



**FINAL  
FANTASY III**

**Nintendo®**

**PLAYER'S GUIDE**



*The complete Player's Guide to Final Fantasy III — straight from the pros at Nintendo*



# A ROLE-PLAYING GAME OF EPIC PROPORTIONS

Final Fantasy III is the latest—and greatest—in Square Soft's series of top-rated RPGs, and it breaks new ground in the most involving genre of video games there is. It has a cinematic quality unlike any other RPG you've ever seen, complete with a cast of players that you'll learn to love—and hate—as their stories unfold and their poignant parts play themselves out in the vast land known first as the World of Balance and later as the World of Ruin. It's a world so vast that only a Nintendo Player's Guide

could do it justice.

First, meet the characters and learn about their special skills, then read about the Items and Magic you'll use, as well as the enemies you'll fight, as you experience Final Fantasy III. There are many ways to play the game, but if you want to see all of the secret places and find all of the hidden treasures, walk through the game following the events as we've listed them. You won't want to miss a thing—and if you follow the steps shown in this guide, you won't!

NINTENDO PLAYER'S GUIDE—ALWAYS THE MOST COMPLETE  
GAME COVERAGE, STRAIGHT FROM THE PROS



**Nintendo**  
PLAYER'S GUIDE

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## RUMORS OF MAGIC, MARVELS OF SCIENCE

With the War of the Magi but a distant and fading memory, and magic itself long absent from the world, technology has sprung forth as the power of the future. Machines of many sorts have found their ways from drawing boards to city streets, and ever-new

inventions fall fast upon the heels of technological advancement. But as history has proved, time and time again, when technology offers new power, some will grasp that power and twist it to serve themselves.

In this case, the Empire has harnessed the power of advanced technology to create fighting machines stronger than anyone has

ever seen. And while these machines alone could control the world, power-hungry generals can only imagine how great their power would be were they able to harness the mystic energies of magic.

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MAGIC WARRIOR  
**TERRA**  
TERRA BRANFORD

PROFILE Age 18 5'7" 180 lbs  
SKILLS Power 31 Stamina 23 Magic 25 Strength 28  
EQUIPMENT Sword, Helmet, Jewel

**SWORDPLAY & MAGIC**

In the beginning, Terra storms into Narshe in Imperial Magitek armor. Her ability to use magic has made her a zombie for the Empire. But when she finds the frozen Exoper, her world takes a strange twist and she becomes a rebel. The success of the Returners depends on Terra and her half-exper powers.

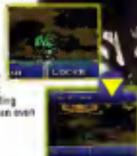
**SPECIAL SKILL MORPH**

When Terra "morphs" into her Exoper suit, she doubles her fighting and magic strength. The morphing process takes one turn, just like using a spell. After a battle, she automatically reverts to Terra.



**SPECIAL SKILL STEAL**

Locke's ability to steal items from enemies is handy most of the time and absolutely vital at other times. In addition to stealing potions and weapons, Locke can even steal clothes.



TREASURE HUNTER  
**LOCKE**  
LOCKE COLE

PROFILE Age 26 5'9" 140 lbs  
SKILLS Power 25 Stamina 46 Magic 25 Strength 31  
EQUIPMENT Dagger, Sword, Flan

Sword, Helmet, Light Mail

**SWORDPLAY & STEALING**

Locke plays the suave adventurer and proclaims himself to be a treasure hunter, but others regard him as a thief. But his past is not without pain and tragedy. His skills at appropriating items will save your party money and effort. He remains a constant and true companion through most of your journey.



MOOGLE  
**MOG**

PROFILE Age 16 4' 98 lbs  
SKILLS Power 12 Stamina 34 Magic 23 Strength 12  
EQUIPMENT Spine, Hat, Light Armor

**FIGHTING & DANCING**

Most Mooglees lead peaceful lives, but now that the Empire threatens all the land, Mog and his brothers know they must help. When Mog joins your party midway in the game, he must still learn many of his powerful dancing attacks.



**SPECIAL SKILL DANCE**

Mog learns new dances by fighting in new settings. Each type of terrain contributes to Mog's repertoire. Since Mog joins you, travel around and learn all the dances.

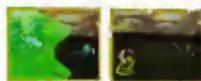
WIND SONG	The wind over the grassy plains teaches Mog this dangerous dance.
FOREST SUITE	Go to the regular forest areas or Phantom Forest to learn this dance.
DESERT ARIA	Mog learns the steps to the desert melody under the desert sands.
LOVE SONATA	Fight in Narshe or the Opera House after the collapse to learn this.
EARTH BLUES	Mog learns this attack at Mt. Koro, the Eagle's Gathering Place or Mt. Zoro.
WATER RONDO	The dances of the sea can be learned at Serpent Trench and Lake Rieu!
DUSK REQUIREM	You'll learn this dance early in the game in the mines near Narshe.
SNOWMAN JAZZ	Learn these steps in the snowfield behind Narshe after the Coliseum.

MECHANIC  
**EDGAR**  
EDGAR RONI FIGARO

PROFILE Age 21 6'7" 180 lbs  
SKILLS Power 30 Stamina 33 Magic 20 Strength 34  
EQUIPMENT Spear, Sword, Knight Sword, Helmet, Armor

**SWORDPLAY & POWER TOOLS**

King Edgar of Figaro secretly supports the Returners while paying lip service to the Empire. His mechanical skills and use of technology become great advantages against the Empire.



**SPECIAL SKILL TOOLS**

Select Edgar's Tool command to access the power tools and weapons that he uses on enemies. These tools make for some of the most powerful attacks at the game.

AUTO CROSSBOW	A useful weapon for attacking multiple enemies early in the game.
BIO BLAST	The Bio Blast is a gas that covers all the enemies with a noxious cloud.
FLASH	When Edgar unleashes the Flash, it casts a powerful beam of light that drains HP from the enemy.
NOISE BLASTER	The mind-numbing sound of the Noise Blaster confuses your enemies.
DRILL	The gleaming bit of the Drill powers through the enemy at a pace with incredible force.
DEBILITATOR	Edgar uses the Debilitator to give a strong enemy a weakness that others can exploit.

**CHAIN SAW**—Once Edgar puts on his hockey mask, stand back. The Chain Saw cuts through almost everything.

**AIR ANCHOR**—What better way to win than by inducing your enemies to destroy themselves? That's what the Air Anchor does.



# KNIGHT CYAN



## SWORDPLAY

Brave Cyan loses his family in the horrible poisoning at Doma, but he doesn't lose his nerve. Alone, he sets out to attack the Empire! You'll turn his powerful sword to the good of the Returners and the world.

PROFILE Age 18 5'11" 158 lbs  
 SKILLS Power: 40 Stamina: 20  
 Magic: 20 Strength: 30  
 EQUIPMENT Katana, Helmet, Armor



### SPECIAL SKILL SWORD TECHNIQUE

Cyan's swordsmanship knows few bounds. The eight techniques he is able to employ are to complement the higher the technique the more times it requires to prepare.

### DISPATCH

A powerful attack targeted one foe.

### RETORT

Automatically strike back when attacked.

### SLASH

The striking Slash attack earns HP for you.

### QUADRA SLAM

Cyan slams one or more enemies with four mighty swings.

### EMPOWERER

Not only will you damage foes, you'll take their MP, as well.

### STUNNER

Stop all your enemies in their tracks, at least for while.

### QUADRA SLICE

Take off twice the damage of the Quadra Slam with this move.

### CLEAVE

The most powerful, multi-foe attack from Cyan's sword.

## BLACKBELT

# SABIN

## SABIN RENE FIGARO

PROFILE Age 21 6'7" 220 lbs  
 SKILLS Power: 41 Stamina: 30 Magic: 20 Strength: 20  
 EQUIPMENT Knuckles, Hat, Light Armor

## MARTIAL ARTS

King Edgar's brother has studied the ways of the martial arts masters, and now he possesses awesome physical skills. After the battle on Mt. Kolts, Sabin becomes one of the most valuable members of your party. His Blitz technique requires dexterity, but the attacks are powerful enough to overthrow many enemies with one hit.



# WILD CHILD GAU



PROFILE Age 15 5'5" 100 lbs  
 SKILLS Power: 15 Stamina: 18  
 Magic: 20 Strength: 14  
 EQUIPMENT Hat, Light Armor



## BEAST ATTACKS

The Wild Boy of the Yellia, Gau, joins your party if you feed him some meat. He'll reward you with a great prize, but he is useful as an ally, too. Gau's Rage attacks can slash through unsuspecting enemies with amazing force.

### SPECIAL SKILL LEAP/RAGE

Gau learns the attack of the creatures he encounters using the Leap command to jump on their backs. He'll rise off them, but when he returns in the following battle he'll be able to use that beast's attack through the Stage option.



### SPECIAL SKILL BLITZ

Activate the Blitz commands once you've learned them using the following Control/Element codes. If you make a mistake while entering the code, the Blitz won't work. This element of dexterity makes Sabin a really character to use. On the other hand, the Blitz attacks are very strong.

Pummel	☆☆☆☆
Aura Bolt	☆☆☆☆
Suflux	XY☆☆
Fire Dance	☆☆☆☆
Mantra	R L R L X Y
Air Blade	☆☆☆☆☆☆
Spiraler	R L X Y ☆
Bum Rush	☆☆☆☆☆☆☆☆

# RUNE KNIGHT CELES

## CELES CHERE

PROFILE Age 18 5'6" 145 lbs  
 SKILLS Power: 21 Stamina: 20  
 Magic: 20 Strength: 31  
 EQUIPMENT Staff, Knight Sword, Helmet, Armor

## EX-IMPERIAL GENERAL

When you first meet Celes, she is an Imperial prisoner, but it turns out that she was once one of the Empire's generals. As an ally, she is a strong fighter and her Runic Blade keeps her in every battle.



### SPECIAL SKILL RUNIC

The Runic Blade, when used in battle, attracts enemy spells and renders them ineffectual. Although mages won't harm Celes or her companions, other attacks will.



**GAMBLER****SETZER**  
SETZER GABBIANI

**PROFILE** Age 37 5'9" 130 lbs  
**SKILLS** Power 33 Quicken 32  
 Magic 26 Strength 31  
**EQUIPMENT** Gavel, Deck, Heimer Armor

**SPECIAL SKILL SLOT**

Setzer's Slot attack uses a slot machine to randomly select attacks. Gambler slots of three symbols result in powerful attacks, but using Slot is always a gamble.

**ODDS PLAYER**

He's a rich adventurer and risk-taker. Setzer's main contribution to the cause is his Airship, but his fighting skills and special Slot attack prove valuable... too.

**7-FLUSH**

If the 7-Flush shows up on the slot, the entire enemy party is defeated.

**JOKER DOOM**

The Joker is on you when the Jokers show up. Everyone loses!

**LAGOMORPH**

Even taking apart without combinations will earn some hit points.

**H-BOMB**

Hit your foe with an explosive attack with three Bombs on the Slot.

**MAGICITE**

Three bars produce an Esper at random. The Esper then attacks.

**CHOCOBOP**

A run of Chocobo symbols results in a stampede of the big birds.

**MEGA FLARE**

Three silver 'buds' results in an attack similar to the Flare Spell.

**FLASH**

A brilliant blast of light shatters opponents when three diamonds appear.

**NINJA****SHADOW**

**PROFILE** Age Unknown 5'10" 145 lbs  
**SKILLS** Power 33 Sneakness 38 Magic 33 Strength 32  
**EQUIPMENT** Ninja Sword, Hat, Light Armor

**STEALTH & THROWING WEAPONS**

Shadow, the lonely ninja, travels the world selling his skills to the highest bidder. His only trusted companion is his dog, Interceptor, who can also help your party. Shadow comes and goes as will

**SPECIAL SKILL THROW**

As a ninja, Shadow has mastered the art of throwing naga stars and other deadly weapons. Swords, knives and many other objects can be purchased or won for Shadow, each with different properties.

**ARTIST****RELM**  
RELM ARROWNY

**PROFILE** Age 10 5' 80 lbs  
**SKILLS** Power 18 Quicken 15  
 Magic 24 Strength 11  
**EQUIPMENT** Paint Brush, Hat, Hat, Stuffed Toy

**SKETCHING**

Strago's granddaughter, Relm, practices an unusual brand of magic. She sketches enemies and learns their skills, which can then be used against them. She also befriends Interceptor and the bond between girl and dog leads to a dramatic rescue in a burning home.

**SPECIAL SKILL SKETCH**

Relm reveals her enemies' attacks by using the Sketch magic. She then uses that attack against the unsuspecting foe. Although she is young in years, she is still a strong party member.

**LORE MASTER****STRAGO**  
STRAGO MAGUS

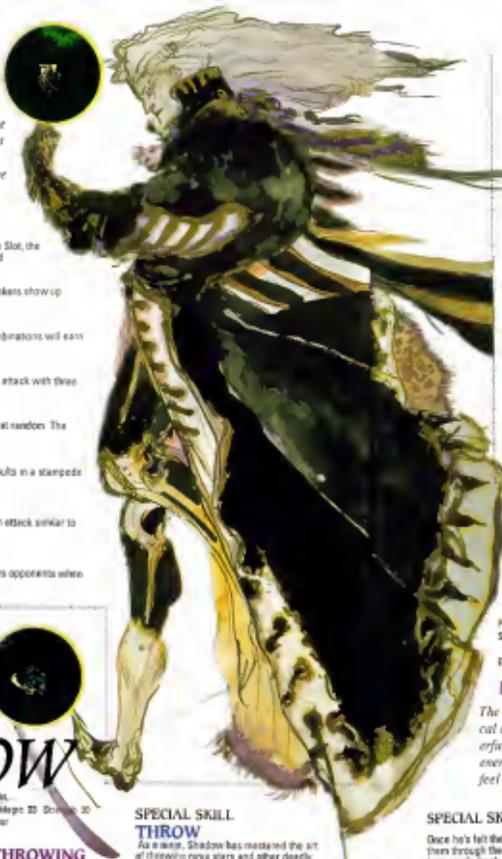
**PROFILE** Age 30 4'10" 84 lbs  
**SKILLS** Power 5 Quicken 9  
 Magic 31 Strength 9  
**EQUIPMENT** Hat, Hat, Stuffed Toy, Lore

**MAGIC & LORE**

The villagers of Thumana all have magical abilities, but Strago is the most powerful of them. He can learn the spells of enemies and use them, but he must first feel their effects in battle.

**SPECIAL SKILL LORE**

Once he's felt the bite of enemy spells, Strago can access them through the Lore command and send them or other Lore spells back at the enemies who attacked him.



## THE MIMIC GOGO

**PROFILE** Age Unknown 5' 10" lbs  
**SKILLS** Power 5 Dexterity 11  
Magic 20 Strength 18  
**EQUIPMENT** Dagger Rod, Iron Light Armor

### MASTER OF IMITATION

Gogo, an eccentric mimic, resides in a strange place on Triangle Island, but you'll have to search in an unusual fashion to find him. When you encounter a Zone Eater, don't defeat it, instead, let it inhale your party.

### SPECIAL SKILL: MIMICRY

Gogo uses the abilities of others. In battle, he copies the moves of the character whose turn comes before his. He can't equip an Esper, but he can copy the spells that the other members learn.



## THE YETI UMARO

**PROFILE** Age 4 8'10" 420 lbs  
**SKILLS** Power 41 Dexterity 21 Magic 5 Strength 41  
**EQUIPMENT** Bone Club, Snow Mallet

### RAGING BEAST

Although he can't use magic, Umaro is the fiercest physical fighter in the game. He's hardly speedy, so use Running Shoes or cast Haste spells to speed up his slow recovery rate.

### SPECIAL SKILL: RAGE

During battle, Umaro falls into a rage. His temper makes him an awesome brawler, but you can't control him when he's enraged. Two Potions are his exclusive use, so for his exclusive use, the Rage Ring and the Dazzard Orb.



## MEAN MACHINES MAGITEK ARMOR

The mechanized body suit that Terra uses at the beginning of the game is Magitek Armor, and you'll be able to equip your party with suits of it later in the game, too. You'll blast your way out of the Empire Encampment by hopping into some vacant suits. The armor is capable of amazing and powerful attacks.



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### Fire Beam

Waits up those cool enemies by blasting them with powerful Magitek Fire.

### Ice Beam

The Magitek Ice Beam can freeze the life right out of enemies. It's a chilling attack.

### Bolt Beam

Storm your enemies. Call on the Magitek Bolt Beam to strike enemies with lightning.

### Heal Force

Use the Heal Force to replenish your crew. HP is restored one during battles.

### Bio Blast

Bio enemies with the Bio Blast to poison them. The poison eats away at their HP.

### Confuser

When you attack with the Confuser, enemies become confused and attack each other.

### X-Fer

Use X-Fer to send enemies packing. They'll end up traveling in a different world.

### Thk Missile

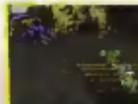
When you fire the Thk Missile, a series of blasts will rip through the enemy line.

## TOP RETURNER BANON

Although he's the leader of the Returners, Banon is a surprisingly weak fighter. He does, however, have Health, a skill that none of the others has. He can use it to refill HP for the entire party during battle. He joins you for only a brief time early in the game, as you travel from the Recarver Hideout to Narbe.



You must get Banon to Narbe alive. Use his Health skill frequently and attack with other members.



When Banon uses his Health skill, he can replenish the HP of the entire party. He's a good person to have along.

## POSSESSORS GHOSTS

Some of the Ghosts on the Phantom Train will join you, and they're helpful spirits to have along, too. The Ghosts can either fight or Possess. If they Possess an enemy, they will destroy it, but they will disappear when the enemy dies. Search for a new Ghost if you lose one in battle. You can have a maximum of two Ghosts in your party.



During battle, the friendly Ghost can opt to fight or Possess. Possess is a powerful attack, but it takes its toll.



If you choose to Possess, you'll be controlling the Ghost. If it disappears, search for another on the train.

### COLOR CODING KEY FOR MAPS AND CHARACTERS

The maps in this strategy guide have color-coded numbers and letters indicating where you will find things and how maps connect. The name list along the left side of the pages is also color-coded. With the use of this Key, you should be able to make full use of the maps.

### 1 EVENT NUMBER

Terra Character should be used  
Edgar Character shows up  
Sabin Character shows up  
Cyan Character can be selected  
Gau Character leaves  
Shadow Character leaves  
Celes Character is not in this event  
Strago

### MAP KEY

★ SAVE POINTS ● SWITCHES/LEVERS  
○ CONNECTION POINTS ● ENEMIES  
● ITEMS ● EVENTS

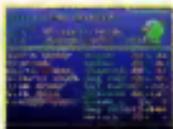
\*Only Terra can use these attacks.

# TIPS & TRICKS PART 1

## USE THE IMP'S EQUIPMENT

Being turned into an Imp is usually a drag, especially if you're in the middle of a big brawl, but if you equip the right armor and tools, you can use the Imp status to your advantage. Items that you can equip as an Imp include the Imp Halberd, the Tortoise Shield, the Titanium Helmet and the Imp's Armor. Equipping these items will raise your attack and defense powers to their

maximum levels, making your character a power to contend with. To get the various pieces of Imp's Equipment, you must either steal from or defeat particular enemies.



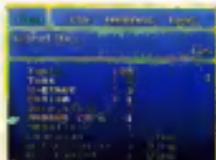
## USE WEAPONS FOR MAGIC

Although you must, in most cases, learn magic spells by equipping Espers and earning MP, you can use some spells by simply equipping special weapons or armor. For example, if you obtain and equip the Ice Shield, you'll be able to cast Ice spells. The Flame Shield lets you cast Fire 2 spells and the Thunder Shield lets you cast Bolt 2. Other specialty items let you cast extremely powerful spells such as X-Zone and Ultima. You can't buy any of the weapons that bear magic; you must fight for them, find them, or earn them in some other way. The chart shown below lists the special weapons and the magic they bestow.

ITEM		MAGIC
Ice Shield	Ice	x 5
Paladin Shield	Ultima	x 1
Force Shield	Shell	x 5
Flame Shield	Fire 2	x 5
Thunder Shield	Bolt 2	x 5
Imp's Armor	Imp	x 1
Tortoise Shield	Imp	x 1
Titanium	Imp	x 1
Cursed Ring	X-Zone	x 5

## TRADE FOR THE RENAME CARD

The Rename Card is a quirky item that you can trade for at the Colosseum in the World of Raun. If you wager an Ellix, you'll go up against Cactrot. If you win your match, he'll forfeit the Rename Card. If you'd like, you can use the card to change the name of one of your party members. When you offer it up as a wager, you'll face the Doom Dragon in the ring. If you beat him, you'll win the Marvel Shoes, a Relic with mysterious powers. If you equip a strong member such as Shadow or Cyan with the Genji Glove and the Offerer, you can clean up at the Colosseum.



## PART 1

# THE WORLD OF BALANCE

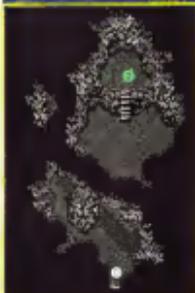
*Your quest begins with Terra, a young woman who has been pressed into the service of the Empire because of her extraordinary powers. Magic has been absent from the world for ages until recently. Now Terra and a few others have appeared along with a strange race of magic-users known as Espers. The first part of this Player's Guide takes you through the events leading up to the terrible collapse of the world. Each event marks one crucial step in the progress of the game. Maps, shop contents and battle strategies are included along with a summary of the story and a checklist of the steps you need to take.*





CHECKLIST

- WHELK
- TRITON
- ICE DRAGON (W.D.R.)
- RESCUE MUG



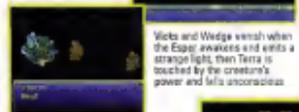
THE WHELK AT WAR

The Whelk is your first trial by fire. Although vulnerable when its head protrudes from its shell, the Whelk can't be harmed when it is inside the shell. Don't strike the shell when the Whelk hides. Use the Defuse command and wait for it to reappear before rejoining battle.



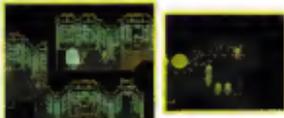
THE LIVING ESPER

You'll find the Esper after clobbering the Whelk. The soldiers will be lost no matter what you do, but Terra will survive the meeting with Triton and awaken in Narshe, no longer under Imperial control.



Vicks and Wedge vanish when the Esper awakens and emits a strange light, then Terra is touched by the creature's power and his accessories.

Terra wakes up in the care of an old man who has removed the slave crown that controlled her. Terra can't remember anything of her past, but in time her memory will return. Later, she is captured by Imperial soldiers.



LOCKE

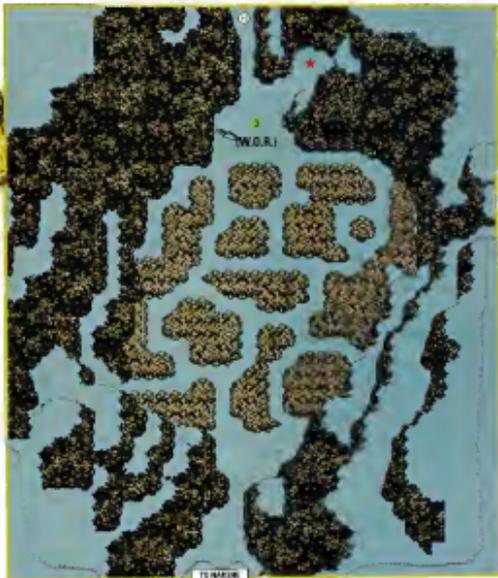
Locke the treasure hunter comes to Terra's rescue in the mines after her fall. Although Locke's main purpose in all things is to get rich, he sets aside his greed for the greater need.



As you clinch with all of the main characters in FF III, you can name Locke whatever you like.



Encounter battles with multi-armed treasure hunters, available to you near the end of the quest.



SOLDIERS VANISH

Vicks and Wedge may have fallen before the Esper, but other characters keep popping in and out of the story throughout the game.



Vicks and Wedge won't survive the Esper.

Other characters keep popping in and out of the story throughout the game.

**Terra**  
**Locke**  
 Edgar  
 Sabin  
 Cyan  
 Gau  
 Shadow  
 Celes  
 Setzer  
 Strago  
 Relm  
**Mog**  
 Gogo  
 Ulmaro



## MOOGLES TO THE RESCUE

In the world of Final Fantasy you should always expect the unexpected.

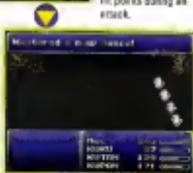
Terra will find help in many strange places and from odd people and creatures, but perhaps none is as bizarre as the Moogle. Mog and his people look like cute-rabbit things, but they can dance up a storm that will attack



Moogles learn by doing. During the battle against the Marshal's forces, they will learn a dance that can be used to attack the enemy. The first dance learned is the Dark Requiem, worth over a thousand hit points during an attack.



enemies. Mog appears throughout the game, helping your cause in several ways. Here in the mines he and his clan help defeat the Marshal's army.



## MARSHAL YOUR FORCES

As the Marshal's troops move through the maze, set your three parties at the entrances closest to where Terra is lying. Move one party out to intercept the nearest enemy party. Use the Moogle's Dance when you have learned it. After taking out all the soldiers, move your strongest party to attack the Marshal himself, who remains in the farthest room from you. Again, the Moogle's Dance will send the enemy reeling.

Head south to the lowest chamber in the caves. There the Marshal waits, seething because you have outlived his make-



The Marshal stands alone, but he is the strongest of the animals. Even so, he can't withstand the awesome power of the Moogle's prancing.



## THE MASTERS

The first building in Narshe contains several classrooms where you can learn much about this world and how to succeed in the game. Make sure that you talk to all the masters in every room. Some of their advice has to do with fighting, but much of it is practical information about saving the game and using different items, weapons and relics. You're bound to have some questions early on, so stop by. You'll also find items in the rooms.



### CHECKLIST

- HENGE GOWN
- SLEEPING BAG
- EXIT ONLY
- PIT
- TERRA
- MEET MOG (W/O A)
- BLINK EDGE
- LIGHT MAZE

## THE WORLD

Learn about Save Points, Relics, hidden items, recovery HP, monsters in chains, Chocobo riding and how the game identifies which users can equip which weapons and armor. It is invaluable information.



## BATTLE TACTICS

Learn about character color changes, changing rows, attack positions, running away, power meters, choosing multiple targets, and using the Row or Distance options. You'll also find a Sleeping Bag.



## ADVANCED TACTICS

Learn about status ailments, multiple images, 3-way attacks, Reflect spells, and about the Rune, Dance, Rage and Morph commands, Life 2 and Regen, undead Loe, and more bits of secret knowledge.



# FIGARO CASTLE

Terra and Locke travel south to Figaro Castle to escape the Empire. Although King Edgar is an ally of the Empire, he

won't be for long. Terra's flight won't long remain secret, either. Kefka is on the way. But Figaro Castle is no ordinary fortress. It can dive and move beneath the sands.

World of Balance

ITEM SHOP 1	
Potion	300
Tincture	1,500
Penic Down	300
Remedy	300
Ariseole	50
EyeDrop	50
Soft	200
Text	1,200

World of Ruin

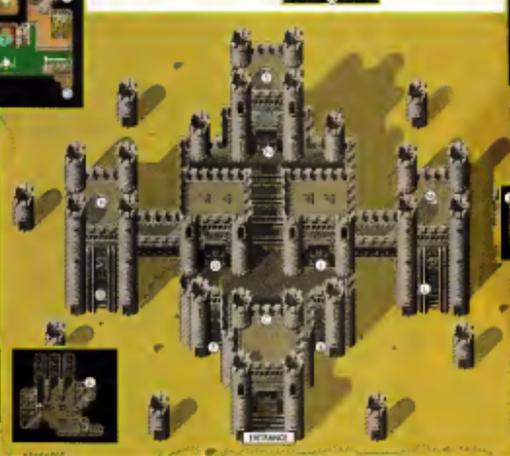
ITEM SHOP 1	
Potion	300
Tincture	1,500
Ariseole	50
EyeDrop	50
Soft	200
Penic Down	300
Remedy	300
Text	1,200

ITEM SHOP 2

Auto Crossbow	250
Noise Blaster	500
Flash	1,000
Drill	3,000
Sublimator	5,000

ITEM SHOP 2

Auto Crossbow	250
Noise Blaster	500
Flash	1,000
Drill	3,000
Sublimator	5,000



## TO FIGARO

After leaving Narsh, you'll find yourself at the top of a long, narrow valley between the mountains. Walk south, skirting the forest that grows in the mouth of the valley, then head west along the southern rim of the mountains until you see desert sands to the south. Cross the desert southward to the castle.

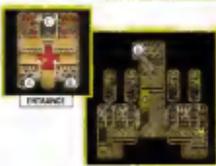


When he's fighting this leechy critter, Locke's ability to 'Steal' can be useful. Choose the Steal command and take a Tonic from the monster. The recovery power of Tonics will come in handy.



## CHECKLIST

- RECOVER HP AND MP
- THE MATIION
- SOFT
- TONIC
- ANTIDOTE
- PENIC DOWN



## KING EDGAR

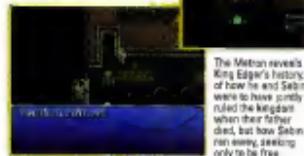
King Edgar may be young in years, but he is a mechanical genius. His designs and innovations have created the wonder of Figaro Castle, which can dig beneath the sands of the continent, as you'll later discover. Edgar's talent also extends to specialized weapons like the Bio Blaster, Noise Blaster and Astro Crossbow that are used in battle with the Tool command.



Edgar is a crucial member of your party when Kefka attacks the castle seeking to recover Tonics for the Emperor's evil purposes. You'll learn more about Edgar when his brother shows up later.

## CASTLE KEEPSAKES

Explore the castle. This is good general advice, but in this case there are some things you really need. In one room you'll find a shopkeeper selling Edgar's special tools. Buy them! Check every Chest and stock up on Tonic. Also buy at least one Fenix Down.



The Matron reveals King Edgar's history, of how he and Selton were to have jointly ruled the kingdom when their father died, but how Selton ran away, seeking only to be free.

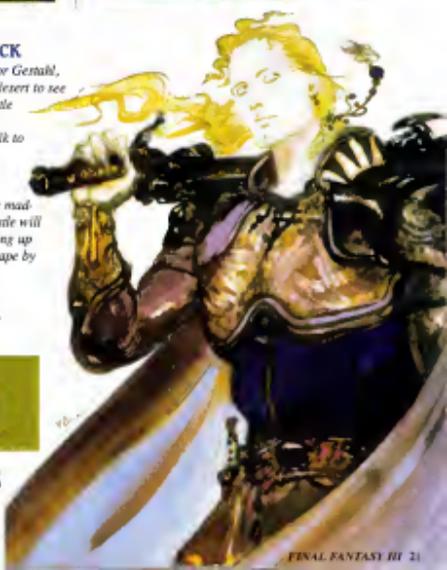
## KEFKA'S ATTACK

On orders from Emperor Gestalt, Kefka has crossed the desert to see if Terra has fled to Castle Figaro. When Edgar approaches, he must talk to the guards first, then Kefka. Edgar's answer won't satisfy the madman and the castle will be torched, setting up your daring escape by Chocobo.

As Locke notes, Kefka is missing a few buttons. After arriving, he sets fire to Edgar's castle, trying to smoke out the missing girl.



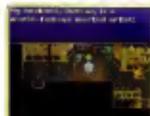
Edgar has a few tricks up his sleeve. First, he commands Figaro Castle to submerge in the sand, then he orders up Chocobes for your escape.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

## TO SOUTH FIGARO

Your escape aboard the Chocobos is challenged by Kefka's guard and Magitek armor. After thrashing the fools, continue east to the mountains and look for a cave entrance. Hop off your dud and enter the cave. Be sure to stop at the pool to restore your energy levels, then continue through the cave, battling the many monsters within. When you emerge, you'll be near the town of South Figaro.



One of the great things about riding Chocobos is that no monsters will attack these wonderful birds. Look for Chocobo paths in wooded areas.



## THE CAVE TO SOUTH FIGARO

The mountain cave holds secrets and dangers, but you must bravely ignore your fear and sweating palms and plunge in. This is where your extra Tonic comes in handy. Head to the right for quick passage.

### CHECKLIST

- FUNNEL ARMOR
- RECOVERY SPRING
- SOGA (W.O.R.)
- TINCTURE
- TINCTURE
- FENIX DOWN



TO FIGARO SHIRT



TO SOUTH FIGARO

## THE RECOVERY SPRING

After your battle with the Magitek armor in the desert, don't use Tonic, Sleeping Bags or Tents to restore your power. Once you're inside the cave, at the top of the first corridor, you'll come to the Recovery Spring, which restores the energy of all party members. Always look for sources that restore your characters without cost. Apart from the Spring, you'll find basins of special, restorative water like the one in Narshe at the classroom. After recovering your energy, head to the right through the archway. In the next chamber, you can go left to find Tacture or right towards the exit. When battling the creatures here, be sure to use Edgar's Auto Crossbow. You'll find that it is one of the most useful weapons in the game, as it targets all attackers and hits them with a lot of force.



After hopping off the Chocobos and sending the guard back to Figaro, save your progress. Once inside the cave, you won't be able to save.



If you are low on Tonic or other restorative items, return to the Recovery Pool. Be sure to walk to the edge of the pool where the stone sits out toward the middle.



## CHANGING TREASURE

The treasure inside some of the Chests here in the cave will change when you return later in the game. After rescuing Celes, you'll be able to return and find the Thunder Rod and X-Potion.



Before rescuing Celes from prison, the Chest holds Tacture, which you can also buy at most Item Shops.



After rescuing Celes, you'll find the Thunder Rod, which is very valuable.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

## SOUTH FIGARO

South Figaro is one of the last refuges of freedom in the world, but it won't remain free for long. Explore the town thoroughly and stock up on good weapons, armor and lots of Tonic. Buy and equip Relics for the first time.



### CHECKLIST

- ① GREEN CHERRY
- ② TONIC
- ③ FENIX DOWN
- ④ TONIC
- ⑤ WARP STONE
- ⑥ TONIC
- ⑦ STEAL MER-CHAN'S CLOTHES
- ⑧ STEAL SOLDIER'S CLOTHES
- ⑨ GET COIN
- ⑩ GIVE COIN
- ⑪ ELDER
- ⑫ RESCUE CELES
- ⑬ SON GP
- ⑭ LOW GP
- ⑮ LOW GP
- ⑯ EMPTY
- ⑰ WIND CLOCK
- ⑱ MYSTER SWEEP
- ⑳ RINGING SHOES
- ㉑ IRON ARMAGE
- ㉒ CAFFING
- ㉓ REGAL OUTFALL
- ㉔ HEAVY SHIELD
- ㉕ CLOTHES
- ㉖ A-PROTON
- ㉗ RIGIDON
- ㉘ EYEDROP
- ㉙ ANTIKATE
- ㉚ SOFT

### SABIN'S STORY

In the Cafe and house at the east end of town, learn about Duncan's martial arts school at Mt. Kolts. That's where you must go to find Sabin, Edgar's brother. The first really tough fight is there, so be prepared with plenty of Tonic.



The townsfolk have heard about the martial arts school at Mt. Kolts run by Duncan.



#### Weapon Relics

WAPON SHOP	
Dark	150
Metal Knife	300
Metal Blade	450
Regal Cutlery	800
Noise Blaster	500
Bo Blaster	750

#### ARMOR SHOP

Buckler	200
Heavy Shield	400
Hair Band	150
Plumed Hat	250
Custom Robe	250
Kung Fu Suit	250
Relic Shop	
Spruce Shoes	1,500

#### WAPON SHOP

Enhancer	82,000
Trunk	1,700
Steel Spaul	10,000
Gold Lance	12,000

#### ARMOR SHOP

Diamond Shield	3,500
Diamond Helm	8,000
Diamond Vest	12,000

Goggles	500	Diamond Armor	10,000
Sony Pendant	500	Sea Saver	6,000
Jewel Ring	1,000	Bird's Hat	3,000
Tree Knight	1,000	Green Band	3,000
ITEM SHOP		RELIC SHOP	
Tonic	50	Goggles	800
Antidote	50	Star Pendant	1,500
Soft	200	Fairy Ring	3,000
Eyedrop	50	Amulet	6,000
Echo Screen	120	Running Shoes	5,000
Fenix Down	800	Wall Ring	4,500
Sleeping Bag	500	Cure Ring	8,000
Test	1,300	Cervine Ring	3,000
INN	80	ITEM SHOP	
CHOCOBO STABLE 90		Iron	300
		Trunk	1,500
		Eyedrop	50
		Fenix Down	500
		Reverly	300
		Reflexity	1,000
		Sleeping Bag	500
		Tank	3,200
		INN	80
		CHOCOBO STABLE 80	



Duncan turns out to be Sabin's martial arts master, but Sabin's son has become twisted and almost ruins the reunion of the brothers.



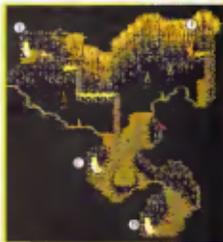
You'll cross paths with Shadow for the first time in the Cafe. Although he says little to you here, later you'll want him to join your party. He is a ruthless mercenary and won't stay with you forever. After stocking up on weapons and supplies, head out to Mt. Kolts.



## MT. KOLTS

To the east of South Figaro rises Mt. Kolts, where the martial arts master, Duncan, teaches his students. Here you will find Edgar's brother, Sabin, and engage Vargas in a duel to the finish.

In many ways, this will be your first true test.



### BEFORE THE MOUNTAIN

Go east and north to the little cabin. Here, Edgar recognizes the presence of his brother, Sabin. If you climb into bed, you can restore the party's strength. As you leave, an old man appears and tells you that Sabin left for Mt. Kolts when he heard that Duncan had been slain. Now you must follow Sabin to the mountain.



### CHECKLIST

- EDGARIAN
- TITUS A. WILET
- TENT
- SABIN JOINS PARTY
- TENT



As you move about the cabin, you'll notice that Edgar recognizes some of Sabin's favorite things. Obviously, Sabin has been here.



Use the beds in the cabin to restore your HP and MP. You'll need all your strength for the battle ahead!

### FOLLOW THE SHADOW

A mysterious shadowy figure leaps ahead of you on the mountain trail. Follow him through caves and around the mountain, then across the rope bridge. He'll lead you to the site of the school where Sabin has been training. Now, that site holds only danger.



### THE BATTLES OF MT. KOLTS

At the Save Point about midway through the area, use a Tent to restore everyone. The next portion of the journey is full of enemies in larger groups including Trilions, with their spells. The Taskers can be tough to destroy, but most of the other enemies are simple. Save Terra's Cure magic until you really need it.



Some of the enemies on Mt. Kolts are poison and paralysis spells to stop your party. Make sure that you have both Antidote and Soft.

### SABIN

The reason for Vargas' madness and hate was that his father, Duncan, had chosen Sabin to be his successor. Once Vargas is out of the picture, the brothers must reconcile their differences. To honor Duncan's memory, Sabin agrees to help overthrow the Empire.



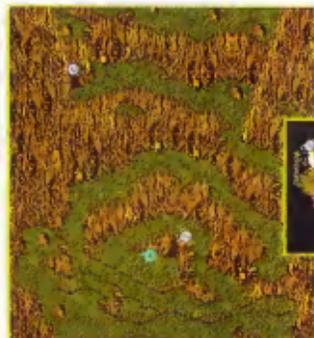
Edgar, Tama and Locke start the fight, but they can't win against Vargas.



Sabin joins the battle after you've weakened the worst of what Vargas has to offer.



Now standing alone, Sabin must use the special Blitz technique to win. One that will do it.



### FIRST BLITZ

Choose the Blitz command in battle. When the arrow points at Sabin, then push the Control Pad left, right, left quickly. Finally, push the A Button again to activate Paeniel.



# RETURNERS' HIDEOUT

By taking the cavern that opens on the battlefield on Mt.

Kolts, you'll find that you come out on the north side of the moun-

tains. Head north up the valley until you see a narrow passage on the right side. Here you'll find the secret HQ of the Returners, resistance movement and their leader, Banon.



## CHECKLIST

- ① FENIC DOWN
- ② GREEN CHERRY
- ③ AIR LANSET
- ④ FENIC DOWN
- ⑤ TRUE KNIGHT
- ⑥ ANTIKITE
- ⑦ TRINCTURE
- ⑧ RAMON
- ⑨ POTIEN
- ⑩ WHITE CAPS
- ⑪ BANON
- ⑫ PRICE OF PAPER

### World of Balance

ITEM SHOP	
Eydrop	50
Sonic	30
Peban	300
Trincture	1,500
Rich Screen	100
Shopping Bag	500
Tent	1,200
Savin Sheets	1,500
INN	FREE

## BANON

Banon, the leader of the Returners, a group to which Locke and Edgar secretly belong, has gathered his strength against the Empire, but he can't hold out even here. He is wise, but old and somewhat out-of-shape.

Banon believes that the fate of the world lies with Terra and her power to talk to the Espers. He's right.

## THE HIDEOUT

Explore the Returners' Hideout. Open all the chests and talk to all the people while Banon is resting. You can also stock up at the store on Tonic, Potion and other items. After talking to everyone once, return to the guard at the door. Banon will be outside.



Make sure that you look over papers. One hidden report contains a chest with the White Caps, a relic for Terra.

## TERRA'S CHOICE

While searching the Returners' Hideout you are supposed to be weighing whether to help rebels in their fight. Actually, there's no real choice. Tell Banon "No" and nothing happens. The game will continue only when you say "Yes."



If you give in to guilt and agree to help the Returners before they are forced to flee, then you'll have to settle for the Geostilet.



### BANON: Very, very sorry, Banon. Thank you.



Banon continues to press you for a positive answer. He knows that Terra holds the key to the Returners' success. Eventually, you will have to join them no matter what you say.

Depending on how long you hold out, you can get different items. Stay no three times and the council of war doesn't occur. You'll receive the Gany Glass Relic rather than the Geostilet.

## ESCAPE TO THE RIVER

Following the council of war in which it is revealed that Terra must speak to an Esper in an effort to combat the Empire's Magitek advantage, Banon and the others head

north to Narshu up the Lete River. For the moment, Banon is the key figure and you'll have to keep him alive no matter what.



## THE MESSAGE

A dying Returner stumbles into the Hideout and in his dying breath reports that South Figaro has fallen to the enemy. Clearly, the hideout is no longer safe. Locke volunteers to sneak back to South Figaro where he will divert the Insouder and give the other Returners time to escape.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

## LETE RIVER

Ride a raft down the turbulent Lete River and face Ultras the octopus for the first time.



### CHECKLIST

- 1 RAFT RISE
- 2 GO STRAIGHT
- 3 TAKE LEFT BRANCH
- 4 ULTRIS

### RIVER BRANCHES

The Lete River branches several times on its route to the sea, but fortunately the side branches flow back into the main stream. Follow the directions indicated here for the quickest route to the end. The faster you go, the more strength you'll have to face Ultras—by far the strongest enemy to this point.



Go straight ahead at the first branching. If you choose any other route, you'll circle back around and have to fight more creatures.



Take the left branch when the second choice is offered. The take-up to a second Save Point—the last before Ultras.



If you take the wrong branch at either choice, don't worry. The river swings around and brings you back to where you started.

### DEFEND BANON

It is critical that Banon survive the journey. If he dies, you must start again. The key is to keep him pumped to the gills with Terra's Cure magic and Banon's Health spell. Make sure that you have Potions and Tonic; Terra's magic should be used sparingly to attack.



### BATTLE TACTICS

The river monsters along the way shouldn't give you very much trouble. Banon's Health spell will keep everyone in good shape up to the Save Points. After the Save Points, preserve his Health until you face Ultras. Use Sabin's Blitz and Edgar's Auto Crossbow as your main attacks. During the journey, Terra can also fight.



### ULTROS

Ultras appears shortly after the second Save Point. Your job is to scare him off while protecting Banon. Use Banon's Health spell and Terra's Cure to keep the old guy alive. Chances are that Terra will fall during the battle. If she does, revive her with Fenix Down immediately. Use the Health spell every turn. Sabin should use Blitz and Edgar should attack with the Auto Crossbow for maximum damage.



If Banon is healthy, Terra can turn her Flame spell on Ultras to add to the punch from Edgar and Sabin.



After the battle, Sabin is lost overboard and drops down a branch of the river other than the one taken by Terra, Edgar and Banon.

### THREE ADVENTURES TO TEST YOUR METTLE

Now you'll have a choice of continuing with one of three scenarios. After completing a scenario, you'll choose from the remaining two and finally you'll complete the third.



To select a scenario, move Mog to the party you want to control next and talk to the members. Be sure to save your game here, too.

#### SABIN

Sabin is washed ashore in a desolate land where he befriends Shadow and the wild boy Gau.

#### LOCKE

Locke's quest is to escape from South Figaro, but he discovers Celes and recruits her to his Imperial mission.

#### TERRA

Terra is parted by Edgar and Sabin. They return devotedly to Marle's fight through the mazes, and meet the others.

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shado  
Celes  
Setzer  
Strago  
Relm  
Mog  
Gogo  
Umario

## SOUTH FIGARO

You can now choose which party to follow. We begin with Locke, who has made his way back to the occupied city of South Figaro. He has slowed the Imperials, but now he must escape.



back to the occupied city of South Figaro.

He has slowed the Imperials, but now he must escape.

### MERCHANT CLOTHES

Locke's Steal command comes in handy twice in South Figaro. First, you can steal the clothes from the Merchant in the Cafe or Item Shop, then later you can steal the armor from the green Imperial guard. Use the Steal command until you succeed



### STEAL THE CIDER

Along with the Merchant's clothes in the Cafe, you'll steal the bottle of cider. Once you have it, go to the Old Man's House, give him the cider and learn of a secret passage to the Rich Man's House. You can also steal the green soldier's uniform and learn enemy secrets.



### THE SECRET PASSAGE

Go down the stairs to the boy who guards the secret passage. He'll ask for the password. Unfortunately, the old man upstairs couldn't remember it. Under normal conditions you'd have to guess, but since you paid for this sort of great information the password to open the passage is "Courage."



## 8

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Lutece  
Setzer  
Strago  
Relm  
Mog  
Gogo  
Umario

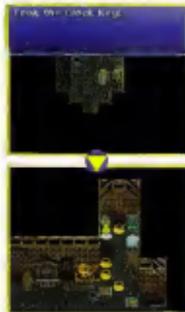
### RESCUE CELES

The beautiful Imperial General Celes has been imprisoned in the basement of the Rich Man's House. Take the hidden stairs behind the bookcase in the room where the rack guy is sitting. You'll have the option of changing clothes at this point. You'll see Celes under interrogation. Go in and remove her chains, ignoring the sleeping guard, then take the Clock Key and leave.



### THE CLOCK TICKS AGAIN

Two rooms to the right of Celes' prison cell is a basement filled with junk, including several clocks. Hunt through the clocks until you find the clock in the right rear corner that doesn't tick. Use the Clock Key to wind it and to reveal a secret door. Beyond the door you'll have to fight Imperial forces. Remember to Equip Locke and Celes at once. Since she's been in prison, she has no weapons or armor, and Locke has been disguised as a merchant.



### TUNNEL ARMOR

Celes and Locke flee to the tunnel in the north through which Terra, Edgar and Locke first came to South Figaro. As you near the Spring of Recovery, you'll begin to hear a loud, vibrating sound, as if something is drilling through the walls of stone. Before you can escape, the Tunnel Armor machine smashes through the tunnel and blocks your escape. Battle it using Celes' Raise command to absorb the machine's spells, but also use Poison on Locke to keep him in the fight. After winning, you'll be returned to the Save Point where Mog lets you choose your next adventure.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara



## NARSHE

Ride the rapids all the way to the gulf and head west to the gap in the hills, then north to Narshe. Don't expect a warm welcome. The town refuses to take sides in the brewing conflict.

### THE BACK DOOR

To enter Narshe, take the side entrance to the left of the school. There, you'll enter the cave where you exited after Locke rescued Terra early on. Move through the mines, fighting Were-Rats and such. Eventually, you'll enter Arvis' house from the back and learn about the state of things in Narshe.



### CHECKPOINT CHARLIE

When you enter this room in the mines, you'll notice a light that looks like a Save Point. It moves through the passages on a precise track. Make note of it and follow the same route to the door. The route is shown on the map to the left.



### ESPER TROUBLES

The townsfolk of Narshe don't know what to think about the Esper they discovered in the mines, and their indecision makes Terra take the long route into town. Arvis explains the situation. Edgar and Baron realize that the key lies with Terra.



## HOUSE ON THE VELDT

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

Finally, we turn to Sabin, who was lost off the raft after the battle with Ultras. He finds himself at the mouth of a river in the north. Just to the east is a little house on the prairie. There he meets Shadow. Make sure that Shadow joins him. Together, Sabin and Shadow will head off toward Narshe.



### AGE OF WISDOM?

The Old Man seems to be talking gibberish, but some of what he says actually makes sense in the right context. The child he refers to is Gau, the wild child of the Veldt. The broken clock hints at another clock that you'll find in Zozo.



### CHECKLIST

- ① THE MERCHANT
- ② SHADOW



### CHOCOBO SHOP

Once you stop the Merchant on the Chocobo, ask to see his wares - You'll be able to buy a number of items like the Shariken, Shadow Edge and Invis Edge, which can be used by your new partner, Shadow. You can also resupply yourself with some valuable items like Tonic and Focus Down. Make sure that you Equip Shadow with the optimum arms and armor.



SHADOW: SO SHADOW'S BEEN, BUTTY I WOULD IN FIGHT M-FIGHT IMMEDIATELY!



### SHADOW JOINS

Shadow warns that he is apt to run away at any time, but don't worry - he won't leave you for some time. His special ability is activated by using the DEF (defense) command. Choose this to make Shadow's dog attack.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara



## IMPERIAL CAMP

Sabin and Shadow sneak into the Imperial Camp only to discover a horrible plot by Kefka to poison the people of Doma Castle. In spite of their best efforts, the plan is carried out. Afterwards, Sabin and Shadow meet Cyan—a gallant knight of Doma who has lost his family in the catastrophe. Now he has gone berserk.

### CHECKLIST

- STAR PENDANT
- MITTLE GLOVE
- GREEN BEST

### || SNEAK INTO CAMP

Leaving the little house behind, head east and south until you find the Imperial encampment. You can sneak into tents and find some items, but your real purpose is to gather information and attack Kefka. At the beginning, hide by the wall and listen to the soldiers.



## DOMA CASTLE

The assault on Doma begins automatically. All you can do is watch in horror as Kefka's cruel plot unfolds. Cyan, the courageous knight of Doma, will do anything to avenge the outrage.



### || IN DOMA

Things are looking grim in Doma Castle as the Imperial assault force draws close to the walls. Cyan steps forward to lead the resistance. You'll take over when he goes out to meet the enemy commander.



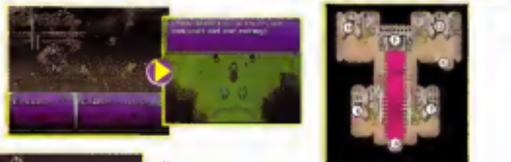
Cyan's Berserk Tech skills can damage enemies seriously. As his skill develops through the game, he becomes one of the strongest fighters.

### CHECKLIST

- LEADER
- REMEDY
- DIED (RECOVER HP/MP)
- X-POISON
- ELDER
- FENEX DOWN
- HEADS

### || SET AN EXAMPLE

Cyan believes that he can defeat Kefka's forces by defeating the commander in charge of the assault train. He steps forward and delivers his blows with his Sword Tech special power. With the commander defeated, he believes Doma is now safe.



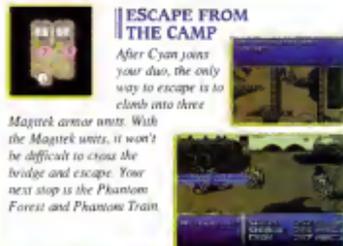
### || FOLLOW KEFKA

After the battle of Doma, cross the bridge and hear further conversations. With sneers and insults, Kefka tries to leave you behind, but you must follow him and challenge him wherever possible. Every time you confront Kefka, he turns tail and runs away. Like most cruel tyrants, he is a coward.



### || ESCAPE FROM THE CAMP

After Cyan joins your clan, the only way to escape is to climb into three



Magitek armor units. With the Magitek units, it won't be difficult to cross the bridge and escape. Your next stop is the Phantom Forest and Phantom Train.

### || POISON FLOW

When Emperor Gestahl orders General Leo back home, Kefka has free reign to commit his atrocity and poison the river. The result is massive suffering and death down stream at Doma. Unfortunately, there is nothing you can do to stop it.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro



## PHANTOM FOREST

*The Phantom Forest presents a new perspective for Sabin, Cyan and Shadow. You'll have to choose the correct path or return to the beginning. Expect plenty of attacks along the way. Faithless Shadow may leave you soon.*



### || LOST IN THE FOREST

*In this new perspective, look for the signs indicating where the path leaves the screen, but also look for areas where there is a clear spot either at the top or bottom of the screen which might indicate another exit. The second sign, in fact, leads you astray. Take the second upward path.*



### || FOREST REFRESHMENT

*Look for this pond in the forest and walk up to its banks. Here you will have your HP and MP replenished. With ghosts and other phantom enemies haunting your every step, you'll need the extra energy to reach the train.*



### CHECKLIST

- 1 RECOVERY SPRING
- 2 WRONG WAY PATH

## CHECKLIST

- IMPRESARIO (SAVE POINT)

## || ALL ABOARD

The ghostly train sitting beside the platform is about to pull out of the station for a netherworld destination, but it is the only way out. Just where is it headed? It carries the departed to the other side. Cyan doesn't want to board, but Sabon is determined.



## || GHOST PAL

You can meet a friend of sorts if you go back to the caboose and accept his help. The ghost will join your party, but you can't equip him with relics or weapons. There's useful information to be found in the caboose, so look around, and use the Save Point. Other friendly ghosts can be found elsewhere.



# PHANTOM TRAIN



Your ride to the afterlife won't be easy. Death is a tough place. You'll have to battle ghosts and other ghouls to reach the engine—the only place where you can stop the train. Finally, you'll battle the locomotive itself.

### ITEM SHOP

Tonic	50
Potion	300
Antidote	50
Green Cherry	150
Fenix Down	500
Sleeping Bag	500
Shuriken	30



**CHECKLIST**

Continued from previous Checklist

- ① GHOST
- ② GO TO ROOF
- ③ SWITCH TO SEPARATE CARS
- ④ RECOVER HP
- ⑤ EAPRINGS
- ⑥ SIEGFRIED
- ⑦ FENIX DOWN
- ⑧ SNIPER SIGHT
- ⑨ FENIX DOWN
- ⑩ HYPER WHIST
- ⑪ INSTRUCTIONS
- ⑫ TABLE SWITCHES
- ⑬ PHANTOM ENGINE

**|| SIEGFRIED**

Siegfried claims to be the world's greatest swordsman, but that has yet to be proved. When you attempt to open the chest in this room, S drops in and challenges you. Although you'll easily beat him, he runs off with the treasure. Don't worry, Siegfried still has a role to play later on.



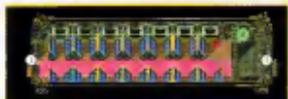
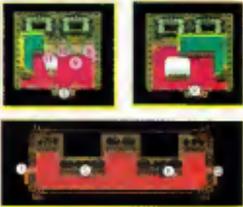
**|| NO ESCAPE...!**

There's only one way to escape the parade of ghosts that streams out of the train and blocks your escape. You must climb to the roof and pump forward to the next car, then throw the switch that will separate the front of the train from the rear.



**GHOST POISON**

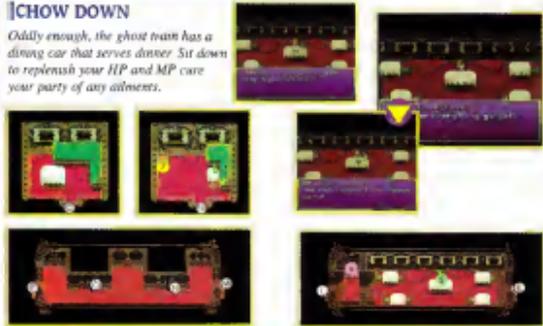
Your friendly ghost will lose HP if you use Tonic during a fight. Restrict yourself to using Tonic after a battle so your dead friend doesn't have to die all over again, which would be too depressing to even think about.



FROM PAGE 39

**|| CHOW DOWN**

Oddly enough, the ghost train has a dining car that serves dinner. Sit down to replenish your HP and MP, cure your party of any ailments.



**|| BRAKE DOWN**

When you reach the cab of the locomotive, go inside and stop the engine. The friendly ghost will have left by now. At the front of the room is a message instructing you to pull the first and third levers and the switch outside on the smokestack. The levers are against the wall. The switch is forward on the outside of the locomotive.



**|| RAIL RIOT**

The Phantom Train chases your party down the tracks, throwing iron wheels and hurling acid rain. Cyan's Sword Tech Level 1 and Sabote's Blitz attack will get you through, but if you have Shades and her trusty dog, Interceptor, things may be very easy.

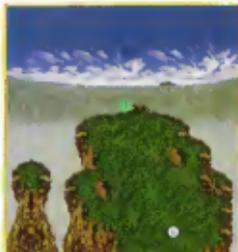


**|| CYAN'S FAREWELL**

A tearful farewell awaits Cyan on the platform where the Phantom Train finally stops, for there he sees his wife and son board the train. As you may recall, they were poisoned by Kefka at Donza. The noble knight is dejected.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro



## BAREN FALLS

Go east and north from the Phantom Forest, up the valley to Baren Falls.

You'll leap into the cataract and be carried far south to the Veldt. The plan is to reach Mobliz in the far east.

### || THE BIG PLUNGE

Actually taking the plunge isn't so hard, it's what you find in the water with you that may ruin your day. Use a tent before going to the Falls. If Shadow is still with you, he'll leave before the leap. Piranha attack non stop, but you should worry about Ritzopas' El Nino attack, which is worth several hundred HP of damage. Use your Potion early.



### CHECKLIST

● DIVE INTO THE FALLS



### || RIZOPAS

Ritzopas appears after you've defeated about two dozen Piranhas during your fall in the falls. His El Nino attack is devastating, so make sure you use Potion or Tonic to fill up immediately. Keep healthy and hit him.



### || GAU THE WILD ONE

This wild child roams the dangerous Veldt, living off the land, but apparently not very well because he is very hungry. As Sabin and Cyan cross the Veldt, feeding off the beasts, they encounter Gau. Fight him off for now. Later, in Mobliz, you'll buy meat to take out to him. With the offering of food, you'll become Gau's friend.



## MOBLIZ

The main importance of this town is to recoup after your journey across the Veldt and to buy meat for Gau. You can also resupply yourself with Potion and Fenix Down, other essentials like Tents and Fenix Down.



### World of Balance

**WEAPON SHOP**  
Mithril Knife ..... 300  
Mithril Blade ..... 450  
Mithril Claw ..... 600  
Kotetsu ..... 800

**ARMOR SHOP**  
Buckler ..... 200  
Heavy Shield ..... 400  
Plumed Hat ..... 350  
Magus Hat ..... 600



Bandana ..... 200  
Iron Helmet ..... 1,000  
Kung Fu Suit ..... 250  
Iron Armor ..... 700

**ITEM SHOP**  
Dried Meat ..... 150  
Tonic ..... 50  
Potion ..... 300  
Eye Drop ..... 50  
Green Cherry ..... 150  
Fenix Down ..... 500  
Sleeping Bag ..... 300  
Tent ..... 1,200

**RELIC SHOP**  
Sprink Shoes ..... 1,500  
White Cape ..... 500

**INN** ..... -100

### CHECKLIST

- RELIC
- Mail Delivery 500 BP
- BED
- WOUNDED SOLDIER



### || MEAT OFFERING

Buy the Dried Meat in Mobliz and pack it onto the Veldt. After banishing some Veldt Beasts, you'll find Gau. If you feed him, he'll be wildly grateful. He'll even lead you to his secret treasure—a

Diving Helmet. Gau's special attack is his ability to learn the attacks of other creatures.



Get information about the Serpent Tranch and help the second soldier send a letter via pigeon to his love far away.

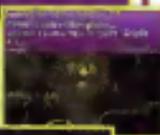


- Terra
- Locke
- Edgar
- Sabin
- Cyan
- Gau
- Shadow
- Celes
- Setzer
- Strago
- Reim
- Mog
- Gogo
- Umato



## LEAP AND LEARN

Beat up some more Veldt animals and use Gau's Leap command. He will learn the attacks of the beast by the next attack. Learn lots of attacks, then go to Serpent Trench.



Gau's shiny gift turns out to be a Diving Helmet. Use it to swim the Serpent Trench.

## SERPENT TRENCH

This Mode 7 rube through the Serpent Trench doesn't present many dangers, but there are some opportunities to gather items. When the flashing arrow appears, if you choose the left path, you'll go quickly to Nikeah. If you go to the right, you can collect more items.

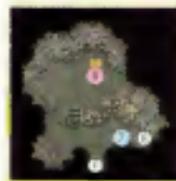


Take the right path in the Trench to collect extra items. The left path whisks you to your next stop—the port at Nikeah.



# MT. CRESCENT & SERPENT TRENCH

Across the rickety walks of Mt. Crescent's caves you'll find a shining treasure in the dark. The Diving Helmet lets you breathe while swimming the Serpent Trench. Gau then digs up his trophy and gives it to you.



MT. CRESCENT



CAVE (A-B)



CAVE (C-G)

NIKEAH



While shooting down the Serpent Trench you'll have to fight many sea serpents. Hold yourself during the fights because you can't use items or magic while moving.

## CHECKLIST

- ELIXIR
- LL RE SHIP GP
- DIVING HELMET
- X-POTION
- SWITCH
- POOL
- JUMP DOWN THE HOLE
- GREEN HOLEY

#### World of Balance

##### WEAPON SHOP

Mithril Claw	600
Katana	800
Mithril Pike	800

##### ARMOR SHOP

Heavy Shield	400
Plumed Hat	250
Wings Hat	600
Bandana	600
Iron Helmet	1,000
Kang Fu Suit	250
Silk Robe	600
Iron Armor	700

##### ITEM SHOP

Tonic	30
Potion	200
Echo Screen	120
Stink Bomb	200
Green Cherry	150
Fenix Down	500
Sleeping Bag	500
Tent	1,200

##### RELIC SHOP

Goggles	500
Star Pendant	500
White Cape	5,000
Fairy Ring	1,500

##### INN

CROCODO STABLE 30

#### World of War

##### WEAPON SHOP

Flame Edge	1,800
Flame Sabre	1,800
Blizzard	1,800
Thunder Blade	1,800
Enhancer	18,000

##### ARMOR SHOP

Diamond Shield	3,000
Bird's Hat	1,800
Great Barret	3,000
Diamond Helm	4,000
Gate Gear	4,000
Power Sash	3,000
Diamond Vest	12,000

##### ITEM SHOP

Potion	300
Tincture	1,500
Soft	390
Fenix Down	500
Revivify	300
Remedy	1,000
Sleeping Bag	500
Tent	1,200

##### RELIC SHOP

White Cape	5,000
Cure Ring	8,000
Zephyr Cape	7,000
Gale Harpin	8,000
Huger Wharf	8,000
Beads	4,000
Amulet	5,000
Crystine Ring	3,000

##### INN

CROCODO STABLE 30



### CHECKLIST

- 1 ELSON
- 2 EDGAR JOINS (W.A.P.)



The ship voyage completes the cycle of escape from the Returner's Hideout.

# NIKEAH

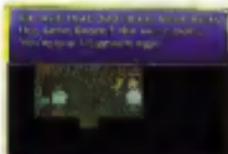
*At the seaport of Nikeah you'll find a ship headed for South Figaro.*



*Before departing, be sure to stock up at the shops.*

## ON TO NARSHE

*The journey of the three parties is about to end. Once you are aboard the ship to South Figaro, the game automatically shifts to Narshe where all the parties have now gathered, and just in time to fight off the invasion of Imperial troops under Kefka's command.*



## NARSHE

*Kefka is on the march with his Imperial troops and the good citizens of Narshe don't want to get involved. It's up to you to split your group into three fighting units and have at it.*



## KEFKA INVADES

*Kefka and his troops now find your party in the hills behind Narshe. You must divide into three independently controlled groups. (Select a group to move by pushing the Y Button.)*

Although the Imperial troops spread out in the maze, you can attack with one group in most cases. Your strongest group should include Terra, Edgar and Sabin.



You'll receive news of the impending attack while gathered together in Narshe. There's really no choice here. You'll have to fight.



One strong party with Spine Shoes can cover most of the background. Use Terra, Sabin, Edgar, Cyan or Celes.



As in the battles with the Moogles, you can use the three parties to block the sort and move forward to attack the closest Imperial party.



## ROUGH THE RIDER

*The biggest challenge ahead is the enemy known as the Rider. Its Virtue and Silver Lance attacks can be brutal, but you have plenty of power to withstand it. Terra's Fire magic works well, as do Edgar's tools. Sabin's Blitz attack is always a strong choice.*

Use a combination of magic and special attacks to bury the Rider and his fearsome steed. Make sure you have plenty of Potions on hand.

## KEFKA FLEES

*The great villain in all matters seems to be Kefka. He has no scruples and will commit atrocities without a second thought, but he isn't much of a fighter. On the other hand, he is a survivor. Even though you'll win at this encounter, Kefka runs away and you'll fight him on another day.*



If Celes is in your party, be sure to use her protective Runic magic. With Sabin, it's a matter of using Blitz so you can punish Kefka without mercy.

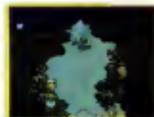


## THE TRANSFORMATION

*With Kefka out of the way for the moment, you continue into the mines to learn more about the frozen Esper. This is a fateful moment: Terra's first encounter with the Esper merely knocked her out. This time she'll be transformed into a sort of Esper herself, then she'll fly away without a word. Since everyone agrees that the*



fate of the world lies in Terra's strange powers, you decide to go after her and again the companions divide to begin the search. In this case, however, you use only one party.

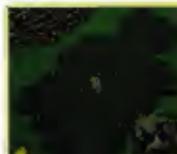


## THE CHASE

*Terra has fled and you must follow, but where do you go? Edgar has the answer. You must return to Figaro Castle in the desert and use its amazing submerging ability to travel under the mountains to the west. Your party should include Edgar, Sabin, Celes and Locke. On the west side of the mountains, head north to the town of Kohlingen, where Terra has been sighted, then make for Jidoor in the south.*



The best party for this next stage of the game is Edgar, Sabin, Celes and Locke. You'll have strength, magic, and the ability to steal.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umato

## FIGARO CASTLE

*When you return to the desert you will find that Figaro Castle has risen*

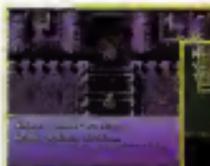


*above the dunes once more. You will learn more about the history of Edgar and Sabin if they are in your party. The castle will take you west of the mountains when you decide to go*



### MEMORIES & DREAMS

*To sleep, perchance to dream*  
Perhaps it is the comfy beds or the warmth of home, but something triggers Edgar's memory and he dreams about the time when his father, the king, fell ill and died. The old ruler wished for the kingdom to be divided between his two sons, but Sabin, always the idealist, would have nothing of it and left the royal fold to become a karate champ. Apparently royalty is just as difficult a business in Final Fantasy as it is in real life. You'll awake none too soon and head for the hills.

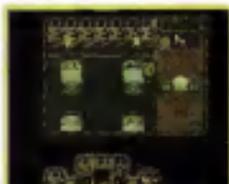


Sabin doesn't stick around long enough to find out about the King's wishes.



### BACK HOME

*Sabin's homecoming to Figaro Castle is a typically touching affair with speech-making and much attendant guilt. For you, it's more important to stock up on items, especially with Edgar's discount, in preparation for the journey ahead. You can also learn more about Figaro's sad history. Have a hanky handy.*



The old monarch of Figaro Castle is on his death bed, or three.



Fond memories of their parents bring the brothers closer together.



## ROYAL DISCOUNT

Put Edgar at the head of your party then go shopping. Recognizing his highness, the shopkeepers will offer you a discount of 50% on all goods being sold in Figaro Castle.

Unfortunately, the sale only happens in Figaro, so stock up now and **SAVE, SAVE, SAVE** on brand name weapons, armor and assorted potions.



Yes, it's Crazy Edgars, where everyday low prices mean savings lit for a long.

## LEVEL UP

Figaro Castle is a great place to build your characters into mighty fighters and line their pocketbooks with hard-won gold. Repeatedly venture out into the dunes and battle the critters, then return to the castle where you can recover for free in the bedroom, then go back out again. Use the money you earn on cheap goods using Edgar's discount.



er for free in the bedroom, then go back out again. Use the money you earn on cheap goods using Edgar's discount.

## CASTLES IN THE SAND

When you're finally ready to leave this paradise of stone and sand, head down to the engine room of the castle and see the old man who runs the machinery there. The castle will dig itself down into the sand sea and swim along right under the western mountains to another patch of desert.



To reach Kahlingan and Jidoor, you'll have to tunnel under the mountains using Figaro Castle. Leave the driving to the old guy in the engine room.

## MISSING BROTHERS

What happens if you don't bring Edgar and Sabin? You can still succeed, but you have weaker combatants and you can't buy supplies cheaply. Also, if one brother goes and the other stays, it will change their personalities.



Edgar becomes lonely if Sabin isn't chosen to join the party.



Sabin becomes odd and distant if Edgar isn't around to cheer him up.



## CHECKLIST

- ELDER
- TOWER HERET
- LOCKE REMEMBERS RACHEL
- RACHEL AT REST

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

## KOHLINGEN

*This northwestern town is abuzz with sightings of a strange pinkish apparition seen*



*flying southward toward*

*the city of Jidoor. You might well assume that this was Terra (it was) and go after her. But before leaving, make sure that you visit everyone.*

### THE WILD WEST

*In the desert west of the mountains you'll have to battle a skeletal dinosaur known as Fossil Fang, then move on to Kohlingen. Don't forget to visit the house up north where the man has a dream of building the colosseum.*

Interacted with several towns the morning after the attack on Beza. (1 left to the north, located at the top.)



There's much to see, do and slay west of the mountains. Beware of Fossil Fang's Thunderstorm attack. Eventually, head south to Jidoor.



### LOCKE'S LOST LOVE

*The world is full of heartache, even for lively thieves like Locke. It was here in Kohlingen that he lost his beloved Rachel years ago. Apparently she fell from a rickety bridge in a river; alas, or rather, a lost lass. Will he ever love again? Can he go on?*



Rachel fell into oblivion when Locke failed to save her. He lives with constant guilt.



#### World of Balance

WEAPON SHOP		ITEM SHOP	
Air Linnet	300	Potion	300
Had.	2,000	Tincture	1,500
Full Moon	2,500	Revivify	500
Shantone	30	Antidote	50
Fire Sken	500	Green Cherry	200
Water Edge	500	Fenix Down	500
Bolt Edge	500	Sleeping Bag	300
Iron Edge	250	Tent	1,200
ARMOR SHOP		INN	200
Metal Shield	1,200		
Magus Hat	300		
Bandana	800		
Iron Helmet	1,000		

#### World of Ruin

WEAPON SHOP		ARMOR SHOP	
Darts	10,000	Diamond Shield	3,500
Dice	5,000	Bard's Hat	2,000
Trump	13,000	Green Beret	3,000
Enhancer	10,000	Diamond Helm	8,000
Gold Lance	13,000	Diamond Vest	12,000
		Diamond Armor	15,000
		ITEM SHOP	
		Potion	300
		Tincture	1,500
		Antidote	50
		Fenix Down	500
		Revivify	300
		Remedy	1,000
		Sleeping Bag	300
		Tent	1,200
		INN	200

- Terra
- Locke
- Edgar
- Sabin
- Cyan
- Gau
- Shadow
- Celes
- Setzer
- Strago
- Reim
- Mog
- Gogo
- Umario



## JIDOOR

*Jidoor is a crossroads where you learn much of doings in Zozo to the north and the Opera House to the south. Gather information and stock up on goodies.*



### SOAP OPERA

*Much seems to be going on in Jidoor. The opera impresario is a basket case because of Marsa, his star (You'll have to sort that out in a minute.) The auction house doesn't seem to be auctioning anything yet. The citizens are bad-mouthing Zozo and Terra is nowhere to be found. One thing you can be sure of is that you'll need lots of strength to get through Zozo, so supply your party well.*



You'll hear about the Opera House and Vector, the Imperial seat of power. Listen closely.

### World of Balance

#### WEAPON SHOP

Forged	1,200
Kaiser	1,000
Kadachi	1,200
Full Moon	2,500
Water Edge	500
Fire Steel	500
Bolt Edge	500
Shadow Edge	500

#### ARMOR SHOP

Mithril Shield	1,200
White Dress	2,200
Ninja Gear	1,100
Mithril Vest	1,200
Head Band	1,000

#### ITEM SHOP

Potion	300
Tincture	1,500
Antidote	50
Soft	200
Remedy	500
Fenix Down	500
Smoke Bomb	300
Tent	1,200

#### RELIC SHOP

Peace Ring	3,500
Gamer Ring	500
Mithril Brace	1,500
Atlas Amulet	5,500
Emerald	5,500
True Knight	2,500
Sniper Sight	3,800
INN	250

### CHECKLIST

- ① TIMETURE
- ② OWZER

### World of Ruin

#### WEAPON SHOP

Man Eater	11,000
Perkisan	13,000
Crystal	15,000
Sniper	15,000

#### ITEM SHOP

Potion	300
Tincture	1,500
Fenix Down	500
Remedy	500
Werp Stone	700
Sleeping Bag	500
Tent	1,200

#### ARMOR SHOP

Onion	2,000
Dark Hood	7,500
Crystal Helm	12,000
Dark Gear	12,000

#### RELIC SHOP

Caerue Ring	3,000
Atlas Amulet	5,000
Cherub Down	5,000
Guard Ring	5,000
INN	250



Terra  
 Locke  
 Edgar  
 Sabin  
 Cyan  
 Gau  
 Shadow  
 Celes  
 Setzer  
 Strago  
 Relm  
 Mog  
 Gogo  
 Umaro



*Zozo lies northeast of Jidoor. You will be attacked in the streets and buildings, unlike in other towns. Here you'll find Terra.*

## ZOZO

*Zozo lies northeast of Jidoor. You will be attacked in the streets and*

*buildings, unlike in other towns. Here you'll find Terra.*



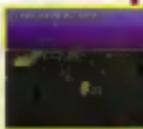
### CHECKLIST

- 1 TINCTURE
- 2 THIEF'S GLOVE
- 3 TINCTURE
- 4 POTION
- 5 FIRE BRICKLE
- 6 CRANE
- 7 SET CLOCK TO 6:15:30
- 8 CHAIN SAW
- 9 TONIC
- 10 DADALUMA
- 11 X-POTION
- 12 BURNING SHOES
- 13 RUST-RID FOR 1,000 GP (IN D.A.)

### LIAR'S LAIR

*Zozo is full of liars. Don't believe anything anyone tells you. The line of*

*workers talking about time are giving you false clues. The guy who says you can't jump between buildings is dead wrong. You also have to worry about being attacked by assorted giants and weasels. This is not a fun town, but you must sack it out because Terra is in the highest tower.*



## || THE TOWERS

Climbing the towers is easy if you realize that dead ends aren't really dead ends. Go to the edge of the balcony and you'll automatically jump over to the next building. Continue fighting onward and upward, jumping when you reach the edge of a building, and eventually you'll reach Dadaluma and Terra.



Press right up to the edge of the open balcony and you'll find yourself leaping between the buildings.



## || THE CLOCK

In the building in the north of town you'll have to set the broken clock with the correct time. By doing so you'll open up a path that leads to the Chain Saw. The vague clues that are included in the game are almost beyond comprehension. The correct time is: 6 hours, 10 minutes, 50 seconds.



## || DADALUMA

The big cheese in Zozo is Dadaluma. You can make mince-meat out of the mystical fighter if you use Edgar's Chain Saw. (See The Clock below if you don't have the Chain Saw.) The battle may last some time since he tends to use *Periton* to heal himself. Also, he has friends who join in halfway through the fight.



Use the Chain Saw in Edgar's tool inventory when fighting Dadaluma. Edgar takes on the likeness of Jason, complete with hockey mask.



Dadaluma is actually only the first foe. Ninjas also spring out of the woodwork as the battle heats up.



## 20 EVENT

## || TERRA FOUND

At the top of the tower you'll find Terra and Ramuh, who has been taking care of her. You'll learn about how the *Esquire* is converting

*Espers* into *Magics* to be used in *Magitek* weapons. You are given your next mission—go to Vector.



Note! Ramuh sacrifices himself and transforms into *Magics* which can be used as magic by humans.

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

## THE OPERA HOUSE

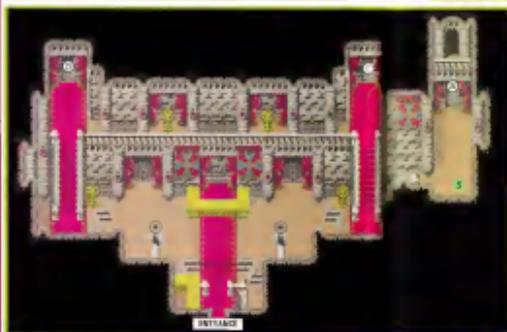
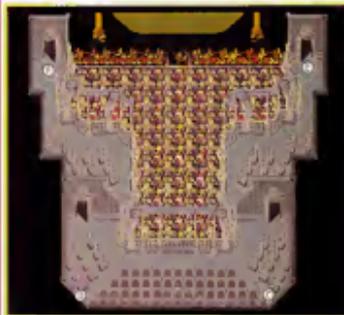
To reach Vector on the southern continent you'll need Setzer's airship, and to get that you'll have to head to the Opera House where Setzer's sweetheart, Maria, performs. The complicated plot involves substituting Celes for Maria in the hope that Setzer will come, as he's promised, to take her away.

### CLUES AT JIDOOR

The scheme to win the airship begins at Jidoor. In Over's house you'll discover that Celes is a dead-ringer for Maria. You'll also find a letter that talks about Setzer's plan to steal Maria away from the opera.



Be sure to save your progress before going into the Opera House. There is no place to save the game inside, and a lot will happen once the curtain goes up.



### CHECKLIST

- ① LEVER TO OPEN DOOR
- ② DOOR TO THE RAFTERS
- ③ ULTRIS
- ④ SCORE
- ⑤ LETTER FROM ULTRIS
- ⑥ CELES THROWS FLOWERS

### || THE SWITCH

So the plan is this: you go to the Opera House, Celes stands in for Maria, Setzer takes Celes by mistake and she delivers the ship. What



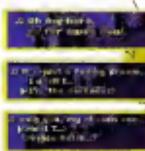
## EVENT 22

### || AVE MARIA

The success of Celes' debut on stage depends on how well you memorize the opera score. Once you're out on stage, you'll have to choose the correct passages and stage directions from the score when you are asked. The first correct response is: "Oh my hero," followed by "I'm in the darkness," and "Must I

forget you...?" Later, when the character of Draco appears, dance with him. When he drops the bouquet of flowers, you must pick them up

quickly and continue up the stairs of the castle. If you make a mistake, you'll have to start over.



You have three chances to get the performance right or else you'll have to start over from your last save point. Break a leg!

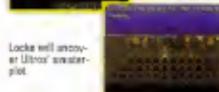


## ULTROS: THE VILLAIN

That nasty octopus, Ultros, returns to the scene when he gets word of your plot. That can mean only one thing—you'll end up fighting the restacked terror one more time, at least. After Celes' performance, Locke discovers a letter from Ultros. The letter says that he will meet up your clever plan to fool Setzer. Locke must then return to the Impresario and reveal Ultros' intentions. After that, it's a race against the clock to stop Ultros.



After the performance, your cunning awnches from Celes to Locke.



Locke will uncover Ultros' sinister plot.



## FIVE MINUTES

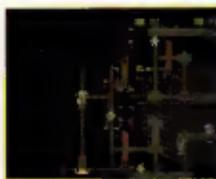
You have five minutes to reach Ultros. First, run to the right side of the stage to flip the lever, then charge back to the left and go through the door that's now open. On the rafters, avoid rats as much as possible as you try to reach Ultros.



If you push the wrong lever, you'll fall into a hole. Push the "right" lever.



You'll have to start at the Opera House entrance if you push the wrong lever.



If you run into a rat on the rafters, you'll have to fight it. Try to avoid them as you race out to where Ultros is hiding.

## RAT ATTACK

The rats move back and forth along the rafters. Move quickly but cautiously, trying to avoid them. The clock doesn't stop when you are fighting. Get out of fights by using Smoke Bombs or Warp Stones.



Attack and defeat the powerful yellow rats first.

## BATTLE ULTROS

Ultros' most damaging attack may be when he turns your party members intoimps using the Imp spell. Counter this by wearing the White Cape and make sure that you have plenty of Green Cherries on hand. If a character's level is a multiple of three, the Peace Ring Relic will confuse the enemy.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario



## THE AIRSHIP

By defeating Ultros in the Opera House, your plot to fool Setzer will proceed as planned and you'll win the Airship. With the skies at your command, you can easily reach Vector on the southern continent.

## SETZER'S FOLLY

Setzer appears after Ultros flees. As you had hoped, he takes Celes, mistaking her for Maria. Of course, the clever ruse doesn't last long and the rest of the party shows up. Setzer is a gambling man, so you can make a bet with him to win the Airship. As it turns out, it's no contest. The deck is stacked against Setzer and you win.



## UP, UP AND AWAY

Setzer's Airship has several special features in addition to its ability to fly. A man at the entrance can give you a restorative drink for free, which is useful, and another fellow allows you to switch party members and remove equipment. Be sure to explore the ship thoroughly.



Make use of the free drink at the entrance to the Airship. You can recover your HP as often as you like.



The Item Shop aboard also isn't well stocked, but it has a number of essences.

There's even a modest shop to stock up on essentials like Potions and Tincture. When you decide to go, the ship flies automatically to your destination at AdBrook. Later, you'll have control of the wheel.



## CHECKLIST

- 1 RECOVER UP AT DOOR
- 2 HANGUP CIGARETT
- 3 SWITCH PARTY MEMBERS



## CHECKLIST

- TINCTURE
- ELIXIR
- POTION
- WARP STONE

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Rein  
Mog  
Gogo  
Umaro

### World of Balamb

WEAPON SHOP	
Perged	1,200
Person Clay	2,500
Espe	3,000
Blossom	3,200
Shannon	30
Fire Steal	500
Water Edge	500

### Soft Edge

500	
ARMOR SHOP	
Headband	1,600
Barb's Hat	3,000
Milfrt Vest	1,200
Ninja Gear	1,100
White Dress	2,200

### ITEM SHOP

Potion	300
Tincture	1,500
EyeDrop	50
Remedy	1,600
Revivify	500
Pen Down	500
Text	1,200
Warp Stone	700

### RELIC SHOP

Daggles	500
Peace Ring	3,000
Earrings	5,000
Sniper Sight	3,800
Wall Ring	6,800
Amulet	5,800
INN	300



# ALBROOK

Your mission is about to take you into the stronghold of the Empire, but you can delay that moment by making preparations in Albrook. Talk to the people and stock up on items.



## ||NEXT STEPS

The Airship is grounded for the time being so you'll have to move about on foot. Visit Albrook first to resupply your party. You can also build up levels here. The monsters have weak magic and don't pose much of a threat. If you switched party members on the Airship, make sure everyone is equipped with weapons, armor and Esper magic. You can build up your Esper magic by spending time in the countryside fighting enemies. Don't bother with the fort in the East. When you're ready to move on, go to Vector.

### World of Balamb

WEAPON SHOP	
Plasma Sabre	7,800
Blizzard	7,800
Thunder Blade	7,800

### ARMOR SHOP

Gold Shield	2,500
Barb's Hat	3,000
Green Beret	3,000
Gold Helmet	4,000
Gold Armor	10,000

### ITEM SHOP

Potion	300
Tincture	1,500
Pen Down	500

Revivify	500
Remedy	1,600
Sleeping Bag	500
Snake Bomb	500
Warp Stone	700

### RELIC SHOP

Spirit Stone	1,800
Atlas Amulet	5,200
Earrings	5,000
Barrier Ring	800
Milfrt Glove	2,000
True Knight	1,300
Wall Ring	6,800
Jewel Ring	1,800
INN	300



# TZEN

Not much is happening in this northern town at this point. Just talk to people.



## CHECKLIST

● MAGE

## CHECKING IT OUT

There isn't much of interest in Tzen, but be sure to talk to the people and explore the shops for any items or weapons that you don't have already. There is a Chocobo stable in the woods nearby that allows you to travel without being attacked.



### World of Balance

WEAPON SHOP	3,000
Air Lance	900
Full Moon	2,500
Spee	3,000
Boomerang	4,500
ARMOR SHOP	
Bar's Hat	3,000
Mithril Helm	2,000
Mithril Vest	3,200
Mega Gear	1,100
White Grass	2,200
ITEM SHOP	
Poison	300
Tincture	1,800
Eye Drops	50
Green Cherry	150
Echo Screen	120
Revivify	300
Fera's Down	500

Tent 1,200

RELIC SHOP

Earrings 5,000

Running Shoes 7,000

Black Belt 5,000

Amulet 5,000

### World of War

WEAPON SHOP	
Kaiser	1,000
Poison Claw	2,500
Flame Sabre	7,000
Blizzard	7,000
Thunder Blade	7,000
Fee Knuckle	16,000
ARMOR SHOP	
Sold Shield	2,500
Beret	3,500
Tiger Mask	2,500
Gold Helmet	4,000

Power Sash 5,000

Gold Armor 16,000

ITEM SHOP

Poison 300

Tincture 1,800

Green Cherry 150

Fera's Down 500

Echo Screen 120

Revivify 300

Sleeping Bag 500

Sage's Bell 16,000

RELIC SHOP

Dragon Boots 5,000

Snake Ring 3,000

Black Belt 5,000

Beck's Gear 7,000

Spur Sign 3,000

Peace Ring 3,000

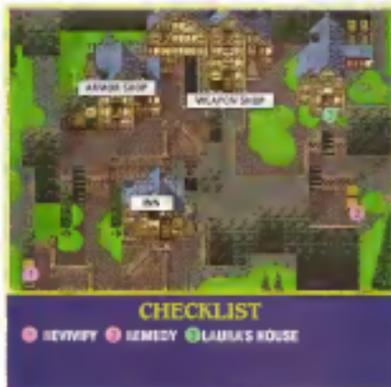
Jeweled Ring 1,000

Amulet 5,000

INN 250

# MARANDA

The once beautiful town of Maranda has been ravaged by the war. You won't want to stay long.

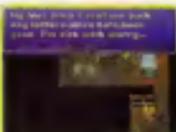


## CHECKLIST

● REVIVIFY ● JEWEL ● LAMB'S HOUSE

## A LONG WAY TO GO

Maranda is far away and has little to offer you. You can buy Mithril Mail in the Armor shop, which is a good buy. Be sure to talk to everyone for scraps of information.



### World of Balance

WEAPON SHOP	
Mithril Pike	800
Tribute	1,700
Poison Claw	2,500
Epee	3,000
Boomerang	4,500
ARMOR SHOP	
Bar's Hat	3,000
Green Beret	3,000
Mithril Helm	2,000

Mithril Vest 1,200

Mithril Mail 3,500

INN 200

### World of War

WEAPON SHOP	
Gravity Rod	13,000
Sword Breaker	16,000
Falchion	17,000
Fee Stear	500

Water Edge 500

Belt Edge 500

Iron Edge 200

Shadow Edge 400

ARMOR SHOP

Crystal Shield 7,000

Crystal Helm 16,000

Cloth Vest 8,000

Dark Gear 13,000

Tan Robe 13,000

Crystal Mail 17,000

INN 200

## CHOCOBO STABLES

Always look for hidden Chocobo Stables in the woods near towns. Here at Maranda you'll find a stable.

For a modest price you can ride back north.



Go to the middle of the woods near Tzen to find your feathered friends.



Near Maranda you'll also find a Chocobo Stable in the woods.

- Terra
- Locke
- Edgar
- Sabin
- Cyan
- Gau
- Shadow
- Celes
- Setzer
- Strago
- Reim
- Mog
- Gogo
- Umaro

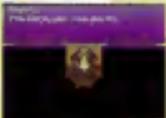
## VECTOR

Your mission in the Empire's capital is to infiltrate the Magitech factory and find the Espers trapped there, then to escape.



### ENEMY TERRITORY

Don't expect a hero's welcome in Vector. Even at the Inn you'll be unwelcome. If you stay there, a thief will steal 1,000 GP. In the narrow house, you'll have to prove yourself in battle, but you can recover HP if you win.



### CHECKLIST

- 1. NARROW HOUSE
- 2. RETURNER COMRADE
- 3. THE FACTORY SUBWAY

### FORBIDDEN CASTLE

A massive waller blocks the path to the Imperial Palace. There is no way to defeat this machine and no way to enter the castle at this time.

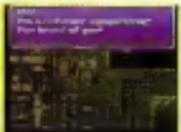


#### Shop of Balance

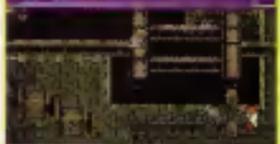
WEAPON SHOP	
Forged	1,200
Poison Claw	2,500
Epee	3,000
Blossom	3,200
ARMOR SHOP	
Headband	1,800
Bard's hat	3,000
Metel Vest	1,200
Ninja Gear	1,800
White Dress	2,200
INN	Free

### THE SYMPATHIZER

In the area filled with crates you'll find a Returner agent who will help you get into the factory. While he diverts the attentions of nearby soldiers, climb onto the indicated crate and make your way along the track to the factory entrance. Save the game outside the city and carry lots of Poison and other remedies.



Returner begins...  
Downs track of all...  
+DIE to die...

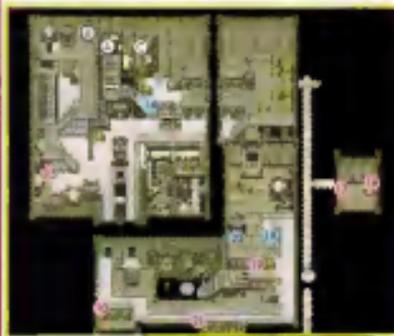


# THE MAGITEK FACTORY

*At the heart of the complex maze of the factory you'll find captured Espers. They will sacrifice themselves by becoming Magicite, which you can collect. You'll also find Flame Armor and Gold Armor.*

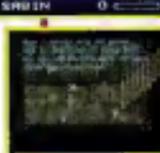
## GETTING AROUND

Use the conveyor belts, tunnels and the crane to reach new areas. Doors are sometimes hidden in the intricate designs of the walls, so push everywhere. Expect ambushes from Magitek armor and other powerful enemies.



## TWO NOBLE ESPERS

Who could be behind the horror of manufacturing living Espers into Magicite pellets? Who else but Kefka! You'll spy on him abusing two Espers, then you'll try to rescue them. At first, Ifrit and Shiva fight back, but eventually they realize you are friends and sacrifice themselves to the cause.



## CHECKLIST

- ① PIPE
- ② GATE
- ③ TUBE
- ④ TINCTURE
- ⑤ CRANE
- ⑥ FLAME SABRE
- ⑦ CONVEYOR
- ⑧ X-POISON
- ⑨ ELEVATOR
- ⑩ THUNDER BLADE
- ⑪ REMEDY
- ⑫ CONVEYOR
- ⑬ GOLD SHIELD
- ⑭ CONVEYOR
- ⑮ DRAGON HOODS
- ⑯ ZEPHYR CAPE
- ⑰ BLIZZARD
- ⑱ ELEVATOR
- ⑲ TENT
- ⑳ GOLD HELMET
- ㉑ GOLD ARMOR
- ㉒ CONVEYOR
- ㉓ CRANE
- ㉔ IFRIT & SHIVA

MAGITEK  
RESEARCH  
FACILITY

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

After obtaining Ifrit and Shiva, you'll move on to the heart of the factory where Espers are drained of magic and turned into Magite.



## BATTLE 024

One of Kefka's most dangerous allies is known only as 024. His strange ability to change his weakness means that you must use a varied attack. Use the Scan command to pinpoint his weak points, then use the appropriate weapon or magic against him.



As the battle against 024 progresses he changes his weak points. The Scan command helps you find out how he is vulnerable.



## CHECKLIST

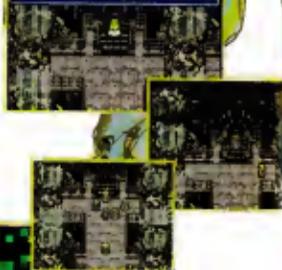
- BREAK BLADE
- NUMBER 128
- SWITCH
- ELEVATOR (DOWN)
- SUBWAY

MAGICITE  
CENTRAL

Throw the switch in the room full of Espers to transform the doomed cranes into Magite. The six new Espers will give you a host of new magical abilities once you've selected them and collected enough Magic Points. But you'll also draw the attention of Cid, the top engineer in the Empire, and then Kefka warps away with the bad guys.



PRIPER: You want to skip out? Just → Ifrit's got before you. If I give he got my power...



## ESCAPE FROM VECTOR

Cid helps you escape the ruined factory by pushing you into a subway car. The speeding car offers little safety, though, as defenders attack time and time again.

## THE RIDE

The unique view of the subway ride is a departure for FF III, but the battles that rage along the route will be all too familiar. Since you can't heal up after a fight, make sure you use Potion or X-Potion during battles. You'll have to endure countless attacks from lesser enemies and then the final blast from Number 128.



The track battles occur automatically. Survive by healing up during battles.



## NUMBER 128

Although the enemy known as Number 128 is alone, it has three points where you can concentrate your attack. The arms are easiest to defeat, but they grow back after a few hits. Instead, focus on the body. Since Locke's hit power is fairly weak, use him to keep the other party members healthy or equip him with the Dragonoid Boots so he can use the Jump command.



## KEFKA'S CRANES

Once you climb aboard the Airship you might be tempted to think that you have actually escaped. Forget it.

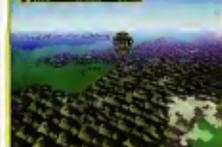


Kefka has his most nefarious weapon for last. While the giant Cranes grapple with the Airship, use Setzer's Slot attack by stopping the symbols so that three line up in a row. The jackpot means serious damage to the Cranes.

Line up three matching symbols to activate Setzer's Slot attack.



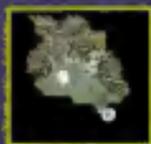
After beating the Cranes, you'll return to Zozo for Terra.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

## CHECKLIST

● FIND MADONNA (TERRA'S MOM)



## ESPERVILLE

*Returning to Zozo, you'll find Terra's memory restored. Then the scene shifts to Esperville and you relive the tragedy of the Espers*



## MEMORIES OF HOME

When your party returns to Zozo, Terra's memories come flooding back. As she recalls the past, you play the part of Madain, an Esper man who found a human woman, Madonna, who wandered into the Esper world before the gate was sealed. After Terra was born, Imperial troops attacked. The gate was then sealed, but Terra was swept outside and taken by Emperor Gestahl.



LOCKE: Hugged!

MADONNA REACHES THE  
ESPER WORLD AT THE GATE

When the decision was made to seal Esperville, Madain took her infant daughter and ran to the gate. Following them, Madain reached them only to be swept out into the human world where Gestahl finds them.

## RETURN TO NARSHE

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

*Banon reports that Narshe is now ready to fight. His great hope is that Terra will be able to contact the Espers. But the gate remains sealed and the Empire grows stronger every day.*

### PILOTING THE AIRSHIP

When you leave Zozo, you'll be in control of the Airship for the first time. When you step up to the cockpit area and take command you'll be launched into a flashy Mode 7 race across the planet. You can fly everywhere, visit old haunts and explore virgin territory. This is a good time to beef up your levels and pack away the supplies.



### RESUPPLY



Once again you must stock up for a lengthy journey. Make sure that you have plenty of relics and remedies, but also

purchase Snake Bombs and Warp Stones so you can escape from some of the tedious battles ahead. You'll be glad you picked up these items when

you reach the Floating Island maze. If Narshe doesn't have all the items you need, take the Airship to a town that does. You won't have the Airship forever.



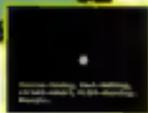
### LONE WOLF

Lone Wolf makes his living in Narshe by stealing valuables. One of these items is the Gold Hairpin. When your party returns from Zozo, you'll find Wolf lurking in a box in the house on the cliff side. Track him to the back of town where he appears on the cliff. Enter the new tunnel on the right and continue tracking him. Eventually you find him on the promontory with Mog. Go to Mog to make him join you.



### MOG JOINS UP

Mog the Moogle is being held captive near Narshe, but you will be given a choice to save him or take the Gold Hairpin. You'll find Lone Wolf in the house on the east side of Narshe. Follow him to Mog near the frozen Esper. If you don't get Mog now, you won't see him again until after the world collapses.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

## IMPERIAL BASE

*The time has come to attempt contact with the Espers in their sealed world. The gate, however, is guarded by an Imperial Base. Strangely, though, the base now stands empty, as if a trap is about to be sprung.*

### RETURN LATER

*There's nothing for you in the Imperial Base at this time, but later, after you have dined with the Emperor, you might be*

*permitted to take the store of weapons and armor. For now, take everything you need from the Airship and recover your HP and MP while aboard. Look for a door on the south side that leads through the Base. Beyond the Base you'll enter a tunnel leading to the sealed gate and there you'll have to fight through three maze levels.*

### CHECKLIST

- ① LOCKED DOOR
- ② X-POISON



- ③ CHECKER BROWN
- ④ FLAME SWORD
- ⑤ 1,000 GP
- ⑥ ETHER
- ⑦ WALL RING
- ⑧ 13,000 GP
- ⑨ SPRINT SHOES
- ⑩ ELIXIR
- ⑪ 2,000 GP
- ⑫ CURE RING
- ⑬ BACK GUARD



After the banquet, and depending upon how many soldiers you managed to talk to in the palace, you may be able to take the weapons and items stored here.

### EARLY RECON

*If you went into the base before this time you probably realized that something was wrong. You would have been thrown out every time you picked a fight with the soldiers, even when you won the fight! Don't bother with the Base until you've returned to Narshe and gained the town's support.*



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario



## CAVE TO THE SEALED GATE



*The Sealed Gate isn't easy to reach. First, you must pass through three levels of caverns filled with pigfalls and lava pools. Solve the mystery of the bridges, then puzzle through the labyrinth of switches.*

### EXPLORE THE CAVES

*In the second and third levels, switch bridges and pull levers to access all the exits. Some are dead ends, but you can find interesting things like the Coin Toss. This is a one-way trip.*



### PATH TO THE GATE

*The attack by the Zombone and Ing enemies should give you a clue to what lies ahead. Don't use the Fire spell on them because it will simply heal them. You are entering an area of fire, so use Ice spells.*



Don't use Fire spells against creatures of fire like these. They eat fire for breakfast, lunch and dinner. In fact, it serves to heal them. Use weapons and other elemental attacks.

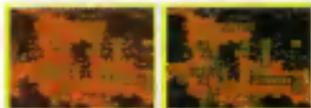
### CHECKLIST

- 1 ASSASSIN
- 2 TEMPEST
- 3 SOLID PLATFORM
- 4 STAIRS
- 5 SOLID PLATFORM
- 6 SOLID PLATFORM
- 7 SOLID PLATFORM
- 8 COIN TOSS
- 9 SOLID PLATFORM
- 10 X-POTION
- 11 11 SOLID PLATFORMS



### SHIFTING BRIDGES

*The bridges in this area lead only to open lava, but you can cause them to shift by walking out on them. Certain parts of each bridge remain solid at all times while others vanish. Run to the solid parts, then continue.*

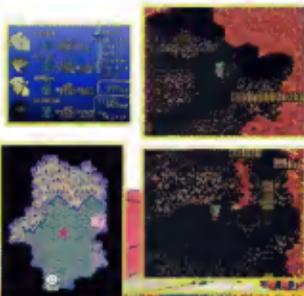


## CHECKLIST

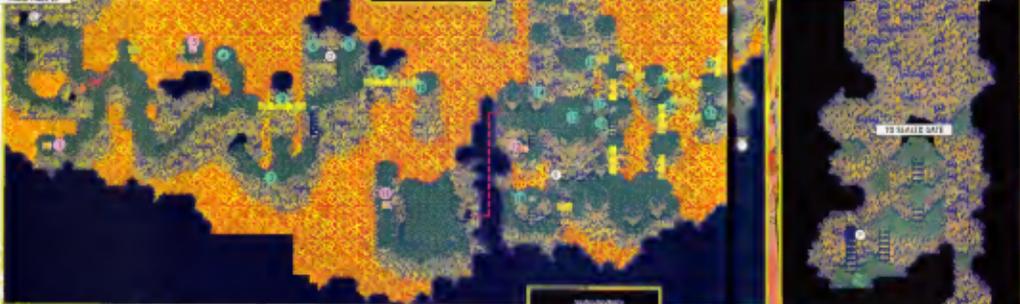
- ETHES
- COLLAPSING PLATFORM
- PITFALL
- TB CHEST
- GENJI GLOVE
- DDOSE SWITCH
- TENT
- NINJA SWITCH
- STAIR SWITCH
- STAIRS
- ETHRA
- ELDER
- STAIR SWITCH
- STAIRS
- PLATFORM

## | SWITCHES &amp; SUCH

The caves are filled with switches, levers and other devices that open up doors, traps, treasure and danger. Some switches even drop things on you from above. With the map below, you can pick and choose the switches that will take you to the valuable Treasure Chests while avoiding the hidden menace of lava and enemies. The Genji Glove is the top prize in this area.



FROM PAGE 17



- SWITCH
- PLATFORM
- DDOSE SWITCH
- HADICITE
- ETHES
- MAGICITE
- ATMA WEAPON
- ISLAND SWITCH
- PLATFORM
- ISLAND SWITCH
- PLATFORM
- CHEST SWITCH
- HADICITE
- WARP POINT

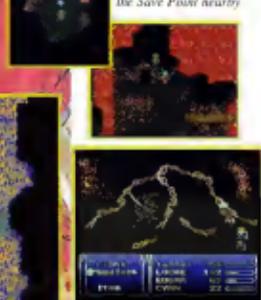
## | THE GENJI GLOVE

A Genji Glove is hidden in the Treasure Chest on the island. The broken bridge on the left won't extend to the island. You'll have to go down and around to make your way back to the island across the bridge on the right. The Genji Glove gives you double the hits during an attack, making it incredibly valuable. Be sure to pick it up along the way.



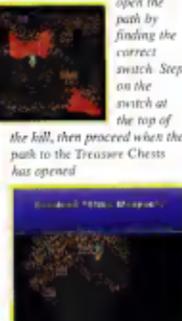
## | NINJA DROP

Not all the secrets in the caves are as useful as the Genji Glove. If you pull the chain on the right side of the wall it will release the Ninja. He attacks from above, giving you no chance to escape. Luckily, he isn't as tough as his name implies. Look for the Save Point nearby.



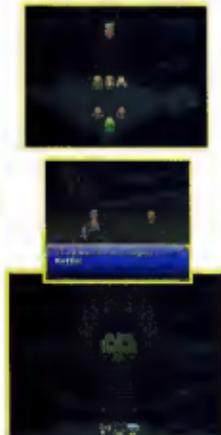
## | ATMA WEAPON

The Atma Weapon, a sword of great power, can be found in the cave of fire, but you must open the path by finding the correct switch. Step on the switch at the top of the hill, then proceed when the path to the Treasure Chests has opened.



## | KEFKA AGAIN

Finally, the gate appears before you, and it is tightly sealed as the legend said. While Terra attempts to conquer the Espers, Kefka attacks. This is doomed to be another indecisive battle since Kefka must appear later. The result of the battle is that the seal is broken and several Espers escape into the human world.



The entrance to the Esper world is blocked, but Terra still tries to contact them behind the seal. When the Espers escape, they attack the Avastep.



# IMPERIAL PALACE

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Seizer  
Strago  
Reim  
Mog  
Gogo  
Umario



The passage of the escaped Espers has left much of the world in flames, and the Emperor has lost his will to fight. Now is the chance to make peace. A banquet is held and plans for a joint expedition are made.

## CHECKLIST

- ① YOU CAN'T ENTER BEFORE MEETING GESTAMP.
- ② TALK TO GESTAMP.
- ③ TALK TO SOLDIERS
- ④ FIGHT
- ⑤ TALK
- ⑥ FIGHT
- ⑦ TALK
- ⑧ FIGHT
- ⑨ TALK
- ⑩ BANDIQUET HALL
- ⑪ EMPEROR'S BODYGUARDS
- ⑫ REFRA



- ⑬ REPAIR
- ⑭ REWIND
- ⑮ TINCTURE
- ⑯ RACE HAIKU
- ⑰ A-POISON



INFANTRY

## VECTOR AFLAME

When you return to the capital city of Vector, you'll find much of it in ruins. The mad Espers wreaked revenge on every quarter of the town when they discovered the awful fate which their brothers had suffered in the Magitek Factory.



Having seen the destruction of his city, the Emperor calls a truce with the rebels of your party. But is he telling the truth?

## TALK AND FIGHT

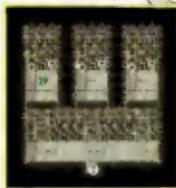
Before sitting down to break bread with Emperor Gestahl, he makes an odd request of you. He wants you to go about the palace and talk to as many people as possible. You have a limited time and a lot of ground to cover. Some of the soldiers will just talk, but others will fight—which delays you. The result is tallied up in the Peace Points which determine what the Emperor gives you.



## IFIT FOR A KING

At the banquet table, you'll hardly have a chance to take a bite because of all the questions and explanations that are flying about. Although many of the

questions may seem irrelevant, think them over carefully. Each answer is worth a certain number of Peace Points.



## PEACE TALKS

Your answers and questions help determine the Peace Points for the Peace Dividend chart below. Be merciful and you will reap the rewards.

<b>QUESTION 1: Toast</b>	
For Empire	2 POINTS
For Reformer	1 POINT
For Country	5 POINTS
<b>QUESTION 2: Karlia's Fate</b>	
Just	5 POINTS
Forgive	1 POINT
Execute him	3 POINTS
<b>QUESTION 3: Possessing Doma</b>	
Nothing can be done	1 POINT
Can't forgive	5 POINTS
Seek apology	3 POINTS
<b>QUESTION 4: Celes' Loyalty</b>	
She's a spy	1 POINT
She's not a spy	5 POINTS
Believe her	3 POINTS
<b>QUESTION 5: More Questions</b>	
Three questions	2 POINTS EA
Same question	10 POINTS EA
<b>QUESTION 6: About Espers</b>	
Too strong	5 POINTS
Take responsibility	2 POINTS
<b>QUESTION 7: First Question</b>	
If correct	5 POINTS
<b>QUESTION 8: Need a rest?</b>	
If you rest	5 POINTS
<b>QUESTION 9: Gestahl's word</b>	
Peace	3 POINTS
End war	5 POINTS
Apology	1 POINT
<b>QUESTION 10: About going to Albrook together</b>	
Yes	3 POINTS

## PEACE DIVIDEND

POINTS	RESULT
0-49 POINTS	Liberata South Figaro
50-66 POINTS	Liberata South Figaro and Doma
67-76 POINTS	Liberata South Figaro and Doma, open Weapon chamber at Imperial Base
77-88 POINTS	Liberata South Figaro and Doma, open Weapon chamber, get Tintinabar
89-93 POINTS	Liberata South Figaro and Doma, open Weapon chamber, get Tintinabar and Chamin Bangie

## TO THAMASA

Terra  
LockeEdgar  
Sabin  
Cyan  
GauShadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
UmarioSAIL FROM  
ALBROOK

With General Leo by your side, head to the port of Albroom and board the ship, where you'll meet Shadow. After looking around, head back to the inn. That night you'll be visited by strangers and the next day you'll set sail for Crescent Island, where you hope to find the Espers.



## A MAGIC PLACE

Crescent Island and the village of Thamasa are magical places. The enemies use strong magic and so do the villagers. To defeat magical foes, it's often best to use magic yourself. Make sure that you build up all your Esper magic levels and equip all party members with an Esper.

Terra  
LockeEdgar  
Sabin  
Cyan  
GauShadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

## CHECKLIST

- 1 EYED IDOL
- 2 SOFT
- 3 VILLAGER USING MAGIC
- 4 ANOTHER MAGIC USER
- 5 STRAGO'S HOUSE
- 6 ECHO SCREEN

## THAMASA

While wandering about this town you'll notice strange goings on. The people here are descendants of the Mage Warriors—and they still use magic!



## WALL OF BALANCE

Weapon Shop
Metal Rod 500
Fire Rod 3,000
Ice Rod 3,000
Thunder Rod 3,000
Morning Star 5,000
Hawk Eye 6,000
Steel Spear 10,000
Oars 10,000

## ARMOR SHOP

Gold Shield 2,500
Tiger Mask 2,500
Tank 3,000
Gold Helmet 4,000
Mystery Veil 5,500
Power Slash 5,000
Geo Gear 6,000
Gold Armor 10,000

## ITEM SHOP

Toxic 50
Patron 300
Tincture 1,500
Remedy 1,000
Warp Stone 700
Revivify 300
Fenix Down 500
Tent 1,200

## RELIC SHOP

Savages 5,000
Sniper Sight 3,000
Running Shoes 7,000
Wall Ring 6,000
Black Belt 5,000
Dragon Boots 8,000
Sprint Shoes 1,500

## WALL OF WAR

Weapon Shop
Quasar Brush 7,000
Gravity Rod 12,000
Pearl Rod 12,000
Trump 12,000
Gold Lance 12,000
Man Eater 11,000
Shanlon 30
New Star 500

## ARMOR SHOP

Mystery Veil 5,500
Circle 7,000
Dark Hood 7,500
Light Robe 11,000
Diamond Vest 12,000

## ITEM SHOP

Patron 300
Tincture 1,500
Fenix Down 500
Revivify 300
Remedy 1,000
Smoke Bomb 300
Sleeping Bag 500
Tent 1,200

## RELIC SHOP

Berber Ring 500
Ferry Ring 1,500
Wall Ring 5,000
Jewel Ring 1,000
Corona Ring 3,000
Guard Ring 5,000
Police Ring 3,000
Cure Ring 8,000

## MUN

Before Strago 1,500
After Strago 1

## MAGIC EVERYWHERE

The residents of Thamasa are descended from the Mage Warriors—a legendary people who used magic in the War of the Mags. To this day they continue using the ancient arts, living apart from the rest of the world and keeping their knowledge hidden.



## STRAGO'S SECRET

When you meet Strago, he denies that anything strange is happening in Thamasa, but when his granddaughter, Reim, enters, she spills the beans. His secret is that Thamassians use magic. While walking about town and during the fire you'll see demonstrations of their power. Later, Strago and Reim join the party as strong magic users.



STRAGO: YOU'VE  
GIVEN US A  
MAGICAL HISTORY.  
MAY YOUR FORTUNE WITH THAT  
BEAT.

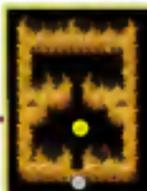
No ordinary craftsmen, lots of  
beats, and located in the heart  
of Thamasa...

In their laboratories, the craftsmen  
are working.  
Furnaces, hammers, light...  
The very essence of life...

# 37

## THE FIRE

During the night Strago wakes you up, pleading for your aid. Little Reim is caught in a blazing house and must be saved.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

## THE RESCUE

Interceptor raises to rescue Reim and the others follow. Use Strago's Aqua Rake attack against the flames. Don't waste time at the door with endless foes. While battling Flame Eater.

Shadow saves all by throwing a Smoke Bomb



## CHECKLIST

- 1 INVINCIBLE FIRE
- 2 FIRE ROD
- 3 ICE ROD
- 4 FLAME EATER

## IFLAME EATER

At the core of the fire burns the guardian known as Flame Eater. Strago's Aqua Rake inflicts severe damage and the others should use elemental attacks like Ice in the fight. Shadow joins the melee late, throws a Smoke Bomb and rescues everybody, including little Reim.

# ESPERS' GATHERING PLACE



The passage of the Espers continues to a cave in the mountains. There you'll find statues of the goddesses who created magic. You'll also meet your old nemesis Ultras. In the end, you'll find the Espers.

## PREPARATIONS

Before marching off to the cave in the western mountains, make sure that you have properly equipped your party. Strago, as a new member, will need to be assigned an Esper. Reim will show up later with her Sketch spell, which was the battle for you.



## RETURN OF ULTROS

The many-tentacled one returns. This time he is out to steal the statues in a plot to attract Stegfried, the master swordman. Initially, all you can do is attack Ultros and stay alive. Now until Reim appears with her Sketch magic can you win. When Reim sketches Ultros and shows him the picture,



he flees in shame, realizing for the first time that he is in fact nothing but a dumb octopus. Talk about harsh reality.

## MEET THE ESPERS

Jump down the hole (#3 on the map) nearest to the entrance. That leads to the Espers. Contrary to what you might think, they feel terrible about having trashed Vector. They went nuts when they saw what had happened to their fellow Espers. Now, they seek forgiveness.



## CHECKLIST

- ① HEAL ROD
- ② ULTROS
- ③ HOLE
- ④ PATH TO G
- ⑤ PATH TO I AND J
- ⑥ HOLE
- ⑦ PATH TO K
- ⑧ CINCHONA SUIT
- ⑨ TADRY SUIT
- ⑩ K-POTEM
- ⑪ THE ESPERS



## KEFKA'S CUNNING

When you return to Thmasa, the rest of your party shows up, then Kefka appears. He kills General Leo and claims that you have been sackeded by his plan to get more Magicks—the scheming rood.



## HIDDEN ITEMS

Before going to the Floating Island, collect some treasures. First, return to the Imperial Base and check out the storeroom. If you scored enough Peace Points at the banquet, it will be open now. Next, go to the Auction House in Jidoon and bid on the Golem and ZoroSeek Magicks. Finally, stop in Tern and talk to the man in the woods. He sells the Saphire Magicks.



The storeroom contains K-Potem, Cherub Down, Running Shoes, Dura Ring, Back Guard, Wall Ring and lots of gold.

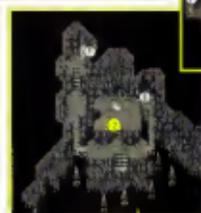


Buy Golem and ZoroSeek at the Auction House in Jidoon, and talk to the man in Tern to get Saphire.



## THE FLOATING ISLAND

The island is Crescent Island, but now it's floating in the sky. Choose the option that takes you to the island aboard the Airship. Be forewarned that this area is a maze with awesome enemies. Shadow shows up, so make sure that you have plenty of throwing weapons. Unfortunately, your success in this mission brings about the destruction of the world. Have a nice day.



# THE FLOATING ISLAND

The final mission before the collapse of the world takes place on an island floating in the sky. The maze is full of enemies, warps and secret doors—by far the toughest battle

so far.

## TO THE ISLAND

Aboard the Airship you'll be given the choice to go to the Floating Island or pilot the ship. If you're ready, choose the island option. You'll never get there steering on your own. After choosing the island option, however, you'll be attacked in the sky.

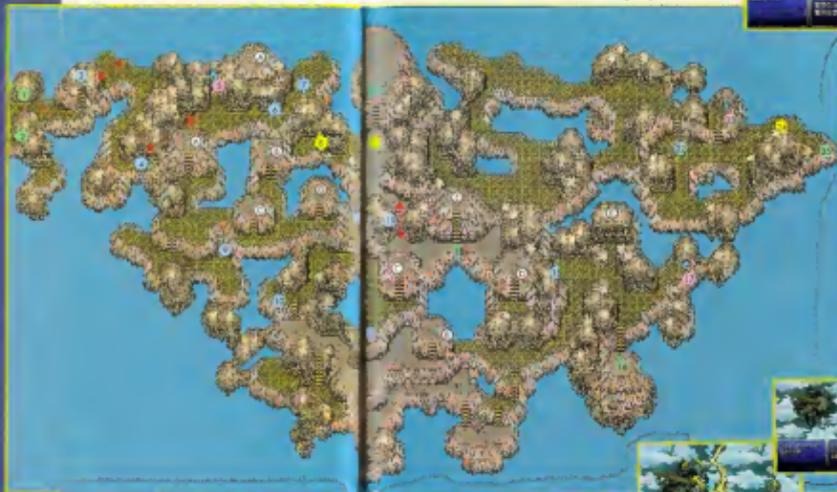


## CHECKLIST

- ① BEGINNING
- ② SHADOW
- ③ PASS THROUGH
- ④ MURASAME SWORD
- ⑤ TO A
- ⑥ TO GIANTIS
- ⑦ GIANTIS
- ⑧ SWITCH
- ⑨ BRIDGE (PUSH E)
- ⑩ SWITCH
- ⑪ GROUND DROPS (STEP ON IT)
- ⑫ SWITCH
- ⑬ PATH
- ⑭ SWITCH TO E
- ⑮ SAVE POINT
- ⑯ RESET
- ⑰ JUMP TO AIRSHIP
- ⑱ WALK THROUGH
- ⑲ ATTACK WEAPON
- ⑳ KETRA
- ㉑ GO DOWN AND AROUND INSTEAD OF TURNING EAST
- ㉒ FLIKER
- ㉓ BATTLE
- ㉔ AIRSHIP (WAIT FOR SHADOW)

## IMPERIAL AIR FORCE

The Imperial Air Force attacks while you're in the air. You can use conventional fighting or magic, but the best strategy is to equip all three of your characters with Dragon Boots and use the Jump attack. During the "jump" phase of the attack, your characters won't take any damage. You want to preserve them and your Potions for the naze on the Floating Island.



## ULTROS & CHUPON

Is there no end to Ultras' mischief? This time he appears with his friend, Mr. Chupon, who has an allergy to heroes. Chupon's role in this is to sneeze. If you stay alive up to the sneeze, your party will be blown overboard

toward the Floating Island, but you'll have another battle before you hit the ground. Note that Ultras shows up at the ship with Mr. Chupon. Chupon sneezes and sends the three party members



plunging through the sky. There they must fight a plane-like boss called Air Force, which has missiles and other weapons that can be attacked independently. You'll win the Curious Ring and land on the floating continent.

## AIR FORCE

Tumbling through the air, you are attacked by Air Force—a mechanical enemy that uses missiles and lasers to shoot you down. Since he can use Scan to see what magic you have, your spells may have little effect. Instead, stick to the Jump attack and target Air Force's main body for maximum damage.



## LEAVING CELES AND SHADOW

Sometimes the game helps you out and sometimes it doesn't. If you leave Celes out of the party on the Floating Island, she shows up automatically.

## SHADOW RETURNS

Shadow is lying on the ground near where your party drops in on the Floating Island. You'll definitely want him along on this final leg. Remember

that he doesn't have the advantage of Interceptor now.

## GETTING AROUND

The Floating Island is a giant maze. Follow the map and Checklist comments on the previous page to find your way

through it. The blue orbs act as Treasure Chests and other switches are on the walls beside the path. The hills with holes in the top serve as warps from one area to another. The letters on the map indicate where the warps lead. In addition to all this, some openings are invisible.

## ATMA WEAPON

The powerful Atma Weapon uses Flame against you, then, when your HP is low, it uses Quake. You can combat this by draining its MP with Damsel. Shadow should use the Scroll Bolt Edge and straight fighting also wears it down. Cherub Down can also give you a lift.



later anyway. The plot requires her to intervene. If you abandon Shadow at the end of this level, however, you won't see her again.



## ESCAPE & RETURN

Near the Save Point is a ledge where you can jump back to the Airship. Do this only if you are about to lose your party. By jumping, you can refill your items and energy, but you must start over at the beginning of the maze.



## ESCAPE FROM THE ISLAND

After Kefka moves the statues, the whole world is doomed. Your only chance of survival is to run to the right where there is a ledge from which you

can jump down to the Airship. Shadow will hold the statues as long as he can, then he'll join you. You'll have five minutes to escape, but the ground will be heaving and Naughties will attack. To allow Shadow enough time to catch up, you should reach the ledge with at least 15 seconds to spare, so move and fight fast.

## KEFKA'S FOLLY

Kefka's ambitions know no bounds, as he proves here on the Floating Island. Not only does he do away with the Esperes, he also moves the three statues and absorbs their power. As soon as he moves the statues, the world is doomed to be shattered. Nothing can alter this destiny.



## SHADOW WILL COME

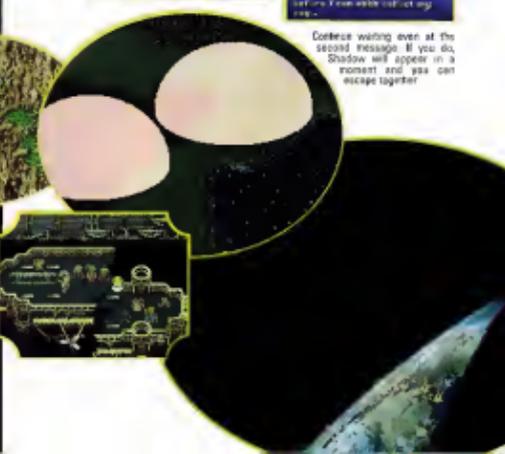
Okay, so you've reached the ledge and you are given a choice to jump to the Airship or wait for Shadow. Unless you have no time at all, wait. After the second wait message, Shadow appears. Be sure to use the Save Point on the Floating Island to avoid repeating the maze.



If you jump at the first message, you'll never see Shadow in the second half of the game. Hang tight!



Continue waiting even at the second message. If you do, Shadow will appear in a moment and you can escape together.



# TIPS & TRICKS PART 2

## ||SETZER'S DICE

The Dice (purchased in Kohlingen) give Setzer a special attack. The power of the attack is determined by the roll of the Dice and Setzer's level. This chart allows you to determine the force of any roll. Multiply Setzer's level by the damage to find the range. You'll need the Fixed Dice to reach the highest rolls.

ROLL	DAMAGE
2	x 2-4
3	x 2-4
4	x 6-8
5	x 6-12
6	x 10-18
7	x 16-24
8	x 24-36
9	x 24-60
10	x 36-96
11	x 40-100
12	x 60-120
13	x 80-160
14	x 100-180
15	x 120-9999
16	x 140-9999
17	x 160-9999
18	x 180-9999



## ||MOG'S MANY MOVES

Mog's first dance is learned automatically in the mines near Naraka. After

that, you must visit different regions and fight with Mog to learn new dances. If you use one of Mog's previously learned dances in a new area, however, the dance will change the background scene and you won't learn the dance of the new area.



Learn this dance in the open field regions. Any field will do.



Mog can learn this dance in either the Phantom Forest or regular forests.

### ■ Desert Aria



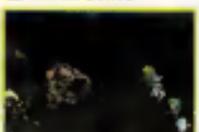
Go to the desert and fight with Mog to learn this step.

### ■ Love Sonata



After the Collapse, visit Naraka or the Opera House to learn this dance.

### ■ Earth Blues



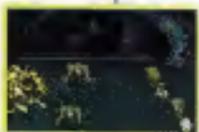
On Mt. Koltz, Mt. Zozo or West Mountain you can learn these moves.

### ■ Water Rondo



Make a splash before the Collapse in the Serpent Trench or the Late River.

### ■ Dusk Requiem



Mog learns this step automatically when you first meet near Naraka.

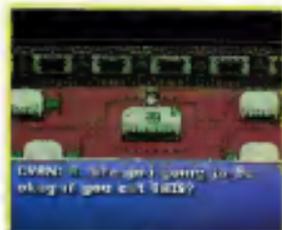
### ■ Snowman Jazz



After the Collapse, return to the snowfield behind Naraka to learn this dance.

## ||CHANGE THE LEADER

Changing the lead character results in a number of differences in the game besides showing a different character. When using Tents, for instance, a different lead character results in the Tent having a different banner or symbol on the center pole. In the Dining Car on the Phantom Train, sit down with different lead characters to get different reactions. Of course, none of this really helps you. It's just interesting.



## PART 2

# THE WORLD OF RUIN

*The chaos caused when Kefka moved the three statues ripped the world apart, changing it forever. Now the people have not the Empire to fear but Kefka, who metes out his twisted justice from atop a great tower. It takes little to incur his wrath, so the people live with his threats hanging heavy like angry clouds above their villages. There is little hope for them, and little hope for Celes when she awakes in a small cottage a full year after the collapse. She is tended to by Cid, who tells her that they are apparently the only survivors. With fast friends gone and Kefka entrenched in his tower, Celes searches for direction in a world gone madly awry.*

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
**Celes**  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

# THE SOLITARY ISLAND

*In the year following the explosion that rocked the world and tore its land masses apart, the fires abated and people resumed their lives as best they could. Now they live under constant fear of incurring Kefka's devastating rage.*



## CELES AWAKENS TO A NEW WORLD

*When Celes wakes in the World of Ruin after her long sleep, she finds*



## CID GIVES UP

*Feeling stronger, Celes steps outside to explore the island. When she returns, she finds Cid in bed. He tells her that he's*



*feeling weak and wants to rest, but he has really begun to let go of life. Caring for Celes had been his sole purpose; with her recovered, he sees no reason to go on living.*

## 1 TO FISH...

*If you go fishing, catch a Delicious Fish and offer it to Cid, he'll eat it and grow stronger. If you keep feeding him, you can save his life.*



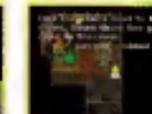
## 2 ...OR NOT TO FISH

*If you don't feed Cid, he'll become weaker and will die. All that's left is for a despairing Celes to throw herself from a cliff into the sea.*



## CID'S GIFT

*Cid eventually urges Celes to leave. He tells you about some secret stairs by the stove. Walk left between the table and the stove to find the stairs. Follow them down to a hidden room where you'll find a raft.*



*Cid encourages Celes to leave this island and to search for her friends.*

*Cid's letter tells about the secret stairs by the stove. Check the wall on the left.*

## RETURN FOR PALIDOR MAGIC

*After you meet up with Setzer once again and locate the new Airship, return to the Solitary Island and walk down to the shore area. Lying on the beach you'll find one of the magic stones left by an Esper spirit. This one holds Palidor Magic.*



## ALBROOK

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Unaro

*Celes lands at Albrook to find that she is not alone in the world, after all. She learns what happened on that fateful day when the world exploded by talking to the villagers.*

### NEWS OF THE WORLD

*Celes learns that Albrook is not the only village that survived the destruction. Tzen, to the north, and Mobliz, to the east, also still exist—in some form. The villagers speak of travelers who have brought news from distant places. Talk to everyone to see what they know.*

### KEFKA'S TOWER

*According to one man, debris from the great explosion floated eerily to the center of the continent and formed a tower, from which Kefka metes out his demented justice.*



### ANCIENT DRAGONS

*Another villager tells you an ancient tale about eight dragons who seal away an awesome beast called Crusader. Breating the dragons will unleash Crusader's power.*



### ANOTHER SEEKER?

*A woman mentions that a young man had stopped by earlier searching for his friends. He had continued traveling north, towards the village of Tzen. Celes should follow.*



### THE ART COLLECTOR

*The worried artist says that Gestahl rejected the portrait he had commissioned earlier, so Ouzer, an art collector from Lidoor, had purchased the piece. It's worth a look.*



### NORTH TO TZEN

*As you head north, you'll pass Kefka's strange tower. From its top, he strikes villages that oppose him with his "Light of Judgment." You'll return to the tower later.*



Debris from all over the world floated to one spot and formed Kefka's odd-looking tower.



## CHECKLIST

- HIAL JOB
- PEARL JOD
- TINCTURE
- NIGHTSTALKER
- HYPER WREST
- MAGIOTE
- CHILD
- NIGHTSTALKERS
- DRAMES

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

# TZEN

*Celes follows one of the leads she got in Albrook and travels north to Tzen, a small town nestled in the mountains, in search of Sabin. She'll follow up on the*



*other leads later. As she enters Tzen, an explosion rocks the village as another of Kefka's judgment bolts hits its mark.*



## KEFKA'S LIGHT OF JUDGMENT

Clearly, someone in the village has done something to incite Kefka's wrath, and the people are in turmoil as the streets ransble and the buildings burn. When Celes seeks shelter at the Inn, the Innkeeper implores her to help save a child trapped in a crumbling building on the north side of town.



When I arrived...  
The entire town had collapsed.  
First... near the child there was  
there...



## SAVE THE CHILD!

When Celes responds to the call for help, she finds Sabin holding up the building with the last of his strength. He begs her to hurry—she must find and rescue the child before he tires out.



Don't waste time fighting Warp or use Smoke Bombs to avoid time-consuming battles.

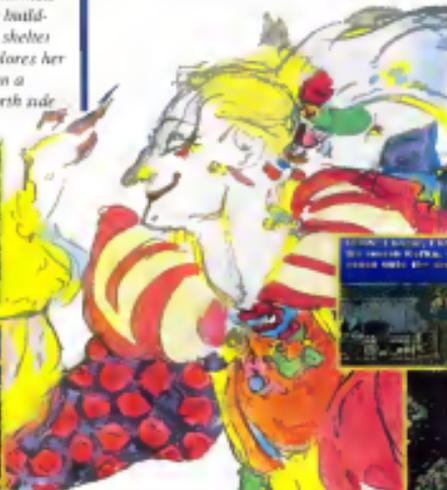


It's easy to miss the Child as you hurry through the rooms. She's on the landing.

## SABIN SIGNS ON

The villagers rejoice when Celes exits with the Child, and when Sabin steps aside, the building crashes down. Sabin is surprised that Celes is alive and gladly teams up with her. Buy and equip the best tools available, then head for Mobitz.

When I signed Sabin...  
He seemed to be...  
I was...  
I was...  
I was...



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Rein  
Mog  
Gogo  
Umato



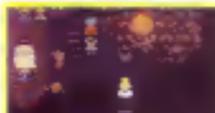
## MOBLIZ

*During the battle with the Empire, the adults of Mobliz perished trying to save their children, who have been left homeless orphans. Now they face a different peril: Phunbaba.*



### || MOTHER TERRA

*Celes and Sabin find Terra in Mobliz, but she is a changed person. It seems that she has been taking care of the children, who now call her Mom. She was took its toll on Terra. She no longer wants to fight.*



There's a bed in the back room of the markets of the Rein Shop. Take a break to refresh your party before departing.

There is a bed in the back room of the markets of the Rein Shop. Take a break to refresh your party before departing.



Phunbaba's attack has left you dead. But if Terra goes, she takes with her the very spirit of her homeland.



The orphaned children of Mobliz depend on Terra, who has taken care of them ever since the destructive war with the Empire.

### || THE TERROR OF PHUNBABA

*The children huddle in the basement of the one remaining house in Mobliz. They rarely venture out because they fear Phunbaba, who has been terrorizing them all year. Terra hasn't been able to stop him alone, so Celes and Sabin take him out. Together, they will put an end to his constant attacks on the village.*



Terra admits to Celes and Sabin that she no longer has the will to fight. She has been unable to keep Phunbaba from terrorizing the children.



Celes and Sabin team up to counter Phunbaba's attack. Together, they send him packing.



The children are so happy that Phunbaba is gone that they give Celes and Sabin a Magic Stone.

### || TERRA BIDS FAREWELL

*Even though Phunbaba is no longer a threat, Terra refuses to leave Mobliz. She feels that her place is with the children. They've lost too much already, and they depend on her. No amount of pleading will change her mind, so Celes and Sabin must continue without her. If they return later, when Duane and Kotarn are a little bit older, she might be persuaded. For the time being, they head for Nisesh.*



NIKEAH-SOUTH  
FIGARO

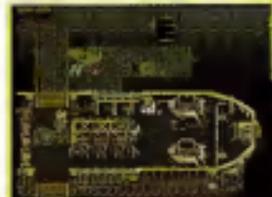
Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umaro

*Nikeah is still the bustling port that it was before the explosion. The ship at dock ferries people and goods between Nikeah and South Figaro.*



## LOOK-ALIKE?

*A band of thieves is in town, and its leader looks a lot like Edgar. When Celes calls out to him, though, he claims that his name is Geraid, not Edgar. Follow him when he sets sail for South Figaro.*



*That thief sure does look like Edgar, but he claims to be Geraid. Follow him to South Figaro.*

SOUTH FIGARO -  
FIGARO CASTLE

*Like Nikeah, South Figaro has been spared the wrath of Kefka. Tail Geraid and his band of thieves through town and on to Figaro Cave.*

## YOU MEET AGAIN

*When Celes confronts the thief who looks like Edgar again in South Figaro, he again claims that she's confused. Don't let his brazen demeanor deter you. Follow the thieves as they leave town, but refresh your party at the Inn and shop for supplies first. There's a tough trail ahead.*



## DUNCAN'S WIFE

*It is rumored that Duncan died some time ago, but if you return to his home and talk to his wife, she'll assure you that he's very much alive. He is merely meditating, she says, at his retreat north of Narshë.*



## THROUGH FIGARO CAVE

*Geraid certainly knows his way through Figaro Cave. He and his gang rob their way along, emptying every chest as they pass by. You won't have to stop to collect goods, but you do have to endure occasional battles. The cave is teeming with undead enemies who have adverse reactions to healing magic.*



*Keep your energy up as you battle your way through Figaro Cave. There are lots of undead enemies here.*

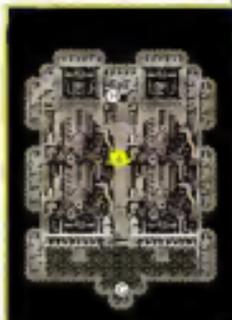
*Use the advice the little girl in South Figaro gave you: Jump over the turtle and follow the thieves.*

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario



## FIGARO CASTLE

*Figaro Cave leads to a labyrinth of tunnels in the bowels of Figaro Castle. Gerad leads the way through the basement halls.*



## TENTACLE TERROR

*At the castle's Treasure Room, Gerad finally admits that he is, in fact, Edgar. He had assumed the false identity in order to deceive the thieves and get them to break into the Treasure Room for him. Now he rejoins you, and just in time, too. When you enter the Machine Room, you'll have to fight the Tentacle.*



Edgar finally confesses up! He had to pretend to be Gerad in order to fool the thieves.



Magic doesn't work on the Tentacle. Keep attacking with the strongest weapons you have.



## GOING MOBILE

*Now the party needs to head to*

*Kohlstein, which is on a nearby island. Talk to the man who operates the castle. He'll pull the switch that makes it dive, and you can travel under water and land to Kohlstein.*



## CHECK LIST

- ① CRYSTAL HELMET
- ② GRAVITY ROD
- ③ X-POSITION
- ④ ETHER
- ⑤ REGAL CROWN
- ⑥ TENTACLE
- ⑦ SOUL SABRE

# KOHLINGEN

*Figaro Castle is a fine mode of travel.*

*Celes, Sabin and Edgar surface in a desert area near the town of Kohlingen. Leaving the castle there, they enter Kohlingen, where they meet up with a very despondent Setzer.*

## ! SAD, SAD SETZER

*Setzer's Airship went up in flames during the great explosion. He had*

*thought that everyone else perished in the blast, and he's depressed about losing the ship. In his blue mood, he hasn't been interested in anything.*



*Celes convinces him to help them destroy Refia. Not only does he join them, he comes up with a plan for getting another Airship.*



## ! MORE GOOD NEWS

*When the party talks to the townspeople, they learn that there's lots of other good news in Kohlingen, too. One person tells of a recent visitor who sounds like he could be Cyan, and another villager mentions that a treasure hunter had been through recently.*



*Rumor has it that there is a very strong fighter in the Lokoasum who is looking for a Shinra. It's not every fighter who knows how to use that special weapon.*



*A traveler who called people "them" passed through the village a short time ago. The villagers think he was headed for Merenda, a city to the south.*



*The Lokoasum hasn't change Lector's adventurous nature. The word in Kohlingen is that he has set out in search of a legendary treasure.*

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago

Reim  
Mog  
Gogo  
Umario

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago

# DARILL'S TOMB



*Setzer tells the sad story of the death of his friend, Darill, a fellow adventurer and engineer who had built an Airship of her own. She and Setzer had raced each other through the clouds when she lived. Now she lies in a tomb west of Kohlingen.*



## ! WEST TO THE TOMB

*Setzer thinks that the party might be able to repair Darill's Airship and use it themselves. To find out where it is, they must go to her tomb in the west. Before entering, equip Setzer with Trump cards, which he'll need inside.*



## ! FLOOD THE TOMB

*Go down to the Basement and flip switch #9, then go through the center door, ride the turtle across the water, then flip the switch on the wall to flood the chamber. Now you can hop on the turtle and ride it over to the door in the upper part of the room. Go through the door and Save the game before entering the next room, where you'll find Darill's coffin, which is guarded by an angry spirit. The party is in for a tough battle, so be sure that Setzer plays his cards right.*

## ! WRITING IN STONE

*Don't leave the tomb without finding the Exp. Egg. First, return to the room that you flooded, then walk down through the door. Each of the four tombstones in that room has something engraved on it. Write the messages down (even if they don't appear to make sense) and walk up past the switch and out of the center door. Go through the door in the upper left and inscribe the messages on the tombstone there. When you finish, you'll be told where to find the Exp. Egg. You'll have to go down to the third basement and walk through a wall to find it.*

## CHECKLIST

- 1 TOMBSTONE
- 2 WATER SWITCH
- 3 GEMMEL HELMET
- 4 FOUR TOMBSTONES
- 5 BLANK TOMBSTONE
- 6 CRYSTAL MAIL
- 7 CHARMA DOWN
- 8 EXP. EGG
- 9 DASH SWITCH
- 0 WATER SWITCH



*Read the four tombstones and write down the messages, then go to the room with the blank tombstone and record the messages there to find out where the Exp. Egg is.*



**CHECK-  
LIST**

- PRESENTER
- WAR EATER
- DULLAHAN



**ALL ABOARD THE FALCON**

*Darill's Airship lets your party fly freely once again between the islands. It is a much simpler ship than Setzer's was, but that doesn't mean that it's not fast. As soon as you board the ship, you'll see a carrier pigeon carrying a note to someone far away. Follow the pigeon to see where it's headed.*

**PRESENTING PRESENTER**

*Just in case you aren't up to the battle ahead, be sure to save the game before you open the Treasure Chest that houses Presenter. When you defeat the beast, you'll get the Dragon Claw. Equip it before continuing.*



**AIRSHIP FALCON**



*Darill's Airship Falcon means freedom. It may not be as fancy as Setzer's Airship—there's no casino here—but it's just as useful.*



**DULLAHAN**

*When your party approaches the statue, Dullahan will show up. He uses lots of magic, so equip Celes with a sword and use her Runic power to absorb the spells' energy. Make Sabin Blitz and Edgar use his Auto Crossbow while Setzer heals the party.*



*To keep the party from suffering the ill effects of Dullahan's magic, use Celes' Runic power.*



(FROM PAGE 21)



*Sabin's Blitz and Edgar's Auto Crossbow both cause plenty of damage, and attacks of fire are also effective against Dullahan.*



**CHECKLIST**

- CONTROLS
- EQUIPMENT CHANGER
- ENGINE ROOM
- CABIN



## MARANDA

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

*When your party boards Darill's Airship and follows the pigeon, you'll end up in Maranda, but you'll find that it has changed dramatically since the last time you visited.*

## TRY THE TOWER

*The pigeon is on the wing again, this time headed for Zozo. Follow its trail to investigate, but stop off at the Fanatics' Tower on the way. Climb to the first Treasure Room and take the Safety Bit from the chest there, then continue to Zozo.*



## TRACES OF CYAN

*Maranda, too, has suffered Kefka's judgment, but the girl who was worried about her boyfriend, the soldier, is still here. Her house is full of flowers that she says came from him. In the letters that he sends by carrier pigeon, he tells her that he'll return as soon as the village he's in is rebuilt. Something seems fishy.*



*Is it possible that the wounded soldier survived...or is someone else sending those letters?*



## WORLDLY WOMAN

*The world has changed greatly since it was jarred by the major earthquakes that were part of the destruction. One woman on the streets of Maranda will*

*show you how the map has changed since the holocaust. When you talk to her, she'll show you how to get to Narabe, the Veldt and Doma Castle.*

## NARSHE



## VELDT



## DOMA CASTLE



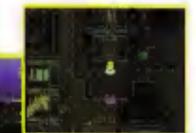
# ZOZO-- MT. ZOZO

Zozo is still filled with liars and beasts, just as it was when you dropped by previously.



Before you leave Maranda, though, a man will tell

you that you can trust the person who tells you that Zozo is dangerous. Perhaps he can help you find the way to Mt. Zozo.



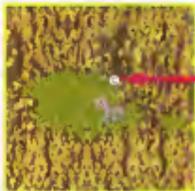
The man who tells you that Zozo is dangerous will supply you with Run-Rid when you talk to him.



Use the Run-Rid to open the door that was raised shut. Walk through the door to step into Mt. Zozo.

## CHECKLIST

- ① RED JACKET
- ② ICE SHIELD
- ③ THUNDER SHIELD
- ④ JAZZ SHIELD
- ⑤ GOLD HARPIN
- ⑥ FLOOR SWITCH
- ⑦ STORM DRAGON
- ⑧ EXIT
- ⑨ LOCKED CHEST



## TIMELY TREASURE

As you climb the mountain, you'll come across several Treasure Chests. Open the chests and grab whatever loot is inside. If the treasure is a weapon or piece of armor, equip it before continuing. The only exception is the Ice Shield. It isn't effective against the Storm Dragon, so put it in your inventory and save it for later battles.



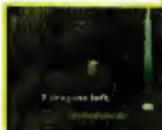
## STORM DRAGON

The Storm Dragon is one of the eight dragons that the man in Albrook mentioned. It hides in a chest, and you'll have to step on the floor switch shown on the map to open the chest and let it out. Lightning bolts are effective against this legendary beast.

are effective against this legendary beast.



The Storm Dragon will attack you before diving in to strike. It frequently uses Wind attacks. Counter with Bolt.



Thunder 2 is also an effective spell. It can knock the boss right out of the enemy dragon.

When you defeat the Storm Dragon, you'll get the Aemar. Use the exit to your right.

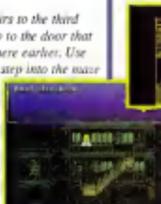
## RUST-RID

As soon as you get to Zozo, start looking for the man who says it's dangerous there. When you talk to him, he'll tell you to find Mt. Zozo by going through the Cafe, then he'll offer you some Run-Rid. It's just what you need to open the door that's raised shut, so thank the man and head for the Cafe to start searching.



## CLIMB IN THE CAFE

Enter the Cafe and go up the stairs to the third level. East to the stairwell and go to the door that was raised shut when you were here earlier. Use the Run-Rid on it to open it and step into the stairs of caves that is the inside of Mt. Zozo. There are powerful enemies lurking in the shadows, so be sure to equip your party members with the strongest weapons and spells they can use before continuing the climb.



## CYAN'S DECEPTION

You'll soon come to a chamber that is apparently someone's home. The flowers here are just like the ones the girl in Maranda had been receiving. Outside, you'll find Cyan, who confesses that he has been writing to the girl, pretending to be her boyfriend because he couldn't bear to tell her that he had died. He knows that he has to tell her the truth.



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadlow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

## THE VELDT

*The Veldt, where Gau grew up wild, is still filled with wild beasts. In his year of solitude, Gau has kept to himself there, practicing his fighting techniques and learning from the animals.*

### TAKE A PARTY OF THREE

Gau is once again running wild with the animals, and as always, he's somewhat shy. He won't approach your party at all if it has more than three members, so fight up before you set out in search of him. Walk around on the Veldt until you're attacked. Fight the enemy animals as you normally would. Sooner or later, Gau will appear when you win a battle, and he'll eagerly rejoin your group.



If you fight on the Veldt with a three-member party, Gau will show up to join you. Stay on the Veldt and fight for a while so he can learn new skills.



Tina  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadlow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

## CAVE IN THE VELDT

*In the Veldt's southwest coastal region is a large cave that merits exploration, even if you haven't met up with wild man Gau yet.*



### FOLLOW THE DOG

Just inside the cave, you'll meet a dog that looks strangely familiar. It barks a couple of times, then runs off into the cave. It's trying to tell you something. Follow its trail to see what the yapping is all about, but talk to the men in the next room first.



### FIRESIDE CHAT

Take the second tunnel, then walk over to the four men by the campfire. They've seen a wild boy dressed in hides on the Veldt, but he wouldn't approach when the four of them were together. One of them also tells about a fierce dragon that lives in the forest to the north.

I happened to hear someone mention that a certain man, looking for a way toward the forest, was seen...



The men are doubtful that a human could defeat the frightening dragon that dwells in the northern forest.

## SR. BEHEMOTH

A raging Sr. Behemoth reigns with terror in the cave, and you'll have to beat both the live beast and its undead spirit to destroy it. It uses strong magic spells in battle, so be prepared to protect against them.

### ROUND ONE

During the first battle, equip just when you think you've slain the Behemoth, its magic power to absorb the brute's surprise back attack. Because you're with your other party members, using the most powerful weapons they can equip.

### ROUND TWO

Just when you think you've destroyed the Behemoth, its undead spirit will appear with a surprise back attack. Because you're with your other party members, using the most powerful weapons they can equip.



### SHATTERED SHADOW

If you waited for Shadlow before leaving off the Floating Island, you'll find him lying wounded inside the cave. His faithful dog, Intercepter, leads you to his wounded master. When you reach him, the scene will fade, and you'll automatically find your party at his bedside in Thamsasa.



### CHECKLIST

- 1 INTERCEPTER
- 2 FOUR MEN
- 3 PAGE RING
- 4 TIGER FANGS
- 5 STINKER
- 6 WALL SWITCH
- 7 HIDDEN PASSAGE
- 8 SHADOW/REIM
- 9 BEHEMOTH

### IF NOT SHADOW...

If you didn't wait for Shadlow, he's gone for good. You'll find Reim lying wounded in the cave instead, but you'll still end up at Thamsasa. Wait until the leaves for Jukob, then follow.



## JIDOOR

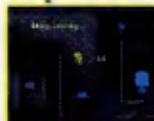
Terra  
Locke  
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Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

Jidoor is the western-most city on the world map. It is home to the land's only Auction House and to a famous art collector named Owzer. The people tell you that Reim is busy painting in his house.



## ADMIRE THE ARTWORK

Owzer's house is dark, but in the dim light you can see a diary on the table. You can't climb the stairs on the left yet, so go read the diary, which tells where the light switch is. Turn on the lights, then go upstairs. Search the Empress's Painting twice to get a letter, then go to the painting in the southwest corner. When you look at it, the image in it will pop out. Defeat the image to make a door appear in the painting's place.



You won't be able to climb the stairs until you turn on the lights. Read the diary long on the table to find out where the light switch is.

When you stand in front of the painting of the woman in the lower-left corner, it will attack. After you defeat the two Dinkles, a door will appear in the wall where the painting had been.



Press the A button to search the Empress's Painting twice. When you look the second time, the painting will give up a letter.



## ATTACK OF THE FLOATING CHESTS

Each of the Floating Treasure Chests holds both an enemy and a treasure. Approach them, one-by-one, and press A to make the enemies emerge. Fight for the treasures. When all of the chests are empty, step up to the painting on the wall behind them. Fight the image to the painting to make a door appear in the wall. Go through the door and save your game at the save point there.

## CHADARNOOK

It's time for some art appreciation. Observe Chadarnook, a most unusual enemy. It's a demon spirit that's living in the portrait of the woman that Reim is working on. When your party enters the battle mode, the painting will switch between an image of a woman and an image of a demon. Time your attacks so that they strike when the demon is present. Fire magic is effective against the demon's image.



When the image of the woman appears, she frequently casts sleeping spells on your party members. Wake sleeping members up as soon as you can.

## CHECKLIST

- STAIRS
- DIARY
- LIGHT SWITCH
- MONSTER PAINTING
- GUSTAVE'S PORTRAIT
- DOOR BEHIND PAINTING
- ENEMY PAINTING
- MIDDLE SUIT
- RELIC RING
- TRANCE DRESS
- FLOATING CHESTS
- POTION
- ETHER
- REMEDY
- ENEMY PAINTING
- OWZER
- CHADARNOOK
- MAGICITE



Walk up to the Floating Chests and press the A button to attack. When you defeat the monsters in the boxes, you'll earn treasures.

Be sure that your fire magic is at 100% before you take on the hardest painting. Edgar's Drill can also cause lots of damage, so select it when you run low on magic. The woman's image casts sleep spells on your party members. Be sure to wake them up so they can help pile on the damage.



Use the most powerful fire magic that you've learned against the demon's image. Edgar's Drill is also very effective against both images.



## REIM RETURNS

When you finally defeat Chadarnook, Reim will throw in her paintbrush and join your group. Before you leave the studio, be sure to take the Starlet Magicite from the bookcase. With this new Esper, you'll learn Cure spells.



Don't leave the studio before you take the Magicite from the bookcase. Starlet Magicite lets you learn three levels of Cure as well as Regen and Recovery.

EVENT  
16

## FANATICS' TOWER

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

When you stopped by the Fanatics' Tower earlier, Strago was outside in a kind of trance. Reim is the only one who can break the trance, so return to the tower with her and have her talk to him.

## STRAGO SNAPS OUT OF IT

Kefta's fanatical followers have cast some sort of spell on Strago. He and several other zombies are marching endlessly in circles at the base of the tower. When your party passed by the tower earlier, he was unresponsive. Now that you have Reim back, assign her a spot on the traveling team and have her approach Strago. She'll

about so loud that Strago will snap out of the trance and rejoin the group. With his special Love magic, he'll be a valuable member of the party.



## MOBLIZ

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

*It's time to return with your party to Mobliz to see how Terra and her charges are faring. Board Setzer's Airship and take wing. It's possible that Terra has changed her mind about fighting.*

### WHERE'S KATARIN?

*When your party first returns, it's plain that something is wrong. Terra is nowhere to be found, and Katarin is gone, too. The*



*children suggest that you look for the missing pair in the house next door, but when you look there, she's gone. Not until you see a dog dash behind the bookstore do you realize that there is a hidden stairway there. Terra and Katarin are talking about the baby that Katarin is going to have. She's afraid of what will become of her child in this war-torn land.*



### PHUNBABA RETURNS

*As Terra comforts Katarin, the ground begins to shake, and everyone knows what that means: Phunbaba is back. The huge green monster who, along with Doon Gaze, has been terrorizing the world, returns to torment the children of Mobliz. He is the source of their nightmares, nightmares that occur both night and day. Terra cares for the children while your party springs into action against him. It will prove to be the most vicious battle you've experienced yet. A single attack can cost 1,000 HP, so be*



*A single blast of Phunbaba's lightning consumes 1,000 HP per person. Be sure to keep your party members healthy to keep them from being blasted in one fell swoop.*



*When the first member of your party succumbs, Terra will leave the children and join the fight. Her Esper experience is invaluable to your team.*



### TERRA REVEALS ALL

*After the battle, Terra can no longer deny her Esper side. She shows herself to the children in her Esper form, morphing into a pink, flying being. At first the children are frightened, but then they see the kindness in her eyes. She knows now that she must help make the world safe for them.*



*sure to keep all but one of your party members above 1,000. Go ahead and sacrifice one member; when you do, Terra will join and attack with her powerful magic spells. Using the wisdom of her Esper heritage, she alone means the difference between victory and defeat.*



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara



## PHOENIX CAVE

*The letter you received when searching Gestahl's painting*



*gives you a clue about where to look for the Phoenix Cave. Land your Airship in the center of the mountain range that is shaped like a star.*



### CHECKLIST

- |                   |                       |
|-------------------|-----------------------|
| 1 FLOOR SWITCH    | 10 FLOOR SWITCH       |
| 2 DOOR            | 11 FLOOR SWITCH       |
| 3 FLOOR SWITCH    | 12 WALL SWITCH        |
| 4 DOOR            | 13 WARP STONE         |
| 5 BRIDGE SWITCH   | 14 FLOOR SWITCH       |
| 6 BRIDGE          | 15 SHIFTING STONES    |
| 7 WING EDGE       | 16 RED DRAGON         |
| 8 FLOOR SWITCH    | 17 DRAGON HORN        |
| 9 FLOOR SWITCH    | 18 FLOOR SWITCH       |
| 10 EMPTY CHEST    | 19 STONE              |
| 11 FLOOR SWITCH   | 20 APPEAR             |
| 12 BRADLESS       | 21 TWO FLOOR SWITCHES |
| 13 EMPTY CHEST    | 22 STONE WALL         |
| 14 EMPTY CHEST    |                       |
| 15 FLOOR SWITCH   |                       |
| 16 SHIFTING STONE |                       |

### || TAKE TWO TEAMS

*Now you'll take two teams with you to explore the Phoenix Cave. Press Y to switch between groups, and use one to clear the way for the other. Start by having your first team stand on the floor switch inside the entrance to open the door on the left.*

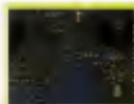


*While your first team stands on the floor switch, your second team can walk across where the spikes are.*

### || COOL DOWN THE LAVA

*The boiling lava beds make it impossible to reach the Treasure Chest in the center of the room. Have one team flip the wall switch at #19 to cool the lava down. Being able to walk in the lava opens up new areas for exploration, including the center of the room. Now a team can go open the chest.*

*Have one team flip the wall switch to turn off the lava, then send the other team exploring in the area that was unreachable before.*



## RED DRAGON

The dragon inside the fiery Phoenix Cave is, as you might expect, red. In battle, it casts many magic spells, so either use protective spells or equip your party with Wall Rings. The best way to counter the Red Dragon's attack is



Equip at least one member with ZoroSeek and cast spells that will repel the Red Dragon's magic attacks.



Cool the fiery Red Dragon down. Use the most powerful Ice Spell that you have.

strongest weapons you have in your inventory and to have members with magic strength cast spells that will put out the beast's fire. Try Ice and Water spells for attacks, Shell and ZoroSeek for protection. Try to keep your party members' energy levels high so that they'll be able to survive the dragon's most powerful spells.

## COLLECT ITEMS

After you defeat the Red Dragon, walk up to the Treasure Chest above and open it to get the Dragon Horn. Go to the point shown at the right and stand on the Floor Switch to make two stones appear in the gap on the left, then switch parties. Send the second party to pick up the Ribbon from the chest in the center of the lava, then have it enter the room where the first party waits. Jump across the stones in the gap to meet up with the other team. It will take both teams to clear the Phoenix Cave's exit.



## CHECKLIST

- DRAGON
- LOCKE
- TO AIRSHIP

## MOVE A MOUNTAIN

After you skip the second party over to meet the first, you'll have to find a way out of here. To exit the cave, you'll have to clear an opening in the stone wall ahead. There are two Floor Switches near the wall. When you put one



near each switch, the wall of stone will move to create an opening. Once it moves, it will stay open, so you can have your teams leave the cave in whatever order you'd like.



Have one party stand on each of the two Floor Switches near the stone wall.

## HAVE LOCKE ENLIST

Before you leave the Phoenix Cave, you'll run into Locke, who begs for the Phoenix MagiCite. He implores you to let him go to KofuJugen so he can use the Phoenix magic on Rachel. When you deliver him, he rushes to the basement where she lies unconscious, suspended in a surreal sleep. As soon as he uses the



magic, she begins to stir. Instead of coming back to life completely, though, she returns to consciousness only long enough to tell Locke that her death was not his fault. She begs that, instead of blaming himself, Locke begin to live again without guilt. She then departs, promising that her spirit will always be with him.



Using the Phoenix MagiCite, Locke temporarily revives Rachel. She tells him to live like he is today.

EDGE: If he's the winner of the Phoenix Cave!



Locke shows Colin the treasures he found, then he passes the group.



# TOWER OF FANATICS

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Strago  
Reim  
Mog  
Gogo  
Umaro

*The Tower of Fanatics is filled with Kefka's crazed followers. He has used his magic to exert mind control over them, so they are completely loyal to him. He has also taught them to use magic spells, which makes them as dangerous as they are demented.*



## PREPARE YOUR PARTY

Before you enter the tower, it's essential that you have at least one member of your party learn Life 3, a skill that you acquire by picking up the Phoenix

Esper. Cast it on at least one person when fighting the Midge Master at the top of the tower. That way, if he uses his Ultima spell, you'll have a survivor who can revive the rest of your party.



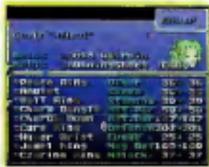
Life 3 revives members who have been felled by fatal attacks. Be sure to learn this spell before climbing the tower.

## VITAL EQUIPMENT

Along with learning Life 3, there are some other important preparations to make before entering the Tower of Fanatics. If you talk to the three men outside the tower, at its base, they'll tell you that weapons are useless inside. Knowing that, you should choose party members with lots of MP and equip them with the strongest spells you have. In addition to using Life 3, it's a good idea to stop by Narshke and get the Ragnarok Esper. Now that Locke is in your party, you can have him open the locked door to the Weapon Shop in Narshke. Go behind the counter in the shop to get Ragnarok. To make your people strong against the magic that they'll be facing, equip each of them with a Wall Ring so they can reflect spells. If you don't have enough Wall Rings to go around, go shopping and buy more of them.



Get the Ragnarok Esper in the Weapon Shop in Narshke. As its name suggests, its Ultima spell is the ultimate magic. It casts a fatal blow to all characters on the screen.



Equip Wall Rings all the way around to protect your party from the powerful magic spells that you'll be encountering inside the tower.

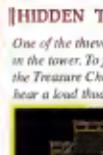
## CHECKLIST

- 1 STRAGO
- 2 THREE THIEVES
- 3 SAFETY BIT
- 4 SECRET SWITCH
- 5 AIR ANCHOR
- 6 GENJI SHIELD
- 7 STUNNER
- 8 WHITE DRAGON
- 9 FORCE ARMOR
- 10 GEN BOX
- 11 MAGE MASTER



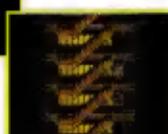
## ATTACK YOURSELF

Many of the enemies in the tower reflect the spells that you cast, so the only safe way to use magic is to cast the spells on one of your own party members. If your people are equipped with Wall Rings, the spells you cast on them will be reflected and will strike the enemies instead. Spells that are deflected like this can penetrate enemies' magic barriers.



## HIDDEN TREASURE

One of the thieves in Maranda alluded to a secret door in the tower. To find it, walk into the wall to the right of the Treasure Chest in the first Treasure Room. You'll hear a loud thud, then, when you leave the Treasure Room, you'll see a new door on the flight below. Go through the door to find the Air Anchor.



## WHITE DRAGON

In the third Treasure Room, you'll find not only a Treasure Chest, but also the White Dragon. It will try to use magic on your party, but the spells will be reflected by your Wall Rings. Counter its attacks by casting strong spells on your own party. When you defeat the dragon, it will give up a Pearl Lance.



The White Dragon will attempt to use magic, but the effort will backfire because your Wall Rings will reflect the spells. Cast your own powerful spells, such as Instep, on your own party. The Wall Rings will deflect them.

## MAGE MASTER

The most frightening enemy you've met yet waits at the top of the tower. He'll emerge when you take the Gen Box from the Treasure Chest there. Equip the Gen Box and cast Life 3 on at least one member of your party as soon as the fight begins.



Use Life 3 immediately. When the Mage Master gets weak, he'll cast Ultima, which will wipe out your party—and the Mage Master. It's hard to know what spell to use because the Mage Master changes magic barriers constantly. Cast Berserk to make him stop sharpening.

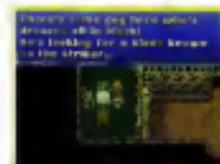


# COLOSSEUM

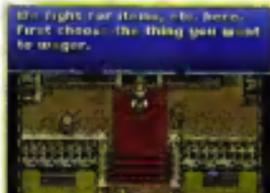
*The man from the World of Balance who longed for war now operates a Colosseum, which draws fighters from near and far to test their skills against other warriors. Battles rage here night and day.*

## GET THE GOSSIP

An interesting group of characters hangs out at the Colosseum. Here you'll meet Ultros once again, but this time you don't have to fight him—he's the receptionist. You can learn some interesting news by talking to various people who are waiting to fight. One man at the Cafe tells you that a man in black is looking for a Striker. Another person tells you the ground rules for fighting.



A man in black?



The more valuable the wager, the bigger the prize. What you decide to bet determines who you'll fight and what you'll get if you win.

## BET THE STRIKER

The last time you saw Shadow was when you left him at Thamasa, wounded and in bed. You won't find him hanging around, but if you put the Striker on the line, he will be your opponent in the arena. He has, apparently, recovered nicely from his

injuries. You've seen him in action, so you know how powerful he is. Go ahead and give it your best shot—don't worry about hurting him. When you defeat him, he'll join you. He and Interceptor are great additions to the team.



When the Striker is at stake, Shadow puts up a fearsome fight.



Even though Shadow fights for the Striker, when the battle is over, all is forgiven. He will readily rejoin the group when you ask.

## SHADOW'S DREAM

If you stay at an Inn with Shadow as part of your traveling party, chances are that he'll dream about his past. In one sequence, two thieves, Clyde and Baram, try to escape, but Baram is badly wounded. He begs Clyde to put him out of his misery as the



dream fades. In another dream, Clyde talks to a girl in Thamasa. Other glimpses into the past hint that Shadow knew Reim before. Is it just a coincidence that only the two of them can use the Memento Ring—or control Interceptor?





## NARSHE

After training with Dunan, return to the city of Narshe, nestled in the mountains. The city is locked up tight and the streets are empty, but there are still treasures to be found—if you take the right party members with you.

## UNLOCK THE DOORS

If you enter Narshe without Locke in your party, you'll find the shops locked. If you take the treasure hunter with you, however, he'll pick



the locks on the doors and open them. Go to the Weapon Shop, open the door and walk into the room behind the counter. When you talk to the shop owner there, he'll let you choose either a powerful sword or Ragnarok magic. Take the magic so you can learn the Ultima spell.



## MOG ENLISTS

While you're in Narshe, go back to the Moogle Cave and talk to Mog. He'll join your party and bring with him powerful Dances that will prove to be very useful in battle. Fight with him all over the map so that he can learn all of the dances of the various regions.



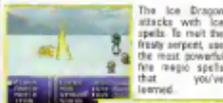
Go to the Moogle Cave and have Mog enlist. After he does, search the area to find Moga Rein, the Moogle Chief.



Mog is the only one who can equip the Moogle Charm, and he's the only one who can persuade Dunan to join your party. He can really get a hug, too.

## THE ICE DRAGON

If you're following the order of Events as we present them, the Ice Dragon will be the fourth of the fabied eight dragons. It uses powerful Ice attacks. You can make it melt away by using attacks of fire and flame. Sabin's Blitz is also effective in major battles like this one.



In addition to using magic, attack with the new Blitz that Sabin learned from Dunan. It's complicated but powerful.

## TRITOCH

When you first encounter Tritoch on the cliffs near Narshe, he'll attack you with surprising force. Use the fiery spells of Ifrit or Maduin to counter, and keep refreshing your party with Cure spells. When you defeat Tritoch, he changes form, farming from enemy to enemy. He will



When you defeat Tritoch, he'll give you the special magic spells. Learn to use them as quickly as possible.

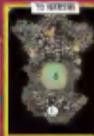
then talk to you and grant you his magic spells, which include Fire 3, Ice 3 and Bolt 3. Start learning his powers right away—they'll be vital in the battles to come. After Tritoch disappears, an opening appears at the edge of the cliff. Check it out.



## UMARO'S CAVE

Put Mog in your party and return to the cliff where the battle with Tritoch took place. If you search the edge of the cliff, you'll find a mysterious new pit. Save your game at the Save Point, then jump in to explore it.

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umarmo



## CHECKLIST

- 1 PIT
- 2 X-OTHER
- 3 GAUNTLET
- 4 SWITCH
- 5 SWITCH
- 6 TESSARO

\*Lower case letters show where you'll fall into holes and where you'll land.



If you take the Magicite, Umarmo, who resembles an abominable snowman, will appear on the stairs. He's the guardian of the Magic Stone, and he'll make you fight for it.



Umarmo attacks by tackling. If Sabin is in your party, Blitz gives your opponent HP high because each tackle saps lots of energy. The Magic Stone, however, is worth the fight.



## TEACH UMARO A LESSON

After you pull the Wall Switch and fall into a pit, you'll come to a room with a sandy floor. In the sand is a skeleton statue holding Magicite. You can either take it or leave it.



INTERACT WITH THE PIT. BEHOLD! The Magicite! Take it or leave it!



# TRIANGLE ISLAND

Board the Airship, staff a traveling party and head for Triangle Island, an aptly named

dot in the remote north-west corner of the world.

Although it looks like a barren place, you'll have one of your most unusual adventures here.



## ZONE EATER CHOWS DOWN

As you explore the island, sooner or later you'll meet Zone Eater in battle. Although your first instinct will be to destroy the beast, take it easy on him. One-by-one, he'll sack your party.



Members up and swallow them. When the last one gets snorfed up, you'll find your group inside Zone Eater

with grotesque cameras to explore. You can exit at any time by returning to the light beam in the room where you landed, but if your party is well-equipped and includes the

members you want, set out to see what's here.

## FALL FROM THE BRIDGE

Jump over to the bridge that's being guarded by a soldier. Let the soldier shove you off the bridge. When you land in the room below, open



the Treasure Chest to find the Red Jacket. Then return to the room with the bridges.

Let the guard push you off the bridge once. Take the Red Jacket from the chest in the room below.



## WAIT YOUR TURN

Once you have the Red Jacket, don't let the guards shove you off the bridges again. Wait

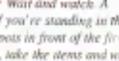
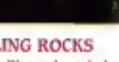
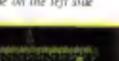
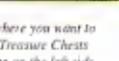
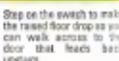
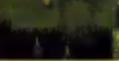


until they walk away from where you want to land, then jump over to the Treasure Chests on the far bridge and the one on the left side of the room. After opening all of the chests, exit through the door on the left.



## WATCH FOR FALLING ROCKS

Step inside the next room and stop near the door. Wait and watch. A huge boulder will crash down from above, and if you're standing in the wrong place, you'll be crushed. There are safe spots in front of the first two Treasure Chests. Stand in front of the chests, take the items and wait for the boulder to drop. As soon as it starts to rise again, rush to the next chest. You'll have to discover where it's safe to stand between the second and third chests by watching to see where the hole in the boulder lands when it covers down. Hurry to that spot, wait for the



## CHECKLIST

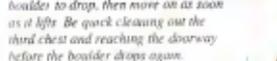
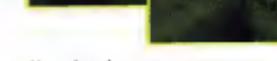
- EXIT
- FALL FROM HERE
- GENJI ARMOR
- MAGICAL BRUSH
- FIRE MUSTACHE
- STERB
- RED JACKET
- FLOOR SWITCH
- ZEPHYR CAPE
- HERO BIRD
- SACK STAR
- JUMP
- JUMP
- FLOOR SWITCH
- JUMP
- JUMP
- THUNDER SHIELD
- GOGO

## GO FOR GOGO

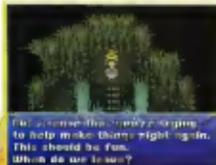
When you exit from the boulder room, you'll step into a room with several broken bridges. Press the A button to jump from bridge to bridge. First, circle to the platforms with the Floor Switch. Step on the switch to make bridge extensions appear. Empty all of the Treasure Chests, then go through the closed door on the north side of the room. Inside you'll meet the elusive character called Gogo. When you talk to him, he'll volunteer to help you save the world. It's a big boast, but he's a talented fighter who can assist the most powerful attacks of other members of your party. Go to the status screen and customize his skills!



CUSTOMIZE



Walk up through the door to meet Gogo. He'll offer to give you a boost when you talk to him. He can assist the attacks of the others during battle.



Use a boost to help Gogo jump to help make them right again. This should be fun. Think it's too easy?



Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umara

# DOMA CASTLE A LONG HAUNTED NIGHT

*Much has changed since Cyan left Doma Castle, where people lay dying as a result of Kefka's poison. Take him back there now to revisit the past—if only in his dreams. When he sleeps, those dreams become nightmares from which there is no escape.*



## TORMENTED SLUMBER

Before you climb to the second floor of the castle and sleep in the beds there, equip all of your party members for a long journey. When you nod off, you'll be



You'll begin the dream sequence with only one of your party members. You'll have to find and awaken the others as you go.

drawn deep into Cyan's nightmare—and you can't escape until the entire dream plays itself out. The dream begins when three strange demons rouse you from your sleep.

## CHECKLIST

- PARTY MEMBERS
- THE THREE STOGGES
- WALL SWITCH
- GENJI GLOVE
- MOVING CHEST
- FLAME SHIELD
- WALL SWITCH
- OPEN EDGE
- LUMP OF METAL
- WALL SWITCHES
- ICE SHIELD
- WALL SWITCH

## LARRY, CURLY AND MOE

After you find everyone but Cyan, you'll fight the three demons, Larry, Curly and Moe. Carly can cast Life 3, so defeat her first. Otherwise, he'll keep reviving the others when you defeat them. Magic spells are effective for Moe and Carly but use weapons on Larry.



Blast Carly with Ice 3. Defeat her first so he won't revive the others.

Next, deactivate your attack on Moe. He, too, is vulnerable to magic spells, so by hitting him a couple of times with Fire 3



Finally, only Larry remains. Use weapons to put an end to the strange Stogges.

## TRIP THE SWITCH TWICE

Cyan's dream takes you from the castle back to the Phantom Train. In the first car, flip the Wall Switch twice to move the crate on the right down two spaces. After moving it, open the Treasure Chest by standing beside it. Inside the chest you'll find a Genji Glove.



## THE TRAIN



## THE SECRET OF SWITCHING

In the next section, there are three switches on the wall. You must flip them in the right order to make the furnishings move so you can walk through the car. Press #11, #13, #11 again, #12, #11 a third time, then #13. When you're finished with the sequence, you should be able to walk to the left along the lower wall.



The furnishings will be in your way when you first enter the car. You must flip the switches in the order listed above so that the pieces move around and clear a path.

## STOP THE CHEST

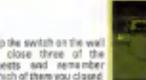
On the train, you'll come to a Treasure Chest that jumps in front of you when you try to walk past it to a second chest behind it. No matter which side you try, it won't let you pass. To make it stop, take the Lump of Metal from another Treasure Chest (#10 on the map) and throw it into the chest to make it stop moving. Once you ground the jumping chest, you can open the Treasure Chest behind it to get the Flame Shield.

## OPEN AND CLOSE THE CHESTS

Read the book, then flip the Wall



Switch to close three of the chests. Remember which one you closed.



Flip the switch on the wall to close three of the chests and remember which of them you closed.



## REMEMBER HOW TO CLOSE THE CHESTS

In the west end of the car are six chests arranged the same way as they were in the last car. Close the same chests that you did before, then flip the switch on the wall to make an opening appear in the wall on the left.



Think back to which chests you closed in the last car. Close the same ones in this car.

**|| DREAM ON**

After you stop the Phantom Train, you'll pursue Cyan into some dark tunnels. He's wearing Magitek Armor, and you can do the same in the dream. As soon as you enter the tunnels in pursuit of Cyan, he'll be chased off by soldiers. Practice using Magitek skills so that you'll be strong when you meet up with Io, a heavily-armed Magitek behemoth. To destroy Io, attack with Thunder Beam. Use heal spells to stay healthy.



Magitek beams are powerful. Try Thunder Beam when you battle Io.



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**|| DROP INTO THE CASTLE**

When you step onto the bridge, it will collapse and you'll fall back into the bedroom in Doma Castle where your dream began. You'll meet Cyan's wife and son there, and they'll ask you to save Cyan by defeating a monster called Wrexsoul. It's quite a request.



Wrexsoul is a dream enemy in a dark, dreamy world. Use your Magitek skills to defeat it.



After the bridge collapses and your party falls into the darkness, you'll regain consciousness in the castle room where the dream began. There, Cyan's wife has a big favor to ask.

**CHECKLIST**

CONTINUED FROM PG. 110

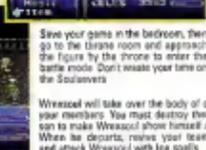
- ① ONE WAY TO
- ② CONNECTS TO
- ③ ONE WAY TO
- ④ CONNECTS TO
- ⑤ COLLAPSING BRIDGE

**|| CYAN BIDS FAREWELL**

After you defeat Wrexsoul and return to Doma Castle, Cyan's wife and son will talk to him. They tell him that he must go on and fight against the Empire. They say that they'll be with him always in spirit, and they encourage him to live without guilt. Cyan's wife teaches him how to use Cleave, a powerful Sword Technique that slices enemies to bits. When they've gone, you'll have to convince Cyan to use his new skill to help defeat the mad man who poisoned his family.

**WREXSoul**

After Cyan's wife asks you to fight Wrexsoul in order to save Cyan, a Save Point will appear in the bedroom. Refresh your party by using a Tent, then save your game before setting out to find Wrexsoul on the dais in the throne room. Wrexsoul is flanked by two floating figures that are invincible to any attack except X-Zone.



Save your game in the bedroom, then go to the throne room and approach the figure by the throne to enter the battle mode. Don't waste your time on the Soulseers.

Wrexsoul will take over the body of one of your members. You must destroy that person to make Wrexsoul show himself again. When he appears, revive your teammates and attack Wrexsoul with Ice spells.

**|| RETURN TO THE THRONE ROOM**

Don't leave Doma Castle without returning to the Throne Room. On the throne sits a Magic Stone that will give you the Alexander Esper. Once you learn to use its spells, you'll be able to cast Pearl, Shell, Safe, Dispel and Remedy.



## RETURN TO THE SOLITARY ISLAND

If you haven't returned to the Solitary Island since you sailed away from it on Cid's raft, now is the time to make the trip back. Board the Airship and set out to find the little island in the southwest corner of the World of Ruin.

### SEARCH FOR THE MAGIC STONE

Land the Airship anywhere on the Solitary Island, then return to Cid's house. Walk down from the house to



the beach where you originally washed up after the holocaust. If you didn't return earlier, you'll find Magicite lying in the sand. This Magicite holds Palidor Magic, which imparts abilities that will make it easier for you to survive the coming stages of the game.



### PALIDOR'S POWER

When you equip Palidor, you can learn a variety of useful defensive spells, including Slow, Slow 2, Haste, Haste 2 and Float.

Spell	Learn	Rate	Cost
Slow	20	0	100
Slow 2	20	0	100
Haste	20	0	100
Haste 2	20	0	100
Float	2	0	0

### SONIC DIVE

Once you've learned the power of Palidor, you'll be able to use the Sonic Dive in battle. When you select the spell, a giant bird will swoop down, pick up all of your team members and fly off with them. Each of the members can then leap from the bird and make Jump attacks on the enemy. The attacks are very effective, and another plus is that party members won't die for any damage while they're off the screen. It's a dramatic spell.



### MORE TROUBLE AT THE OPERA

When you've learned all the spells of Palidor, return to the Opera House to see what's playing. Enter and talk to the usher near the entrance. He'll tell you to walk on the Impresario, who is still in the second floor balcony, where you left him before. He'll tell you that there is a dragon on stage disrupting the performance. You

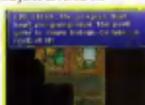


can't enter from the wings, as Crier did when she stood in for Maria. Instead, go to the small stage in the upper right corner of the second floor where you went to flip a switch when you were here before. If you flip the second switch from the right, the floor will give way and you'll fall to the stage where your battle with the Dirt Dragon will take place. After you recover from your fall, walk over to confront the dragon.



### CID'S HEALTH

If Cid locked the bucket when you first arrived on the Solitary Island, it's probably because you either didn't feed him enough or you didn't feed him the right kind of fish. Delicious, or Yummy, Fish heals him quickly. Bad Fish, however, makes his condition become worse. If you give him enough Yummy Fish to heal him completely, he'll give you a send off, and he'll be there when you return later.



### DUEL WITH THE DIRT DRAGON

The Dirt Dragon frequently uses devastating Quake spells, so you should either equip all members with Chorus Down or cast Palidor's Float spell to protect them. All of Sabin's Bites are effective on



If your party members aren't equipped with Chorus Down, be sure to cast Float as soon as the battle begins. Have Sabin Bite instead of using spells.

the dragon, so put him on your traveling team before returning to the Opera House.



# THE ANCIENT CASTLE

Now it's time to search for the Ancient Castle, where you'll learn about an age-old battle. You won't see it on the overworld map, though; it's hidden in an underground cavern that you'll find only by using Figaro Castle.



## CHECKLIST

- WING EDGE
- LIVES
- MASTER PUG
- SPACEUS
- GOLEM DARTS
- MAGICITE
- X-PTERM
- DRINKING
- FINISHER



## MEET MASTER PUG

As you investigate the caverns that you enter after walking through the jail cell, you'll find several Treasure Chests. When you open one of them, you'll free Master Pug, a cranky dwarf-like creature who casts powerful spells. He's not only adept at using magic, he's also skilled at avoiding attack spells. His weak point constantly changes, so it's hard to tell what spells will be effective on him. Instead of using magic, use the strongest

weapons at your disposal. When Pug casts Step Mine, your party members will take massive hits. Refill each member's HP as soon as you can after he uses the spell, because he'll use it again, and it will

wipe out any member whose HP is low. Keep your party healthy as you continue to attack. When you finally defeat Master Pug, you'll receive the Guardia, a powerful blade that will be useful in the battles you'll have in the Ancient Castle.



Refill your party's HP as soon as you can after Master Pug casts Step Mine.



Use your strongest weapons on Master Pug. When you defeat him, you'll get a powerful blade, the Guardia.



## STEAL FROM THE KATANA SOUL

Enter the Ancient Castle and find the great hall. As you explore, you'll find several Treasure Chests. Inside a chest in the hall is the Katana Soul, who holds a couple of valuable treasures. If you have Locke with your party, use his Capture skill to steal the Tempest, the Strato or the Muraume. All are very powerful blades. Have other party members either cast poison spells or attack with weapons. Sabin's Bom Rush Blitz is also effective. When you defeat the Katana Soul, you'll receive the Offering, a precious relic that doubles the attack power of the party member who equips it.



If you have Locke with your party, he can take the Muraume from the Katana Soul by using Capture.



The Katana Soul's Shock Wave will inflict a stack to your group. Replenish HP when it passes.

## AN ANCIENT TALE

When you approach the Ancient Castle, you'll see a dream-like sequence that tells of a battle that occurred 1,000 years earlier. The fight, which took place in the castle's great hall, pitted Odin against a powerful sorcerer. In the end, the sorcerer petrified Odin and left his stone image in the hall, where it still sits. You'll find it inside the castle.

The dream sequence begins when you reach the steps of the Ancient Castle.



The dreamy sequence shows Odin's battle with the sorcerer. In the end, the sorcerer petrified the great god.



Even after 1,000 years, the petrified image of Odin still sits in the great hall where the ancient battle took place.



Keep your party's energy up and have Sabin give the Katana Soul the Bom Rush. When you defeat the soul, you'll get the Offering Relic.



## CHECKLIST

- ④ DOOM
- ④ INVISIBLE SWITCH
- ④ BLIZZARD DRG
- ④ GOLD HAIRPIN
- ④ QUEEN'S DIARY
- ④ STAIRS
- ④ QUEEN'S STATUE
- ④ BLUE DRAGON
- ④ S-ETHER

## TOUCH THE STATUE

When you walk up to the petrified statue of Odin, it will crumble, and Odin's ghostly image will appear to tell you his own version of the tale. He'll tell you of his magic powers, then he'll suddenly turn into a shard of Magicite. When you learn to see Odin's magic, you'll be able to cast the powerful Meteorite spell.



Step up to the statue of Odin and watch it crumble. After being of magic powers, the image of Odin will become a Magic Shard.



Stand on the step 8 pieces down from the Queen's throne. Press A.



Go to the room to the right of the great hall. Search the bookcase.



To go the stairs down to the basement, where you'll find the Blue Dragon.

## IA HIDDEN SWITCH

If you step on an invisible switch five steps down from the Queen's throne and press the A Button, it will cause a flight of stars to appear in the room to the right of the great hall. Go down the stairs to reach the basement.



## THE BLUE DRAGON

In the basement are both the Blue Dragon and the statue of a queen. First, fight the dragon. It's a slow moving beast, but it strikes all party members at once. Use your most powerful Thunder spells and attack with weapons, too.



The Blue Dragon doesn't regenerate very quickly, but its attacks strike all members at once.



## CHANGE ODIN TO RAIDEN

From reading the Queen's Diary, you know that she loved Odin. She had planned to bare her soul to him when the fighting ended, but when it did, it was too late. When you talk to the Queen's statue, where her soul still



lives has a statue? The Queen's soul still lives within it, and she still mourns Odin.

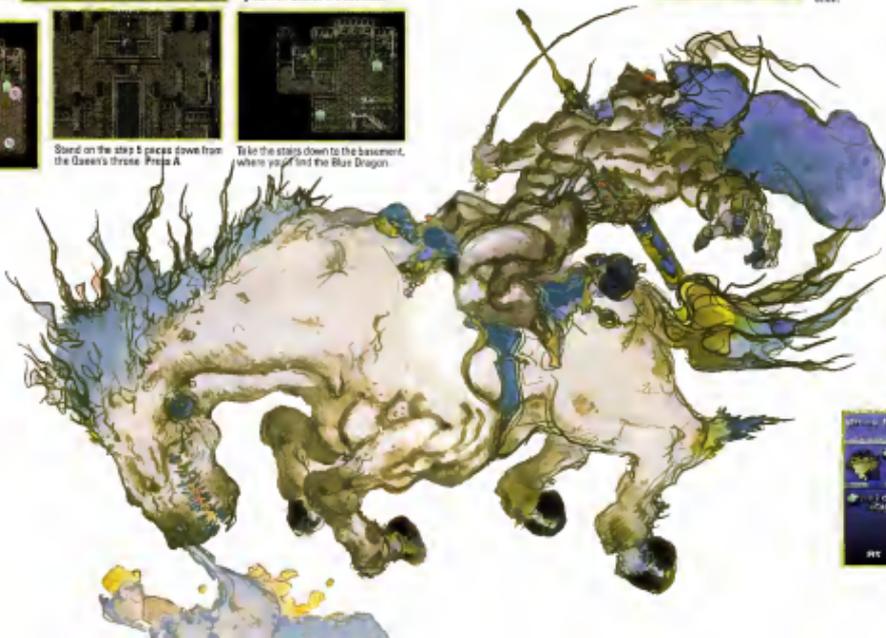


dwells, she will cry as she tells about what happened to Odin. Her mournful tears will change Odin's magic to Raiden's magic,

which is more powerful. Equip the Raiden Esper and learn to see its amazing magic.



Her tears turn Odin into Raiden. It is a very strong Esper, so be sure to raise its level to 100% right away.



## DOOM GAZE

*You've heard stories from villagers about Doom Gaze, the menace of the skies; you'll learn about it firsthand as you fly around on the Airship. The Gaze's random attacks make flying treacherous, but it doesn't have to be fatal.*

### || TERROR IN THE SKY

*Doom Gaze's attacks will bring your flights to an abrupt halt. Its attacks are brutal, but just when you get in some*

*good luck, the Gaze escapes to attack and fight again another day. Don't think that your fighting was futile, though. Even though it disappears, the damage you inflicted remains. Sooner or later, if you attack effectively, you'll overcome the legendary terror through cumulative damage and make the skies safe again.*

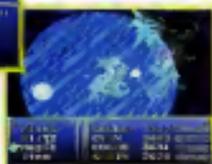


### || MEET YOUR DOOM

*Doom Gaze has a deadly collection of spells that it uses during battle. Its attacks include Ice 3, Doom, Level 5 Doom and Aero. You can counter with spells such as Pearl and Fire 3, as well as physical attacks like Sabin's Bam Rush. Defeating it takes time, but the effort pays off in a big way. When you finally beat it, you'll find*



*Bahamut, the King of the Dragons, and you'll be able to use him and his powerful spells, such as Sun Flare, in battle. Bahamut is a formidable ally and master mage.*



### || RETURN TO THAMASA

*After defeating Doom Gaze take Strago and Reim back to Thamasa. They'll be glad to see their old village, and Strago will meet an old friend who is recovering from wounds he suffered at the claws of Hidon. Strago's long-time nemesis. Feeling guilty that his friend tried to take on Hidon alone, Strago decides to go to nearby Ebor's Rock, where Hidon lives, and take on the monster himself. Although he tells Reim that she can't go, she shadows him anyway.*



# THE CAVE AT EBOT'S ROCK

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Reim  
Mog  
Gogo  
Umario

*According to a villager in Thamasa, Ebot's Rock lay hidden for many years before the destruction. Now, it is visible from*



*Thamasa and is a short distance to the north. Strago must use the Airship to reach the rock.*



## CHECKLIST

- 1 WARP POINTS
- 2 HUNGRY CHEST
- 3 CORAL

## MASTER THE GRAND TRAIN

*Hidon rules the inner cave, and you'll meet him right away. He is surrounded by Hadonites, which you'll also have to defeat, and he attacks with a strong spell called the Grand Train. Strago is a quick study; he'll learn to use the same spell by observing Hidon.*



## INTO THE CAVE

When you enter Ebot's Cave, take Strago and Reim. You won't be allowed to pass to the inner cave without them. Inside the cave, it's dark, and you'll be able to see only the small area immediately around your character. Your party will get around by using teleporter plates in the floor. Walk around carefully and search for plates that will take you farther into the cave.



The square plates on the floor will teleport you to other parts of the cave.



## COLLECT CORAL

By teleporting around in the cave, you'll eventually come to a talking Treasure Chest that tells you that it's hungry. The only thing it eats is Coral, so you'll have to collect enough pieces to satisfy the chest before it will let you pass. Teleport between the other chests in the cave and collect pieces of coral. It takes many pieces to satisfy the hungry chest. Once sated, the chest will slide back and allow you into the inner cave.



## THE FINAL CHALLENGE KEFKA'S TOWER

Terra  
Locke  
Edgar  
Sabin  
Cyan  
Gau  
Shadow  
Celes  
Setzer  
Strago  
Rein  
Mog  
Gogo  
Umara



*When you enter Kefka's Tower, you're in for the biggest challenge in the game. You'll find that Kefka keeps his most demented and madly mutated companions close at hand.*



### CHECKLIST

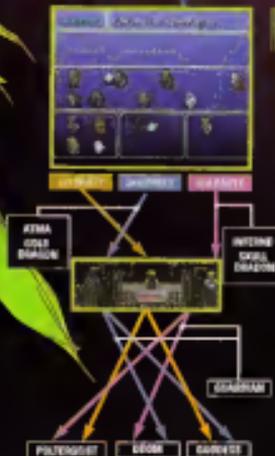
- ① POLICE SHIELD
- ④ FLOOR SWITCH
- ② POLICE ALMOS
- ⑤ CROWNET
- ③ RED CAP
- ⑥ TACK STALL
- ⑦ MEGALIBR
- ⑧ PALTURGIST
- ⑨ RAINBOW BASH



MAP-A

### START WITH GROUP TWO

Although your first instinct may be to set out with Party One first, start with Party Two instead and follow with Party Three before returning to the first group. Party Two, the one in the center, will have to step on a floor switch that will clear a path for Party One. Magic isn't always the most effective attack, so when you select members for each group, be sure to include at least one character who is a strong physical fighter in each party.



## ON TO THE TOWER

Before you enter Kefka's Tower for the final stages of the game, it's wise to stock up on supplies and to make sure that all of your party members are up to 100% on several Espers. When you're ready to enter, land the ship directly on the tower.



You can't walk into Kefka's Tower. To enter, you must put the Arab gauntlet directly on the landing and press the B button.



Before jumping from the ship into the tower, you must assign party members to three teams. You'll have two characters behind.

## The Route for Party Two

### MEET ATMA

Party Two has the dubious honor of meeting the first of Kefka's tower guardians, Atma. Atma is a magic mutant, and it uses Quake frequently. Either equip Cherub Down before tussling with the beast or cast Float as soon as the battle begins. Spell groups aren't the most effective attack in this fight: it's better to either use strong weapons or spells such as Doom, Meteor or Demi that aren't part of a particular group. Strago's Lore, especially Grand Ties, work well on Atma.



Cyus, with Ice Sword Techniques, is a good person to have as hard, as are the other characters with strong physical attacks.



## CHECKLIST

- II-A
- TACK STAR
- ATMA
- HINOKIWA
- IS-B
- HIRIDON
- SWITCH



### MAP II-A

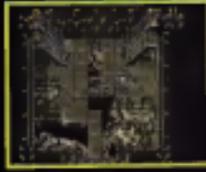
### MAP II-B



Although regular spells have little effect on Atma, Strago's Lore do. Try using Grand Ties on the massive mutant.

## TRIP THE SWITCH

Take a side-trip into a room that has a switch on the floor. When you go down the stairs and step on the switch, a platform on the other side of the room will slide to the right, completing a path for Party One to use later.



Step on the floor switch to make the platform slide into place, then open the Treasure Chest to get the Ribbon scroll. It offers good protection.

## Party Two Continues

### CHECKLIST

- GOLD DRAGON

### GOLD DRAGON

The Gold Dragon is the seventh of the legendary eight dragons. It uses powerful spells from the Thunder group. Its Bolt attacks are particularly devastating, so protect against them. Attack with strong weapons. Idazes or rages. If you have Strago in Party two, try using powerful Lore, such as Clean Sweep. If Shidou is in your group, try throwing Water Edges at the golden brute.



The Gold Dragon attacks with spells from the Thunder group. Watch out for Bolt usage.



If Strago is with you, try his Clean Sweep Lore. It's very effective against the Gold Dragon.

### STAY ON THE MARK

When you finally reach the room with the two floor switches, walk up to the wall and step onto the switch on the left. You'll see



Push Party Two on the left floor switch, then go back and take control of Party Three.

### MAP II-C



there for a while. Press Y to change from controlling Party Two to controlling Party Three. When you reach this same room with Party Three and step onto the switch on the right, the center door will open so that Party One can walk through. Later, Parties Two and Three will be able to climb to the upper level and walk through the center door, too.



## The Route for Party Three

### CHECKLIST

- III-A
- NUTKIN SUIT
- GAUNTLET
- HEED BIRD
- AGES SHIELD
- INFERNO
- III-B
- SKULL DRAGON

### INFERNO

Inferno, another of Kejho's mutant guardians, is huge and formidable. Don't waste time and energy attacking his arms—they recover quickly, and you can defeat Inferno head-on without damaging his arms. Attack his body with either strong weapons or Ice spells.



### MAP III-A



### SEEK THE LIGHT

As you work your way through the caverns with Party Three, you'll come to a Treasure Chest that has a shining light behind it. Stand in front of the chest and press the A Button. When you open the chest, a flight of stairs will appear on the other side of the wall. Later, Party One will be able to use those stairs to get through the caverns.



Ice spells group will cool the Inferno. Use them on his body and don't worry about his arms.



Spells from the Ice group will cool the Inferno. Use them on his body and don't worry about his arms.



### SKULL DRAGON

Before you reach the room where you left Party Two standing on the floor switch, you'll encounter the last of the right dragons, the Skull Dragon. This is the worst of the bunch. It casts a variety of spells and causes lots of status ailments. Before the big fight, equip Ribbons to protect against the ailments and be sure that you've selected Espers that are 100% usable. When you defeat the Skull Dragon, you'll receive the Crusader Esper. Check it out then continue to the room where Party Two waits.



After you defeat the Skull Dragon, step onto the right floor switch to open the center door.

## The Route for Party One

### CHECK LIST

① DICE



### MAP IV-A

### MAP IV-B



### MAP IV-C



When you turn the correct way behind you will close. You can't go back.



Party Two can now climb the stairs, go through the door and push a weight onto the other switch.



### RIGHT OR LEFT?

When you reach the room where the other parties are waiting on the floor switches, go through the center doors. Just inside, you'll have to decide whether to turn left or right. The decision is final—you can't go back because the wall closes behind you as soon as you turn. You won't be stuck, either way, but the choice you make here determines which of the other two parties will battle the Guardian. If your strongest group is Party Three, turn left. If Party Two is stronger, turn right.



Tell the party below you to move, then shove the weight off onto the switch.



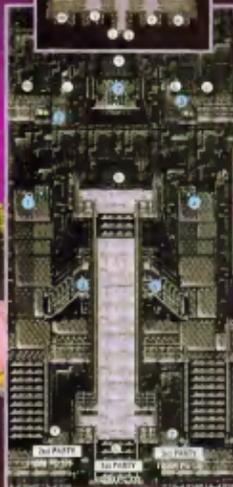
After dropping this weight, go back inside and step onto the switch three times.

### TRIPLE SWITCHES

After pushing the weight onto the second switch, walk back inside and stand on the switch on the right to open the stairs for Party Three. Take Party Three up the stairs and into the center room. When all three parties are standing on switches, the door to the Guardian's room will open.



### MAP V-A



### CHECKLIST

- ① SWITCH
- ② WEIGHT
- ③ STAIRS
- ④ SWITCH
- ⑤ WEIGHT
- ⑥ STAIRS
- ⑦ DOOR SWITCH
- ⑧ SWITCH
- ⑨ SWITCH
- ⑩ SWITCH
- ⑪ GUARDIAN

## The Third Party

### THE GUARDIAN

The Guardian is a mechanical monster created by Kefka to destroy all trespassers. It is an



incredibly fierce creation, so your party had better be ready. If Sabin is part of your group, use his Best Rush Blie to cause maximum damage. Bolt spells are also effective, as are when-ever possible.



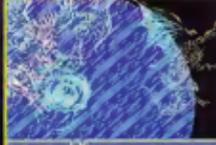
As usual, Sabin's Best Rush is a very attractive attack. Bolt spells also work well against Kefka's mechanized intruder.

### POLTERGEIST

Just when you think Party Three has cursed a rat, you'll come face-to-face with Poltergeist, another of Kefka's warped creations. It's a very strong beast capable of nasty attacks on the entire party. Use a Bio spell to poison Poltergeist in an early attack. If you defeat Doom Guard, you have Bahamut magic. Use the power of the dragon king to cast Sea Flame spells. Keep your team's energy up throughout the lengthy battle.



In an early round, cast a Bio spell to poison Poltergeist. Let it eat away at him.



If you have the Bahamut. Equip now is the time to let it eat away at you. Use Sea Flame.

### ANOTHER FLOOR SWITCH

Refill HP and MP, save your party, then drop through the hole in the floor. Go south from where you land and ride down on the conveyor belt. Next, go right and out the door to step onto the Floor Switch that opens doors for the other parties.



Drop into the hole, stand on the switch and wait. Switch back to Party One.

## The First Party

### DOOM

Doom is your worst nightmare, and if he gets the drop on you, the fight's over. Party One will need the best protection you can give, so switch back to the other parties and remove all of their armor and Relics, then equip the Optimum for all Party One members. Choose the best Relics possible, equip the Golden Esper and use its protection as soon as the fight begins.

### CHECK LIST

- 1 GODDESS
- 2 DOOM
- 3 FLOOR SWITCH
- 4 FLOOR SWITCH
- 5 FLOOR SWITCH



Cast the Golden Esper as soon as possible. It protects effectively against much of Doom's fury.



### IT'S TIME TO RECOVER

When you defeat Doom—and it will take some time—you'll earn the Sky Reaver, a huge hat only Cynan can equip. A Save Point will also appear nearby. Replenish your party's HP and MP then save your game before continuing. Walk up to the next room and stand on the switch to the left of Party Three.

### MAP V-B



## The Second Party

### THE GODDESS

Party Two will now meet the last of the three statues, the Goddess. Before walking through the door to meet her, be sure to re-equip your party. Go back to the other parties to remove armor from them if you'd like. She uses spells that Middle, to equip your team members with either Peace Rings or Ribbons so they won't be affected. Most spells work well against the Goddesses, but avoid Bob attacks. Shadow's Shortcuts and Strago's Grand Train Love are particularly effective.



Shadow's Grand Train Love is effective, as is Shadow's Shortcuts.



### THE MADMAN AWAITS

After defeating the Goddess, replenish your HP and MP, then save your game. Redistribute all of your armor and Relics and make sure that all parties are well armed and prepared, then step onto the third floor Switch with Party Two. All three parties will beam up to meet Kefta.



## KEFKA

According to the legend, magic was supposed to appear when you defeated the three statues, but it didn't. Did Kefta drain the magic from them? Perhaps you'll find out, because Kefta is going to make you battle all three again—but not before he welcomes you to his tower's top. He explains



But the light has no meaning, the power has no meaning, and that's the last of it. Welcome to my tower.

POWER	MP	SP
1. DOOM	1. DOOM	1. DOOM
2. DOOM	2. DOOM	2. DOOM
3. DOOM	3. DOOM	3. DOOM
4. DOOM	4. DOOM	4. DOOM
5. DOOM	5. DOOM	5. DOOM
6. DOOM	6. DOOM	6. DOOM
7. DOOM	7. DOOM	7. DOOM
8. DOOM	8. DOOM	8. DOOM
9. DOOM	9. DOOM	9. DOOM
10. DOOM	10. DOOM	10. DOOM
11. DOOM	11. DOOM	11. DOOM
12. DOOM	12. DOOM	12. DOOM
END		

Before the battle begins, you must determine the order in which your team members will fight. Put the most powerful at the top of the list.

that he has tapped into the ultimate power and plans to destroy everything and everyone. His goal: To create a moment to non-existence.

### BATTLE 1

List Sabia, Gogo, Edgar and Cynan in the top slots on your list. When you face Fallgert this time, use Sabia's Bum Rush Blast, and have Gogo Mince.



Sabia's Bum Rush and Edgar's Drill make them a tough Pair-up job. Have Gogo Mince their powerful attacks.

### BATTLE 3

Facing Doom the first time was bad enough, but like the nightmare that he is, he's back to haunt you. He uses Merion freely, and cuts on Grand Train, too. Keep an eye on your HP—don't let it drop during the heat of the battle.



Prepare to meet your Doom again, in his return and against it. Doom uses many of the spells that he used before, including Merion and Grand Train.

### BATTLE 2

The Goddess returns in a reprise of her former fight. Her magic attacks seem to be more powerful than ever, so watch your energy level and use Cure 3 when necessary to refill your members' HP. Use Elvir to replenish your MP if it runs low. When you destroy the Goddess a second time, you'll meet your Doom—for a second time.



The Goddess is back for a return engagement. Keep using your strongest attacks and keep watching your members' HP. You don't want to lose anyone now.

### BATTLE 4

Finally, Kefta. He uses Fallen One, a spell that reduces your HP to 1. Counter with Life 3. Equip Cyan with the Genji Glove and Offering Relic, and have Sabia attack with the Bum Rush.



Fallen One reduces HP to one. Use Life 3 to heal struck team members as soon as you can so that they won't fall in the next attack.



Have Edgar use his Drill while Sabia hits with the Bum Rush and Cyan attacks with his sword.

# TIPS & TRICKS PART 3

## PLAY THE SLOTS

In the battle mode, Setzer can opt to play the Slots rather than fight, but it's a gamble. A lucky spin can defeat the entire enemy party, but an unlucky one can annihilate your own team. Simply select the Slot command to start the spin and press A to stop each of the three wheels, one at a time. The object is to stop all three on the same object, but some objects are luckier than others. Study the combinations at the right, then give the wheel a spin during your next battle. And good luck!

### Chocobops ..... 1/1



Hit this triple combination to triple your earnings with a Back at Chocobops. This size spell delivers the damage—and some comic relief.

### Mega Flare ..... 1/4



The Mega Flare is lucky for you, unlucky for your enemy. This jackpot is a no-hat flare attack that rains down mercilessly on the opposing party.

### Joker Doom ..... 1/32



This is the unluckiest of the triple combinations. If you hit this jackpot, it means certain doom for both the opposing party and your own.

### 7-Flush ..... 1/1



When you hit the lucky 7-Flush, you've really hit the jackpot. It's the combination that annihilates the competition while leaving you unscathed.

### Magcite ..... 1/2



Line up three magic bars to hit the Magcite jackpot, which calls on the attack powers of a random Esper. Some are more powerful than others.

### H-Bomb ..... 1/2



Are you feeling lucky? Hitting the triple Arabis jackpot bombards the enemy party with a strong blast that will send it reeling.

## SPECIAL LOW-ENERGY ATTACKS

All of the characters have special attacks that they execute only when their HP is running dangerously low—and then only randomly. When a party member's HP is so low that they kneel to conserve energy between turns at attack, select the Fight command. Occasionally, the weakened character will respond by using his or her special attack. The chart below shows each member's special, low-energy attack.

NAME	NAME OF ATTACK
Terra	Riot Blade
Locke	Mirager
Edgar	Royal Shook
Sabin	Tiger Break
Shadow	Shadow Fang
Cyan	Black Blade
Celes	Spin Edge
Setzer	Red Card
Mog	Moogle Rush
Gogo	X-Meteor
Strega	Seltre Soul
Reim	Star Prism

## FIGHT FOR THE PALADIN SHIELD

Obtaining the Paladin Shield, which gives you the power to cast an Ultima spell, takes a bit of work. You can't get it until you're in the World of Ruin. First, assign Locke to your traveling party, then go to the village of Narshe. Go to the Armor



Shop and have Locke open the door. Inside, get the Cursed Shield from the shop owner. Equip the Cursed Shield and the Ribbon Relic. Wear the two together into battle. When you've fought in 255 battles, the Cursed Shield will become the Paladin Shield.



## STRATEGIES

# MAGIC, ENEMIES, ITEMS

*Final Fantasy III contains hundreds of individual elements including enemies, items, weapons, magic spells, Espers, and types of special attacks. Knowing how to use all these elements in the game, and when to use them, may make the difference between failure and success. The charts on the following pages give you the information you need to make strategic choices in order to equip characters and carry out intelligent battle plans. It's important to know both what your characters can do and what enemies can do. The use of the best special attacks and Espers will make battles more interesting and easier to win.*



# MAGIC SPELLS

Learning to use all of the magic spells is the key to success in *Final Fantasy III*. No amount of muscle can make up for magic; in fact, in some areas magic is the only method you can use to attack enemies. And it won't suffice to have a few characters develop strong magic skills—all of your characters need to learn lots of spells, because when you have to field multiple parties, each of them needs the power and protection of magic. The charts here show which Espers include the different spells as well as how many MP it takes to learn them.



## Cure.....MP-5

### Espers

Kirin.....x5 Sraphim...x20  
Shiva.....x3 Starlet...x25

Cast a healing Cure spell to replenish HP by 20 points. You can use the spell at any time, either in battle or while exploring. Each spell uses five MP.

## Offensive Magic

## Name.....MP 0

### Espers

Kirin.....x5 Kirin.....x5  
Eflor.....x10 Eflor.....x10

The caption in each box describes what effect the spell has on you and/or your enemies.

## READING THE BOXES

Each of the boxes tells all you need to know about the magic spells listed. Use them as quick references as you play through the game.

## Recovery Magic

## Cure 2.....MP-25

### Espers

Kirin.....x1 Sraphim...x8  
Unicorn...x4 Starlet...x16  
Golem...x5

For 25 MP, you can cast Cure 2 for a speedy recovery. It refills three times as many HP as the original Cure spell does.

## Cure 3.....MP-40

### Espers

Starlet...x1 Phoenix...x2

The best healing spell of all is Cure 3, which is a whopping seven times as powerful as Cure. It's great for restoring MP quickly during heated battles.

## Antidote.....MP-3

### Eper

Kirin...x4

When the screen blurs with every step, you know that someone in your party is poisoned. Restore that member's health by using some Antidote.

## Fire.....MP-4

### Espers

Ifrit.....x10 Siren.....x8  
Hismark...x20

Start your enemies with searing Fire to heat things up during battle. A single spell consumes four MP and can cause considerable damage.

## MP

The number listed beside the name of each spell indicates the amount of MP it takes to cast it.

## Life.....MP-30

### Espers

Hismark...x2 Phoenix...x10  
Sraphim...x5  
The Life spell works like Flex. Down goes it restores just enough HP to heal wounded characters. Follow with Cure spells to replenish HP.

## Life 2.....MP-60

### Eper

Phoenix...x2

Life 2 eats up 60 MP but it's worth it. It revives wounded members and refills all of their HP so they'll be strong enough to battle effectively.

## Life 3.....MP-50

### Eper

Phoenix...x1

If you cast Life 3 at the start of a battle, the affected member will automatically be revived should he or she fall to a mortal attack during the fight.

## Remedy.....MP-15

### Espers

Unicorn...x3 Starlet...x20  
Sraphim...x4 Alexander...x15

The versatile Remedy spell reverses any Status Ailments except Zombie, as does the Remedy item. Each spell requires 15 MP.

## Fire 2.....MP-20

### Espers

Ifrit.....x5 Maduin...x3

The Fire 2 spell is considerably more expensive in terms of MP than the Fire spell is, but it's three times as powerful! It can really fry the opposition.

## ESPERS

The Espers that include the spells are listed. To increase spells to 100%, so that you can use them, multiply the MP you use in battle by the number shown beside the Espers in these boxes.

## Regen.....MP-10

### Esper

Writ ...x3 Starlet ...x20  
Sphinx ...x10

The healing Regen spell helps characters regenerate their HP for a brief period after being cast; it restores HP at regular intervals.

## Fire 3.....MP-51

### Esper

Titoch ...x1 Phoenix ...x3

Fire 3 is a regular inferno. Six times more powerful than the Fire spell, it sends a blazing wall of flame ripping through the enemy line.

## Bolt.....MP-6

### Esper

Ramuh ...x10 Bismark ...x20

You can control the elements and blast your enemies with a bolt of lightning by using the Bolt spell. Each strike consumes six MP.

## Bolt 2.....MP-22

### Esper

Ramuh ...x2 Maduin ...x3

Bolt 2 requires 22 MP, but it's three times as powerful as the Bolt spell. When you call lightning down on enemies, they're in for a real jolt.

## Bolt 3.....MP-53

### Esper

Titoch ...x1

When you really want to electrocute your enemies, strike them with Bolt 3. The shocking spell is six times as powerful as Bolt, but it uses lots of MP.

## Ice.....MP-5

### Esper

Shiva ...x10 Bismark ...x20

One of the first spells at your disposal is Ice, which you can use to freeze your enemies. It's especially effective on key enemies.

## Ice 2.....MP-21

### Esper

Shiva ...x2 Maduin ...x3

Ice 2 is three times as chilling as the original Ice spell. It takes the temperature down several frosty degrees to put your enemies in the deep freeze.

## Ice 3.....MP-52

### Esper

Titoch ...x1

Ice 3 is the biggest chill of all. It's fully six times as cold as Ice and effectively freezes many enemies in their tracks. It requires 52 MP.

## Poison.....MP-3

### Esper

Ramuh ...x5

When you cast a Poison spell on your enemies, it gradually eats away at their HP for the duration of the battle. It uses only six MP.

## Drain.....MP-15

### Esper

Hit ...x1

Drain magic takes HP away from the designated enemy and adds them to the HP of the party member who casts the spell. It's a steal at 15 MP.

## Bio.....MP-26

### Esper

Shiva ...x3

More powerful than Poison, the Bio spell also lasts the duration of the battle. It delivers multiple hits as the fight progresses.

## Break.....MP-25

### Esper

Shiva ...x5

The powerful Break spell turns enemies to stone, effectively removing them from the fight. They'll remain petrified for a long period.

## Doom.....MP-35

### Esper

Shiva ...x2

When you cast the Doom spell, a doom head will appear with a mangled cackle, and snatch the enemy up. It's better to give than to receive this spell.

## Pearl.....MP-40

### Esper

Alexander ...x2

Pearl is an elemental attack that is very effective when cast on enemies who are vulnerable to it. Each Pearl spell consumes 40 MP.

## Flare.....MP-45

### Esper

Bahamut ...x2

You can attack several enemies at once by casting the Flare spell. This red-hot spell sends fireballs raining down on the enemy line at a cost of 45 MP.

## Demi.....MP-33

### Esper

Phoenix ...x2

Demi is one of the best spells around. Learn it well! A single cast of the spell saps half of the enemy's HP. It's a neat trick that requires 33 MP.

## Quarter.....MP-48

### Esper

Territo ...x1

Similar in nature to the Demi spell, Quarter reduces an enemy's HP to one-fourth of its former number.

## X-Zone.....MP-53

### Esper

Ferret ...x5

The X-Zone spell sends enemies to a mysterious place. No one knows where it is, but at least they're out of your face for the remainder of the battle.

## Meteor.....MP-62

### Esper

Odin ...x1 Crusader ...x10

The Meteor spell reaches far off into deep space to capture a meteor and send it crashing down on the enemy party. It requires 62 MP.

## Ultima.....MP-80

### Esper

Ragnarok ...x1

The Ultima spell is the ultimate, but you'd better cast Life 3 on one of your own members before you use it. It wipes your party out, too.

## Quake.....MP-50

### Esper

Territo ...x3

Quake is another spell that damages your party just as much as it hurts the enemy. Cast first on your party before casting Quake so they'll be safe.

## W.Wind.....MP-75

### Esper

Territo ...x1

W. Wind tears through the enemy, taking 50 percent of its HP with it. It will strike your party, too, so be prepared to absorb the damage.

## Merton.....MP-85

### Esper

Crusader ...x1

The most expensive of the attack spells, Merton is a blazing fire attack that delivers mass damage. It comes only with the Crusader Esper.

# Strategic Magic

## Scan.....MP-3

**Esper**  
Kills.....x5

Scan magic lets you examine your enemies closely to see how powerful they are and what their weaknesses are. Use it in early rounds against major enemies.

## Slow.....MP-5

**Esper**  
Sits.....x7 Paldor.....x20

Cast Slow on your enemies to make them recover more slowly. They can't light up! They'll recover, so it reduces the number of times they can attack you.

## Rasp.....MP-12

**Esper**  
Shiva.....x4 ZoroSeck.....x20

To get away at your enemies' MP, cast Rasp spells. You can use the spell up to 20 times per battle, so you can seriously deplete the enemies' magic power.

## Mute.....MP-8

**Esper**  
Siren.....x8

Using Mute silences your enemies. Mute enemies aren't able to voice the incantations that call out their spells, so they can't use magic against you.

## Safe.....MP-12

**Esper**  
Unknown.....x1 Golem.....x15 Carbunkel.....x2 Alexander.....x10

The Safe spell lets you protect one of your party members in battle. It raises that person's defensive power for a short period.

## Sleep.....MP-5

**Esper**  
Siren.....x10

When you cast Sleep on your enemies, it puts them into a deep slumber for a few rounds. Sleeping enemies don't attack, so let them snooze.

## Muddle.....MP-8

**Esper**  
Slay.....x7

You can completely confuse your enemies by casting Muddle on them. Confused characters often attack each other instead of your party.

## Haste.....MP-10

**Esper**  
Carbunkel.....x5 Paldor.....x20

Cast Haste on your own party to make them move faster. Haste also increases their attack and magic power, so they can reduce attacks on the enemies.

## Stop.....MP-10

**Esper**  
Golem.....x5 Fenrir.....x3

Casting Stop sets up 10 MP, but sometimes it's worth the price because it stops your enemies in their tracks for a time, letting you recover.

## Berserk.....MP-16

**Esper**  
Phoenix.....x3

Berserk is a spell you'll want to use on your own characters. When they go berserk, they'll attack before they're ordered to do so.

## Float.....MP-17

**Esper**  
Slay.....x2 Paldor.....x5

Use the Float spell to make your party levitate a short distance off the ground. It's a cool spell that keeps them from being damaged by Suck's spells.

## Imp.....MP-10

**Esper**  
Slay.....x5

You can cast Imp to turn enemies into small, green life forms. You can also use it to reverse the effects of Imp spells cast on your party members.

## Reflect.....MP-22

**Esper**  
Carbunkel.....x5

Use Reflect to protect yourself for a short period during battle. It puts a protective barrier around them that reflects magic spells.

## Shell.....MP-15

**Esper**  
Unknown.....x1 ZoroSeck.....x2 Alexander.....x10

Like Reflect, Shell protects against magic spells cast by enemies. When you cast Shell, however, it works as a single designated character.

## Vanish.....MP-18

**Esper**  
Phoenix.....x3

Vanish lets one of your characters avoid damaging attacks by becoming invisible. You'll cast an option on the screen, but your enemy sees nothing.

## Haste 2.....MP-38

**Esper**  
Paldor.....x2

Instead of spreading the recovery of a single party member, Haste 2 spreads the recovery of all of your party members.

## Slow 2.....MP-26

**Esper**  
Paldor.....x2

Slow 2 is a powerful and useful spell that hinders the recovery of all enemies on the screen, giving your team a great opportunity to attack.



# Strago's Magic

LORE SPELL	MP	LEARNED FROM THESE ENEMIES	EFFECT OF THE SPELL
<b>CONDEMNED</b>	20	VETERAN, CRITIC, STILL LIFE	A countdown to the demise of the enemy is initiated with this Lore command.
<b>ROULETTE</b>	10	DARK FORCE, VETERAN, CRITIC	The Roulette Lore command randomly selects an attack spell to cast on the enemy.
<b>CLEAN SWEEP</b>	30	ENIG, BLUE DRAGON, DARK FORCE	Another powerful Water spell, this Lore will disuse the flames of fire enemies.
<b>AQUA RAKE</b>	22	CHIMERA, RHINOS, VECTAGOLE	The Aqua Rake washes over a group of enemies with a powerful attack surge.
<b>AERO</b>	41	DOOM GAZE, SPRINTER, TYRANOSAUR	A great blast of wind flattens enemies like a hurricane when you call forth the Lore.
<b>BLOW FISH</b>	50	BRAIN FIAL PHASE, CACTROT, PRESENER, MOVER	One thousand feet pounds of damage levels enemies when you use the spell.
<b>BIG GUARD</b>	80	MOVER, DARK FORCE, EARTH GUARD	Big Guard combines two other spells—Safe and Shell—and casts them at one time.
<b>REVENGE</b>	31	DRAGON, PAN ODRA, DARK FORCE	Pay back an enemy's aggression. Revenge reflects equal damage on your foe.
<b>PEARL WIND</b>	45	PEEPERS, VECTALR, DARK FORCE	Use this Lore magic to recover MP in your party members.
<b>LEVEL 5 DOOM</b>	22	SKY BASE, DIGALOS, DARK FORCE	A powerful Doom spell, but beware of the side effect. Characters with levels at a multiple of five are also hit.
<b>LEVEL 4 FLARE</b>	42	AFKOPHYOS, GOBLIN, DUELIER	A powerful Flare spell, but with a side effect. Any of your party at a level with a multiple of four gets hit, too.
<b>LEVEL 3 MUDDLE</b>	28	AFKOPHYOS, GOBLIN, DARK FORCE	Muddle your foes, but be sure none of your characters has a level with a multiple of three.
<b>REFLECT</b>	0	DARK FORCE	Protect yourself against spells and reflect them. With a Reflect Ring, you'll take damage from Dark Force.
<b>LV,(#GP)PEARL</b>	50	GULLAHAN, CRITIC, DARK FORCE	The strength level of this Lore spell is determined by the amount of gold you have.
<b>STEP MINE</b>	22	PUG, MESOSAUR, GREASE MONK	Step Mine continues to hurt foes past time. If the battle ends a long time, you'll use more MP for this spell.
<b>FORCE FIELD</b>	24	DOOM	The Force Field spell sets up a strong barrier to resist enemy attacks.
<b>DISCHORD</b>	68	PIPSQUEAK, RIGALIZ, IRON HITMAN	An enemy's experience level is halved, leaving them with weaker attack power and lower level spells.
<b>SOUR MOUTH</b>	32	MAO OSCAR, EVIL OSCAR	If one of your party members has been poisoned or otherwise incapacitated, use this sour poison to heal them.
<b>PEP UP</b>	1	FLAN, HUGO, JUNK	You can fully cure one of your party members using this spell, but Strago pays the ultimate price.
<b>RIPLER</b>	66	DARK FORCE	Trade your status for that of enemies by switching poison, mute and other status ailments with them.
<b>STONE</b>	22	BRAWLER, IRON FIST	If the foe's level is the same as yours, then you'll attack it. If the foe's level is not the same, then you use Muddle.
<b>QUASAR</b>	50	GOODESS, DARK FORCE	If the enemy has cast a defense spell, Quasar breaks it down.
<b>GRANDTRAIN</b>	64	ROCK	The magical train flows through enemy defenses and runs them over.
<b>EXPLODER</b>	1	BOVIS, GRENADE, BALLDOON, JUNK	Strago can use this spell to cast one of his most damaging magical attacks.

# ITEMS



In a game as huge as *Final Fantasy III*, you can expect to find dozens of items of all kinds. From healing potions to Moogle Charms and Air Anchor to Sprint Shoes, they all have their specialized uses. Some are simply very useful; others are must-haves.

Although you can purchase many of the items on these pages at shops around the world, you'll have to find or win others in battles. Collect as many of the items as you can, and give them all a try.

## ITEMS

Item	Price	Effect
Green Cherry	150	These sour fruits remove the effects of fire spells. Feed them to repair team members.
Tincture	1500	Using Tincture replenishes 50 MP. Select it as an item to refill MP during battles.
X-Ether	No cost	X-Ether is an item to treasure and save because it completely refills the user's MP.
Ether	No cost	A slightly less valuable X-Ether, Ether is still a great find. It refills 100 MP.
X-Potion	No cost	When a party member is low on HP, refill it completely by using an X-Potion.
Elixir	No cost	Replenish both HP and MP for one party member by using a power-packed Elixir.
Soft	200	Softens up petrified party members by using Soft. They'll be back to normal as no time.
Smoke Bomb	300	When you want to escape from a battle, set off a Smoke Bomb and run for it.
Super Ball	10000	Throw Super Balls at your enemies. They cause severe injuries as they bounce around.
Revivify	300	Use Revivify potions to return victims of Zombie spells to their normal conditions.
Warp Stone	700	Warp Stones let you escape from both enemy encounters and underground mazes.
Tent	1200	Recover both HP and MP for everyone by camping in a Tent outdoors or in Save Points.
Antidote	50	Cure poisoned party members by administering Antidotes as soon as possible.
Sleeping Bag	500	One member of your party can recover both HP and MP by resting in a Sleeping Bag.
Potion	300	Drink Potions to help one character recover. Each Potion refills 250 HP.
Remedy	1000	Remedy, a handy cure-all, neutralizes the effects of all status ailments except for Poison.
Feenix Down	500	Use Feenix Down to rejuvenate wounded party members and make them able to hunt for it.



## RELICS

Item	Price	Effect
Dried Meat	150	Feed Dried Meat to a party member whose HP is low. It adds 100 HP per feeding.
Tonic	50	Using a Tonic while in the game, Party members can recover 50 MP by drinking one.
Magicite	No cost	Using Magicite casts the powers of a random Esper for a surprise magic attack.
Eyeprod	90	Victims of Dark spells can clear their eyes of ink and see again by using Eyeprod.
Echo Screen	120	Remove Mute spells that prevent members from using magic by activating Echo Screen.
Megalixir	No cost	Megalixirs are mega-potions that they refill all HP and MP for your entire party.
Rename Card	No cost	Use the Rename Card to change the name of one of your party members.

## TOOLS

Tool	Price	Effect
Debilitator	5000	Use the Debilitator to strip enemies of any special abilities that they might have.
Air Anchor	No cost	Blust enemies with the Air Anchor to make them turn their attacks on the mages.
Auto Crossbow	250	The amazing Auto Crossbow fires, clearly aimed, at all enemies in the attacking party.
Chain Saw	2600	Slice through enemies with the blade of the Chain Saw—but not on safety goggles first.
Flash	1000	Shine your camera by using a camera with a bright light to take their pictures.
Drill	3000	Drill to your enemy's core with this power-packed power tool. It's an awesome weapon!
Bio Blaster	750	Use the Bio Blaster to unleash your enemies in a green cloud of poisonous gas.
Noise Blaster	500	Confuse your enemies by blasting the gem horn. It's music to your ears.

## FLYING WEAPONS

Weapon	Price	Effect
Shadow Edge	300	Cast a series of learning shadows across the battlefield by throwing a Shadow Edge.
Fire Skean	500	Throw a Fire Skean to attack the enemy party with a blazing wall of flames.
Inviz Edge	200	The Invizor can become invisible to the enemy by throwing an Inviz Edge during battles.
Water Edge	500	Attack with the power of a massive tsunami by throwing one of the Water Edges.
Bolt Edge	500	To create an electrical storm, complete with thunder and lightning, throw a Bolt Edge.

Relic	Price	Effect
Amulet	5000	Equip a member with Back Guard to protect the party from Black Abades and Prison Attacks.
Back Guard	7000	Wearing an Amulet protects your party member from the effects of Poison, Dark and Zombie.
Rage Ring	No cost	Only Unitars can wear the Rage Ring, which adds to the intensity of his Rage attack.
Earrings	5000	Earrings make the wearer's magic attacks more powerful. Wear a pair for maximum power.
Running Shoes	7000	Wear Running Shoes to make your party member ready for battle more quickly.
Offering	No cost	A very valuable Relic, the Offering doubles the number of a unit's attacks.
Memento Ring	No cost	A mother's love will protect the wearer of the Memento Ring from magical attacks.
Gauntlet	No cost	The Gauntlet lets its user hold a weapon with both hands and deliver a stronger blow.
Atlas Armet	5000	Have a party member wear an Atlas Armet to create extra damage with each attack.
Gold Hairpin	No cost	Wearing the Gold Hairpin decreases by one-half the amount of magic needed to cast spells.
Goggles	500	Equip your members with Goggles to keep them from being blinded by Dark Spells.
Crystal Orb	No cost	The mystical Crystal Orb Relic increases its wearer's MP to 50 percent.
Merit Award	No cost	Select the Most Awarded Relic for a member who's made the extra progression of every armor.
Exp Egg	No cost	All experience points gained double for the character who uses the Exp Egg.
Genji Glove	No cost	Equipping a Genji Glove lets a member carry a weapon in each hand and attack with both.
Relic Ring	No cost	Mysterious things happen to wounded party members who wear the magical Relic Ring.
Jewel Ring	1000	Slip a Jewel Ring on as a sign of protection or fear from Dark and Poison spells.
Sniper Sight	3000	Use in your own interests with a Sniper Sight, which increases a 100% hit rate in battle.
Economizer	No cost	Equipping the Economizer saves a member cast any spell at a cost of only one MP.
Safety Bit	No cost	The Safety Bit Relic protects us away from normal damage caused by magic attacks.
Gem Box	No cost	A gem of a Relic, the Gem Box lets its users cast two spells in every turn.
Zephyr Cape	7000	The Zephyr Cape makes wearers more agile, letting them dodge attacks during battle.
Charm Bangle	No cost	When the leader of your party equips the Charm Bangle, new enemies will attack.
Tintinabar	No cost	The Tintinabar Relic lets its wearer recover HP with every step he or she takes.

Relic	Price	Effect
Sprint Shoes	1500	When one person wears the Sprint Shoes, the whole party vents before as fast as before.
Fake Mustache	No cost	If Rein casts the Fake Mustache Relic, it changes her Guard attack to Control.
Cherub Down	6300	Members who equip Cherub Down can float successfully during battle sequences.
Cure Ring	2000	When members wear Cure Rings, they will recover some MP at regular intervals.
Snack Ring	3000	Users will be able to steal more items from enemies when he wears the Snack Ring.
Thief's Glove	No cost	When Locke wears the Thief's Glove Relic, his Steal command changes to Capture.
True Knight	1000	The True Knight Relic protects party members who run low on HP during battle.
Cursed Ring	No cost	The name says it all. The Cursed Ring, in fact, curses! As such, it's a nasty Relic!
Hyper Wrist	8000	Wearing the Hyper Wrist Relic increases a party member's Magic during battle sequences.
Gale Hairpin	8000	Heard someone wear this? Hagan increases your probability of making preemptive attacks.
Barrier Ring	5000	The Barrier Ring automatically casts Shell for protection when its wearer runs low on HP.
Dragon Horn	No cost	When a member equips the Dragon Horn, he or she will always jump during battle.
Fairy Ring	1500	The Fairy Ring offers its wearer protection from both Poison and Dark spells.
Blizzard Orb	No cost	Users will randomly cast Blizzard spells if he's equipped with the Blizzard Orb.
Black Belt	5000	A member who wears the Black Belt will leap back with a powerful blow when attacked.
Hero Ring	No cost	The Hero Ring Relic increases the force of its wearer's Fight and Magic attacks.
Czarina Ring	3000	The Czarina Ring automatically cast Sale and Shell when its wearer's HP gets low.
Guard Ring	5000	The Guard Ring casts a Safe spell for protection when its wearer's HP begins to run low.
Coin Toss	No cost	When Seizer equips the Coin Toss Relic, his Steal command has a 50% chance of failing.
Star Pendant	5000	Wearing the Star Pendant protects a party member from being poisoned by spells.
White Cape	500	The White Cape prevents its wearer from falling victim to Leap and Mute spells.
Muscle Belt	No cost	The valuable Muscle Belt Relic increases its user's maximum HP by a full 50 percent.
Pod Bracelet	No cost	A party member who wears the Pod Bracelet has the power to cast Safe and Shell spells.
Beads	000	Beads bring luck. They help to protect their wearers against enemy ambushes.
Mithril Glove	700	The Mithril Glove protects a party member by casting Safe when his or her HP runs low.
Marvel Shoes	No cost	A rare Relic, the Marvel Shoes create a variety of effects when a member wears them.
Moogle Charm	No cost	The Moogle Charm vents life a charm, protecting your party from all enemy attacks.
Peace Ring	3000	Equip a party member with the Peace Ring to protect him or her from Barback and Muddle.
Ribbon	No cost	A party member equipped with a Ribbon will be safe from all status ailments.
Dragon Boots	3000	Pull on the Dragon Boots to change a party member's Fight command into Jump.
Wall Ring	600	The Wall Ring fights a protective, reflective barrier against anyone who equips it.

# WEAPONS

There is a huge variety of weapons to be found and won in Final Fantasy III. From humble Dirks to DaVinci Bows or Tiger Fangs, they all have their specialized uses—and their particular users.

## PRICE

Purchase weapons in towns if you can't buy weapons at any cost, you must either find or earn them.

## NAME

The names of the weapons you'll find in Final Fantasy III are as varied as the weapons themselves.

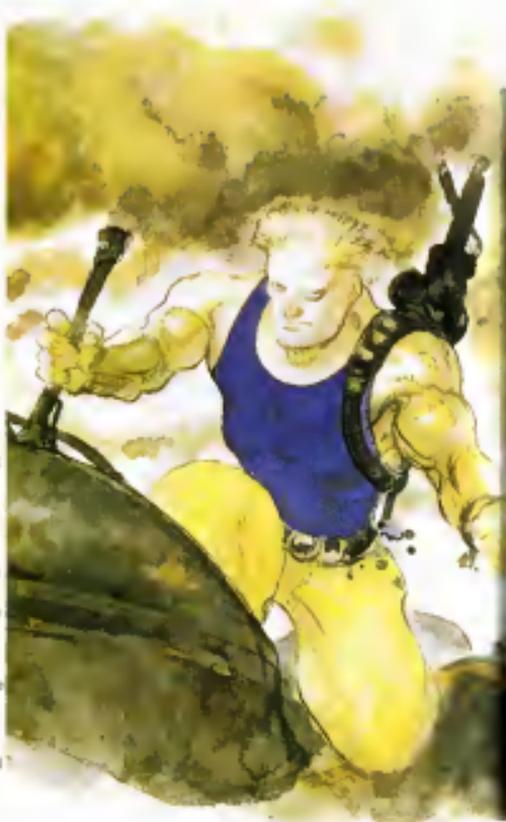
## EQUIP KEY

The chart shows which characters can Equip which weapons. T=Torre, L=Locke, E=Edgar, S=Sabre, D=Cyan, G=Gus, C=Celes, S=Sator, M=Mog, S=Strago, Sh=Shadow, R=Rain, U=Unwars, G=Gogo.

## EFFECT

Find out what effect equipping the different weapons will have by checking this column in the charts.

NAME	PRICE	EQUIP	EFFECT
Dirk	150	All D=U	You'll begin the game with only a Dirk for protection. It will serve you well.
Mithril Knife	300	All D=U	Equip the Mithril Knife, another Dirk, to increase your Battle Power by 30.
Guardian	No Cost	L	Only Locke can use the Guardian. It's difficult to master the short blade.
Air Lance	950	L=U S=U	A Wind Elemental weapon, the Air Lance increases Battle Power by 30 points.
Thief's Knife	No Cost	Sh=U	Only Locke and Shadow can use the blade, which randomly steals enemy weapons.
Assassin	No Cost	Sh=U	This sharp blade was created for an assassin. It randomly casts Doom spells.
Man Eater	11000	All D=U G=U	This Dirk doubles damage inflicted on human targets. It ups Battle Power by 146.
Sword Breaker	18000	S=U D=U	Use the jagged teeth that saw the blade to saw through enemies' weapons.
Breeder	No Cost	All D=U G=U	The Breeder is a Pearl Elemental weapon that increases Battle Power by 204.
Valent Knife	No Cost	L	A weapon for Locke alone, the Valent Knife increases in power as HP goes up.
Mithril Blade	450	D=U L=U	This blade is crafted from a heavy metal. Even an unskilled fighter can use it.
Regal Cutlass	950	D=U L=U	Only three outsiders can wield the Regal Cutlass. It ups Battle Power by 54.
Flame Edge	7500	D=U L=U	The Flame Edge consumes MP in order to inflict a mortal blow on the enemy.
Flame Sabre	7000	D=U L=U	A Fire Elemental weapon, the Flame Sabre increases Battle Power by 188 points.
Blizzard	7000	D=U L=U	The Blizzard blade randomly casts Ice spells. It increases Battle Power by 158.
Thunder Blade	7000	D=U L=U	The Thunder Blade increases Battle Power by 100 and randomly casts Bolt spells.
Epee	3000	D=U L=U	The Epee is a light-weight blade that can be used by Torre, Celes and Edgar.
Break Blade	12000	D=U L=U	The Break Blade is crafted of fine, polished stone. It randomly casts Break.
Drainer	No Cost	D=U L=U	The mighty Drainer absorbs damage as HP and up Battle Power by 121 points.
Enhancer	10000	T=C E=C	The Enhancer blocks some magic attacks and increases Battle Power by 125.
Crystal	15000	D=U L=U	Torre, Celes and Edgar can use the Crystal Sword, which ups Battle Power by 157.
Falcon	17000	D=U L=U	The Falcon improves its users' evade skills and ups Battle Power by 176 points.



NAME	PRICE	EQUIP	EFFECT
Soul Sabre	No Cost	D=U L=U	This awesome blade absorbs damage as MP and randomly casts Doom spells.
Ogre Nix	No Cost	D=U L=U	As does the Rune Blade, the Ogre Nix ups MP until it uses a slow MP attack.
Escalbur	No Cost	D=U L=U	The Escalbur is a Pearl Elemental Sword. It raises Battle Power by 217 points.
Scimitar	No Cost	D=U L=U	Swordsmen can use the Scimitar to randomly make misdeeds of their enemies.
Arma Weapon	No Cost	D=U L=U	No one knows how strong this blade can become. It grows stronger as HP goes up.
Mithril Pike	800	M=U	The Mithril Pike is a weak Lance that can be used by only Mog and Edgar.

NAME	PRICE	EQUIP	EFFECT
Trident	1700	Mu/Bd	Edgar and Mog can also use the Trident, which increases Battle Power by 50.
Stout Spear	10000	Mu/Bd	A heavier lance, the Stout Spear, increases Battle Power by 112 points.
Partisan	13000	Mu/Bd	Strong and hefty, the Partisan is expensive. It ups Battle Power by 150 points.
Pearl Lance	No Cost	Mu/Bd	The Pearl Lance randomly casts Pearl spells. It increases Battle Power by 99.
Gold Lance	12000	Mu/Bd	Although it is crafted of gold, this lance has no special power or strength.
Auro Lance	No Cost	Mu/Ed	A powerful lance for Edgar and Mog, the Auro Lance ups Battle Power by 227.
Imp Halberd	No Cost	All but Umeco	Only characters who have been made Imps can equip and use the Imp Halberd.
Imperial	No Cost	Sh	The Imperial Dirk is a mysterious weapon that only Shadow can equip and use.
Kodachs	1200	Sh	Another weapon that only Shadow can use, the Kodachs up Battle Power by 85.
Blossom	3200	Sh	The Blossom blade attacks with the wind. Only Shadow can use the strange weapon.
Hardened	No Cost	Sh	Another of Shadow's weapons, the Hardened blade ups Battle Power by 131.
Striker	No Cost	Sh	The Striker, a blade that Shadow searches for, randomly dispatches enemies.
Stunner	No Cost	Sh	The Stunner randomly casts Stop and increases Shadow's Battle Power by 226.
Ashura	No Cost	Cy	Only Cygnus can equip this lightweight knife. It increases his Battle Power by 37.
Katetsu	800	Cy	The Katetsu knife, also Cygnus's alone, increases his Battle Power by 68 points.
Forged	1200	Cy	A chryseleum is etched into the blade of the Forged sword. It's very sharp.
Tempest	No Cost	Cy	The Tempest randomly casts Wind Shear and ups Cygnus's Battle Power by 101.
Murasame	No Cost	Cy	Cygnus's ability to evade enemy attacks improves when he equips the Murasame.
Aura	No Cost	Cy	The Aura has no magical ability, but it increases Cygnus's Battle Power by 162.
State	No Cost	Cy	Sharp and heavy, the State knife increases Cygnus's Battle Power by 180 points.
Sky Rider	No Cost	Cy	The strongest of Cygnus's weapons, the Sky Rider ups his Battle Power by 215.
Heal Rod	No Cost	Go/Re St	The Heal Rod replenishes its bearer's HP and raises Battle Power by 280 points.
Mithril Rod	500	Go/Re St	The lightweight Mithril Rod increases Battle Power by 60. Thres can use it.
Fire Rod	3000	Go/Re St	Strago, Reim and Gogo can use the Fire Rod, which casts Fire 2 spells in battle.
Ice Rod	3000	Go/Re St	The Ice Rod ups Battle Power and casts Ice spells when it's used in battle.
Thunder Rod	3000	Go/Re St	The Thunder Rod, which you can either equip or use as an item, casts Bolt 2.
Poison Rod	1500	Go/Re St	The Poison Rod casts Poison when used as an item during battle sequences.
Illumina	No Cost	Co/Ed Lo/Te	Equal to the mightiest sword, Illumina attacks with power from either row.
Ragnarok	No Cost	Co/Ed Lo/Te	The words of the Espiras are etched in the blade of this, the strongest sword.
Pearl Rod	12000	Go/Re St	The Pearl Rod casts a Pearl spell when it's used as an item, then it breaks.
Gravity Rod	1300	Go/Re St	The Gravity Rod casts Quake when it's used as an item, then it breaks.

NAME	PRICE	EQUIP	EFFECT
Punisher	No Cost	Go/Re St	The Punisher dashes out the punishment, inflicting a mortal blow on an enemy.
Magus Rod	No Cost	Go/Re St	The Magus Rod increases its user's ability to evade the enemy's magic attacks.
Chocobo Brush	No Cost	Re	Only Reim, the apt, can use the Chocobo Brush. It ups her Battle Power by 60.
DaVinci Brush	7000	Re	A slightly finer tool, the DaVinci Brush ups Reim's Battle Power by 103.
Magical Brush	10000	Re	The Brush ups Speed, Stamina and Magic Power. It also ups Battle Power by 130.
Rainbow Brush	No Cost	Re	Reim's powerful Rainbow Brush increases her Battle Power by 146 points.
Shuriken	30	Sh	Shadow can use Shurikens with his Throw command. Their battle strength is 88.
Ninja Star	500	Sh	Stronger than Shuriken weapons, Ninja Stars have Battle Power of 122 points.
Tack Star	No Cost	Sh	Another of Shadow's throwing weapons, Tack Stars have Battle Power of 190.
Flail	2000	Lo	From the back row, the Flail delivers the same damage as it does from the front.
Full Moon	2500	Lo	The Full Moon also causes the same damage from the back row as the front.
Morning Star	5000	Lo	The special Morning Star delivers the same damage from the back as the front.
Boomerang	4500	Lo	The Boomerang hits just as hard from the back row as it does from the front.
Rising Sun	No Cost	Lo	With jagged teeth, this boomerang is even stronger than the Full Moon.
Hawk Eye	6000	Lo	Lucks can cause the same damage throwing the Hawk Eye from back row and front.
Bone Club	No Cost	Un	Only mysterious Umeco is capable of wielding and swinging the massive Bone Club.
Sniper	15000	Lo	Lucks can sight in an enemies from the back row using the Sniper weapon.
Wing Edge	No Cost	Lo	The Wing Edge randomly delivers mortal blows and can strike from the back row.
Cards	No Cost	Se	Saber's Cards are marked. They increase his Battle Power by 104 points.
Darts	10000	Se	Saber is also a Gatt-browser. This weapon increases his Battle Power by 115.
Doom Darts	No Cost	Se	Saber's Doom Darts have a Battle Power of 187 and randomly cast Doom spells.
Trump	13000	Se	Saber has a Trump card up his sleeve, and it randomly dispatches an enemy.
Dice	5000	Se	Throw the Dice to see how much damage your attack will inflict on the enemy.
Fixed Dice	No Cost	Se	The strength of the Fixed Dice is unknown, but odds are that they're powerful.
Metal Knuckle	No Cost	Se	Only Sabon can use the Metal Knuckle claws. They raise his Battle Power by 55.
Mithril Claw	000	Se	Also exclusively Sabon's, Mithril Claws increase his Battle Power by 65 points.
Kaiser	1000	Se	A Pearl weapon, the Kaiser increases Sabon's Battle Power by 63 points.
Poison Claw	2500	Se	The Poison Claw randomly poisons an enemy and ups Sabon's Battle Power by 35.
Fire Knuckle	10000	Se	The Fire Knuckle randomly casts a Fire spell and increases Battle Power by 122.
Dragon Claw	No Cost	Se	The Dragon Claw is a Pearl Elemental weapon. It increases Battle Power by 188.
Tiger Fangs	No Cost	Se	The Tiger Fangs are Sabon's most powerful tool. They up his Battle Power by 215.

# ARMOR

Attacking is important, but you must also protect yourself by wearing armor or defensive items like clothes and hats. The Optimum setting is usually best, but some situations call for special defenses.

## COST

Most armor items can be purchased, for a price, in the armor shop in towns, but some must be found or earned.

## EQUIP KEY

The chart shows which characters can Equip which items. Te-Terra, Lu-Locks, Ed-Edgar, Sa-Sabin, Cy-Cyke, Ge-Geo, Gu-Gales, Sa-Serfer, Mo-Mog, Su-Strago, Sh-Shadow, Re-Rein, Ur-Ursula, Go-GoGo.

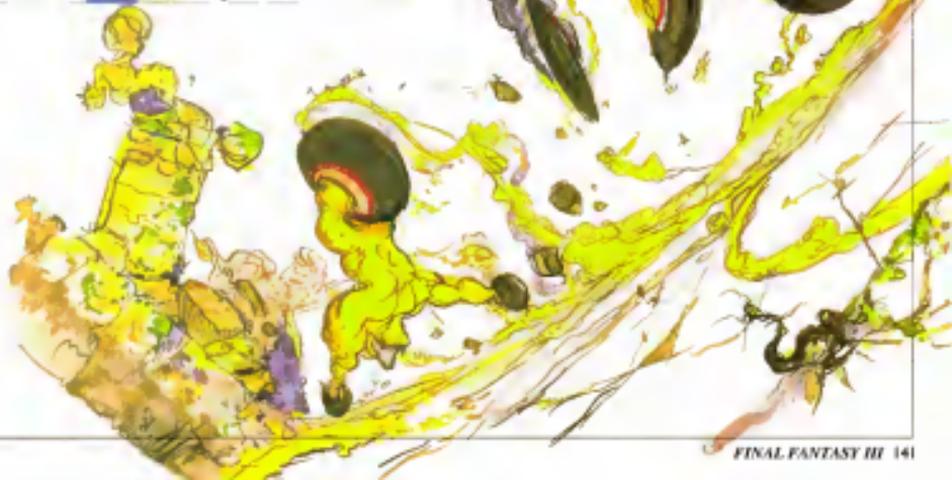
## EFFECT

The effect of equipping and using the indicated piece of armor, or how to find it, is described here.

NAME	PRICE	EQUIP	EFFECT
Imp's Armor	No Cost	All but Ur-Ursula	Steal it from Tyrannosar or win it from Spinner. Equip on Imps.
Iron Armor	700	Sa/Sa Pa/Cy Lo/Te	Although fairly solid, the Iron Armor slows you down.
Iron Helmet	1000	Sa/Sa Pa/Cy Lo/Te	Another heavy piece of iron armor, the helmet slows you down.
Ice Shield	No Cost	All but Ur-Ursula	Found in Mt. Zora, it multiplies Ice x 5. Use it as an item, too.
Aegis Shield	No Cost	All but Ur-Ursula	Also found in Mt. Zora, it protects against most spell attacks.
Thornlet	No Cost	All but Ur-Ursula	Your HP slowly decreases if you Equip a character with this.
Paladin Shield	No Cost	All but Ur-Ursula	This is a strong shield for a true hero. You have to earn it.
Leather Hat	No Cost	All but Ur-Ursula	The lowest level of head gear, the Leather Hat can't be bought.
Crystal Shield	7000	Sa/Sa Pa/Cy Lo/Te	Although it doesn't have magical abilities, it is very hard.
Crystal Helm	10000	Sa/Sa Pa/Cy Lo/Te	Like iron items, Crystal stuff weighs you down.
Crystal Mail	17000	Sa/Sa Pa/Cy Lo/Te	The Crystal Mail is a step up from the iron armor.
Dark Gear	13000	Gu/Sa Pa/Cy Lo/Te	This is a stealth suit. While wearing it, enemies can't find you.
Dark Hood	7500	Gu/Sa Pa/Cy Lo/Te	Use this item in conjunction with the Dark Gear for invisibility.
Green Beret	3000	All but Ur-Ursula	Your HP will increase by 10% when you wear the Green Beret.
Kung Fu Suit	250	Sa/Sa Pa/Cy Lo/Te	Designed by a ninja master, the Kung Fu Suit is best for Shadow.
Genji Helmet	No Cost	All but Ur-Ursula	The Genji Helmet protects against spells. Find it in Kefka's Tower.
Genji Shield	No Cost	All but Ur-Ursula	Your defensive ability increases. Find it in Kefka's Tower.
Genji Armor	No Cost	Sa/Sa Pa/Cy Lo/Te	Find this in Gogo's Cave. It protects against magic and more.
Tortoise Shield	No Cost	All but Ur-Ursula	Win this from Geonkos. It cures Imp status. Also use as an item.
Gold Armor	10000	Mo/Sa Pa/Cy Lo/Te	This is a strong, medium-level armor for attack protection.
Gold Shield	2500	Mo/Sa Pa/Cy Lo/Te	To buy a Gold Shield, you'll spend more than it's worth.
Gold Helmet	4000	Mo/Sa Pa/Cy Lo/Te	It matches your Gold Armor nicely, but it's expensive.

NAME	PRICE	EQUIP	EFFECT
Tabby Suit	No Cost	Re/St	Find it where Bagers meet. It increases Speed, Vigor, Stamina and MP.
Circlet	7000	All but Ur-Ursula	The Circlet increases Speed by 1, Vigor by 2, MP by 4, and Stamina by 3.
Titanium	No Cost	All but Ur-Ursula	Helps cure Imp Status. Steal this item from the Turnblizzard.
Megus Hat	600	Gu/Sa Pa/Cy Lo/Te	Your MP will increase by 5 if you Equip this hat.
Bard's Hat	3000	All but Ur-Ursula	You'll increase your MP by 10% when you wear this.
Ninja Gear	1100	Gu/Sa Pa/Cy Lo/Te	The Ninja Gear increases the wearer's speed by 2.
Silk Robe	600	Gu/Sa Pa/Cy Lo/Te	Don't expect much from the Silk Robe. Your MP goes up by 1.
Mystery Veil	5500	Sa/Sa Pa/Cy Lo/Te	Once a dancer used this veil. It increases your speed and MP.
Snow Muffler	No Cost	Ur/Sa Mo	Only Ursula, Gau and Gogo can Equip this to increase their defenses.
Tiger Mask	2500	Sa/Sa	Speed increases 2, Vigor goes up 3 and Stamina 1.
Diamond Helm	8000	Sa/Sa Pa/Cy Lo/Te	Diamonds are a step up from gold for protection and good looks.
Diamond Shield	3500	Sa/Sa Pa/Cy Lo/Te	Not much can penetrate the hard shell of diamonds.
Diamond Vest	12000	Sa/Sa Pa/Cy Lo/Te	The vest coat of diamonds protects your heart and soul.
Diamond Armor	15000	Sa/Sa Pa/Cy Lo/Te	Like all diamond armor pieces, this suit protects against attack.
Gas Gear	6000	All but Ur-Ursula	When hit by an Earth elemental spell, your HP will recover.
Death Veil	9900	Re/Cy Lo/Te	Only female party members are able to wear this protective veil.
Power Sash	5000	Gu/Sa Pa/Cy Lo/Te	Increases your Speed by 1, your Vigor by 5 and Stamina 5.
Cursed Shield	No Cost	All but Ur-Ursula	Found in Naraka, the Cursed Shield has its unique purpose.
Chocobo Suit	No Cost	Re/St	Pick up some speed with this Chocobo costume.
Tiara	3000	Re/Cy Lo/Te	Female characters can increase their MP by 2 points.
Tao Robe	13000	Sa/Sa Pa/Cy Lo/Te	Magic users only can use this to increase MP by 5.
Nutkin Suit	No Cost	Re/St	Dress up like a squirrel and pick up 7 speed points.
Cat Hood	No Cost	Re	Get this in the Coliseum and double your prize winnings.
Headband	16000	Gu/Sa Pa/Cy Lo/Te	The Headband increases in Speed by 1, Vigor by 3 and Stamina by 2.
Plumed Hat	250	All but Ur-Ursula	The plumed hat makes a great disguise.
Backler	200	All but Ur-Ursula	The most basic shield, this device is made of wood and leather.
Bandana	800	All but Ur-Ursula	The Bandana, a basic item, ups your defense by 10 points.
Light Robe	11000	Sa/Re St	The shimmering Light Robe increases the wearer's MP by 2.
Coronet	No Cost	Re	The Coronet gem stone increases Speed by 2 and MP by 4.
Force Armor	No Cost	Sa/Sa Pa/Cy Lo/Te	This powerful suit is found only in Kefka's Tower.
Force Shield	No Cost	Found in Kefka's Tower, this shield reflects magic.	

NAME	PRICE	EQUIP	EFFECT
Flame Shield	No Cost	All Fire	Hidden in the Phoenix Cave, the shield casts Fire 3.
Czarina Gown	No Cost	Rc	David's Tomb holds the gown, which increases most categories.
Hair Band	150	Rc/Co To	Female characters can wear this for minor added protection.
Bahamut Suit	No Cost	Rc/St	Wear this suit to increase Speed, Vigor, MP and Stamina.
Beret	3500	Rc	Rain wears this for better Search results.
White Dress	2200	Rc/Co To	Female characters gain 5 MP by donning this dress.
Mithril Shield	1200	All Not Items	Everyone can use this shield because it's extremely light.
Mithril Vest	1200	All Not Items	Mithril devices protect wearers against physical attacks.
Mithril Helm	2000	Co/Co Co/Co Co/Co To	All Mithril devices are extra light and strong.
Mithril Mail	3500	Co/Co Co/Co Co/Co To	A coat of lightweight, magical fit for a hobbit prince.
Minerva	No Cost	Co/Te	MP increases 25% if you find this in Kalkia's Tower.
Mirage Vest	No Cost	All Not Items	Wear this vest to fool enemies and increase your Speed by 8 points.
Moogle Suit	No Cost	Rc/St	Found in Dancer's House, the Moogle Suit vastly increases MP.
Cotton Robe	200	Co/Rc St/Te	The Cotton Robe serves as basic added protection against enemies.
Heavy Shield	400	Co/Co Co/Co Co/Co To	This large shield is too heavy for some party members.
Thunder Armor	No Cost	All Not Items	Found in Mt. Zoro, it casts Bolt 2 in battle and Bolt 3 as an item.
Leather Armor	No Cost	All Not Items	This first set of armor isn't very strong, but it's better than nothing.
Red Cap	No Cost	All Not Items	MP increases by 25% and other capabilities increase marginally.
Red Jacket	No Cost	St/Vi	Stamina and Vigor increase substantially. Find it in Goga's Cave.
Regal Crown	No Cost	St/Vi	Find the Regal Crown in the Seamount of Figaro Castle.





# ENEMY GUIDE

The one thing of which you can be sure is that enemies lurk around every corner. Some of them fight for the Empire and Kefka, but many have agendas of their own. Your foes range from soldiers and Magitek weapons to roving monsters. In preparation for facing weapons, spells and gnashing teeth, you should study enemy weak points. You can also win or steal valuable items. The Enemy Guide covers it all.



## KNOW YOUR ENEMIES

The following chart contains vital information about each of the enemies you'll face in the world of FF7. You can learn the total strength of enemies, their weaknesses, and what items you can get from them. Use this information to plan your attacks.

### NAME

The enemy's name may suggest an attack. For instance, use Fire spells against the Ice Dragon.

### WEAKNESS

Many enemies have weaknesses that you should attack and exploit.



### ITEMS

Some foes carry items that you can steal or that they drop if you beat them.

### HEALTH POINTS

Just like your HP, the enemy's HP is an indication of its strength and stamina.

NAME	HP	WEAKNESS	STEAL	WIN
Dirt Dragon	29500	Fire, Ice	Nothing	Nothing
Earth Guard	1	Earth	Megajolt	Nothing
Fortis	9600	Fire, Wind	Gold	Nothing
Lethal Weapon	5200	Fire, Wind	Deblanor	Nothing
Veteran	10200	None	Earrings	Nothing
Outsider	3050	None	Break Blade	Nothing
Actanion	230	Fire, Wind	Poison	Nothing
Hemophyte	6800	None	Tack Star	Nothing
Primordite	1-5	Wind	Tonic, Elixir	Nothing
Opisicus	3210	Fire, Wind	Warp Stone	Warp Stone
Aspid	220	Fire	Tonic	X-Poison
Adamantite	1035	None	Gold Shield	Nothing
Anemone	3800	Fire, Wind	Nothing	Green Cherry
Apokryphos	1900	Fire, Wind	Cure Ring	Nothing
Tap Dancer	4452	Wind	Sword Breaker, Dnt	Nothing
Armed	87	Fire, Ice	Poison, Tonic	Tonic
Rain Man	2722	Fire, Ice	Nothing	Nothing
Alma Weapon	30000	None	Nothing	Nothing
Atms	55000	None	Nothing	Nothing
Whexoul	2066	Wind	Cure Ring	Stalmer
Grease Monk	152	Wind	Buckle, Tonic	Nothing
Coelecte	480	Wind	Poison, Antidote	Antidote
Exorty	1280	Fire, Wind	Nothing	Revivify
Gold Dragon	32400	Fire	Nothing	Nothing
It	7852	Fire, Wind	Nothing	Nothing
Immoc	6800	Fire, Wind	Bio Blaster	Nothing

NAME	HP	WEEK-NEED	STEAL	WIN
Int	3300		Nothing	Nothing
Ipsch	360		Poison	Sneak Ring
Nautifod	238		Poison, Toxic	Eyedrop
Certops	2900		Nothing	White Cape, Green Cherry
Covert	4530		Tack Star, Shanken	Nothing
Inferno	30000		Nothing	Nothing
Vulture	412		Fenix Down, Poison	Fenix Down
Madam	8150		Goggles	Nothing
Harvester	428		Dressed Boots, Goggles	Bermer Ring
Troch	30000		Nothing	Nothing
1st Class	180		Tonic	Nothing
Wizard	1677		Ice Rod, Thunder Rod	Fire Rod
Alkasarus	3000		Nothing	Nothing
Wine-Rat	24		Tonic	Tonic
Warlock	1300		Warp Stone	Warp Stone
Uroburos	50		Fenix Down	Fenix Down
Air Force	8000		Elber	Carina Ring
Power Demon	2050		Diamond Vest, Poison	Amulet, Revivify
Erup	4635		X-Poison	Nothing
Beaker	280		Poison, Eyedrop	Poison
Homet	92		Tonic	Nothing
Hiderite	3500		Nothing	Nothing
Whisper	280		Poison	Soft
Over Mind	380		Poison	Revivify, Green Cherry
Brastur	10050		Dried Meat	Nothing
Lalmeris	1700		Base Bear	Antidote
Pipsqueak	250		Tonic	Nothing
Tomb Thumb	2000		Nothing	Green Cherry
Piranha	10		Nothing	Tonic
Scrappier	1759	None	Thief's Glove	Air Lanceet
Ultras	3000		Nothing	Dried Meat

NAME	HP	WEAKNESS	STEAL	WIN
Chaos Dragon	9013		Fenix Down	Fenix Down
Officer	102		Poison, Toxic	Nothing
Ogor	4211		Murasame, Ashura	Revivify
Vindr	885		Chocolate Suit	Nothing
Triobkor	150	None	Tonic, Antidote	Nothing
Guarden	60000		Nothing	Nothing
Guard	40		Poison, Toxic	Tonic
Marshal	120		Michal Knife	Poison
Gobbidegak	350		Fenix Down, Eyedrop	Nothing
Aquila	6013		Economic, Fenix Down	Fenix Down
Red Wolf	1510	None	Tonic	Tonic
Sculkon	27000		Air Anchor	Nothing
Chimera	2237	None	Hyper Whist	Gold Ammer
Malgia	952		Tonic	Nothing
Nahrbabbit	75		Remedy	Poison
Glanerite	1412		Poison Claw	Nothing
Sr. Behemoth	16000		Murasame	Behemoth Suit
Gigan Toad	458		Nothing	Sleeping Bag
Gigantos	6000		Blair, X-Poison	Hardered
Wild Cat	1115		Tubby Suit	Nothing
Hozor	120		Poison	Tonic
Bland	2470		Warp Stone	Warp Stone
Tridar	3815		Fenix Down	Fenix Down
Crane (Right)	2300		Debitator, Poise	Nothing
Crane (Left)	1800		Nose Blaster	Nothing
Crawler	3200		Remedy	Nothing
Bornas	4771		Muscle Belt, Poise	Nothing
Weed Feeder	480		Antidote	Echo Screen
Mantodea	4500		Imp Helbard	Nothing
GT Behemoth	11000	None	Tiger Fangs	Nothing
Gloom Shell	2905		Poison	Nothing

NAME	HP	WEAK MISC	STEAL	WIN
<b>Grease</b>	3000		Fire Stone	Nothing
<b>Striker</b>	11000		Nothing	Nothing
<b>Kafka</b>	3000	None	Blac. Etcure	Peace Ring
<b>Karkass</b>	3950		Soul Sabre	Mithril Blade
<b>Barb-E</b>	3062		Nothing	Nothing
<b>Brainpan</b>	1300		Earrings	Nothing
<b>Commander</b>	102		Tonic	Nothing
<b>Rhyas</b>	7191	None	Gold Lance	Nothing
<b>Ghost</b>	226		Tonic	Tonic
<b>Vorvin</b>	499		Antidote, Poison	Poison
<b>Tusker</b>	270		Poison, Tonic	Soft
<b>Cossando</b>	600		Mithril Vest, Tent	Tent
<b>Psychot</b>	900		Nothing	Nothing
<b>Goblin</b>	9555		Mithril Gloves	Nothing
<b>Telstar</b>	1800		Nothing	Nothing
<b>Cochrot</b>	3		Soft	Soft
<b>Somari</b>	3000		Nothing	Nothing
<b>Katana Soul</b>	30620		Sinax, Tempest, Marasmas	Offspring
<b>Sand Horse</b>	1025		Poison	Nothing
<b>Brawler</b>	137		Bandana	Tonic
<b>Sea Flower</b>	400		Ferix Gown	Ferix Down
<b>Cadet</b>	380		Tonic	Tonic
<b>Excite</b>	196		Poison, Tonic	Tonic
<b>Rhubito</b>	135		Poison	Tonic
<b>Sky Cap</b>	3062		Nothing	Nothing
<b>Tentacle</b>	7000		Nothing	Nothing
<b>Lobo</b>	77		Tonic	Tonic
<b>Sp. Force</b>	700		Tonic	Magicite
<b>Shive</b>	800		Nothing	Nothing
<b>Sieghrid</b>	100	None	Nothing	Green Cherry
<b>General</b>	650		Mithril Shield, Tonic	Green Cherry

NAME	HP	WEAK MISC	STEAL	WIN
<b>Junk</b>	2000		Noise Blaster	Nothing
<b>Templar</b>	205		Poison, Tonic	Poison
<b>Joker</b>	467		Green Beers, Tonic	Mithril Rod
<b>Moe</b>	12500	None	Nothing	Nothing
<b>Sky Armor</b>	600		Tincture	Nothing
<b>Skull Dragon</b>	32000		Nothing	Nothing
<b>Scorpion</b>	290	None	Tonic	Tonic
<b>Sewer Rat</b>	299		Poison	Nothing
<b>Storm Dragon</b>	42000		Nothing	Nothing
<b>Urus</b>	2409		Sneak Ring	Nothing
<b>Stray Cat</b>	156	None	Poison	Tonic
<b>Spiri Fire</b>	1400		Blax, Tincture	Tincture
<b>Vaporite</b>	15		Tonic	Tonic
<b>Sprinter</b>	4500		Nothing	Imp's Amour
<b>Spectre</b>	296		Ice Rod, Tonic	Tonic
<b>Hoover</b>	12018		Remedy	Nothing
<b>Cirpius</b>	134	None	Tonic, Antidote	Nothing
<b>Cross Hopper</b>	243		Antidote	Poison
<b>Parasol</b>	2077		Ferix Down	Ferix Down
<b>Lerry</b>	10000		Nothing	Nothing
<b>Trooper</b>	255		Mithril Blade, Tonic	Nothing
<b>Soul Saver</b>	3066		Nothing	Nothing
<b>Sifter</b>	3600		Warp Stone	Warp Stone
<b>Grant</b>	100	None	Tonic	Tonic
<b>Zone Enter</b>	7700		Warp Stone	Nothing
<b>Hermit Crab</b>	305		Poison	Warp Stone
<b>Leader</b>	466	None	Nothing	Ferix Down, Black Belt
<b>Dark Side</b>	255		Tonic	Poison
<b>Didulos</b>	12380		Ceramic	Nothing
<b>Dedekawa</b>	3270		Sneak Ring, Jewel Ring	Thief's Knife, Headband
<b>Dante</b>	1945		Diamond Helm	Gold Shield

NAME	HP	WEAK MISC	STEAL	WIN
Chaser	1282		Nose Blaster	Nothing
Cluck	2386		Warp Stone	Warp Stone
Critic	1290	None	Nothing	Nothing
Cloudcock (Dewcat)	5600		Nothing	Nothing
Cloudcock (Worm)	3000		Nothing	Nothing
Kiwok	200		Nothing	White Cape, Green Cherry
Tyrannosaur	1270		Nothing	Imp's Helberd
Soldier	100		Tonic, Poison	Tonic
Chupon	1000		Dark	Nothing
Tritium	147		Remedy, Tonic	Nothing
Deep Eye	131		EyeDrop	Nothing
Anguiform	315		Poison	Fenix Down
Tuanel Armor	1300		Bo Blaster, Air Lance	Elixir
Sand Ray	67		Antidote	Antidote
Down Gaze	5555		Nothing	Nothing
Rhinox	80	None	Flash	Nothing
Allover	800		Nothing	Nothing
Sky Base	600		Flash	Nothing
Dinosaur	1584		Remedy	Revivify
Deplazer	420		Remedy, Poison	Nothing
Buffalax	2252		Diamond Vest, Birdsare	Nothing
Crawly	122		Remedy, Tonic	Nothing
Daefler	720		Chain Saw	Nothing
Dullehan	20-50		Genei Glow, X-Poison	Nothing
Delta Bag	812		Tonic	Sleeping Bag
Toe Cutter	2580		Poison Rod	Poison Rod
Test Worm	3100		Parasite	Stout Spear
Trapper	555		Auto Crossbow	Nothing
Pug	800		Nothing	Tinbarber
Pugs	1401		Nothing	Nothing
Master Pug	2200	None	Megahex, Elixir	Greenius

NAME	HP	WEAK MISC	STEAL	WIN
Doberman	165		Poison, Tonic	Poison
Cruiser	1334		Tonic	Nothing
Dragon	7000		Genei Glow, Poison	Nothing
Zombone	1991		Poison, Fenix Down	Fenix Down
Fossil Fang	1399		Remedy, Revivify	Nothing
Drop	1000		Tincture	Tincture
Ralph	620	None	Tiger Mask, Tonic	Poison
pen Stealer	285		X-Poison	Nothing
Silly Life	4889		Fake Mustache	Nothing
Number 024	777	None	Drainax, Flame Edge	Flame Sabre, Sizzard
Number 126	3276	None	Tempest, Tent	Nothing
Ninja	1650		Cherub Down	Ninja Star
Soul Dancer	2509		Mugshot Brush	Nothing
Necromancer	1525		Fenix Down	Revivify
Neck Hunter	1334		Dark Hood	Poison Ring
Intangir	3200	None	Magicite	Antidote
Neropa	200		Nothing	Nothing
Poppers	100		Nothing	Green Cherry
Naughty	300		Nothing	Nothing
Rope Man	35		Tonic	Tonic
Hurpdy	300		Green Cherry	Nothing
Woolly	388		Hardened, Imperial	Nothing
Bounty Man	285		Poison	Nothing
Bag	310		Poison, Soft	Nothing
Geckorex	5000		Tortoise Shield	Tortoise Shield
Huggy	3615	None	Fenix Down	Nothing
Balloon	556		Fenix Down	Nothing
Wart Pack	358		Grid Meat, Flail	Nothing
Vargas	1160		Mistel Claw	Nothing
Bloomfire	12		Ecto Serum	Sneak Bomb
Popfem	1-5		Poison	Tonic

NAME	HP	WEAK- NES	STEAL	WIN
Punisher	2191	None	Burn Club, Rising Sun	Nothing
Parasite	1000		None	Tonic
Over Gunk	492		Revivify, Poison	Nothing
Pen Dora	1422		Nothing	Nothing
Hidden	2000		Blizzard, Warp Stone	Warp Stone
Hades Gigas	1200		Atlas Armlet	Nothing
Gold Bear	275	None	Poison, Tonic	Poison
Speck	60		Amulet	Nothing
Peepers	1		Elax	Nothing
Mooseur	1112		Amulet	Nothing
Figalz	420		Poison	Nothing
Phase	450		Fenix Down	Fenix Down
Bleary	118		Tonic	Tonic
Ice Dragon	2400		Nothing	Nothing
Flame Eater	840		Flame Seize	Nothing
Phunbabe	60000		Nothing	Nothing
Brachosaur	4050		Nothing	Nothing
Dark Wind	34		Tonic	Nothing
Black Dragon	400		Revivify	Text
Dark Force	8940		Crystal	Nothing
Red Fang	328	None	Tonic	Dried Meat
Besetnor	750	None	Gear Gear	Poison
Blue Dragon	2600		Nothing	Nothing
Mind Candy	230		Tonic, Salt	Salt
Winey Dragon	2802	None	Oregon Boots	Nothing
Flan	255		Magicks, Tonic	Nothing
Prussian	3300	None	Fall Moon	Nothing
Pluto Armor	2850		Nothing	Nothing
Presenter	830		Nothing	Nothing
Tumble Weed	6300		Renaiss	Nothing
Proto Armor	670		Mithril Mail, Poison	Bio Skeler

NAME	HP	WEAK- NES	STEAL	WIN
Prometheus	11500		Debilitator	Nothing
Abolisher	850	None	Amulet	Fenix Down
Head	1600	None	Nothing	Fenix Down
Heavy Armor	435		Iron Helmet, Tonic	Nothing
Rider	1200		Elax, Mithril Vest	Revivify
Slam Dancer	232		Theo's Knife, Poison	Nothing
Vectagoyle	7500	None	Sword Breaker	Nothing
Vector Pup	168		Tonic	Nothing
Vectuar	2440		Ninja Star	Nothing
Behemoth	5800		Running Shoes	X-Poison
Gorm	615		Fenix Down, Tonic	Nothing
Rhinotaur	232	None	Mithril Claw, Tonic	Poison
White Dragon	18500	None	Nothing	Nothing
Specter	1550		Nothing	Magicks
Bogy	1318	None	Poison	Nothing
Fidor	355		Poison, Fenix Down	Nothing
Skum	505		Poison	Nothing
Bomb	160		Tonic, Poison	Poison
Drug	1594		Amulet	Amulet, Revivify
Apparito	781		Poison, Revivify	Revivify
Deployer	3825		Warp Stone	Warp Stone
Crusher	2095		Super Ball	Super Ball
Mag Roader	1300	None	Shuriken, Bolt Edge	Fire Skien
Mag Reeder	1777	None	Shuriken, Bolt Edge	Water Edge
Mag Reeder	250		Shuriken, Bolt Edge	Fire Skien
Mag Roader	420		Shuriken, Bolt Edge	Water Edge
Magic Um	100	None	Elax, Tonic	Nothing
Magie Meister	50000	None	Nothing	Nothing
Doom Dragon	18008	None	Foot Breaker	Nothing
M-Tek Armor	210		Poison, Tonic	Poison
LTD Magic	1000		Tincture	Tincture

NAME	HP	WEAK MOVES	STEAL	WIN
L20 Mage	3000	None	Tincture	Tincture
L30 Mage	3000		Tincture	Tincture
L40 Mage	4000		Tincture	Tincture
L50 Mage	5000		Ether	Tincture
L60 Mage	6000		Ether	Tincture
L70 Mage	7000		Ether	Tincture
L80 Mage	8000		Ether	Tincture
L90 Mage	9000	None	Ether	Tincture
Harpier	1454		Fox Down	Nothing
Ghost Train	1900		Nothing	Test
Mandrake	1150		Poison	Remedy
Missile Bay	3000		Debilstar	Nothing
Dahling	3580		Muggle Salt	Nothing
Misik	1750		Back Guard	Nothing
Rhodox	119	None	Tonic, Antidote	Nothing
Milus	900	None	Magicle	Nothing
Steradite	25000		Thunder Shield	Nothing
Mover	120	None	Super Ball	Magicle
Hipocamps	2444		Werp Stone	Werp Stone
Chizoid	1111		Poison	Remedy
Mega Armor	1000		Poison	Nothing
Vomamoth	116		Poison, Tonic	Poison
Iron Hitman	2000		Auto Crossbow	Nothing
Iron Fist	333	None	Headband, Tonic	Mithril Knife
Mad Oscar	2500		X-Poison	Remedy, Hevvely
Evil Oscar	700		Echo Screen	Nothing
Whak	30000	None	Nothing	Tincture
Whak Haad	9485		Nothing	Nothing
Retainer	7050		Aura	Nothing
Sunsidar	2912		Nothing	Nothing
Right Blade	400	None	Tincture	Fox Down

NAME	HP	WEAK MOVES	STEAL	WIN
Rough	8000		Nothing	Nothing
Lead Worm	12000		X-Poison	Nothing
Insecare	877		Echo Screen	Smoke Bomb
Reach Frog	3511		Tact. Sac, Poison	Nothing
Spek Tor	250		X-Poison	Nothing
Lizard	1280		Drawer	Soft
Rizpas	775	None	Nothing	Remedy
Lich	500		Poison Red, Green Cherry	Green Cherry
Chicken Lip	545		Sleeping Bag, Tonic	Nothing
Still Gong	280		Nothing	Poison
Leafer	33		Tonic	Tonic
Rain	110		Tonic	Nothing
Nastion	1677		Poison, Tonic	Poison
Osprey	850		Nothing	Echo Screen
Boxed Sat	4020		Antidote	Nothing
Lunaris	582	None	Poison	Nothing
Lundan	2079		Poison	Nothing
Laser Gun	3300		X-Ether	Nothing
Curly	15000		Nothing	Nothing
Paradon	330		Guardies, Mithril Knife	Poison
Red Dragon	30000		Nothing	Nothing
Gobbler	470	None	Poison, Green Cherry	Nothing
Left Blade	700	None	Tincture	Fox Down
ing	1100		Amulet	Revivify
Nightshade	2200		Nuden Suit	Nothing
Wyvern	882		Dragon Boots, Tonic	Nothing
Wild Rat	160		Tonic	Nothing

# COLOSSEUM

## Fighting for Fun and Profit

*The man from the World of Balance who wanted to own an arena where great fighters would compete gets his wish in the World of Ruin. Soldiers, brawlers and monsters of all sorts flock to his arena, where they fight for fun and, sometimes, profit. You can win some items here that can't be found anywhere else.*



### Using the Chart

This chart shows what you need to bet to win the items listed. If you wager the item in the Bet column, you'll face the enemy in the Opponent column. If you defeat that opponent, you'll earn the item listed in the Win column.

#### BET

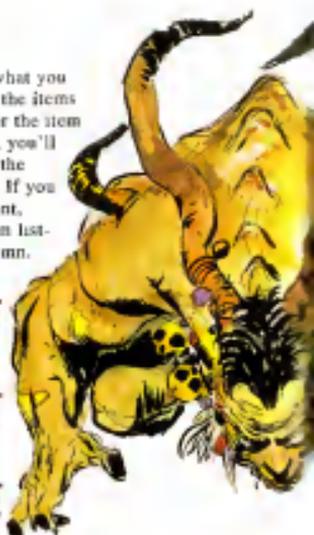
Give it a try, but remember that you have to bet something valuable in order to win something valuable.

#### OPPONENT

If you bet something unimportant, you'll face Gropco, who is likely to Sneeze at unimportant items.

#### WIN

Some of the things that you can win are rare items that you can obtain only by winning them here.



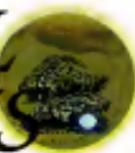
BET	OPPONENT	WIN
Imp's Armor	Rhyos	Tortoise Shield
Ice Shield	Innoc	Flame Shield
Blizzard	Scullion	Ogre Nix
Assassin	Test Rider	Sword Breaker
Strato	Aquila	Pearl Lance
Atms Weapon	GT Behemoth	Gradius
Aqua Shield	Borras	Tortoise Shield
Fixed Dice	Trixter	Fire Knuckle
Rage Ring	Allosaurus	Blizzard Orb
Trump	Allosaurus	Trump
Striker	Chapon	Striker
Thornlet	Opinicus	Mirage Vest
Magus Rod	Allosaurus	Strato
Wing Edge	Rhyos	Sniper
Air Anchor	Bronotaur	Zephyr Cape
Paladin Shield	Hemophyte	Force Shield
Elkir	Cactrot	Rename Card
Ogre Nix	Sc. Behemoth	Soul Sabre

BET	OPPONENT	WIN
Stunner	Test Rider	Strato
Tack Star	Opinicus	Rising Sun
Memento Ring	Chupon	Memento Ring
Gauntlet	Vectagoyle	Thunder Shield
Gold Hairpin	Evil Oscar	Dragon Horn
Gradius	Karkass	Disk
Crystal Orb	Borras	Gold Hairpins
Crystal	Borras	Enhancer
Crystal Helm	Dueller	Diamond Helm
Crystal Mail	Covert	Ice Shield
Exp. Egg	Sceroldite	Timbarbar
Aura Lance	Land Worm	Sky Bender
Ment Award	Covert	Rename Card
Genj Helmet	Fortis	Crystal Helm
Genj Glove	Hemophyte	Thunder Shield
Genj Shield	Retainer	Thunder Shield
Genj Armor	Borras	Air Anchor
Tortoise Shield	Sceroldite	Titanium

BET	OPPONENT	WIN
Tabby Suit	<b>Vectaur</b>	Chocobo Suit
Imp Halberd	<b>Allosaurus</b>	Cat Hood
Hardened	<b>Phase</b>	Murasame
Titanium	<b>Brachosaur</b>	Cat Hood
Thunder Blade	<b>Steroidite</b>	Ogre Nix
Scimitar	<b>Covert</b>	Ogre Nix
Relic Ring	<b>Sky Base</b>	Charm Bangle
Doom Darts	<b>Opinicus</b>	Bone Club
Sniper	<b>Borras</b>	Bone Club
Snow Muffler	<b>Retainer</b>	Charm Bangle
Economizer	<b>Vectagoyle</b>	Dragon Horn
Safety Bit	<b>Pug</b>	Dragon Horn
Gem Box	<b>Sr. Behemoth</b>	Economizer
Soul Sabre	<b>Opinicus</b>	Falchion
Tiger Fangs	<b>Mantodea</b>	Fire Knuckle
Charm Bangle	<b>Retainer</b>	Dragon Horn
Tintinabar	<b>Dark Force</b>	Exp. Egg
Cursed Shield	<b>Didalos</b>	Cursed Ring
Chocobo Suit	<b>Veteran</b>	Moogla Suit
Tao Robe	<b>Test Rider</b>	Tao Robe
Sneak Ring	<b>Tap Dancer</b>	Thief's Glove
Thief's Glove	<b>Harpy</b>	Dirk
Thief's Knife	<b>Wart Puck</b>	Thief's Glove
Dragon Claw	<b>Test Rider</b>	Sniper
Nutkin Suit	<b>Opinicus</b>	Genji Armor
Cat Hood	<b>Hoover</b>	Merit Award
Cursed Ring	<b>Steroidite</b>	Air Anchor
Fire Knuckle	<b>Tumbleweed</b>	Fire Knuckle
Punisher	<b>Opinicus</b>	Gravity Rod
Valiant Knife	<b>Woolly</b>	Assassin
Heal Rod	<b>Pug</b>	Magus Rod
Coronet	<b>Evil Oscar</b>	Regal Crown
Dragon Horn	<b>Rhyos</b>	Gold Hairpin
Falchion	<b>Outsider</b>	Flame Shield
Ninja Star	<b>Chaos Dragon</b>	Tack Star

BET	OPPONENT	WIN
Fenix Down	<b>Cactrot</b>	Magicite
Force Armor	<b>Sr. Behemoth</b>	Force Armor
Force Shield	<b>Dark Force</b>	Thornlet
Blizzard Orb	<b>Allosaurus</b>	Rage Ring
Drainer	<b>Enao</b>	Drainer
Czarina Gown	<b>Sky Base</b>	Minerva
Break Blade	<b>Lethal Weapon</b>	Break Blade
Hero Ring	<b>Rhyos</b>	Pod Bracelet
Ferne Shield	<b>Iron Hitman</b>	Ice Shield
Ferne Sabre	<b>Evil Oscar</b>	Ogre Nix
Behemoth Suit	<b>Outsider</b>	Snow Muffler
Pearl Lance	<b>Sky Base</b>	Strato
Bone Club	<b>Test Rider</b>	Red Jacket
Aura	<b>Rhyos</b>	Strato
Muscle Belt	<b>Allosaurus</b>	Crystal Orb
Pod Bracelet	<b>Hemophyte</b>	Hero Ring
Minerva	<b>Pug</b>	Czarina Gown
Mirage Vest	<b>Vectagoyle</b>	Red Jacket
Mavel Shoes	<b>Tyranosaur</b>	Tintinabar
Sky Render	<b>Scullion</b>	Aura Lance
Murasame	<b>Borras</b>	Aura
Moogla Suit	<b>Madam</b>	Nutkin Suit
Moogla Charm	<b>Outsider</b>	Charm Bangle
Rising Sun	<b>Allosaurus</b>	Bone Club
Thunder Shield	<b>Outsider</b>	Genji Shield
Ilumina	<b>Scullion</b>	Scimitar
Ragnarok	<b>Didalos</b>	Ilumina
Megalor	<b>Siegfried</b>	Tintinabar
Rename Card	<b>Doom Dragon</b>	Mavel Shoes
Ribbon	<b>Dark Force</b>	Gold Hairpin
Rainbow Brush	<b>Test Rider</b>	Gravity Rod
Red Cap	<b>Rhyos</b>	Coronet
Red Jacket	<b>Vectagoyle</b>	Red Jacket
Regal Crown	<b>Opinicus</b>	Genji Glove

# SPECIAL ATTACKS



## LEARN MOVES

Goa and Reim learn special attacks from enemies, which they can then use in battle. This chart shows the attacks that you can learn and the enemies that teach them.



## ENEMIES

When fighting these enemies, use Leap, Scratch or Control to learn and use their attacks.

## RAGE

This column shows the attack you can use when you select the indicated enemy from Goa's list.

## SKETCH

Sketch allows Reim to use an enemy's on that lot. You can't select the actual attack.

## CONTROL

The Fake Mustache activates Reim's Control command, which lets you select a foe's attack.

ENEMY	RAGE	SKETCH	CONTROL
<b>Earthguard</b>	Big Shield	Kiss'n'ell Big Guard	Battle/Poison/ell Big Guard
<b>Fortis</b>	Football	Double Arm Shrapnel	Battle/Double Arm/ Football / Shrapnel
<b>Lethal Weapons</b>	Greasy Bomb	Must Arm Magscarb	Hit Magscarb
<b>Veteran</b>	Condemned	Fight No/White	Battle/Goau X-Zone/Bowlets
<b>Outsider</b>	Pearl	Fight Fan	Battle/Nois Arm/ Tail Later
<b>Actuaron</b>	Creep	Clamp Apex Tube	Battle/Clamp
<b>Homophyte</b>	Shock Wave	Hit Shock Wave	Battle/Carved Guard/ Shock Wave / Pearl
<b>Primordite</b>	Numberde	Fight Numberde	Battle/Numberde
<b>Opinicus</b>	Slide	Rat Slide	Battle/Wind Shield/ Slide/Surge
<b>Aspik</b>	Giga Volt	Numo Spine Giga Volt	Battle/Poisonal/ Giga Volt
<b>Adamaoacht</b>	Acid Rain	Crew Blayler	Battle/Crew/ Acid Rain
<b>Anemone</b>	Giga Volt	Imp Giga Volt	Battle/Bolt 2/ Giga Volt
<b>Apokryphos</b>	L3 Muddle	Slancer L3 Muddle	Battle/Silman/ L3 Muddle/L4 Race
<b>Tap Dancer</b>	Slow 2	Wheat Shake Slow 2	Battle/Wheat Shake/ Slow 2
<b>Armad</b>	Numb	Fight Numb	Battle/Numb
<b>Rain Man</b>	Bolt 2	Ultrawater Bolt 2	Battle/Ultrawater/ Bolt 2/Flesh Rain
<b>Greasemonk</b>	Shell	Fight Lode Wrench	Battle/Lode Wrench/ Stop Mine

ENEMY	RAGE	SKETCH	CONTROL
<b>Coalecita</b>	Magnitude 8	Hydra Sting Magnitude 8	Battle/Hydra Sting/ Magnitude 8
<b>Exorey</b>	Wink	Death Pallen Wink	Battle/Death Pallen/ Wink
<b>lo</b>	Flare Star	Plasma Crash	Battle/Crasy Plasma/ Blaster
<b>Inaco</b>	Wink	Fight Lv (MZF) Pearl	Battle/Lv (MZF) Pearl
<b>Neutrold</b>	ink	Fight ink	Battle/ink
<b>Caribops</b>	Giga Volt	Imp Giga Volt	Battle/Bolt 2/ Giga Volt
<b>Covert</b>	Wind Slash	Disapper Wind Slash	Battle/Disapper/ Wind Slash/Rege
<b>Madam</b>	Pearl	Flare Pearl	Battle/Flare/Pearl's Ice 2
<b>Harvester</b>	Heads	Stick Fire Wall	Battle/Stick/Draw
<b>Vulture</b>	Shimshan	Shimshan Shimshan	Battle/Shimshan/ Shimshan
<b>1st Class</b>	Stone	Fight On Wrench	Battle/On Wrench
<b>Wizard</b>	Dem	Resp Dem	Battle/Resp/Dem/ Stop
<b>Allesaurus</b>	Quam	Deem Poison Claw	Battle/Poison Claw/ Quam
<b>Were Rat</b>	Poison	Fight Bite	Battle/Bite
<b>Warlock</b>	Pearl	Magic Drain Pearl	Battle/Magic Drain/ Pearl
<b>Uroburos</b>	Duckie	Big Duckie	Battle/Big/Duckie
<b>Power Demoa</b>	Flare	Flare Dance Dance	Battle/Flare Dance/ Flare
<b>Eauo</b>	Clean Sweep	Stop Clean Sweep	Battle/Stop/ Clean Sweep/Maga Rate
<b>Benkor</b>	Duster	Fight Duster	Battle/Duster
<b>Hornet</b>	Iron Needle	Fight Iron Needle	Battle/Iron Needle
<b>Whisper</b>	Dem	Gravel Dem	Battle/Fire/Dem
<b>Oer Mind</b>	TF Fire	Fight Gravel	Battle/Gravel
<b>Brantur</b>	Fire 2	Wall Fire 2	Battle / Wall / Fire 2/ Marmor
<b>Lanieria</b>	Magnitude 8	Wind-up Magnitude 8	Battle/Wind-up/ Magnitude 8
<b>Pipsqueak</b>	Imp	Imp Pulsator	Battle/Imp/Pulsator
<b>Tomb Thumb</b>	Stop Mine	Stop Mine Death	Battle/Death/ Stop Mine
<b>Scrapper</b>	TF Fire	Kick E3 Fire	Battle/Kick/TF Fire
<b>Guard</b>	Gravel	Fight	Battle
<b>Marabal</b>	Wind Slash	Fight Charge	Battle/Charge/Bolt 2
<b>Chaos Drago</b>	Disaster	Fight Disaster	Battle/Disaster/ Disaster/Marmor
<b>Gabbielogak</b>	Verish	Gold Wrench Verish	Battle/Gold Wrench/ Verish
<b>Dgor</b>	Storm	Fight Mossy	Battle/Gold Duck/ Pearl Wind
<b>Vindr</b>	Acid Rain	Beak Acid Rain	Battle/Beak/Acid Rain
<b>Aquile</b>	Cyclonic	Flap Cyclonic	Battle/Flap/Cyclonic/ Shimshan

ENEMY	RAGE	SKETCH	CONTROL
<b>Triblitzer</b>	Paran Barb	Fight Fusion Barb	Battle/Fusion Barb/ Poison
<b>Red Wolf</b>	Rush	Fight Ravings	Battle/Rush
<b>Scullion</b>	Duchard	Gemma Keys Exploider	Battle/Gemma Keys
<b>Gigas Toad</b>	Slimer	Crink Slimer	Battle/Crink/Slimer
<b>Gigantos</b>	Megastoid 2	Fight Throat Job	Battle/Throat Job/ Ravings
<b>Chimera</b>	Aqua Rake	Freshy Aqua Rake	Battle/Freshy/Blizzard/ Aqua Rake
<b>Maliga</b>	Remedy	Fight Scissors	Battle/Blizzard/ Remedy
<b>Nohrabbitt</b>	Cure 2	Cure Cure 2	Battle/Cure/Cure 2/ Remedy
<b>Gilomantis</b>	Strapsel	Scale Lace Stone	Battle/Scale/ Strapsel
<b>Sr. Behemoth</b>	Fire 3	Sword Des Fire 3	Nothing
<b>Wild Cat</b>	Waster	Poison Slater	Battle/Poison/ Slater
<b>Hazar</b>	Bob 2	Fight Gren	Battle/Gren/Fire
<b>Boras</b>	Revenge	Uppercut	Battle/Uppercut
<b>Weed Feeder</b>	Berserk	Fight Pop	Battle/Pop/Berserk
<b>Mamooea</b>	Wind Slash	Mind Reaper Wind Slash	Battle/Mind Reaper/ Wind Slash
<b>Gl. Behemoth</b>	Meteor	Hay Maker Meteor	Battle/Hay Maker/ Meteor/Fire 3
<b>Eleed</b>	Bo	Stanch Bo	Battle/Stanch/Bo/ Fire 3
<b>Trixter</b>	Fire 2	Fire Fire 2	Battle/Fire/Fire 2/ Fire 3
<b>Gloom Shell</b>	Nel	Rock Net	Battle/Rock/Nel
<b>Granade</b>	Blaze	Misambros Blaze	Battle/Misambros/ Blaze/Fireball
<b>Crawler</b>	Stap Mine	Feiler Stap Mine	Battle/Feiler/ Stap Mine
<b>Vermin</b>	Scow	Bacteria Bio	Battle/Bacteria/Bio
<b>Rhyas</b>	Surge	El Nino Surge	Battle/El Nino/ Surge/G. Noto
<b>Ghost</b>	Bob 2	Fire X-Zone	Battle/Fire
<b>Karkass</b>	Bob 3	Break Bob 3	Battle/Break/ Bob 3/Stone
<b>Barb E</b>	Love Takas	Stap Love Takas	Battle/Stap/Mobile/ Gavel
<b>Brainpan</b>	Blow Fish	Stink Blow Fish	Battle/Stink/ Blow Fish
<b>Commander</b>	Break	Fight Fire	Battle/Fire
<b>Tusker</b>	Blizzard	Gene Blizzard	Battle/Gene
<b>Commands</b>	Reflect	Fight Program 06	Battle/Program 06/ Shell
<b>Psychot</b>	Likeliever	Lifeliever Meditate	Battle/Meditate/ Likeliever
<b>Brawler</b>	Stone	Fight Parcell	Nothing
<b>Gobbie</b>	Bark 2	Fire 3 Bark 2	Battle/Fire 3/Bark 2/ Ice 3
<b>Telstar</b>	Sonic Beam	Launcher Teh Laser	Nothing

ENEMY	RAGE	SKETCH	CONTROL
<b>Cactrot</b>	Blow Fish	Manding Blow Fish	Battle/Manding/ Blow Fish
<b>Samurai</b>	Lufite	Flare Doom	Battle/Flare/Doom/ Heate 2
<b>Sand Horse</b>	Sand Storm	Sand Storm Damp	Battle/Damp/ Sand Storm
<b>Sea Flower</b>	Stoop	Fight Feeder	Battle/Feeder
<b>General</b>	Cure 2	Bo Attack Cure 2	Battle/Bo Attack/ Cure 2
<b>Rhobite</b>	Life	Fight Anchor	Battle/Anchor
<b>Excite</b>	Scissors	Fight Scissors	Battle/Scissors
<b>Junk</b>	Pop Up	Parasol Bob 3	Battle/Parasol/ Pop up/Exploider
<b>Templar</b>	Fire 2	Fight Axe	Battle/Axe
<b>Sky Cap</b>	Megawork	Aerinc Key Slip Anchor	Battle/Slip Anchor/ Teh Laser
<b>Joker</b>	Bob 2	Parasol Bob 2	Battle/Parasol/ Bob 2/Red Fan
<b>Lobo</b>	Tusk	Fight Tusk	Battle/Tusk
<b>Sp. Force</b>	Delk	Fight Bow	Battle/Bow/Safe
<b>Sky Armor</b>	Teh Laser	Scalishah Teh Laser	Battle/Scalishah/ Teh Laser
<b>Scorpion</b>	Paran	Fight Death Sting	Battle/Death Sting
<b>Sewer Rat</b>	Woker	Fight Mogap	Battle/Woker
<b>Ursus</b>	Net	Scratch Fire 2	Battle/Scratch
<b>Stray Cat</b>	Catnecrech	Catnecrech Bleater	Battle/Catnecrech
<b>Spit Fire</b>	Teh Laser	Propeller Teh Laser	Battle/Propeller/ Teh Laser/Schedule
<b>Vaporite</b>	Blaze	High Blaze	Battle/Blaze
<b>Sprinter</b>	Aero	Dynabook Aero	Battle/Dynabook/ Cyclonic
<b>Spacter</b>	Fire	Hot Fire	Battle/Fire
<b>Hoover</b>	Sand Storm	Cool Sand Storm	Battle/Cool/ Sand Storm/Quake
<b>Parasoul</b>	Flash Palm	Spin Stone Flash Bomb	Battle/Spin Stone/ Flash Bomb/G. Noto
<b>Cirpius</b>	Heate 2	Fight Spike	Battle/Spike/Heate
<b>Crass Hopper</b>	Berserk	Fight Pop	Battle/Pop
<b>Trooper</b>	Swing	Fight Swing	Battle/Swing
<b>Hermit Crab</b>	Net	Rock Net	Battle/Rock/Net
<b>Slatter</b>	Corn In	Crake Shrekkan	Battle/Crake
<b>Dark Side</b>	Ice 2	Skip Touch Ice 2	Battle/Skip Touch/Fire
<b>Didalos</b>	Meteor	Spoke Pomax Tap	Battle/Spoke/ Pomax Tap/Blaster
<b>Dante</b>	L3 Muddle	Sparks L3 Muddle	Battle/Sparks/ L3 Muddle/Ice 2
<b>Chaser</b>	Plasma	Program 11 Plasma	Battle/Program 11/ Plasma/Sea 30
<b>Cluck</b>	Duck	Ligh Spike	Battle/Light/Duck

ENEMY	RAGE	SKETCH	CONTROL
<b>Critic</b>	Condemned	Condemned Slip Sand	Battle/Slip Sand/Condemned
<b>Kiwak</b>	Imp	Imp Cyclone	Battle/Imp
<b>Deep Eye</b>	Dread	Dreadland Dread	Battle/Dreadland/Dread
<b>Anguiform</b>	Aqua Rage	Derrate Aqua Rage	Battle/Aqua Rage/Aqua Rage
<b>Soldier</b>	Fire	Fight Beam	Battle/Beam
<b>Tyrannosaur</b>	Meteor	File Arm Heat	Battle/Slow/Slow Heat
<b>Sand Ray</b>	Tail	Fight Tail	Battle/Tail
<b>Rhinoc</b>	Life 3	Baru Strike Life 3	Battle/Baru Strike/Life 3
<b>Allover</b>	Quake	Fight Dead End	Battle/Dead End
<b>Sky Base</b>	Doom	Doom Big Volt	Battle/Doom
<b>Dinosaur</b>	X-Zone	Fight	Battle/Power
<b>Cephaler</b>	Hook	Fight Hook	Battle/Hook/Snap
<b>Buffalax</b>	Slow 2	Fight Rot	Battle/Slow/Slow
<b>Crawly</b>	Heartburn	Fight Heartburn	Battle/Heartburn/Magitude 8
<b>Duellar</b>	Mega Hit	Giga Volt Magestr	Battle/Magestr/Mega Hit/Giga Volt
<b>Tilium</b>	Bo	Fight Bone Touch	Battle/Bone Touch
<b>Delte Bug</b>	Mega Volt	Rush Mega Volt	Battle/Rush/Mega Volt
<b>Toe Cutter</b>	Shrapnel	Doom Scicle Shrapnel	Battle/Doom Scicle/Shrapnel
<b>Cruiler</b>	Steer	Steer Sugar Steer	Battle/Steer/Steer
<b>Doberman</b>	Site	Fight Site	Battle/Site
<b>Test Rider</b>	Flash Run	Gold Lance Flash Run	Battle/Gold Lance/Flash Run
<b>Dragon</b>	Revenge	Tail Revenge	Battle/Tail/Revenge/Blizzard
<b>Zombone</b>	Condemned	Bone Bolt 3	Battle/Bone/Passion/Bolt 3
<b>Fossil Fang</b>	Sand Storm	Bone Sand Storm	Battle/Bone/Sand Storm/X Zone
<b>Trepper</b>	L3 Muddle	L3 Muddle L3 Doom	Battle/L3 Doom/L3 Muddle/L4 Flare
<b>Drop</b>	Muddle	Med Signal Muddle	Battle/Med Signal/Muddle
<b>Ralph</b>	Teckle	Fight Teckle	Wally/Teckle
<b>Pug</b>	Break	Cheer Break	Battle/Cheer/Break
<b>Pugs</b>	Nothing	Nothing	Nothing
<b>pre Stalker</b>	Drain	Passion Drain	Battle/Passion/Drain/Bo
<b>Still Life</b>	Lullaby	Bone Key Lullaby	Battle/Bone Key/Lullaby/Condemned
<b>Ninja</b>	Water Edge	Fire Stone Water Edge	Battle/Fire Stone/Water Edge/Tail Edge
<b>Soul Dancer</b>	Dance	Drum Dance	Battle/Drum/Dance/Fire 2
<b>Necromancer</b>	Death	X-Zone Doom	Battle/X-Zone/Death/Flare

ENEMY	RAGE	SKETCH	CONTROL
<b>Neck Hunter</b>	Imp	Med Sickle Imp	Battle/Med Sickle/Imp
<b>Intangir</b>	Pop-up	Step Mine Sleep	Nothing
<b>Poppers</b>	Stone	Imp Stone	Battle/Imp/Stone
<b>Woolly</b>	Front 2	Fenny W Way	Battle/Fenny
<b>Rope Man</b>	Explosive	Waruch Flare	Battle/Waruch
<b>Poplum</b>	Ding	Fight Slow	Battle/Slow
<b>Bounty Man</b>	Dot	Figa Site	Battle/Flare
<b>Bug</b>	Stop	Figa Stone Spine	Battle/Stone Spine
<b>Gackorax</b>	Break	Paraglare Break	Battle/Paraglare/Break/Dread
<b>Harpy</b>	Cyclonic	Slip Cyclonic Arm	Battle/Slip/Cyclonic/Arm
<b>Punisher</b>	Ball 2	Fight	Battle
<b>Parasite</b>	Slip Volt	Mini Stop Giga Volt	Battle/Mini Stop/Giga Volt
<b>Over Grunk</b>	Bone Touch	Bone Touch Pen	Battle/Bone Touch/Middle
<b>Balloon</b>	Explosive	Flare Up Explosive	Battle/Flare Up/Explosive
<b>Wart Puck</b>	Snag	Fight Wart	Battle/Wart/Explosive
<b>Pen Dorn</b>	Revenge	Hydra Gas Revenge	Battle/Hydra Gas/Revenge
<b>Bloempira</b>	Bo	Booze Slip Bo	Battle/Booze Slip/Bo/Drum
<b>Humpty</b>	Power	Hug Poison	Battle/Hug/Poison
<b>Pearps</b>	Pearl Wind	Tail Pearl Wind	Battle/Tail/Pearl Wind
<b>Gold Bear</b>	Gauge	Fight Gauge	Battle/Gauge
<b>Hades Gigas</b>	Magnitude 8	Head Bolt Magnitude 8	Battle/Head Bolt/Magnitude 8
<b>Mesoser</b>	Step Mine	T Lash Step Mine	Battle/T Lash/Step Mine
<b>Figalzi</b>	Drachon	Drachon Oak	Battle/Drachon/Drachon/Flare
<b>Phase</b>	Slow Fish	Slow Fish Bark	Battle/Slow Fish/Slow Fish
<b>Blentry</b>	Dean	Fight Slumber	Battle/Slumber/Dread
<b>Brachosaur</b>	Orator	Slip Mine Swing	Battle/Swing
<b>Wirey Dragon</b>	Cyclonic	Wing Cyclonic	Battle/Wing/Cyclonic
<b>Bark Wind</b>	Beak	Fight Dant	Battle/Dant
<b>Black Dragon</b>	Storm	Send Storm Fallen Dot	Battle/Send Storm/Drum/Bolt 3
<b>Dark Force</b>	Clear Sweep	Dark Sweep L3 Storm	Battle/L3 Storm/Clear Sweep/Pearl Wind
<b>Red Fang</b>	Drain	Fight Rebar	Battle/Rebar
<b>Baskervor</b>	Cyclonic	Clear Absolute 8	Battle/Clear/Absolute
<b>Flan</b>	Blow	Slip Gunk Blower	Battle/Slip Gunk/Blower
<b>Prussian</b>	Lens Slide	Fight Bear Hug	Battle/Bear Hug/Stone

ENEMY	RAGE	SKETCH	CONTROL
<b>Pluto Armor</b>	Tek Laser	Crush Tek Laser	Battle/Crush/ Tek Laser/Schiller
<b>Mind Candy</b>	Sleep Song	Tight Sleep Song	Battle/Sleep Song/ Sleep
<b>Tumbleweed</b>	Lifesaver	Blinder Lifesaver	Battle/Blinder/ Lifesaver
<b>Proto Armor</b>	Nothing	Program 20 Tek Laser	Battle/Program 20/ Tek Laser/Schiller
<b>Abolisher</b>	Power	Dealer Power	Battle/Dealer/Power
<b>Slam Dancer</b>	Ice 2	Fire 2 Ice 2	Battle/Fire 2/Ice 2 Ice 2
<b>Vegeteyle</b>	Aqua Rite	Sign Volt Aqua Rite	Battle/Sign Volt/ Aqua Rite/Blaze
<b>Vector Pup</b>	Bite	Fight Bite	Battle/Bite
<b>Vecteur</b>	Peel Wind	Teak Peel Wind	Battle/Teak/Peel Wind
<b>Heavy Armor</b>	Tek Laser	Tek Laser Metal Head	Battle/Metal Head/ Tek Laser
<b>Behemoth</b>	Miner	Take Down Miner	Battle/Take Down/ Fire 3/Meteor
<b>Rider</b>	Wise	Silver Pike Wise	Battle/Silver Pike/ Wise
<b>Garm</b>	Beam	Program 16 Fire 2	Battle/Program 16/ Fire 2
<b>Rhinotaur</b>	Mega Volt	Mega Volt Giga Volt	Battle/Mega Volt
<b>Apparite</b>	Imp	Skip Touch	Battle/Skip Touch/Imp
<b>White Dragon</b>	Peel	Flare Peel	Nothing
<b>Bog</b>	Oogyling	Fight Oogyling	Battle/Oogyling
<b>Fider</b>	Pauses	Fight Pauses	Battle/Pauses
<b>Slurm</b>	Slurp	Fight Mer/Burn	Battle/Mer/Burn/ Magistrate 8/Dunk
<b>Bomb</b>	Blaze	Explosion Blaze	Battle/Explosion/Blaze
<b>Grog</b>	Peel	Go Peel	Battle/Go/Peel
<b>Displayer</b>	Death	Fib Death	Battle/Fib/Death/ X-Zone
<b>Crusher</b>	Lifesaver	Slow Lifesaver	Battle/Slow/ Lifesaver
<b>Mag Roader1</b>	Be	Fight Wheel	Battle/Wheel
<b>Mag Roader2</b>	Mute	Fight Rush	Battle/Rush
<b>Mag Roader3</b>	Heave	Fight Wheel	Battle/Wheel
<b>Mag Roader4</b>	L4 Pass	Fight Wheel	Battle/Rush
<b>Magic Urn</b>	Cure 2	Remedy Cure 2	Battle/Remedy/ Cure 2/Wind
<b>Doon Dragon</b>	H Cross	Fallen One H Cross	Battle/Fallen One/ H Cross/H Cross
<b>M-Tek Armor</b>	Tek Laser	Fight Tek Laser	Nothing
<b>Harpini</b>	Aero	Aero Nail	Battle/Aero/Aero
<b>Mandrake</b>	Red	Stone Touch Red	Battle/Stone Touch/ Red
<b>Dabbling</b>	Cure 2	Mute Cure 2	Battle/Mute/Cure 2
<b>Misfit</b>	Lifesaver	Slow Lifesaver	Battle/Slow/ Lifesaver

ENEMY	RAGE	SKETCH	CONTROL
<b>Rhedox</b>	Steer	Steer New Feet	Battle
<b>Muzz</b>	Pop up	Pop-up Dunk	Battle/Steer/Pop up
<b>Staroidite</b>	Blizzard	Rush Slide	Battle/Rush/Blizzard/ Blaster
<b>Mover</b>	Meteor	Fight Destroyer	Battle/Fig. Sword
<b>Hipocampus</b>	Flash Rain	Acid Rain Flash Rain	Battle/Flash Rain/ Flash Rain
<b>Chitonid</b>	Slip	Fight Corpses	Battle/Corpses
<b>Vomanoth</b>	Blizzard	Bear Claw Blizzard	Battle/Bear Claw/ Blizzard
<b>Iron Hitman</b>	Destruction	Destruction Destroy	Battle/Destroy/ Destruction/Tek Laser
<b>Iron Fist</b>	Stone	Fight Stone	Battle/Green Kelp/ Stone
<b>Mad Oscar</b>	Sour Mouth	Drud Sour Mouth	Battle/Drud/ Sour Mouth
<b>Evil Oscar</b>	Be	Power Sour Mouth	Battle/Scissors/ Power/Sour Mouth
<b>Retainer</b>	Shock	Wind Slash Thunder	Battle/Thunder/ Wind Slash/Condemned
<b>Suriander</b>	Aqua Rite	Wise Aqua Rite	Battle/Wise/ Aqua Rite
<b>Land Worm</b>	Magnum 2	Compress Magnum 2	Battle/Compress/ Magnum 2/Blade Stone
<b>Iesacars</b>	Pop	Fight Flap	Battle/Pop
<b>Reech Frog</b>	Slurp	Slurp Slurp	Battle/Slurp/Slurp
<b>Spek Tor</b>	Blaster	Scratch Blaster	Battle/Scratch/ Acid Rain
<b>Lizard</b>	Break	Imp Revelry	Battle/Break/ Destruction
<b>Lich</b>	Fire 2	Fire Fire 2	Battle/Fire 2/ Fire 2
<b>Chicken Lip</b>	Quake	Loch Quake	Battle/Lucky Quake
<b>Still Going</b>	Deceive	Fight Slip Touch	Battle/Slip Touch
<b>Leater</b>	Iceber	Fight Iceber	Battle/Iceber
<b>Rinn</b>	Fire	Fight Slow	Battle/Slow
<b>Nastidon</b>	Skissard	Fight Hug	Battle/Hug
<b>Osprey</b>	Shambam	Beak Shambam	Battle/Beak/ Shambam
<b>Boxed Set</b>	Meteor	Mirror Orb Meteor	Battle/Mirror Orb/ Meteor/Lode Stone
<b>Lunaris</b>	Free Site	Fight Peter Die	Battle/Free Site
<b>Luridas</b>	Land Slide	Horn Land Slide	Battle/Horn/ Land Slide/Cave In
<b>Pterodon</b>	Fire Ball	Wing Fire Ball	Battle/Wing/Fireball
<b>Gobbler</b>	Shambam	Science Shambam	Battle/Science/ Shambam
<b>Ing</b>	Lifesaver	Wise Lifesaver	Battle/Wise/ Lifesaver 1
<b>Nightshade</b>	Charm	Poison Pod Charm	Battle/Poison Pod/ Charm
<b>Wyvern</b>	Cyclonic	Slip Wing Cyclonic	Battle/Slip Wing/ Cyclonic
<b>Wild Rat</b>	Fight	Fight Scratch	Battle/Scratch

## CAST TWO SPELLS TOGETHER

*Vanash and X-Zone make a magical combination. Although you would normally cast Vanash on one of your own party members to make him or her disappear, use it instead on your enemy. Have the next person in the battle rotation cast X-Zone on the transparent enemy to make it completely disappear in one fell swoop. Combining Vanash with the Doom spell works the same way, to give it a try, too. This trick works on most enemies, including major ones that you would usually defeat only*

# SPECIAL STRATEGIES



*On these pages are some slick tricks you can use to defeat enemies, build experience and obtain items that you might not find otherwise. Give them a try, but be forewarned that some of them make the game less challenging.*

*by battling at length. Using this strategy can save you lots of time, MP and HP in the long run.*



*Cast Vanash first. Then cast X-Zone on the transparent enemy to make it disappear. Doom works well, too.*

## CAMP AT A SAVE POINT

At some points in the game, you'll find more than one team and have them split up to do certain tasks. You can use this strategy to keep them all healthy. When you reach a Save Point with one team, patch a Tent to recover all HP and MP. Now, before you leave the Save Point, switch to your other teams. You'll find that they'll be able to patch Tents and recover fully, too, as long as the original team stays on the Save Point. This trick can be a real lifesaver in treacherous places such as the Phoenix Cave and Kefka's Tower.



You can refresh all three parties by patching one on the Save Point and switching to the others.

## REVIVIFY THE UNDEAD

The Revivify item is very useful for reversing the effects of Zombie spells. When one of your party is affected, Revivify instantly returns him or her to normal. The item has another very useful purpose. The Undead enemies in the game are some of the most difficult to defeat. To defeat them with little effort, use Revivify on them because they're Undead, and apparently would like to stay that way, the life spell has a negative effect, instantly destroying them. This technique will come in handy in places such as the Phantom Forest, the Phantom Train, and anywhere that Undead prowl. Try other recovery items and spells on the Undead, too.



The Undead are happy just the way they are. Turn your Undead into a quick fall prey to Revivify.

## USE RELICS TO RECOVER

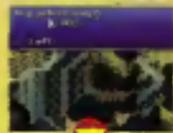
You can save items and MP by using Relics to reverse the effects of some Status Ailments. For example, if one of your party members has been turned into an Imp and you don't want to use a Green Cherry or Imp spell, you can simply equip one of the Relics that prevents the condition, such as the White Cape or the Ribbon. The same technique can reverse the effects of Poison and Dark spells, too.

CONDITION	RELIC
POISON	AMULET, FAIRY RING, STAR PENDANT, RIBBON
DAWK	AMULET, FAIRY RING, GOGGLES, RIBBON
IMP	WHITE CAPE, RIBBON



## RAISE YOUR LEVEL

There is a place early in the game where you can easily raise your members' experience levels. When the story leads the braves and Subin, Edgar, Terra and Banon begin their raft trip down the Lete River from the Returners' Hideout to Narshe, take a loop up after the first Save Point. Go up every time you come to the fork in the river, and fight your way around the loop, building experience. As you raise your levels, Banon can keep casting Health on the party members to keep their energy up.



Keep circling the loop to build experience. Raise your levels here and you'll have a hard time being easier to complete.

## TWO USERS FOR WALL RINGS

Usually, you equip Wall Rings to reflect attacks on your party. They're also useful, though, for attacking enemies equipped with reflective Relics or spells themselves. If you cast spells on an enemy equipped with reflective protection, the spell will bounce back and damage your own team. Instead, cast the spell on a member wearing a Wall Ring. The spell will bounce off and strike the enemy. A deflected spell doesn't deliver as much damage as one cast directly, but it's effective, nevertheless.



Don't cast a recovery spell on a party member wearing a Wall Ring—it will bounce off and heal the enemy if you do.

## MUDDLE THE MAGE MASTER

Your first meeting with the Mage Master who lives at the top of the Fanatic's Tower is likely to be short—and definitely not sweet. He's a very crafty fighter who is skilled at using magic. It's difficult to use magic attacks against him because his weak point changes every few seconds. As soon as you discover what it is, the weak point changes. You can make him stop watching his weak point by casting a Berserk spell on him. Once he becomes confused and muddled, you can begin attacking him with powerful magic attacks that will make the battle much easier. Use the same technique when you face other powerful enemies that rapidly rotate weak points.



Cast Berserk on the Mage Master to make him stop changing his weak point, then attack him with magic spells.

## BUY AT A DISCOUNT

Although you find or earn most of the Espers, you'll have to buy Sraphim, and you can pay a little or pay a lot depending on when you shop. The man who has the Esper wants 3,000 GP for it if you approach him in the World of Balance. In the World of Ruin, he'll sell it for a measly 10 GP.



## DEFROST YOUR FRIENDS

If an enemy freezes a teammate with Cold Dart or N Cross, you can thaw him or her quickly using a spell of your own. Defrost the frozen friend by casting Fire, Fire 2, or Fire 3.



## POWERFUL PAIRS OF RELICS

The Offering enables its user to attack four times in every turn. You can maximize the attack by pairing the Offering with the Geng Glove, which allows its wearer to carry a weapon in each hand and to attack with each. Without the Offering, someone wearing the Geng Glove can get at two heels during each attack; with the Offering, that same person can strike eight times! Another way to use the Offering is to have Locke equip both it and the Thief's Glove. This equipped, he can steal four times.



## WAGER FOR ILLUMINA

In the World of Ruin, when Locke gets the Ragnarok Esper in the basement of the Weapon Shop in Narrie, he has the option of taking the Esper as it is or having it changed into a Sword. Both are powerful. If Locke takes the sword, he can later bet it at the Colosseum. If he wins, he'll receive the Illumina Sword, an incredibly powerful weapon that will be a great asset to the party.



## BATTLE CACTROT

Cactrot is a strange, vegetable-like enemy that resides in the desert south of Maranda. If you defeat it in battle, your Magic Points will increase by ten and you'll receive 10,000 GP. When you meet Cactrot, be sure that Edgar is part of your traveling team and have him attack with either his Drill or his Chain Saw.



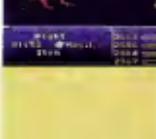
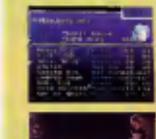
## SAVE SOME GP

You can save some GP in Moblie if you talk to the right people. After you write the letter for the soldier, take it to the man with the pigeons and pay him 500 GP to mail it. To receive a reply, you can pay to stay at the Inn. A reply will be waiting in the soldier's house in the morning. You can save the rest, though, by talking to the right villagers. Mail the letter but don't stay at the Inn. Instead, talk to the man who tells about the Serpent Trench, then go to the soldier's house to find the reply.



## SAVED OR DOOMED?

You'll quickly learn, both from giving and receiving, that the Doom spell spells death. Believe it or not, it actually has some properties that can heal your party members under the right circumstances. You must have the Relic Ring to try this trick. First, have one of your party members equip the Relic Ring. Next, cast the Doom spell on the person wearing the ring. Magically, the spell will heal, not destroy. In fact, the spell will restore all HP to all members of the party. It's a great strategy to use when you're being beaten up in an important battle.





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The background of the page features a detailed illustration from Final Fantasy III. At the top center, a young girl with blonde hair, likely Terra, is shown in a dynamic pose. To her left, a large, dark, multi-winged creature with purple and blue accents is visible. On the right side, a dark, horned creature is partially shown. The overall style is characteristic of the classic Final Fantasy art.

## STEP INTO THE VAST WORLD OF FINAL FANTASY III

The Final Fantasy tradition of awesome RPG adventures continues in epic proportions with Final Fantasy III for the Super NES. Once you step into this magical world, be prepared to stay there for weeks, months or years. In fact, the only way to get out may be by studying this Player's Guide. In the game world, you'll begin with Terra, a young woman who has been enslaved by the Empire because of her ability to use magic and the powerful but mysterious Moogle armor. When she falls into the hands of the Returners, a scattered band of rebels fighting the Empire, it soon becomes clear that Terra holds the single, desperate chance that the rebels have for victory.

The adventure takes you throughout the world, by air, sea and land, through the destruction of the world and into its frightening ruin. And the Player's Guide takes you every step of the way, guiding you with full color maps and precise instructions, teaching you to solve the riddles and survive in a wilderness swarming with monsters and enemies. With more than a dozen characters to control directly, Final Fantasy III offers almost limitless choices. The Player's Guide covers all the characters, their weapons, armor, tools and magic spells in complete detail so that you can succeed no matter what combination of characters you choose, no matter what path you take. You'll also find complete charts of enemy attributes so you can learn their weaknesses and plan your attacks.

Final Fantasy III is simply the biggest RPG in history, and the Player's Guide is the official insider's authority with hints and strategies from the pros at Nintendo. Don't lose your way on the adventure of a lifetime.

