



Dissidia : Final Fantasy ~ Any%

(written and updated by Leoniso7)

DISCLAIMER : This file is meant for a speedrunning purpose, meaning, you're supposed to know approximately all the big tips and tricks the game has to offer, such as turning off in-battle notifications, turning off the chocobo pop-up after battles, that pressing START makes the post-battle scrolling result being skipped, an HP Attack under EX Mode doesn't mean always going into EX Burst so you just have to cancel the Square animation with Circle, mashing X for text and stage visual element setups, etc., etc., etc.

NB : *Make sure to set your console date/time to match the day/time you're running into for the Bonus Day efficiency, as it could potentially lead to a Play plan reset whenever you cross the midnight timeline, and therefore, moving you out of your Bonus Day.*

TIMING METHOD (as of March 28th 2018) : Timer starts when exiting the screen post-fresh save file creation. Timer end when "Final Blow" appears when beating Chaos for the third time.

CATEGORY WARNINGS : Not using a fresh save file will result into an invalid run; using any kind of cheat codes or a modified savefile will result into an invalid run; going into Quick Matches is allowed; using Bonus Day and PP Catalog bonuses is allowed; Play Plan can be set to any of the three options.

NOTES ABBREVIATIONS : **CSS** = Cutscene Skip ; **BRV** = Bravery ; **BTGN** = Battlegen ; **SMN** = Summon ; **PLPL** = Play Plan ; **EX-M** = EX Mode usage ; **EX-G** = EX Gauge ; **HPF** = HP Finisher.

From Savefile to Prologue – End

♦ Choose a username (12 characters – Lower/Upper Case + Figures + Special characters). Set your **PLPL** on **Hardcore**. Bonus Day = IRL Day. Press 'Yes'. Clear/create new save file. Leave screen after save completion (**Start Timer**).

♦ **CSS**. Mash prompts before each fight (4). → Win each of the incoming 4 fights by performing a neutral aerial **BRV** attack, and when the foe is projected upwards, push Square for an **HPF**.

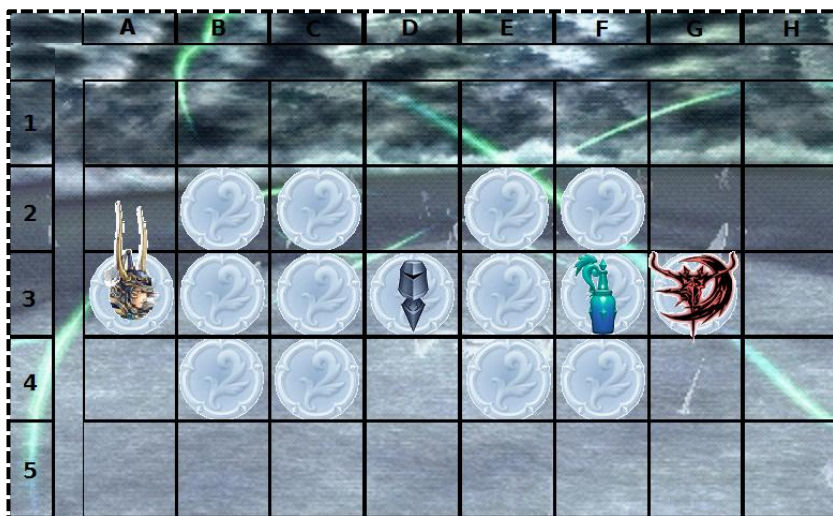
♦ After last fight, **CSS**. Customize your options: analog stick vs d-pad; **PLPL** Notifs [**OFF**]. Exit Options. Select **Story Mode**. Engage **Prologue**.

♦ **CSS** after some music notes. **CSS** when text is about to appear. **CSS** when Warrior of Light is about to raise his head.

→ From now on until the end, the notes will use some kind of chess-like codes such as D4, E2. Every game boards are designed after a grid, from left to right, from top to bottom. Mash tutos with X. Keep track of any **BTGN** drops as they are meant to appear first in post-battle scrolling results while you're skipping it.



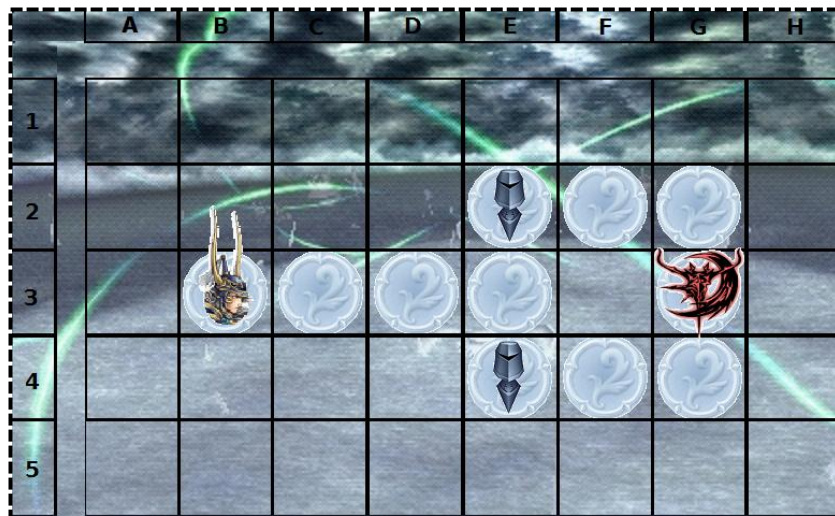
• Mash setup. Go **F3** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• Mash text + setup. Go **C3** → Battle **D3**. Mash text. Go **E3** → **Potion F3**. Go **F3** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• Mash text + setup. Go **B3** → Battle **C3**. Mash text. Go **D3** → **Chest E3**. Mash text. Go **F3** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• Mash setup. Go **E3** → Battle **E2** or **E4**. Mash → Engage 'Chain' = Flee. Go **G2** or **G4** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• Mash text + setup. Go **C3** → Chest **D3**. Mash text. Go **F3** → **Chaos Piece (Garland)** w/ **CSS** + Prompts before battle. Split on 'Final Blow' for Prologue – End. Proceed towards Episode Results (Mash X) + **CSS**.

Route Selected : Destiny Odyssey X – Tidus

- ♦ Mash through scrolling popups + popup windows.
 - ↳ Enter **PP Catalog** → **Calendar** (R x2) → Buy '**EXP Icon Boost**' Lv.2 + 3 + 4 (300 PPs). Exit.
- ♦ Select **Story Mode**. Choose '**Destiny Odyssey X**' (left). Press **Yes** to enter.
- ♦ **CSS** when text about to appear. **CSS** when fade-in.



- Mash text + setup. Go **C4** → Battle **D4**. Mash → Engage '**Chain**' = **Flee**. Go **D5** → **Potion E5**. Go **F5** → Battle **G5**. Go **H4** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.
 - ↳ (Tip for **G5**: Upon executing a Hop Step, **EX-M** to get some critical hits – yellow numbers – through the Chase mode, for ending a battle quicker. Make sure to cancel EX Burst upon **HPF**).



- **CSS**. Mash text + setup. Go **G5** → Battle **G3** [**Challenge: Critical Hit under 10s**]. If you didn't obtain any **BTGNs** during Prologue, open **Customization Menu** (Δ). Mash through scrolling popups + popup windows.
 - ↳ **Shop** = Sell **Broadsword** + '**Level ≤ 3**' Booster + Any blue **BTGNs** (except **Strength Powder/Shard**). Buy **Leather Gloves** + **Leather Hat** (2000 gils).
 - ↳ **Abilities** = Disable **Wither Shot (Ground)** & Enable **Dart Weave (Ground)** on 2nd slot ; Disable **Always Target Indicator**.
 - ↳ **Accessories** = Equip **Power Ring** + **Strength Powder/Shard** if any.
- Go to **F2** → Battle **F1** [**Challenge: No Damage**] (Build **EX-G**) → Engage '**Chain**' **G2** [**Challenge: Win in under 10s**] (**EX-M**). Go **E1** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board. **SMN** obtained (**Behemoth** = **BRV** x2 upon activation; -60 **BRV** per second).

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								

• **CSS**. Mash text + setup. Go **A1** → Battle **B1** (Build **EX-G**). Go **C1** → Battle **D1**. Go **E1** → Chest **F1** → Go Battle **G1** (**EX-M**). Go **G1** → **Potion H1**. Go **G3** → **Chaos Piece** (**Emperor Mateus** – **CSS** upon start – **EX-M** + **HPF**). **CSS**. Break animation + Stage Results (mash) + Press X for next board.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								

• **CSS** x2. Mash text + setup. Go **C5** → Battle **C4** (Build **EX-G**) → Engage 'Chain' **D5**. Go **F4** → Battle **F3** (**EX-M**) → Engage 'Chain' = Flee. Go **H2** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								

• **CSS**. Mash text + Setup. Go **G1** → Battle **G2** (Build **EX-G**) → Engage 'Chain' **F1**. Enter **Customization Menu** (Lv.8+).

↳ Shop = Sell **Leather Gloves** + **Buckler** + **Leather Hat** + Any blue **BTGNs** (except *Strength, Guts or Crimson Powder/Shard*). Buy **Iron Sword** + **Plumed Hat** (3000 gils).

• Go **B2** → Battle **B3** → Engage 'Chain' = Flee. Go **B3** → Use **Maser Eye** on **Chaos Piece** → **Jecht** (**CSS** x2 upon start – **EX-M** + **HPF**). Split on 'Final Blow' for **Destiny Odyssey X** – End. **CSS** x2. Proceed towards **Episode Results** (Mash X) + **CSS** x2.

Shade Impulse, Chapter I : “A Truth Lost”

♦ Mash through scrolling popups + popup windows.

↳ Enter **PP Catalog** → **Calendar** : ‘**EXP Icon Boost**’ Lv.5 + ‘**Gil Icon Boost**’ Lv.2+3+4 (500 PPs).

♦ Select **Story Mode**. Choose ‘**Shade Impulse**’ (right). Select ‘**Chapter 1**’ (X). Select **Tidus** (left). Press Yes to enter.

♦ **CSS** when text about to appear. **CSS** when fade-in.



• Mash text + Setup. Go **C2** → Battle **C1** (Build **EX-G**) → Engage ‘**Chain**’ **D2** (**EX-M**). Go **F2** → **Chest F1**. Go **G3** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*

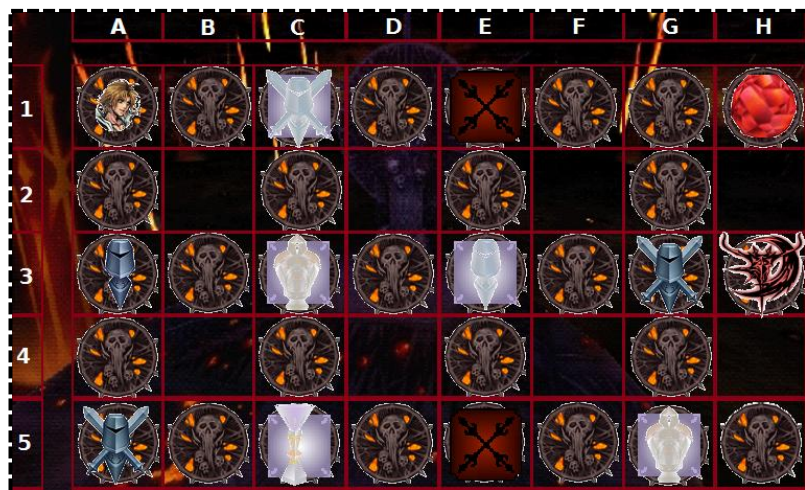


• **CSS**. Mash text + Setup. Go **A2** → Battle **A3** (Build **EX-G**). Go **B3** → Battle **C3**. Enter **Customization Menu** (Lv.14).

↳ **Accessories** = Equip ‘**In Midair**’ booster + *Strength/Guts/Crimson Powder/Shard if any*. Press R.

↳ **Summon** = Equip **Behemoth**.

• Go **D3** → **Chaos Piece** (Kefka – **CSS** upon start – **EX-M** + **SMN**). **CSS**. Go **E3** → **Chest F3**. Go **H4** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*



• **CSS**. Mash text + Setup. Go **A2** → Battle **A3** (Build **EX-G**). Go **B2** → **Reveal C3** & Engage **C3** → **Flee**. Enter Customization Menu.

↳ Shop = Sell **Iron Sword** and any **BTGNs**. Buy **Metal Knuckles** (4250 gils).

• Use **Maser Eye** on **C3**. Battle **C3** (**EX-M** + SMN). Go **C4** → **Reveal C5** & **C5 Ether**. Go **D3** → Battle **E3** (Build **EX-G**). Go **F3** → Battle **G3** (**EX-M**). Go **G3** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• **CSS**. Mash text + Setup. Go **B3** → Battle **C3** (Build **EX-G**). Go **B4** → Battle **C4**. Go **E1** → Battle **E2**. **Menu**.

↳ Shop = Buy **Mythril Claw** (6600 gils).

↳ Abilities = Enable **Critical EX Boost**.

• Go **E2** → Battle **E3** (**EX-M**). Go **H4** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• **CSS**. Mash text + Setup. Go **B4** → Battle **C4** → Engage 'Chain' **B5** → **Flee**. Go **E4** → Battle **E5** (Build **EX-G**). Go **H4** → Engage **Chaos Piece** (Exdeath – **CSS** upon start) → **Flee**. Use **Maser Eye** on **Chaos Piece**. Engage **Chaos Piece** (Exdeath – **EX-M**). Split on 'Final Blow' for Shade Impulse I – End. **CSS**. Proceed towards Episode Results (Mash X).

Shade Impulse, Chapter II : “The Schemers”

- ◆ Mash through scrolling popups + popup windows.
 - ↳ Enter **PP Catalog** → **Calendar** : '**Gil Icon Boost**' Lv.5 + '**AP Icon Boost**' Lv.2 (350 PPs).
- ◆ Select **Story Mode**. Choose '**Shade Impulse**' (X). Select '**Chapter 2**' (Right+X). Select **Tidus** (X). Press Yes to enter.
- ◆ **CSS** when text about to appear. **CSS** when fade-in.



- Mash text + Setup.
 - ↳ If you get **'Invisible'**, procede.
 - ↳ **If not**, press Start, select 'Quit Level Progression' then 'Yes' then comeback into 'Chapter 2' + Tidus, CSSs & get back onto the game board until **'Invisible'** is available.
- Activate **'Invisible'**. Enter **Customization Menu**.
 - ↳ Accessories = Equip **'Pre-HP Damage'** booster.
- Go **B3** → Battle **C3**. Go **C4** → Battle **C5**. Go **E3** → Battle **F3**. Go **H4** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*



- **CSS.** Mash text + setup. Go **B2** → Battle **C2**. Go **D2** → Battle **E2**. Go **G3** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• **CSS**. Mash text + setup. Go **G5** → **Chaos Stigma**. *Break animation* + *Stage Results (mash)* + *Press X* for next board.



• **CSS**. Mash text + setup. Go **A2** → Battle **A1**. Go **B3** → Battle **C3** (**SMN**). Go **C1** → Battle **D1** (Build **EX-G**). Go **C3** → Battle **C4** (Build **EX-G**). Go **E3** → Battle **F3** (**EX-M**). Go **H3** → **Chaos Stigma**. *Break animation* + *Stage Results (mash)* + *Press X* for next board.



• **CSS**. Mash text + setup. Go **A4** → Battle **B4**. Go **C4** → Battle **D4**. Go **E3** → Battle **F3** (**SMN**). Go **F2** → **F1** **Potion**. Enter **Customization Menu** (Lv.36+).

↳ Shop = Sell All except Equip'd Accs + Valor Inc. Buy **Sonic Knuckles** + **Beret** (16680 gils).

↳ Abilities = Enable **Riposte**.

• Go **H2** → Use **Maser Eye** (if possible) on **Chaos Piece** (**Emperor Mateus** – **CSS** upon start – **EX-M**). Split on 'Final Blow' for **Shade Impulse II** – End. **CSS**. *Procede towards Episode Results (Mash X)*.

Shade Impulse, Chapter III : “While Time Grows Short”

- ◆ Mash through scrolling popups + popup windows.
- ◆ Select **Story Mode**. Choose '**Shade Impulse**' (X). Select '**Chapter 3**' (Right+X). Select **Tidus** (X). Press Yes to enter.
- ◆ **CSS** when text about to appear. **CSS** when fade-in.



- Mash text + Setup. Proceed according fitting ‘**Board Route**’ (**BR1** or **BR2**).
- **BR1 (Invisible)** ⇒ Activate ‘**Invisible**’. Go **C3** → Battle **D3** (Build **EX-G**). Go **E3** → Battle **F3** (**EX-M**). Go **G3** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*
- **BR2 (No Invisible)** ⇒ Go **C3** → Battle **D3** (Build **EX-G**). Go **E3** → Battle **F3** (**EX-M**) → Engage ‘**Chain**’ **F2** → **Flee**. Go **G3** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*



- **CSS**. Mash text + Setup. Proceed according fitting ‘**Board Route**’ (**BR1** or **BR2**).
- **BR1 (Invisible)** ⇒ Go **D4** → Battle **D5** (Build **EX-G**). Go **D5** → **C5 Potion**. Go **E5** → **F5 Chest**. Go **H4** → Battle **G4 (EX-M)**. Go **G2** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*
- **BR2 (No Invisible)** ⇒ Go **D4** → Battle **D5** (Build **EX-G**) → Engage ‘**Chain C4**’ → **Flee**. Go **D5** → **C5 Potion**. Go **E5** → **F5 Chest** → Engage ‘**Chain**’ **E4** → **Flee**. Go **H4** → Battle **G4 (EX-M)**. Go **G2** → **Chaos Stigma**. *Break animation + Stage Results (mash) + Press X for next board.*



• **CSS**. Mash text + setup. Go **H3** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• **CSS**. Mash text + Setup. Proceed according fitting 'Board Route' (BR1 or BR2).

• **BR1 (Invisible)** ⇒ Go **B1** → Battle **C1**. Enter **Customization Menu** → Equip **Chocobo Feather** accessory over **Pre-HP Damage**. Go **D1** → Battle **E1** (Build **BRV** & **HPF**).. Go **H4** → Battle **H5**. Go **F5** → Battle **E5**. Go **C5** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.

• **BR2 (No Invisible)** ⇒ Go **B1** → Battle **C1**. Go **D1** → Battle **E1**. Go **H4** → Battle **H5**. Enter **Customization Menu** → Equip **Chocobo Feather** over **Pre-HP Damage**. Go **F5** → Battle **E5** (Build **BRV** & **HPF**) Go **C5** → **Chaos Stigma**. Break animation + Stage Results (mash) + Press X for next board.



• **CSS**. Mash text + setup. Enter **Customization Menu** (Lv.43+)

↳ **Shop** = Sell All except Equip'd Accs + Valor Inc. Buy **Estoc** + **Force Shield** + **Sallet** (33030 gils).

↳ **Abilities** = Enable **Sneak Attack** (squeeze out some abilities/skills if needed). Enable **Quick Hit B**.

Shuffle **Jecht Shot** in over **Energy Rain (Aerial)** if Lv44.

↳ **Accessories** = Equip **BTGNs** or 'Pre-HP Damage'. Keep **Chocobo Feather** (if not broken).

• Go **G3** → Use **Maser Eye** (if possible) on **Chaos Piece** → **Chaos Piece (Garland – CSS** upon start). Split on 'Final Blow' for Shade Impulse III – End. **CSS**. Proceed towards Episode Results (Mash X).

Shade Impulse, Chapter IV : “The Decisive Battle”

- ♦ Mash through scrolling popups + popup windows.
- ♦ Select **Story Mode**. Choose **‘Shade Impulse’** (X). Select **‘Chapter 4’** (Right+X). Select **Tidus** (X). Press Yes to enter.
- ♦ **CSS** when text about to appear. **CSS** when fade-in.



- Mash text + setup. Enter **Customization Menu**.
 - ↳ Abilities = Enable **Jecht Shot** over **Energy Rain (Aerial)** if Lv44 + **Jump Boost** / **Speed Boost**.
 - ↳ Accessories = Keep **Chocobo Feather** (if still unbroken) / Equip **‘Pre-HP Damage’** or any **BTGNs**.
- Go **B1** → Battle **C1**. Go **E1** → Battle **F1**. Go **H2** → Battle **H3**. Go **F5** → Battle **E5**. Go **E3** → **Chaos Stigma**.
Break animation + Stage Results (mash) + Press X for next board.



- **CSS**. Mash text + setup. Proceed according fitting **‘Board Route’** (**BR1** / **BR2** / **BR3**).
 - **BR1 (Jump)** ⇒ Go **D3** → Use **‘Jump’** on **E3**. Go **G3** → Equip **Valor Incense**. Use **Maser Eye** (if possible) on **Chaos Piece**. **Chaos Piece** (**Chaos** – **CSS** upon start – 3 phases → **SMN** on 2nd phase & **EX-M** on 3rd phase ideally).
 - **BR2 (No Jump/Invisible)** ⇒ Activate **‘Invisible**. Go **D3** → Battle **E3** (Build **EX-G**). Go **G3** → Equip **Valor Incense**. Use **Maser Eye** (if possible) on **Chaos Piece**. **Chaos Piece** (**Chaos** – **CSS** upon start – 3 phases → **SMN** on 2nd phase & **EX-M** on 3rd phase ideally).
 - **BR3 (No Jump/No Invisible)** ⇒ Go **D3** → Battle **E3** (Build **EX-G**) → Engage **‘Chain’ D2** → **Flee**. Go **G3** → Equip **Valor Incense**. Use **Maser Eye** (if possible) on **Chaos Piece**. **Chaos Piece** (**Chaos** – **CSS** upon start – 3 phases → **SMN** on 2nd phase & **EX-M** on 3rd phase ideally).
- Split on ‘Final Blow’ for Chaos.**

Speedrun completed. Fin.

