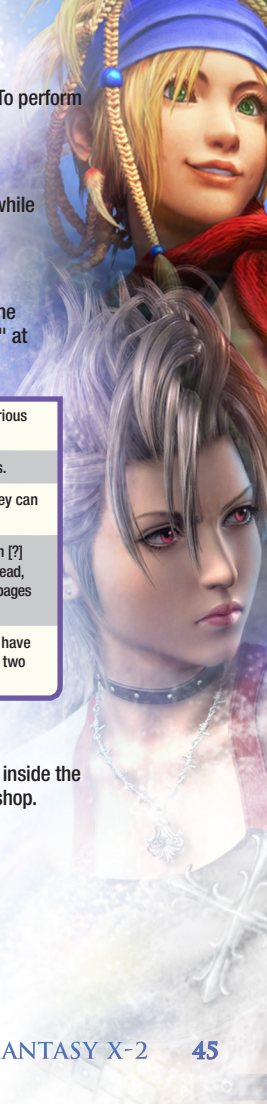
Items can be acquired inside Lutycyr Tower, or bought at a shop. The maximum inventory for items is 20. Certain items can be "thrown" at enemies for various effects.

Dresspheres	Dresspheres can be equipped as dresses to gain various abilities.
Gil	The game's currency. Used to buy items at shops.
Potions	Characters can "drink" potions for various effects. They can also be "thrown" at enemies.
Folios	Folios can be "read" for various effects. The number in [?] represents the remaining pages. Every time a folio is read, one page is expended. When the number of remaining pages reaches zero, the folio is destroyed.
Accessories	Accessories are created through an auto-ability, and have various effects on characters when equipped. Up to two accessories can be equipped at one time.

## SHOP

Shops can be found outside Lutycyr Tower, and sometimes appear inside the tower as well. Certain folios can automatically transport you to a shop.

\*Please refer to the in-game tutorial for details.





## CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:

[www.square-enix.com/na/support](http://www.square-enix.com/na/support)

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll-free service, please contact us through chat support or email.

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