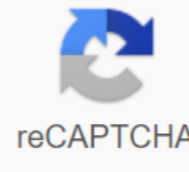




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Ffx strategy guide pdf

Jump to navigation Jump to search Final Fantasy X is an RPG developed and released by Square Enix for PlayStation 2 in 2001. It marked a few key milestones for the vending Final Fantasy series. It was the first in the series to distance itself from static sprit or pre-rendered graphics and pre-treat the entire game in a real-time 3D environment. It also had an audio sample that added to the cinematic experience. It was also the first in the series to spawn a live sequel, Final Fantasy X-2. Square Enix announced a remake of PlayStation 3 and PlayStation Vita on Tokyo Game Show 2011 to celebrate the game's 10th anniversary. On March 18, 2014, Square Enix released its remastered remake of Final Fantasy X together with a sequel and bonus content remastered final fantasy XIX-2 HD Remaster. It is currently available as a single set of discs or downloadable for PlayStation 3. A FFX gaming cartridge and FFX-2 download are available for PlayStation Vita. In May 2015, the remastered version was released on PlayStation 4. Story [edit] Tidus waits with his allies outside the ruins of an ancient city. He tells the events that led to the present, covering most of the game's story. It begins in his hometown, the high-tech metropolis of Zanarkand, where he is a well-known blitzball player and son of famous blitzball star Jecht. During the Blitzball tournament, the city is attacked by a huge creature that Auron, a man who is not originally from Zanarkand, calls sin. Sin destroys Zanarkand and takes Idus and Aunus to the world of Spira. Artwork[edited] North American PS3 Collector's Edition cover. PS3 Limited Edition Cover Art Remaster Edition North American PS Vita ad. Japanese PS Vita box for remaster edition. PS Vita remaster edition with Twin Pack printed on the cover. HomeFinal Fantasy X / X-2 Final Fantasy X / X-2 Strategy Guide Page includes introductions, strategy guides, game database, tips, tricks, news and updates for the role-playing game developed and published by Square Enix. News and Updates Introductions Final Fantasy X Walkthroughs Final Fantasy X Walkthroughs Final Fantasy X-2 Walkthroughs ▼Final Fantasy X-2 Walkthroughs Prologue Chapter 1 Chapter 2 Chapter 3 Chapter 4 Chapter 5 Last Mission - Final Fantasy X-2 Walkthrough List Useful Guides Final Fantasy X Useful Guides Final Fantasy X Useful Guides Final Fantasy X Useful Guides Final Fantasy X-Fantasy X-2 Useful Guide ▼Final Fantasy X-2 Useful Guides Farming Gil Guide Power Leveling Guide How to Get All Dresspheres Dancing Mini-Game Guide all Crimson Ball Locations How to Unlock All The Rest of Secret Dungeon Locations How to Get Baralai Sphere Boss Guides Final Fantasy X Boss Guides Final Fantasy X Boss Guide List Final Fantasy X-2 Boss Guides ▼Final Fantasy X-2 Boss Guides ???? & Goon Logos & Ormi (Luca) Leblanc (Luca) Leblanc. Logos & Ormi (Mt. Gagazet) Boris Flame Dragon Beast YSLs-Zero Chocobo Eater Elma & League Warrior Ormi, Logos & Fem-Goon Fem-Goon Ormi (Mt. Gagazet) Logos & Fem-Goon (Bikanel Island) Ormi, Fem-Goon & Dr. Goon (Guadosalam) Ormi & Logos (Logos' Room) Leblanc, Ormi & Logos (Leblanc's Room) Precepts Guard Georapella Baralai (Bevelle) Bahamut Yojimbo Garik Ronso & Ronso Youth Valefor Ifrit Ixion Zalamander King VERMIN! Yaibal Elma Lucil Rikku Paine Baralai (Woe's Nest) Gippal Noo] Experiment Humbaba Machina Panzer, Watcher-A, Watcher-R, & Watcher-S Jumbo Cactuar & Cactuar Angra Mainyu, Tawrich, & Zarich Shiva Magus Sisters Anima Vegnagun Shuyin – Characters Final Fantasy X Characters ▼Final Fantasy X Characters Tidus Yuna Wakka Lulu Kimahri Auron Rikku – Final Fantasy X Characters List Final Fantasy X-2 Characters ▼Final Fantasy X-2 Characters Yuna Rikku Paine - Game Database Final Fantasy X Game Database ▼Final Fantasy X Game Database Weapons Armor Accessories Abilities Magic Items Final Fantasy X-2 Game Database ▼Final Fantasy X-2 Game Database Dresspheres Accessories Abilities Magic Items – Game overview Memorable Final Fantasy X games are finally coming to the Nintendo Switch, lumping Final Fantasy X and Final Fantasy X-2 into a special HD remastered version. Players can experience adventure on the way with a portable console and follow the stories of Tidus and Yuna as they combat the unholy whole known as Sin. While each of the Final Fantasy X games follows the same narrative and takes place in the same world, they have a very unique gaming mechanics. Final Fantasy X focuses on Tidus' adventures, while Final Fantasy X-2 focuses on Yuna after the events of the first game. Nintendo Switch version game trailer Source: Nintendo UK Youtube Product Information Game Final Fantasy X / X-2 HD Remaster Genre Role-playing Platform Playstation Vita / Playstation 4 / Microsoft Windows / Nintendo Switch / Xbox One Developer Square Enix Publisher Square Enix Release Date March 14, 2015 (PS3, Vita) / May 12, 2015 (PS4), May 12, 2016 (Windows), April 16, 2019 (Switch, Xbox One) Official website ■ Final Fantasy X | Weapons | Armor | Accessories | Abilities | Magic | Items ■ Final Fantasy X-2 | Dresspheres | Accessories | Abilities | Magic | Items FINAL FANTASY® XIX-2 HD Remaster © 2001,2003 SQUARE ENIX CO., LTD. All rights reserved. CHARACTER DESIGN:TETSUYA NOMURA LOGO PHOTO:©2001, 2003 YOSHITAKA AMANO Publisher Square Enix Ltd. Developed by Square Enix Co., Ltd. eBayfinal fantasy x strategy guidePage 2eBayfinal fantasy x strategy guidePage 3eBayfinal fantasy x strategy guidePage 4eBayfinal fantasy x strategy guide Final Fantasy X was released in 2001 and re-released and remastered in 2014 in HD. It was the first of the Final Fantasy series with 3D backgrounds compared to pre-rendered wallpapers of former games, and was one of the franchise's most popular games. It was also the first, included in the official sequel title (Final Fantasy X-2). This resource resource includes a full introduction to the game, including screenshots and full introductions to each monastery of experiments. For more information, see the demo section and the Page Tasks section. Review Final Fantasy X is definitely one of the biggest games in the Final Fantasy franchise. The series made a jump from a PlayStation console to a PlayStation 2 and the developers did a great job of taking everything that made some of the previous Final Fantasy titles awesome and ditching some of the annoying features that made them terrible. At first, the graphics of the game are fantastic. The transition from 2D pre-rendered backgrounds to 3D world's making was done flawlessly and gave Final Fantasy X a sense of immersion that none of the other Final Fantasy games could create. On the other hand, and as part of this transition, Final Fantasy X left behind one of the most important features and signatures in the series, which was a world-individual map that tied each individual location together. Instead of a map of the world, the game used a list of locations that allows players to choose the location of a city or story that allows them to return from Airship. This gave the game a less epic feel that some of the previous titles were able to achieve. This error and loss of epic feeling was not included in the story. The plot, characters, setting and especially the music left a lasting impression on the players who helped create the sequel titles for Final Fantasy X, including the first real sequel to the series, Final Fantasy X-2. The addition of voice actors added another impressive elements to the game, and while some of the lines in the game are particularly cringeworthy (Luca's whistle scene), they did a fantastic job overall. Most of the actual game elements were well done and well received. The Sphere Grid system was an interesting twist on the traditional alignment style of previous RPG, but in addition to looking cool, it provided a rather linear alignment system with very little adaptation. Expert Sphere Grid added a little complexity and extra customization, but it's only available for another playback (except for HD Remaster, which allows you to select Expert Sphere Grid as soon as you start). The customization feature of the devices was annoying. Instead of offering variability to the game, you tended to end up with a crazy armor mishmash with completely random automatic abilities. During the first game, it is very difficult to create an armor that is worth wearing without using your key items to build your devices. The end result is that you don't adapt anything in the end because you're unsuitably afraid of the objects. In addition to the main story, each Final Fantasy title typically has a mini-game that can be played with a regular game that is typically intertwined with the story in some way. This includes games like Chocobo racing, Triple and even even abysmal Tetra Master card game Final Fantasy IX. Final Fantasy X's mini-game is Blitzball. Blitzball can be genuinely enjoyable to play, and there are some pretty great prizes that you can pick up by winning tournaments and league matches. All of the game's side tasks (including Blitzball) were added as huge innumerable additional content, which was a welcome addition for those who wanted to keep playing. The awards continue to improve gradually, which is a refreshing change from some previous endgame content (ruby weapon final fantasy VII, for example). Final Fantasy X is by no means the best Final Fantasy title, but it is there with the best. It has great repetition value (because it's easy to miss the content altogether during the first play) and I've played through it many times myself. Total score: 9/10. Jegged.com's strategy guides and demos are always 100% free to read and use, but if you want to consider supporting the website in any way, consider visiting the Support section for more information. Any support you can offer, or even just a quick thank you note sent my way, is very appreciated. Good play! Gaming!

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