



Wyoming Club



Blake LegoGamerYOLO

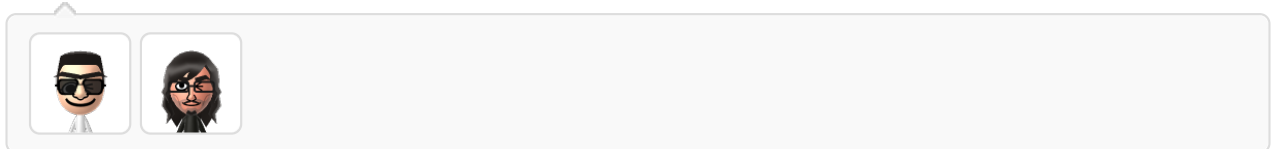
04/29/2017 1:29 PM

Listen to my story. This...may be our last chance.

It seems I have the antithesis of BotW. After 130 hours of exploration, exploration, and more exploration, I think I'm ready for a game with more story. Maybe I'll be ready for exploration again after 70 hours of cutscenes.



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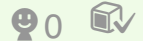


Blake 04/29/2017 1:30 PM

In other words. This is a Final

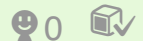
Fantasy X log!

That intro was spectacular. More spoilery thoughts to come:



Blake 04/29/2017 1:36 PM ·Spoilers

I don't care if this game started with mostly cutscenes, that intro was very good. (It's good enough to consider my thoughts on it spoilers.) Tidal waves, lasers, gravity not working, and more made me slightly glad to just sit back and watch. There are a lot of questions this game needs to answer, and I'm sure that it will address most of them.



Blake 04/29/2017 1:38 PM

Forgive the terrible punctuation in that first comment.

Other than that, I'm interested how this game will play out. The sphere system seems interesting, and this world looks interesting to explore. I'm particularly fond of games that begin with large oceans, so I'm excited to see how this game turns out.



V 04/29/2017 3:21 PM ·Spoilers

Notifs!

"Let's blitz!"

Ah yes, FFX, my personal favorite game in the series. While I still herald FFVI as the pinnacle of FF, FFX does exceptionally well in storytelling and its sphere upgrade system.

You'll notice this will be a linear experience compared to other FF games in the series, but the world itself is very engaging and memorable.



Nintendoer 04/29/2017 4:27 PM

Notifications!

Question (that I'm pretty sure I know the answer to): Which sphere grid did you decide to use? The Standard grid is the one that came with the original, PS2 version of the game, but with some slight modifications. The Expert grid is more open, allowing characters to more easily cross over into other sections, and I find it to give the more interesting RPG experience. If you're...



Nintendoer 04/29/2017 4:28 PM

...still not too far in, you may consider switching if you like the sound of the Expert grid more, or you may decide it best to save it for a second playthrough.

Either way, have fun! I personally consider this to be the best FF game, with VI and IX being VERY close behind.



Blake 04/29/2017 6:08 PM

I think I'm using the normal grid. I'm still new to the series, so I'll stay with the more standard path.



Blake 04/30/2017 12:28 AM

Hmm. This story is not epic or sad yet. Sin has decimated both Zanarkand and some ocean village, but I don't feel anger or hopelessness. I feel

confusion. I want to make a comment on the story, but I don't understand it enough to do so quite yet. Is every person Sin devours sent another 1000 years into the future? What happened to Jecht? What even is Sin? These questions keep me playing.

 Yeah!

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Blake 04/30/2017 12:37 AM

On the other hand, I have some more definite impressions on other parts of the game.

I get to play as giant monsters! That's awesome!

This voice acting is interesting, but by far the better sounds in this game are music. I'm using the Arranged soundtrack, btw.

I'm debating making a Wikia Page to accompany this post. Saving screenshots from Steam games is really easy.

 Yeah!

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Sciz 04/30/2017 4:28 PM

I like the Arranged track better for the most part, but when you get to Mi'hien(?) Highroad, switch to the original. The beginning feels like a bit of a fever dream to me. It's not supposed to make sense yet.


 Yeah!

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Blake 04/30/2017 4:57 PM

I'll try to remember that. Alternatively, if the tracks get too repetitive, I'll switch to the original track. I wish DQVII had an option for that.

 Yeah!

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Blake 04/30/2017 9:43 PM

I'm seeing potential here. Getting the crane to start was a nifty mid-boss puzzle. I'd love to see more of that.

Yeah!

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Blake 04/30/2017 10:07 PM

Also, I'm terrible at Blitzball. Maybe I should have gone through all of the tutorials.

Yeah!

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Nintendoer 04/30/2017 10:44 PM

I don't think it would have helped much. Winning that first match requires a good understanding of the minigame and effectively using the Jecht Shot (from experience), and a whole lot of luck. I wouldn't sweat it too much, though; the prize is pretty minor in the grand scheme of things.

Yeah!

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Blake 05/03/2017 8:57 PM

PokAeon! Aeon battles are already fun, and they'll only get bigger as the game progresses. Although I lost my first official Aeon battle with Ifirit, I'm excited for the future.

Yeah!

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Blake 05/03/2017 9:10 PM

I've also made a friend in the Extract Ability Ability. I've been alternating between Auron, Wakka, Lulu, and Yuna for my current party. EA will make Wakka a more permanent member for the near future, and I'd like to replace Auron with Tidus. I want to keep the main character in my party for at least my first playthrough.



Nintendoer 05/03/2017 9:17 PM

Resisting the urge to give gameplay advice...=P

It's interesting to note that the extract abilities were not in the original PS2 release. You had to figure out which enemies dropped ability spheres and farm them the old fashioned way (which wasn't necessary the further you got in the game).



Sciz 05/05/2017 7:16 AM ·Spoilers

Let me say what I do, since I'm playing concurrently. I rotate the entire cast, as the game made it clear at the beginning that each character was good at different things. Also, I have no idea who may die, so I don't want to risk ending up with a severely underleveled person I have never used.



Sciz 05/05/2017 7:21 AM

I sent that in spoilers in case you REALLY don't want to read them. There are no spoilers of any kind, just friendly advice from someone who is also playing through this game right now. I have no idea if certain events I mentioned will happen, but if they do, your current plan will leave you between a rock and a hard place.



Blake 05/05/2017 8:06 AM ·Spoilers

I have been doing that, Sciz. The only person I haven't been leveling up is the blue guy whose name I will not try to spell. That still won't stop me from primarily leveling up certain characters, but I've been keeping things

somewhat balanced between Tidus, Lulu, Wakka, Auron, and Yuna.

I'm expecting Auron to die, but this is a baseless guess.



Blake 05/05/2017 8:55 AM

I'll elaborate because you guys seem interested: there are around five enemies in the area I am in. Four of them can be OHKO'd by four different member of my party, so I use that character and usually an extract ability. The fifth enemy is closer to a boss than sword fodder, so that's where I experiment with the combat. None of my plans are too permanent; I'm still trying to figure things out.



Blake 05/05/2017 9:02 AM ·Spoilers

This gives Tidus, Wakka, Auron, and Lulu AP, and occasionally I use Lulu for her White Magic and her currently equipped sensor weapon.

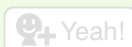
Here's my speculation on a character death: Auron is currently the only character Tidus has some emotional connection to, even if that connection is made of anger and suspicion. Tidus and Yuna are main characters, and Yuna (and Rikku) appear to live until X-2.



Blake 05/05/2017 9:08 AM ·Spoilers

No connection is made to Lulu or the Blue Guy. I don't think that it's likely for Lulu or Wakka to be killed off from a gameplay standpoint, but it may be possible for Wakka to go.

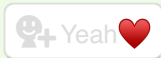
I'm also not sure if Auron is in the opening cutscene.





Blake 05/05/2017 9:09 AM

My speculation could be completely wrong or completely right. Please don't tell me if you know.



Sciz 05/05/2017 9:17 AM

I unfortunately know of one major plot point thanks to a friend who hasn't even played the game, but I won't tell you.



Blake 05/05/2017 9:20 AM

I know some slight spoilers from listening to the music, but this game's plot is too complex to be spoiled easily.

I hope.



Nintendoer 05/05/2017 9:58 AM

Since Sciz has given the advice I was struggling to withhold, I'll go ahead and elaborate a little further. =P If you choose to read it of course...



Nintendoer 05/05/2017 10:02 AM ·Spoilers

It's also worth noting that the AP received per character is the same regardless of how many characters participate in battle. So yes, it is worth your time to rotate your characters out so they all earn AP, as you never will know which characters will be better for different situations.





Blake 05/06/2017 12:34 AM

With that in mind, I'm starting every battle by rotating through my entire party.

This log has turned out somewhat weird so far. So far, FFX has been incredibly linear. There's not much to say outside of "everything is good albeit confusing."

Games like this become amazing late in the game, but probably don't make the best logs early on.

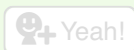


Blake 05/06/2017 12:38 AM ·Spoilers

I managed to win the second Aeon battle! Fighting giant monsters as a giant monster is fun.

Blitzball seems to throw all logical sports strategies out the window. I'm not sure how often I should play when I reach save orbs.

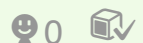
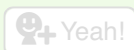
I'm about 13 hours in and just picked up Rikku. Other than that, I don't have much else to say.



Blake 05/06/2017 3:28 PM

Hm. So Nintendoer, does switching to a character only to switch to another character count as "participating in a battle"? I don't seem to get any AP when I do that, so I'll guess the answer is "no."

That means I don't get much AP for parties I can defeat in one turn, I guess.





Nintendoer 05/06/2017 3:56 PM

No, the character must perform an action of some sort.

Even if you bring them in to toss a potion, they'll gain AP.



Blake 05/06/2017 4:42 PM ·Spoilers

I think that taking damage of some sort may count as an action, but I'm not sure. It's hard to tell who gained AP and who did not when the AP gained does not remain on the screen for long.

Yuna's apparently getting married!

Which would be a surprise if I didn't watch the trailer on FFX's Steam page. It's also not that hard to tell that she's not actually getting married because of the background



Blake 05/06/2017 4:45 PM

I see when I launch the game.

I managed to fare decently in a Blitzball Tournament. I snagged second place and top scorer, but apparently "Golden Arm" couldn't be used on Tidus. The AI Bhed goalie's Catch statistic was so high that he probably could have stopped a special shot from Tidus with no other players in the way.

Seymour... He's an interesting character.





Blake 05/11/2017 8:08 PM ·Spoilers

Aha! I just had a blast fighting an an amorphous blob. Finding his weakness was interesting; I originally looked at his color, than tried brute forcing my way through, and then I realized that the secret was in his attacks. I hope there's much more combat like this in the future.

Yeah!

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Blake 05/11/2017 8:44 PM ·Spoilers

I've had a hard time evaluating the quality of this game so far. It appears to be a confusing mess, but confusing messes can easily become masterpieces later in the game.

But regardless of that, I've come to a part of the game where everything is becoming pretty good. The conversation between Rikku and Wakka was not only a great development for both characters, but also an amazing way to

Yeah!

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Blake 05/11/2017 8:52 PM

Shape and contrast two fictional cultures. I'm easily seeing parallels to modern beliefs, opinions, and practices, all from an interesting angle.

This was done very well in Dragon Quest VII, although the difference between DQ7 and FFX is the difference between studying at the past and present. One makes you think about continuous patterns throughout time and cultures, the other makes you wonder

Yeah!

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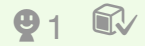
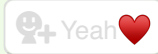


Blake 05/11/2017 8:54 PM

Why we're here, what's going to happen, and what future generations will

think of us.

I just took an AP World History test today. My brain won't stop thinking about connecting historical periods, even if those histories are fictional.



Blake 05/11/2017 10:02 PM ·Spoilers

Hm. I hit my first game over. It was a simple mistake at the hands of Seymour. He looks to be a great villain.



Nintendoer 05/11/2017 10:07 PM

And the first boss that I would actually classify as difficult. The gameplay only gets better from here...



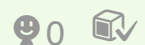
Blake 05/11/2017 10:21 PM ·Spoilers

I can see why.

Last time, I only had Yuna standing. I revived Tidus, but multi-Blizaga took out both of us. I didn't make that mistake again, even though Tidus and Auron missed out on AP.

I'm a little upset that I didn't use enough Null White Magic.

Also, Diamond Dust is overpowered. It dealt 9999 damage on Anima and OHKO'd Seymour.



Blake 05/11/2017 11:38 PM



And the following puzzle was probably the best so far in the game. Although that doesn't say too much; I'm not terribly impressed by the sphere puzzles so far.

Apparently KO'd Tidus and Auron still got AP. I've also noticed that not all characters get the same AP after long boss fights. Perhaps I need to substitute all characters in each phase?

I'm enjoying the 2x and 4x speed option.



Blake 05/13/2017 4:35 PM ·Spoilers

U = O, D = T, E = I, F = W, K = B, and M = L.

I have a good amount of the Al Bhed books discovered, but through reasoning I can figure out the rest of the letters. Here are six examples. Deciphering the language to open two chests was an amazing puzzle.

What a brilliant scene. Wake up in a desert, descend upon a battle, and leave in an airship.

Not to mention Yuna's fate and heritage. The

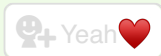


Blake 05/13/2017 4:38 PM ·Spoilers

Character relations are multi-dimensional in this game; that is very nice to see.

Yuna is missing! This is terrible! I don't have a healer!

I'll probably use a Lv.2 Key go branch Tidus out into Yuna's path to learn the Null spells and Cure. I don't like using potions.



Nintendoer 05/13/2017 4:39 PM

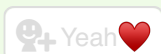
Aw, but they give you all those AI-Bhed potions for a reason! =P



Blake 05/13/2017 5:25 PM ·Spoilers

BotW didn't clear me of all my hoarding tendencies, but I may need to use some of AB Potions. I've already fallen twice to the dragon boss (forgot his name), and both times it's been because of poison breath.

Err, okay, the second time Lulu shattered and I was down to two characters. That's part true.



Blake 05/13/2017 5:32 PM ·Spoilers

Third times a charm, and I only needed to use one potion!

I'm still worried because I haven't seen any ABPs in stores. I may or may not use more of them.



Blake 05/13/2017 6:01 PM ·Spoilers

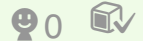
And now we're officially the best wedding crashes in all of Spira!

Okay, maybe the second or third best. Everybody got caught.

I'm not sure how I feel about that scene. We were managing to fight through waves of armed gunman, but then the guns suddenly get the ability to kill us? Are we protected by plot armour before we're surrounded, but

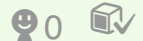
afterwards, we lose our plot armour?

I'm a little



Blake 05/13/2017 6:05 PM ·Spoilers

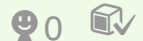
Disappointed with how that cutscene turned out. It is a pet peeve of mine when games establish a set of logic and then change that logic.



Blake 05/13/2017 6:26 PM ·Spoilers

Another one of my pet peeves is cutscenes that move your location without your permission. Just add permanent missables and you have a full dark triad.

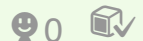
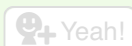
That's enough pessimism. I hope the game will become much better after this.



Blake 05/13/2017 7:08 PM ·Spoilers

Okay, one last thing: death by execution should not be a part of a video game.

Now for things I like: Aeon battles and allusions to religion! I summoned Shiva to take out Ifrit and Ixion to take out Valefor. I alternated between boosting and using their special move. Both had around 300 HP left, which was perfect to take out Bahamut who stood still and only used one strong attack.

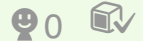
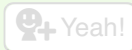




Blake 05/13/2017 7:11 PM ·Spoilers

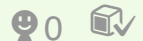
I'm drawing parallels to a certain historical event around October 31, 1517 when a guy nailed 95 arguments to a door pinpointing corruption. I'm being vague cause I don't want to deal with admins.

Also, the difficulty is nice.



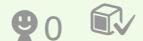
Blake 05/17/2017 7:32 PM ·Spoilers

I'm somewhere between 23-27 hours into the game, and I defeated Seymour (the second and easier version) and watched the iconic scene with Tidus and Yuna. I'm not sure if I'm making good time; I could be anywhere between halfway through the story and a fifth of the way through. I hope a more open world section opens up in the future.



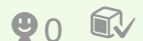
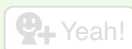
Blake 05/17/2017 8:31 PM ·Spoilers

Chocobo racing racing across a field that brings Megiddo to mind was fun. The spheres are nice, but being rewarded for tying or beating your score gives no incentive to get the lowest score you can.



Blake 05/18/2017 1:45 PM ·Spoilers

This is interesting! I'm finally getting to a point in the game where my choices matter. I can hire Yojimbo, but I'd have to grind a lot of Gil first. On my sphere grid, I've been clingy with some of my rarer spheres for later game powers such as Ultima, but I'm debating using a three and four level key unlock to get doublecast. I have Kimahri following Lulu's path, so I'll get double use out of





Blake 05/18/2017 1:48 PM ·Spoilers

The ability. But if Ultima is anything like it is in FFVI, I'm going to want to save my spheres for it.

The abilities surrounding Double Cast would also turn Lulu and Kimahri into powerful Black Mages. I would just have to use a Lv. 3 and 4 sphere key, which I could save for later.

Hm. Are there any thoughts? Is Yojimbo available later in the game if I don't want to grind now?

Yeah!

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Nintendoer 05/18/2017 2:51 PM

Yes, you can go back and get Yojimbo later.

Yeah!

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Blake 05/18/2017 3:20 PM ·Spoilers

Well, it only took an hour or so grinding at 4x speed. The only problem is that Tidus, Wakka, and Auron are now stronger than the others because switching characters took too long.

Off to... Zanarkand?! Already? Oh boy.

Yeah

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Blake 05/18/2017 4:46 PM ·Spoilers

Cross cleave and full life.

Combine that with insane speed and an unskippable (as far as I know) cutscene before the battle, Seymour v3 is going to be tough. I think I've lost three times to him now.

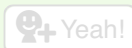
Other deaths include a OHKO from a jar thing and another OHKO from the Yojimbo that blocks the exit in the Cave of the Stolen Fayth, and you have a complete record of my deaths.



Blake 05/18/2017 11:15 PM ·Spoilers

Add three to that death total. I managed to deal with Cross Cleave, but Total Annihilation OHKO'd my entire party...

Currently, my best strategy consists of using Bio and trying my hardest to survive. It got Seymour down to 15000 HP, which shows improvement. My problem is that I can't understand Seymour's later fight patterns, and it's hard to experiment to understand them better.



Blake 05/19/2017 3:18 PM ·Spoilers

It only took three more tries (and two MegaPheonixes), but I did it! I still have no idea how to block/recover from Total Annihilation effectively, I basically just used MPs and Overdrives to end that phase quickly.

This game is getting intense! It is more difficult than FFVI, which bucks the "New games are easier" trend. I may stop counting my deaths, as the Sanctuary Guardian also wiped out my

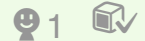


Blake 05/19/2017 3:19 PM

party. DoubleCast is pretty good, even if I'll have to wait a bit to allow Auron to continue onto Tidus' path.

I'm enjoying the complexity and difficulty. In other games, I never dipped

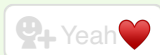
into powerful items that restore HP to the entire party or revives multiple party members. When a game forces you to look for more options, you oftentimes end up with a good result.



Blake 05/22/2017 3:25 PM ·Spoilers

I rarely use reflect because it makes healing impossible. But when a boss can heal itself...

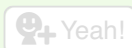
I enjoyed that boss fight. I like that I'm using all of my abilities, not just three powerful abilities/spells for each character.



Blake 05/25/2017 2:29 PM ·Spoilers

Yunalesca isn't defeated, Auron is an unsent, the final Aeon becomes Sin, and Yuna won't die. Not the most suprising plot twists, but interesting nonetheless. I like how Auron's character is being developed. He may be my favorite character in the game.

I just hope that I unlock control of the airship...



Nintendoer 05/25/2017 3:08 PM

Aw, nothing to say about that boss? The whole Mega Death thing didn't strike you as interesting?



Blake 05/25/2017 3:12 PM ·Spoilers



Mega Death? It OHKO'd my party. I avoided making that mistake the second time by finishing her off with summons.

I found it redundant to cure my zombie side effect later on because she inflicted it again so quickly. My only healing came through Pheonix Downs.

And gues what?

I got an airship! I hope this means that a less linear segment of the game just opened up.

 Yeah!

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Nintendoer 05/25/2017 3:26 PM ·Spoilers

Ah, no wonder. Yeah, abusing Aeons is far too easy most of the time. =P
The idea was to keep members of the party zombified so they would be immune to the effects of Mega Death. Which I find really cool.

 Yeah!

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Blake 05/25/2017 3:26 PM

Here's a little list for myself:

U = O, D = T, E = I, F = W, K = G, M = L, S = B, P = B, V = F, T = D.

That should be most if not all of the rest of the Al(pha)Bhed.

 Yeah!



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Blake 05/25/2017 3:27 PM

Actually, S = M.

 Yeah!

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Blake 05/25/2017 3:35 PM ·Spoilers

I thought that might be the case, but I didn't want to take my chances. The

cutscene before the fight was long and unskippable.

Hmm... Note to self: there's a Dark Ifrit hiding in just outside of Home.

Note to everybody else: I experimented with the graphics. You can still tell it's a touched up PS2 game, but the game looks 50% better now.


 + Yeah!



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Blake 05/25/2017 7:44 PM ·Spoilers

Hm, the game seems to be telling me to go fight Sin, even though I don't think this is the best time. The climactic showdown with Machina vs Monster was great, but I'm going to go explore now.

 + Yeah!

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Blake 05/25/2017 7:54 PM ·Spoilers



And there's a dark Valefor on Besaid Island. I don't know what to make of these summons. They seem far too powerful to defeat even with every single sphere unlocked.

Kilika and Bikanel (z)oin as one. I assume that's join, so for filter reference:

Z = J

Kilikanel?

 + Yeah! 

 0 



Blake 05/25/2017 8:23 PM

Oh yeah! I forgot to switch back to original music. That'll be fun as I reexplore all of the areas for the riddles. Speaking of riddles...

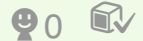
Kilika port

That's ten letters

tepswrs VCOIU

hasodi ITROS

Don't mind me, I'm just jotting thoughtd down.



Nintendoer 05/25/2017 8:51 PM ·Spoilers

By the way, those dark Aeons are exclusive to the International version of the game (which the HD version is). They weren't in the original PS2 release. They make for some worthy superbosses.

By the way, have you done much work for the monster arena?



Blake 05/25/2017 8:54 PM

Not really, I have to say. And if the dark Aeons are superbosses, I have a lot of work ahead of me. I just hope no AI Bhed Primers are locked behind them.

Here's other riddles/hints I've found:

Where is a valley in a vast plain with a great thorn beside.

From the thorn loo(k?g) cross the vale to the other side.

G = K ?

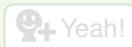
I need to go to the hidden temple of Remiem.



Blake 05/25/2017 9:07 PM ·Spoilers

There are chests on Milhen Lowroad.

And then there are weird bug-like people that attack with 99999 damage multiple times to your entire party in the next area. Weird. I mean, I fun understand a superboss, but this seems impossible. What even are these people?



Nintendoer 05/25/2017 9:43 PM

Ah, Aeons you haven't yet found.

They're possible...they just may take a more advanced understanding of the sphere grid and battle system to defeat.

Or cheap tactics.



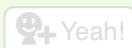
Blake 05/25/2017 9:57 PM

Perhaps. These powerful Aeons slightly break immersion, but perhaps I'll enjoy fighting them later. I wonder what you're talking about, ND...

Other nots to self:

There's also a statue I used the rusty sword at.

I need fortune spheres.





Blake 05/25/2017 10:06 PM ·Spoilers

I found Dark Ixion in the Thunder Plains. He KO'd my entire party before I could make a move.

I then fought him another time and defeated him, but I reset.

Cheap tactics... Such as paying Yojimbo all of your money or going into battle with all Aeons in overdrive?



Blake 05/25/2017 10:15 PM ·Spoilers

I sure have logged a lot today. Apologies for my comments that are meant for myself.

These Jecht spheres are interesting. Perhaps his story is even more interesting than Tidus'. Auron as a warrior monk... Hm.



Nintendoer 05/25/2017 10:21 PM

Zanmato is indeed one such tactic I was referring to, yes.



Blake 05/25/2017 11:12 PM

There's a hidden path in the calm lands.

And I also found dark Bahamut, Shiva, and Yojimbo.

There we go! I just completed a mini second pilgrimage in around three hours. My disjointed notes to self above are everything that I found that I still need to investigate further.

 Yeah!

 0 




Blake 05/25/2017 11:57 PM ·Spoilers

In the land where bolts of light illuminate the blackest night, with Macalania behind the fourth pillar you sight, look not in the left but in the right.

I made my way back to the first temple and got my revenge on the fish that almost ate me.

 Yeah!

 1 



Blake 05/26/2017 12:23 AM ·Spoilers

Well, I had a blast today. Running around the continent uncoding riddles and finding new areas is my favorite part of the game up to this point. It's just a shame that it is about a tenth of the length of the rest of the game.

Perhaps it's supposed to be longer, but I was playing in 4x speed.

 Yeah!

 0 



Blake 05/27/2017 5:33 PM ·Spoilers

The Omega ruins... This is fun, although I've been resetting a lot to get the best loot. It's also a great place to grind.

I'm hoping to find a good weapon for Lulu. I don't want to put the "One MP Cost on any weapon with less than four slots, but it looks to be an extremely useful ability. Ultima costing one MP? There has to be a catch...

 Yeah!

 0 



Blake 05/27/2017 6:03 PM ·Spoilers

Silly me, I can just buy a weapon...

And apparently there's no catch. I'm finally unlocking powerful late-game equipment, and it feels great. I'll run down my best characters:

Lulu is on her standard track with no deviations except Doublecast and Ultima, the latter I obtained with a Black Magic sphere. She has a weapon with +10% magic and One MP Cost. I plan to continue her path until I

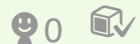


Blake 05/27/2017 6:08 PM ·Spoilers

Obtain Flare, and then I'll move onto Wakka's path. I may use a White Magic sphere to obtain Curaga instead of giving Yuna One MP Cost.

Auron is naturally the strongest physical attack character in the game, but he's slow. I plan on moving him onto Tidus' path to make up for that.

Wakka is also naturally strong; I didn't deviate much from his standard path. I'll move him on to Auron's next.



Blake 05/27/2017 6:12 PM ·Spoilers

I had Rikku unlock Ultima with a teleport sphere so I could give it to Lulu via BM sphere, but I'm debating using a return and Lv. 3 Key sphere to start her on Yuna's path in reverse.

Yuna isn't anything special, probably because she lost a lot of AP on Bikanel Island. I may move her on to Rikku's path or use an ally sphere to give her powerful Black Magic. I'll probably go to Rikku's path




Blake 05/27/2017 6:15 PM ·Spoilers

Because Kimahri's on Lulu's path.

Speaking of which...

I took gambles on Kimahri and Tidus, neither paid off. Kimahri followed Lulu because she was and is my best character, but he still has yet to reach -aga magic. Tidus went into Yuna's path to unlock Cure and the Nul spells, but it wasted too much AP. I didn't use a return sphere to return him either, I retracted my steps using AP.


 + Yeah!

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Blake 05/31/2017 1:29 PM

I have a question for those on this post: which mainline FF titles have you not played? I know that FF has a lot of titles, and some of those are MMORPGs, and a lot of them aren't on Nintendo consoles. I'm also not sure if games such as Type-0 and X-2 are considered mainline.

 + Yeah!

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V 05/31/2017 1:48 PM

I kind of gave up on the series after FFXIII, so anything beyond that I have not played (except the new FFXV).

Games like FFX-2 is still mainline, but it's a side story type of deal; FFX is to FFX-2, like Zelda's OOT is to MM.

And quite honestly, FFX was the last great FF in my eyes before the series shifted to more gaming trends rather than keep its unique charm. Not to say it was bad, but it...

 + Yeah!

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V 05/31/2017 1:53 PM

... isolated many factors of fans of the traditional route of turn-based styles of strategy, to action RPGs and MMOs.

As much as elitist as this may sound, you're better off playing the first 10 mainline FF games. I have no feedback on Type-0, FFX, or the spinoffs. Though maybe you'll enjoy the latest installments. I'll let Nintendoer elaborate any other thoughts.

 Yeah!

 2



Nintendoer 05/31/2017 5:37 PM

I generally agree with V's assessment, except for FFXII. Take this whatever way you wish, but I find it to be like a mini Xenoblade. =P I enjoyed the game myself, and am looking forward to playing the Zodiac Job System on the PS4. It's in the top five in the series for me.

 Yeah!

 0 



Nintendoer 05/31/2017 5:43 PM

As for the other four in that category, you've already played two of them. X is my favorite, followed veeeery closely by VI and IX, with V and XII lagging just a little ways behind. I strongly recommend looking into these games after Xenoblade. I haven't played the MMOs, so no comment there. XIII was great...after you get past the 20 hour tutorial *groan*. Lightning Returns is a better game and...

 Yeah!

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Nintendoer 05/31/2017 5:46 PM

...feels very Majora's Mask-y with an emphasis on sidequests and a time limit, but it requires playing the first two games to understand the already-nonsensical and lacking-in-every-way-story. =P I haven't finished XV, but my experience with it has been less than stellar. X-2 being the Majora's Mask to X's Ocarina is accurate, as it also has a large percentage of optional content compared to...

 Yeah!

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Nintendoer 05/31/2017 5:51 PM

...mandatory stuff. Excellent gameplay (with one of the better class systems!), but the story isn't as good and has a much brighter tone, and the music is lacking...with one exception. If you don't plan on playing X-2, at least look up 1000 Words.

Long story short, play IX next. You won't regret it. =P I'm talking about what is IMO the best overall soundtrack and story-writing in the series.



Nintendoer 05/31/2017 5:53 PM

No really. You will come to love Vivi and possibly proclaim him as the best character in the series. The writing is soooo good.

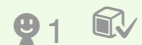


Blake 05/31/2017 7:08 PM

Interesting. It appears that every good FF is good for a different reason.

I've been looking at FFXIV because it has cross-platform play. But the story mode is quite long apparently, and there are subscription fees.

Vivi is better than Celes or Shadow? Interesting.



Nintendoer 05/31/2017 7:41 PM

Yes. Think of it this way; IX has a smaller crew than VI, is a longer game to begin with, and most characters (...except Quina) get the same level of quality development you see in VI. They're all terrific (...except Quina =P), and Vivi shines above all the rest, IMO.

Plus, as amazing as Kefka is, I find IX's villain to be more interesting.



Blake 05/31/2017 8:07 PM ·Spoilers

I did feel like the cast was a little too big towards the end of FFVI. There were about four characters too many, and I didn't even get two of the characters. Relm, Setzer, the Blue Mage, and Mog were good characters but overshadowed by Locke, Celes, and Shadow.

FFX's cast seems too youthful and inexperienced (...except Auron). Tidus and Yuna especially represented naive idealism to a T.



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