



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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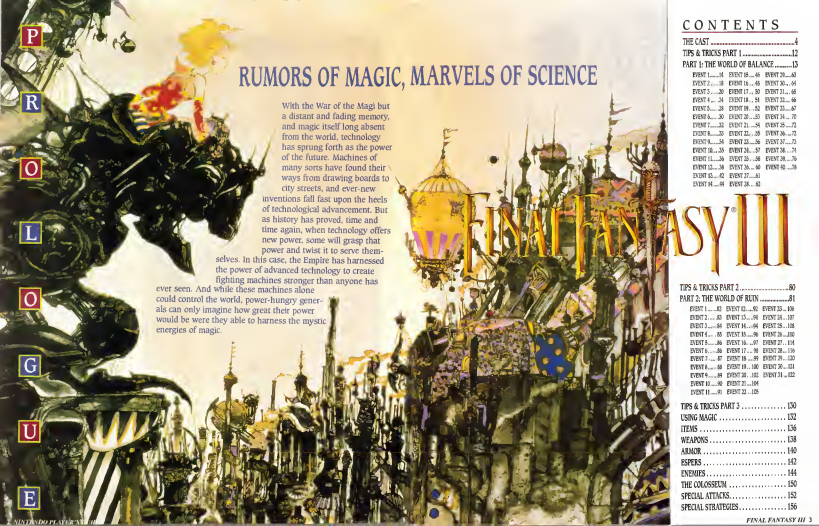
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MAGIC WARRIOR TERRA TERRA BRANFORD

PROFILE Age 18 5'7" 160 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 Esper, her world takes a strange twist and she becomes a rebel. The success of the Returners depends on Terra and her half-esper powers.

SPECIAL SKILL MORPH

When Terra "morphs" into her Esper self, she doubles her fighting and magic strength. The morphing process takes one turn, just like casting 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 5'6" 160 lbs
SKILLS Power 20 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 18 4' 06 lbs
SKILLS Power 12 Stamina 94 Magic 20 Strength 12
EQUIPMENT Spine, Hat, Light Armor

FIGHTING & DANCING

Most Moogles 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.

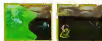
WIND SONG	The wind over the grassy plains teaches Mog this dangerous dance.
FOREST SUITE	Go to the regular forest areas or Phantom Forest to learn this dance.
DESERT ARIA	Mog learns the steps to the lovely melody under the desert sands.
LOVE SONATA	Fight in Narshe or the Opera House after the collapse 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 in Serpent Trench and Lake Rieu!
DUSK REQUIEM	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 Colosseum.

MECHANIC EDGAR EDGAR RONI FIGARO

PROFILE Age 21 6'2" 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 in 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 emits 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 diamond bit of the Drill powers through one enemy at a time 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 to it. 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

CYAN GARAMONDE
 PROFILE Age 30 5'11" 158 lbs
 SKILLS Power 40 Guileless 28
 Magic 20 Strength 32
 EQUIPMENT Katana, Helmet, Armor



SWORDPLAY

Brave Cyan loves 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.

SPECIAL SKILL SWORD TECHNIQUE

Cyan's swordsmanship knows few bounds. The eight techniques he is now require time to implement. The higher the technique the more time it requires to prepare.

DISPATCH
 A powerful attack against one foe.

RETORT
 Automatically strike back when attacked.

SLASH
 The infamous 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 awhile.

QUADRA SLICE
 Slice it 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 6'3" 220 lbs
 SKILLS Power 41 Guileless 30 Magic 20 Strength 27
 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 35 Guileless 18
 Magic 20 Strength 14
 EQUIPMENT None, Light Armor



BEAST ATTACKS

The Wild Boy of the Veil, 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 ride off them, but when he returns in the following battle, he'll be able to use that beast's attack through the Rage option.



SPECIAL SKILL BLITZ

Activate the Blitz commands once you've learned them using the following Controller 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.

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

SPECIAL SKILL RUNIC

The Runic Blade, when used in battle, attracts enemy spells and vindicta's their equipment. Although magic won't harm Celes or her companions, other attacks will.



RUNE KNIGHT CELES

CELES CHERE

PROFILE Age 18 5'6" 105 lbs
 SKILLS Power 31 Guileless 20
 Magic 20 Strength 31
 EQUIPMENT Sword, 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.



GAMBLER

SETZER SETZER GABBIANI

PROFILE Age 37 5'0" 130 lbs
SKILLS Power 33 Quickness 32
Magic 26 Strength 30
EQUIPMENT Cards, Dice, Holmer Armor

SPECIAL SKILL SLOT

Setzer's Slot attack uses a slot machine to randomly select attacks. Combinations 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 on the Slot when the Jokers show up. Everyone loses!

LAGOMORPH

Even losing spins 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 aces (aces 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 39 Quickness 36 Magic 33 Strength 30
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 at will.

SPECIAL SKILL THROW

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

ARTIST

RELM RELM ARROWNY

PROFILE Age 10 5' 80 lbs
SKILLS Power 10 Quickness 10
Magic 34 Strength 11
EQUIPMENT Paint Brush, Hat, Hat, Dressed Toy

SKETCHING

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

LORE MASTER

STRAGO STRAGO MAGUS

PROFILE Age 30 4'10" 84 lbs
SKILLS Power 9 Quickness 9
Magic 31 Strength 8
EQUIPMENT Hat, Hat, Dressed Toy, Lore

MAGIC & LORE

The villagers of Thomana 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.

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.



THE MIMIC GOGO

PROFILE Age: Unknown 5'5" 132 lbs
SKILLS Power 5, Guileless 14
Magic 26, Strength 18
EQUIPMENT Dagger, Rod, Robe, 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" 438 lbs
SKILLS Power 44, Guileless 21, Magic 6, Strength 46
EQUIPMENT Bone Club, Snow Mailer

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 traveler, but you can't control him when he's enraged. Two Refills are for his exclusive use, the Rage Ring and the Dazzled 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 Beams.

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 a glowing

Heal Force

Use the Heal Force to replenish your character's HP (it's usable only during battles).

Bio Blast

Bolt 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 far away in a different world.

Tek Missile

When you fire the Tek Missile, a series of blasts will run 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 Reclaimer Hideout to Narabe.



You must get Banon to Narabe 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 sacrificing 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 must be used
Edgar	Character shows up
Sabin	Character can be selected
Cyan	Character leaves
Gau	Character is not in this event
Shadow	
Celes	
Setzer	
Strago	

MAP KEY

★ SAVE POINTS	● SWITCHES/LEVERS
○ CONNECTIONS	● 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
Peladin 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 Ruin. If you wager an Elxir, 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. If you like your characters' names just the way they are, you can bet the Rename Card. 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 Offering, you can clean up at the Colosseum.



PART 1

THE WORLD OF BALANCE

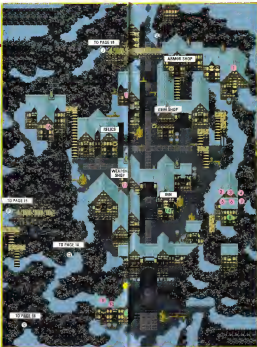
Your quest begins with Terra, a young woman who has been pressed into the service of the Empire because of her extraordinary powers. Magic has been absent from the world for ages until recently. Now Terra and a few others have appeared along with a strange race of magic-users known as Espers. The first 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.

This early stage won't present many difficulties. Much of the time you'll be learning background history by reading dialogue. The battles in *Narsie* are also simple. With your Magestik armor, there's no way to lose a battle short of doing nothing. Still, pay attention to the story. This is also a good time to experiment with the various battle control options.

The game begins one thousand years after the War of the Magi when an Esper is found in the mountain town of Narshe. Terra and two Imperial soldiers are sent to capture it.



NARSHE



1 ELIXIR	2 SLEEPING BAG
3 5000 GP	4 MONSTER IN-A-BED
5 EARNING	6 TINCTURE
7 THIEF'S KNIFE	8 RECOVER HP/MP
9 WALL RING	10 RECOVER HP/MP
11 SNEAK RING	12 CURSED SHIELD
13 HYPER WRIST	14 (W.O.R.)
15 LONE WOLF	16 ELIXIR
17 TUNIC	18 RAGMAREK
	19 (W.O.R.)

Some Checklist events won't occur until later in the game, and some Checklist items can't be found until later, either. W.O.R. indicates that the item is found, or the event happens, in the World of Role.

ITEM SHOP	
WEAPON SHOP	
Regal Cutlass	800
Mithril Claw	800
Korinax	800
Mithril Pike	800
Iron Lancest	950
Shield	2,800
Flyt Mopce	2,500
RELIC SHOP	
Spirit Stone	1,500
Jewel Ring	1,800
Fairy Ring	1,500
Banner Ring	500
Mithril Glove	700
True Knight	1,000
ARMOR SHOP	
Mithril Shield	1,200

The Woods of Rain	
WEAPON SHOP	
Poison Rod	2,000
Troket	1,700
Boomerang	4,500
Morning Star	5,000
Hawk Eye	6,000
Blossom	3,200
RELIQ SHOP	
Serena	3,000
Sliver Sight	3,000
Running Shoes	7,000
Wall Rag	6,000
Black Belt	5,000
ARMOR SHOP	
Gold Shield	2,500
Bard's Hat	3,000
Green Band	3,000
Mirror Helm	2,000
Tara	3,000
Gold Helmet	4,000
Mimmi Mail	3,500
Powder Sash	3,000
ITEM SHOP	
Potion	300
Incense	1,500
Hexa Stone	500
Green Cherry	150
Tea	1,200
Fire Sling	500
Water Edge	500
Bolt Edge	500
BN	200

The guards at Nar'she attack Terra and the two soldiers in spite of their Magitek armor. They are no match for you. Since you are limited as to where you can go at this point, just keep moving ahead and defeating the local



guards. If you take damage, you can heal yourself using Terra's Cure magic. Wedge and Vicks can't use magic, but Terra can heal them, too.



At this early stage, Terra doesn't know who she is and her name appears as a series of question marks on the status screen. After passing through the mines, you'll be able to learn more about Terra and even give her a name of your choice.

You can't enter *haidings* wearing the bulky *Magitek* armor, so at this time the shops, inns and other buildings of *Narshe* will be off-limits. Don't worry, You'll have plenty of opportunities to explore the town later in the game.





TO PAGE 15 TO PAGE 15

CHECKLIST

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



TO PAGE 15

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 resuming battle.



THE LIVING ESPER

You'll find the Espes 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 left unconscious.



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



Locke is a treasure hunter and a real-world treasure, a valuable ally who can be relied on in the end.



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.



Vicks and Wedge won't survive the Esper.

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



TO PAGE 14



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-like things, but they can dance up a storm that will 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.



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 Oak Reunion, worth over a thousand hit points during an attack.



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, waiting because you have outlived his patience.



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.



TO PAGE 15

CHECKLIST

- HENGE DOWN
- SLEEPING BAG
- EXIT ONLY
- PIT
- TERRA
- MEET MOG (W.A.R.)
- BUNK LODGE
- LIGHT MAZE

THE WORLD

Learn about Save Points, Relics, hidden items, recovering HP, monsters in chests, 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 of Defense options. You'll also find a Sleeping Bag.

ADVANCED TACTICS

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



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

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.

Map of Figaro

ITEM SHOP 1

Potion 300
Tincture 1,500
Fenix Down 500
Remedy 300
Aerodite 50

ITEM SHOP 2

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000

World of Ruin

ITEM SHOP 1

Potion 300
Tincture 1,500
Aerodite 50
Eyedrop 50

ITEM SHOP 2

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 3

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 4

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 5

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 6

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 7

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 8

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 9

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 10

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 11

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 12

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 13

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 14

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 15

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 16

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 17

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 5,000

ITEM SHOP 18

Auto Crossbow 250
Noise Blaster 500
Bio Blaster 750
Flash 1,000
Grill 3,000
Submarine 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 Steel can be useful. Choose the Steel command and take a Tonic from the monster. The recovery power of Tonic will come in handy.

CHECKLIST

- RECOVER HP AND MP
- THE MATRON
- SOFT
- TONIC
- INTERDOTE
- PEREK 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 and travel to distant parts of the continent, as you'll later discover. Edgar's talent also extends to specialized weapons like the Bio Blaster, Noise Blaster and Auto Crossbow that are used in battle with the Tool command.



Edgar becomes a valuable member of your party when Kefka attacks the castle seeking to recover Torte 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 Sabin were to have jointly ruled the kingdom when their father died, but how Sabin ran away, seeking only to be free.

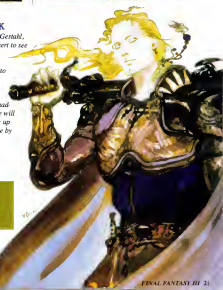
KEFKA'S ATTACK

On orders from Emperor Gestahl, 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 Chocobos for your escape.



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

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 bird 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 stables 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

- TUNNEL ARMOR
- RECOVERY SPRING
- BOSS (W.O.R.)
- TINCTURE
- TINCTURE
- FENK DOWN



TO FIGARO BRIST



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 Tincture 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 Tincture, 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
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 MERCHANT'S CLOTHES
- ⑧ STEAL SOLDIER'S CLOTHES
- ⑨ GET COIN
- ⑩ GIVE COIN
- ⑪ ELDER
- ⑫ RESCUE CUES
- ⑬ SON GP
- ⑭ LONG GP
- ⑮ EMPTY
- ⑯ WING CLOCK
- ⑰ MYSTER WISSET
- ⑱ RUMKING SMOKE
- ⑲ IRON ARMAGE
- ⑳ CAWING
- ㉑ REGAL OUTLASS
- ㉒ HEAVY SHIELD
- ㉓ CLOTHES
- ㉔ A-PORTION
- ㉕ RIGIDION
- ㉖ EYEDROP
- ㉗ ANTIKATE
- ㉘ 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 on Mt. Kolts run by Duncan.

At (North end, near Mt. Kolts) you can find a hidden treasure.



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.

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.



Goggles	300	Garmed Armor	10,000
Soul Pendant	500	Blue Gem	6,000
Jewel Ring	1,000	Bird's Hat	3,000
True Knight	1,000	Green Band	3,000
ITEM SHOP		RELIC SHOP	
Tonic	50	Goggles	800
Armadillo	50	Soul Pendant	1,500
Soft	250	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	1,200	Cervine Ring	3,000
INN	80	ITEM SHOP	
CHOCOBO STABLE	80	Trunks	300
		Eyedrop	50
		Fenix Down	500
		Reverly	300
		Paradey	1,000
		Sleeping Bag	500
		Tonk	1,200
		INN	80
		CHOCOBO STABLE	80
		Diamond Helm	8,000
		Diamond Vest	12,000



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.



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!



CHECKLIST

- GUARDIAN
- KILIAS A. MALET
- TENT
- SABIN JOINS PARTY
- TENT

VS. VARGAS

During the fight with Vargas Sabin will learn to use the Blitz attack. First, Vargas attacks your party of three. Hold him off using the Auto Crossbow and other attacks until Sabin appears. You can't defeat Vargas without Sabin. After learning Blitz, you'll scare Vargas away.

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 Triliums, 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 use 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, Terra 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 his special Blitz technique to win. One shot 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 Pierrel.



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.

IBANON

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 where the One Piece is right outside the chest with the White Caps, a relic for Terra.

CHECKLIST

- FENIX DOWN
- GREEN CHERRY
- AIR LANSET
- FENIX DOWN
- TRUE KNIGHT
- ANTIGONE
- TINCTURE
- RAMON
- POTION
- WHITE CAPS
- BANON
- PRICE OF PAPER

World of Balance

ITEM SHOP	
Tonic	50
Potion	80
Tincture	500
Echo Screen	1,500
Shiny Bag	120
Tent	500
Spirit Sheet	1,200
INN	FREE

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 Geardiel.

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 Narthe 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 invaders and give the other Returners time to escape.

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

LETE RIVER

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



CHECKLIST

- 1 RAFT RIDE
- 2 GO STRAIGHT
- 3 TAKE LEFT BRANCH
- 4 ULTROS

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 Ultros—by far the strongest enemy to this point.



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

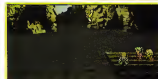
The river monsters along the way shouldn't give you very much trouble. Banon's Health spell will keep everyone in good shape up to the Save Points. After the Save Points, preserve his Health until you face Ultros. Use Sabin's Blitz and Edgar's Auto Crossbow as your main attacks. During the journey, Terra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



ULTROS

Ultros 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 Ultros to add to the punch from Edgar and Sabin.



After the battle, Sabin is last overboard and drifts 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 Mag 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 distant land where he befriends Shadow and the wild boy Gau.

LOCKE

Locke's quest is to escape from South Figaro, but he discovers Cid's and reveals his true identity as Imperial prison.

TERRA

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



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 you to a second Save Point—the last before Ultros.



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

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

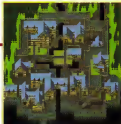
SOUTH FIGARO

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.



|| 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 uniform 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."



Terra
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Umario

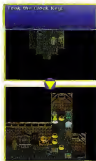
|| RESCUE CELES

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 rich 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 his 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 Recover, 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' Ramie command to absorb the machine's spells, but also use Potion 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

Umario



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.

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.



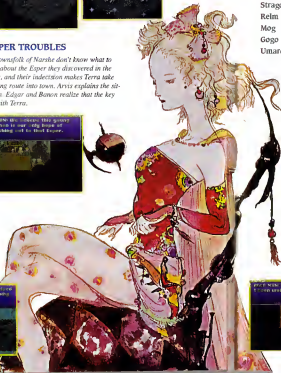
ESPER TROUBLES

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 Baran realize that the key lies with Terra.



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.



HOUSE ON THE VELDT

Terra

Locke

Edgar

Sabin

Cyan

Gau

Shadow

Celes

Setzer

Strago

Reim

Mog

Gogo

Umario



Finally, we turn to Sabin, who was lost off the raft after the battle with Ultros. 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 Iavis 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 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
Gau
Shadow
Celes
Setzer
Strago
Reim
Mog
Gogo
Umario

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

- 1 STAR PENDANT
- 2 MITERUL GLOVE
- 3 GREEN BERT

|| 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 Sword Tech skills can damage enemies seriously. As his skill develops through the game, he becomes one of the strongest fighters.

CHECKLIST

- 1 LEADER
- 2 REMEDY
- 3 DIED (RECOVER HP/MP)
- 4 X-POISON
- 5 ELDER
- 6 FUNKY DOWN
- 7 HEADS



|| 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.



|| SET AN EXAMPLE

Cyan believes that he can defeat Kefka's forces by defeating the commander in charge of the assault team. 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

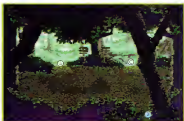
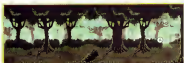
After Cyan joins your duo, the only way to escape is to climb into three



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.



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



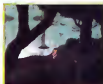
PHANTOM FOREST

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
Phoenix Down	500
Sleeping Bag	500
Shuriken	30



TO PAGE 40-41

CHECKLIST

Continued from previous Checklist

- GHOST
- GO TO ROOF
- SWITCH TO SEPARATE CARS
- RECOVER HP
- TAPPIRUS
- SIEGFRIED
- FENIX DOWN
- SNIPER SIGHT
- FENIX DOWN
- HYPER WHIST
- INSTRUCTIONS
- THREE SWITCHES
- PHANTOM ENGINE

|| SIEGFRIED

Siegfried claims to be the world's greatest swordman, 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.



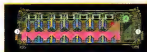
|| NO ESCAPE...!

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 38-39

|| 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 Shadow and her trusty dog, Interceptor, things may be very easy.



|| CYAN'S FAREWELL

A scary 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 Donna. The noble knight is dejected.



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



BAREN FALLS

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

You'll leap into the catacract 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 Rizopas' El Nino attack, which is worth several hundred HP of damage. Use your Potion early.



CHECKLIST

DIVE INTO THE FALLS



RIZOPAS

Rizopas appears after you've defeated about two dozen Piranha 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 Blm 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, fending 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.



WEAPON SHOP

Mithril Knife	300
Mithril Blade	450
Mithril Claw	800
Kotetsu	800

ARMOR SHOP

Buckler	200
Heavy Shield	400
Plumed Hat	350
Magus Hat	600

Bardiche	800
Iron Helmet	1,000
King Fu Suit	250
Iron Armor	300

ITEM SHOP

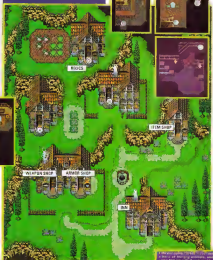
Dried Meat	150
Tonic	50
Potion	300
Eye Drop	50
Green Cherry	150
Fenix Down	500
Shopping Bag	300
Tent	1,200

RELIC SHOP

Sprink Shoes	1,500
White Cape	500
INN	100

CHECKLIST

- ELIMINATE
- Mail Delivery 500 BP
- RED
- 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 really grateful. He'll even lead you to his secret treasure—a

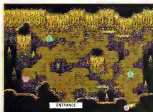
Diving Helmet. Gau's special attack is his ability to learn the attacks of other creatures.



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



Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
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 ride 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 of 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

CHECKLIST

- ELIXIR
- LLISE SHIP GP
- DIVING HELMET
- X-POTION
- SWITCH
- POOL
- JUMP DOWN THE HOLE
- GREEN HONEY

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.

World of Balance

WEAPON SHOP

Mithril Claw	600
Katana	800
Mithril Pike	800

ARMOR SHOP

Heavy Shield	400
Plumed Hat	250
Winged Hat	600
Sandara	600
Iron Helmet	1,000
Kang Tu Suit	250
Silk Robe	600
Iron Armor	700

ITEM SHOP

Tonic	50
Potion	300
Echo Screen	120
Smoke Bomb	300
Green Cherry	150
Felix Down	500
Sleeping Bag	500
Tent	1,200

RELIC SHOP

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

INN

150

CHOCOBO STABLE 80

World of Narshe

WEAPON SHOP

Rune Edge	1,800
Plasma Sabre	1,800
Bizzard	1,800
Thunder Blade	1,800
Enhancer	10,000

ARMOR SHOP

Diamond Shield	3,500
Bard's Hat	1,800
Great Barret	3,000
Diamond Helm	4,000
Gate Gear	8,000
Power Sash	5,000
Diamond Vest	12,000

ITEM SHOP

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

RELIC SHOP

White Cape	5,000
Cave Ring	8,000
Zephyr Cape	7,000
Gale Harpin	8,000
Hyper Whet	8,000
Beeds	4,000
Amulet	5,000
Cratine Ring	3,000

INN

150

CHOCOBO STABLE 80

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.



CHECKLIST

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



The ship voyage completes the cycle of escapes from the Returners' Hideout.

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.)

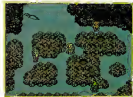
Although the Imperial troops spread out in the maze, you can attack with one group in most cases. Your strongest group should include Terra, Edgar and Sabin.



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 Sabin. Shoes can cover most of the battlefield. Use Terra, Sabin, Edgar, Cyan or Celes.



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

ROUGH THE RIDER

The biggest challenge ahead is the enemy known as the Rider. Its Virile 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 Ruin magic. With Sabin, it's a matter of using Blitz so you can pummel 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 Sidos in the south.



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



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



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



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.



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



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 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 rec-

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 Kahlinen 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 cold 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
Umaro

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.

Destroyed over several years, the primary structure of Kohlingen is left to the north, toward Jidoor.



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 on a nose; alas, or rather, a lost lass. Will he ever love again? Can he go on?

LOCKE'S LOST LOVE



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



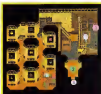
World of Kohlingen

WEAPON SHOP	IRON ARMOR
Air Lancet... 300	Silk Robe... 600
Had... 2,000	Head Band... 1,600
Full Moon... 2,500	ITEM SHOP
Shantone... 30	Potion... 300
Fire Sken... 500	Tincture... 1,500
Water Edge... 500	Revivify... 500
Bolt Edge... 500	Amulet... 50
Iron Edge... 250	Green Cherry... 300
ARMOR SHOP	Fenix Down... 500
Mohr Shield... 1,200	Sleeping Bag... 300
Mages Hat... 300	Tart... 1,200
Bandana... 800	INN... 250
Iron Helmet... 1,000	

World of Ruin

WEAPON SHOP	ARMOR SHOP
Darts... 10,000	Diamond Shield... 3,500
Dice... 5,000	Band's Hat... 2,000
Trump... 13,000	Green Belt... 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
	Amulet... 50
	Fenix Down... 500
	Revivify... 300
	Remedy... 1,000
	Sleeping Bag... 300
	Tart... 1,200
	INN... 250

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



JIDDOOR

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 Maria, 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
Kedachin	1,200
Full Moon	2,500
Water Edge	500
Fire Shield	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
Textbook	1,500
Antidote	50
Soft	200
Revivify	500
Fenix Down	500
Smoke Bomb	300
Tent	1,200

RELIC SHOP

Peace Ring	3,500
Gambler Ring	500
Mithril Slave	1,500
Adas Amulet	5,500
Earring	5,500
True Knight	2,500
Sniper Sight	3,800
INN	250

CHECKLIST

- 1. TIMETUNE
- 2. OWZER

World of Ruin

WEAPON SHOP

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

ARMOR SHOP

Cadet	7,000
Dark Hood	7,500
Crystal Helm	10,000
Dark Gear	13,000

ITEM SHOP

Potion	300
Textbook	1,500
Fenix Down	500
Revivify	500
Remedy	1,000
Warp Stone	700
Sleeping Bag	500
Tent	1,200

RELIC SHOP



Caenne Ring	3,000
Adas Amulet	5,000
Cherub Down	5,000
Spind Ring	5,000
INN	250

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

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 6:16:30
- ⑧ CHAIN SAW
- ⑨ TONIC
- ⑩ DADALUMA
- ⑪ X-POTION
- ⑫ RUNNING SHOES
- ⑬ RUST-RID FOR 1,000 GP (IN GAI)

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 weirdos. This is not a fun town, but you must stick 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 mincemeat 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 Potion 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 Jalen, complete with hockey mask.



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



|| 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 Exotic is converting

Esper into Magicks to be used in Magitek weapons. You are given your next mission—to go to Vector.



Note: Ramuh sacrifices himself and transforms into Magicks which can be used as magic by humans.

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

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 JIDDOO

The scheme to win the airship begins at Jidoo. 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 ULTROS
- 4 SCURIE
- 5 LETTER FROM ULTROS
- 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

could go wrong? Just about everything, it turns out, because Ultros also shows up.

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 ogreous, Ultros, returns to the scene when he gets word of your plot. That can mean only one thing—you'll end up fighting the reactivated terror one more time, at least. After Celes' performance, Locke discovers a letter from Ultros. The letter says that he will mess 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 controlling switches from Celes to Locke.



Locke will accompany Ultros' airstrip.



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 in 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
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 essentials.

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

CHECKLIST

1. RECOVER HP AT DOOR
2. UNLOCK COCKPIT
3. SWITCH PARTY MEMBERS



CHECKLIST

- TINCTURE
- ELIXIR
- POTION
- WEAPON STONE

World of Balance

WEAPON SHOP	
Perged	1,200
Person Claw	2,500
Espee	3,000
Blossom	3,200
Shandon	30
Fire Skein	500
Water Edge	500

Soft Edge

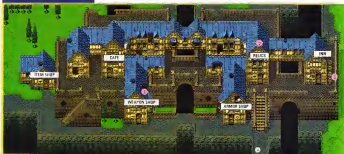
500	
ARMOR SHOP	
Headband	1,600
Barb's Hat	3,000
Mihri Vest	1,300
Ninja Gear	1,100
White Dress	2,300

ITEM SHOP

Potion	300
Tincture	1,500
Eyedrop	50
Remedy	1,600
Revivify	500
Ferns Down	500
Tent	1,200
Warp Stone	300

RELIC SHOP

Goggles	500
Peace Ring	3,000
Earrings	500
Sniper Sight	3,800
Wall Ring	6,000
Amulet	5,000
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 Albbrook. 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 Albbrook first to resupply your party. You can also build up levels here. The mousers 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 Balance

WEAPON SHOP	
Pearl Sabre	7,000
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
Ferns Down	500

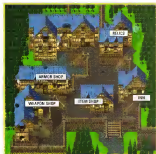
Revivify	500
Remedy	1,600
Sleeping Bag	500
Smoke Bomb	500
Warp Stone	300

RELIC SHOP	
Spirit Stones	1,500
Atlas Amulet	5,000
Earrings	500
Banner Ring	800
Mahri Glove	7,000
True Knight	1,300
Wall Ring	6,000
Jewel Ring	1,000
INN	300



TZEN

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



CHECKLIST

① MAGICKE

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

Air Lance	950
Full Moon	2,500
Spee	3,000
Boomerang	4,500
ARMOR SHOP	
Gard's Hat	3,000
Michal Mail	2,000
Michal Vest	3,200
Ninja Gear	1,100
White Gown	2,200
ITEM SHOP	
Poison	300
Tincture	1,800
Gydrap	50
Green Cherry	150
Echo Screen	120
Revivify	300
Fenix Gown	500

Tent 1,200

RELIC SHOP

Earrings 5,000

Running Shoes 7,800

Black Belt 5,000

Amulet 5,000

World of Ruin

Kaiser 1,800

Poison Claw 2,500

Flame Sabre 7,800

Blizzard 7,800

Thunder Blade 7,800

Fire Knuckle 16,800

ARMOR SHOP

Gold Shield 2,500

Barrel 3,500

Tiger Mask 2,500

Gold Helmet 4,000

Power Sash 5,000

Gold Armor 16,800

ITEM SHOP

Poison 300

Tincture 1,500

Green Cherry 150

Fenix Gown 500

Echo Screen 120

Revivify 300

Sleeping Bag 500

Sage Ball 16,800

RELIC SHOP

Dragon Boots 8,800

Snake Ring 3,800

Black Belt 5,000

Back Guard 7,800

Sniper Sight 3,800

Peace Ring 3,000

Jewel Ring 1,000

Amulet 5,000

INN 350

MARANDA

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



CHECKLIST

① REVIVIFY ② REMEDY ③ LAUREN'S HOUSE

A LONG WAY TO GO

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



World of Balance

Michal Mail 3,500

INN 200

WEAPON SHOP

Michal Pike 800

Trident 1,700

Poison Claw 2,500

Epee 3,000

Boomerang 4,500

ARMOR SHOP

Gard's Hat 3,000

Sword Breaker 16,800

Green Beret 3,300

Michal Helm 2,800

Michal Vest 1,200

Water Edge 500

Belt Edge 500

Ironz Edge 200

Shadow Edge 400

ARMOR SHOP

Crystal Shield 7,800

Crystal Helm 16,800

Goth Vail 8,800

Dark Gear 13,800

Tao Robe 12,800

Crystal Mail 17,800

INN 200

WEAPON SHOP

Gravity Rod 13,200

Sword Breaker 16,800

Falchion 17,800

Red Skirt 500

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.

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



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.



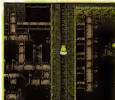
- 1. NARROW HOUSE
- 2. RETURNER COMRADE
- 3. THE FACTORY SWIMWAY

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.



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

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.



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. GOLD SHIELD |
| 2. CONVEYOR | 3. DRAGON BOOKS |
| 3. PIPE | 4. ZEPHYRUS CAPE |
| 4. TINCTURE | 5. BLIZZARD |
| 5. CRANE | 6. ELEVATOR |
| 6. FLAME SABRE | 7. TENT |
| 7. CONVEYOR | 8. GOLD HELMET |
| 8. IX-POTION | 9. GOLD ARMOR |
| 9. ELEVATOR | 10. CONVEYOR |
| 10. THUNDER BLADE | 11. CRANE |
| 11. REMEDY | 12. IFRIT & SHIVA |
| 12. CONVEYOR | |

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.



CHECKLIST

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



||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.



||MAGICITE CENTRAL

Throw the switch to the room full of Espers to transform the doomed creatures 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. Celes warps away with the bad guys.



024: You want to stop me...
Suz: I haven't long to live...
Just... Ifrit did before me...
I'll give to you my power...



ESCAPE FROM VECTOR

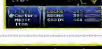
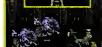
Cid helps you escape the ruined factory by pushing you into a subway car. The speeding car offers little safety, though, as defenders attack time and time again.

||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 appear automatically. Survive by healing up during battles.



||KEFKA'S CRANES

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



Kefka has saved his most nefarious weapon for last. While the giant Cranes grapple with

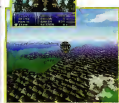
the Airship, use Setzer's Slot attack by stopping the symbols to that three line up in a row. The jackpot means serious damage to the Cranes.



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



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



||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 Dragon Boots so he can use the Jump command.



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

CHECKLIST

● FIND MADONNA (TERRA'S MOM)



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: Hungry!



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



When the decision was made to seal Esperville, Madonna took her infant daughter and ran to the gate. Following them, Madain reached there 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
Sirago
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-POTION



- 3 CHEESE SOUP
- 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 RACK 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.



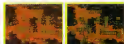
CHECKLIST

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

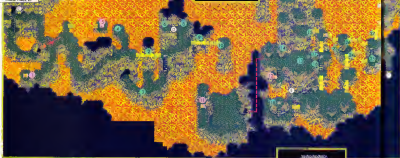
- OTHER
- COLLAPSING PLATFORM
- PITFALL
- TO CHEST
- GENJI GLOVE
- DOOR SWITCH
- TENT
- NINJA SWITCH
- STAIR SWITCH
- STAIRS
- EWER
- ELDER
- STAIR SWITCH
- STAIRS
- PLATFORM

SWITCHES & 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
- DOOR SWITCH
- MAGICITE
- ETHER
- MAGICITE
- ATMA WEAPON
- ISLAND SWITCH
- PLATFORM
- ISLAND SWITCH
- PLATFORM
- CHEST SWITCH
- MAGICITE
- 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 rightly sealed as the legend said. While Terra attempts to contact 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 Airship.



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

- YOU CAN'T ENTER BEFORE MEETING GESTAH.
- TALK TO GESTAH.
- TALK TO SOLDIERS
- FIGHT
- TALK
- FIGHT
- TALK
- FIGHT
- TALK
- BANQUET HALL
- EMPEROR'S BODYGUARDS
- KEFKA

- REPAIR
- REVIFY
- TINCTURE
- BACK GUARD
- A-POTION

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.



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.

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



IT FIT 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.

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

PEACE DIVIDEND

POINTS	RESULT
● 0-49 POINTS	Liberia South Figo
● 50-66 POINTS	Liberia South Figo and Doma
● 67-76 POINTS	Liberia South Figo and Doma, open Weapon chamber at Imperial Base
● 77-88 POINTS	Liberia South Figo and Doma, open Weapon chamber, get Tirtinobar
● 89-93 POINTS	Liberia South Figo and Doma, open Weapon chamber, get Tirtinobar and Chum Bangie

TO THAMASA

Terra
Locke

Edgar

Sabin

Cyan

Gau

Shadow

Celes

Setzer

Strago

Reim

Mog

Gogo

Umario

SAIL 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

Locke

Edgar

Sabin

Cyan

Gau

Shadow

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!



Weapon of Balance

Weapon	Price
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
Ogre	10,000
ARMOR SHOP	
Gold Shield	2,500
Tiger Mask	2,500
Tier	3,000
Gold Helmet	4,000
Mystery Veil	5,500
Power Slash	5,000
Gold Gear	6,000
Gold Armor	10,000

ITEM SHOP	Price
Tonic	50
Potion	300
Tincture	1,500
Remedy	1,000
Warp Stone	700
Reverly	300
Fenix Down	500
Tent	1,200

RELIC SHOP	Price
Savings	5,000
Sleper Sight	3,000
Running Shoes	7,000
Wall Ring	6,000
Black Belt	5,000
Dragon Boots	9,000
Sprint Shoes	1,500

Weapon of Rage

Weapon	Price
Onion Brush	7,000
Gravity Rod	12,000
Pearl Rod	12,000
Trump	12,000
Gold Lance	12,000
Man Eater	11,000
Shuriken	30
New Star	500

ARMOR SHOP	Price
Mystery Veil	5,500
Circlet	7,000
Dark Hood	7,500
Light Robe	11,000
Diamond Vest	12,000

ITEM SHOP	Price
Potion	300
Tincture	1,500
Fenix Down	500
Reverly	300
Remedy	1,000
Smoke Bomb	300
Sleeping Bag	500
Tent	1,200

RELIC SHOP	Price
Banner Ring	500
Ferry Ring	1,500
Wall Ring	5,000
Jewel Ring	1,000
Corona Ring	3,000
Guard Ring	5,000
Peace Ring	3,000
Cure Ring	8,000

MM	Price
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 Mages. 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.

No ordinary craftsmen, lots of beauty, and interest in the world of monsters...



In their laboratories, they experiment everything! Potions, spells, light... the very essence of life...

EVENT

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.



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.

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

THE RESCUE

Interceptor races 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

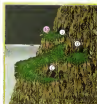
ESPER'S GATHERING PLACE

The pursuit of the Espers continues to a cave in the mountains. There you'll find statues of the godesses 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.



CHECKLIST

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

RETURN OF ULTROS

The many-textured one returns. This time he is out to steal the statues in a plot to attract Stegfred, the master swordsman. Initially, all you can do is attack Ultras and stay alive. But until Reim appears with her Sketch magic, you can win. When Reim sketches Ultras 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.



KEFKA'S CUNNING

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



HIDDEN ITEMS

Before going to the Floating Island, collect some treasures. First, return to the Imperial Base and check out the store-room. 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 Magicite. Finally, stop in Tern and talk to the man in the woods. He sells the Saphire Magicite.



The store-room contains K-Potion, Cherub Down, Running Shoes, Gura Ring, Back Guard, Wall Ring and lots of gold.

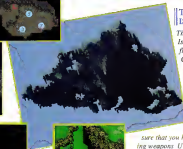


Buy Golem and ZoroSeek at the Auction House in Jidoon, and talk to the man in Tern to get Saphire.

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.

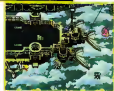


THE FLOATING ISLAND

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

- BEGINNING
- SHADOW
- PASS THROUGH
- MURASAME SWORD
- TO A
- TO GIANTIS
- GIANTIS
- SWITCH
- BRIDGE (PUSH B)
- SWITCH
- GROUND DROPS (STEP ON IT)
- SWITCH
- PATH
- SWITCH TO E
- SAVE POINT
- RESET
- JUMP TO AIRSHIP
- WALK THROUGH
- ATMA WEAPON
- KETRA
- GO DOWN AND AROUND INSTEAD OF TURNING EAST
- ELIXIR
- BATTLE
- 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.



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.

ULTROS & CHUPON

Is there no end to Ultron's 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 Ultron 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 Curaira Ring and land on the floating continent.



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

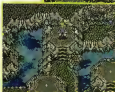
through it. The blue orbs act as Treasure Chests and other switches are on the walls beside the path. The hills with holes in the top

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.

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

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



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 Dams can also give you a lift.



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

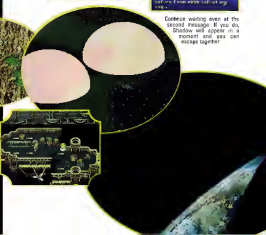
Okay, so you've reached the ledge and you are given a choice to jump to the Airship or wait for Shadow. Unless you have no time at all, wait. After the second wait message, Shadow appears. Be sure to use the Save Point on the Floating Island to avoid repeating the maze.



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 Kohlringen) 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 Narshe. 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 Narshe 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 Narshe.

Snowman Jazz



After the Collapse, return to the snowfield behind Narshe 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
Umario

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



that Cid has been caring for her during the year of her slow recovery. As far as he knows, they are the only survivors of the tremendous explosion that ripped the world as they knew it apart. He tells her that he has waited by the shore every day, hoping faintly to see some sign of life on the distant waters.



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. Beating 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 Owezer, an art collector from Jidoor, 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

- MIAL ROD
- PEARL ROD
- TINCTURE
- NIGHTSTALKER
- HYPER WREST
- MAGISITE
- CHILD
- NIGHTSTALKERS
- DRAINER

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.



||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.

||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 ramble 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.



WIDE IS FURROW...
The village is rapidly collapsing. First... save the child that's in there...



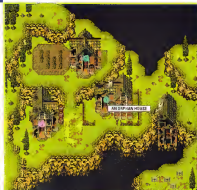
||SABIN SIGNS ON

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.

Look! I found a letter!
It's from Kefka, and it says...
...save the child...



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



|| 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 is a bed in the back room of the inn. Take a break to refresh your party before departing.



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 on. 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.

CHECKLIST

- 1 TERRA
- 2 BED
- 3 OTHER

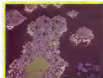
MOBLIZ

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.



|| 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 Nikesah.



NIKEAH-SOUTH FIGARO

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 Gerard, not Edgar. Follow him when he sets sail for South Figaro.



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



SOUTH FIGARO - FIGARO CASTLE

Like Nikeah, South Figaro has been spared the wrath of Kefka. Tail Gerard 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 braque 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 Narshi.



THROUGH FIGARO CAVE

Gerard 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



CHECK LIST

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

FIGARO CASTLE

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



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

GOING MOBILE

Now the party needs to head to

Kohlingen, 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 Kohlingen.



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 tessas up! He had to pretend to be Gerad in order to fool the thieves



KÖHLINGEN

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

Figaro Castle is a fine mode of travel.

Celes, Sabin and Edgar surface in a desert area near the town of Köhlingen. Leaving the castle there, they enter Köhlingen, 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 Kefka. Not only does he join them, he comes up with a plan for getting another Airship.



MORE GOOD NEWS

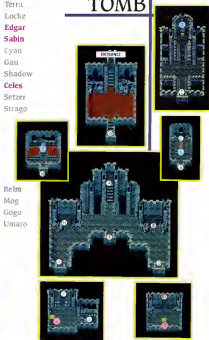
When the party talks to the townspeople, they learn that there's lots of other good news in Köhlingen, too. One person tells of a recent visitor who sounds like he could be Cyan, and another villager mentions that a treasure hunter had been through recently.

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

DARILL'S TOMB

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago

Reim
Mog
Gogo
Umario



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



The toadstool hasn't chance Locke's adventurous nature. The word in Köhlingen is that he has set out in search of a legendary treasure.



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 Köhlingen.



WEST TO THE TOMB

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



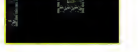
FLOOD THE TOMB

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. TURTLE SWITCH
3. GEMIN HELMET
4. FOUR TOMBSTONES
5. BLANK TOMBSTONE
6. CRYSTAL MAIL
7. CHAIRMAN DOWN
8. EXP. EGG
9. DOOR SWITCH
10. WATER SWITCH



CHECK- LIST

- PRESENTER
- MAH EATER
- DULLAHAN

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.



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 Sabn 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.

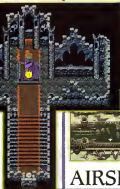


FIGURE 10-1

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



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.



CHECKLIST

- 1 CONTROLS
- 2 EQUIPMENT CHANGER
- 3 ENGINE ROOM
- 4 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 Zoto. 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 Zoto.



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.



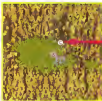
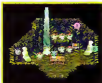
The man who tells you that Zozo is dangerous will supply you with Rust-Rid when you talk to him.



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

CHECKLIST

- ① RED JACKET
- ② ICE SHIELD
- ③ THUNDER SHIELD
- ④ AGRIE SHIELD
- ⑤ GOLD BANNER
- 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.



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



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

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

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.



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 Rust-Rid. It's just what you need to open the door that's rusted 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 rusted shut when you were here earlier. Use the Rust-Rid on it to open it and step into the maze 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.



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

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.

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

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 jumps 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.



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



CHECKLIST

- ① INTERCEPTOR
- ② FOUR MEN
- ③ PAGE RING
- ④ TIGER FANGS
- ⑤ STALKER
- ⑥ WALL SWITCH
- ⑦ HIDDEN PASSAGE
- ⑧ SHADOW/RELm
- ⑨ BEHEMOTH

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 destroyed the Behemoth, its magic power to absorb the brutal surprise back attack. Because the spirit is undead, using Holy on the most powerful weapons they can equip.

ROUND TWO

Just when you think you've destroyed the Behemoth, its magic power to absorb the brutal surprise back attack. Because the spirit is undead, using Holy on the most powerful weapons they can equip.



SHATTERED SHADOW

If you waited for Shadow before leaping off the Floating Island, you'll find him lying wounded inside the cave. His faithful dog, Interceptor, 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 Thamasa.



IF NOT SHADOW...

If you didn't wait for Shadow, he's gone for good. You'll find Relm lying wounded in the cave instead, but you'll still end up in Thamasa. Wait until she leaves for Jidoor, then follow.



IIDOOR

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.



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



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



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 in the painting to make a door appear in the wall. Go through the door and save your game at the save point there.

CHADARNOOK

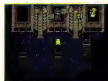
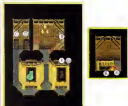
It's time for some art appreciation. Observe Chadarnook, a most unusual enemy. It's a demon spirit that's living in the portrait of the woman that Reim is working on. When your party enters the battle mode, the painting will switch between an image of a woman and an image of a demon. Time your attacks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

- 1 STAIRS
- 2 DIARY
- 3 LIGHT SWITCH
- 4 MONSTER PAINTING
- 5 GUSTAVE'S PORTRAIT
- 6 DOOR BEHIND PAINTING
- 7 ENEMY PAINTING
- 8 MIDDLE STAIR
- 9 RELIC RING
- 10 THREE DOORS
- 11 FLOATING CHESTS
- 12 POTION
- 13 ETHER
- 14 REMEDY
- 15 ENEMY PAINTING
- 16 DWGZER
- 17 CHADARNOOK
- 18 MAGICITE

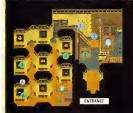


Walk up to the Floating Chests and press the A Button to attack. When you defeat the monsters in the boxes, you'll earn treasures.

to 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.



IRELM 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 Tidy.

16 EVENT

FANATICS' TOWER

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.

ISTRAGO SNAPS OUT OF IT

Kefka's fanatical followers have cast some sort of spell on Strago. He and several other combats 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 shout 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
Umario

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 Doom 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 caves 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
Umario



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 | 1 FLOOR SWITCH |
| 2 DOOR | 2 FLOOR SWITCH |
| 3 FLOOR SWITCH | 3 WALL SWITCH |
| 4 DOOR | 4 WARP STONE |
| 5 BRIDGE SWITCH | 5 FLOOR SWITCH |
| 6 BRIDGE | 6 SHIFTING STONES |
| 7 WING EDGE | 7 RED DRAGON |
| 8 FLOOR SWITCH | 8 DRAGON HORN |
| 9 FLOOR SWITCH | 9 FLOOR SWITCH |
| 10 EMPTY CHEST | 10 STONE |
| 11 FLOOR SWITCH | 11 APPENDIX |
| 12 BOULDER | 12 TWO FLOOR SWITCHES |
| 13 EMPTY CHEST | 13 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 under the entrance to the cave to open the door on the left.

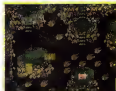


While your first team stands on the floor switch, your second team can walk across where the spikes are.

|| 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 to see the



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

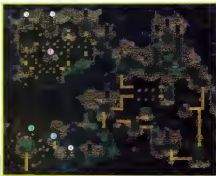


Cool the fiery Red Dragon down. Use the most powerful Ice Spell that you have.

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 ZoneSeek 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

- 1 DRAGON
- 2 LOCKE
- 3 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



rears on 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 Magicle. He implores you to let him go to Koldugen 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 survival 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 Magicle, Locke temporarily revives Rachel. She tells him to live like he is human.



Locke draws Cetus the treasure he found, then he passes the grip.



TOWER OF FANATICS

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
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 acquired by picking up the Phoenix

Esper. Cast it on at least one person when fighting the Mage 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.

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 Ragnarok 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.

Inventory		Status	
Item	Quantity	HP	MP
Phoenix	1	100	100
Life 3	1	100	100
Wall Ring	1	100	100
Esper	1	100	100
Weapon	1	100	100
Armor	1	100	100
Accessory	1	100	100
Spell	1	100	100
Item	Quantity	HP	MP
Phoenix	1	100	100
Life 3	1	100	100
Wall Ring	1	100	100
Esper	1	100	100
Weapon	1	100	100
Armor	1	100	100
Accessory	1	100	100
Spell	1	100	100

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

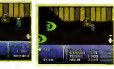
CHECKLIST

- 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 GEM 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 most frightening enemy you've met yet waits at the top of the tower. He'll emerge when you take the Gem Box from the Treasure Chest there. Equip the Gem 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, so he'll cast Ultima, which will wipe out your party—and the Mage Master.



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 Ultras 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 Café 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 in 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.



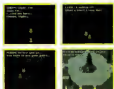
When the Striker is at stake, Shadow puts up a fearsome fight.



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?



DUNCAN'S HOUSE

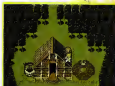
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Reino
Mog
Gogo
Umario

As his wife told you earlier, Duncan is meditating at a secret location north of Narshë. The wise, old teacher is a master of the martial arts who spends much of his time deep in thought.

■ VISIT THE MASTER

Put Sabin in your traveling party and head for the region north of Narshë. Look for a diamond-shaped formation of five trees. When you find the trees, set the Airship down and walk to the tree in the center of the diamond. As soon as you step onto the tree, the

scene will change and you'll find yourself standing outside Duncan's House, and Duncan himself will come out to greet you.



When you arrive at Duncan's House, he'll teach Sabin a complicated new move that will prove to be very useful against major enemies.



When the tutoring is done with, Sabin regains the team, a stronger fighter than he was before. Now it's time to find some enemies and start practicing the new technique.

■ LEARN A NEW BLITZ TECHNIQUE

Duncan will take Sabin to the rooftop and show him a new Blitz technique, one that delivers massive attacks. The complicated maneuver is called the Bum Rush. It's useful, but it's more difficult to use because you have to press



If you don't get the command right, Sabin is no help at all. Practice using Blitzes in skirmishes before you attempt them in an important battle.



a complex sequence of buttons in order to perform it. Save it for use against strong enemies, when a major attack is needed.



NARSHE

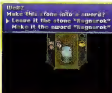
After training with Duncan, return to the city of Narshe, nestled in the mountains. The city is locked up tight and the streets are empty, but there are still treasures to be found—if you take the right party members with you.

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 Car 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 enter. After he does, search the area to find Mago Reio, the Moogle Shaman.



Mog is the only one who can equip the Moogle Charm, and he's the only one who can persuade Umaro to join your party. He can really cut a rug, 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 fabbed right dragons. It uses powerful ice attacks. You can make it melt away by using attacks of fire and flame. Sabos's Blitz is also effective in major battles like this one.



In addition to using magic, attack with the new blitz that Sabos learned from Duncan. It's complicated but powerful.

TRITOCH

When you find an encounter Tritoch on the chilly 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, turning from enemy to Esper. He will



When you defeat Tritoch, he'll give you two 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
Umaro



CHECKLIST

- 1. PUS
- 2. X-ETHER
- 3. GAUNTLET
- 4. SWITCH
- 5. TESSA

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



If you take the Magicite, Umaro, 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.



Umaro attacks by tackling. If Sabin is in your party, Blitz. Even your meager HP high, because each tackle saps lots of energy. The Magic Stone, Tessa, is worth the fight.

If Mog is in your party, he'll persuade Umaro to join you after the battle. If you don't have Mog, Umaro will remain in the cave. He's a very strong fighter and a valuable asset, so be sure to enlist him.

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.



TRIANGLE ISLAND

Board the Airship, stuff a traveling party and head for Triangle Island, an aptly named dot in the remote north-east 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 suck your party

members up and swallow them. When the last one gets sworfed 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.



Step on the switch to make the raised floor drop so you can walk across to the door that leads back upstairs.



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 comes down. Hurry to that spot, wait for the



CHECKLIST

- 1 EXIT
- 2 FALL FROM HERE
- 3 GENJI ARMOR
- 4 MAGICAL BRUSH
- 5 FINE MUSTACHE
- 6 ETHAL
- 7 RED JACKET
- 8 FLOOR SWITCH
- 9 ZEPHYR CAPE
- 10 HERO RING
- 11 SACK STAR
- 12 JUMP
- 13 FLOOR SWITCH
- 14 JUMP
- 15 JUMP
- 16 THUNDER SHIELD
- 17 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 platform 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 invade the stout powerful attacks of other members of your party. Go to the status screen and customize his skills!



Walk up through the door to meet Gogo, the hero. He'll offer to join you in your mission when you talk to him. He can invade the attacks of the others during battle.



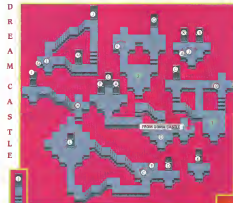
Put a curse on the enemy by going to help make things right again. This should be fun. Oh, so we know.



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.



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.

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



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 STODGES
- WALL SWITCH
- GENJI GLOVE
- MOVING CHEST
- FLAME SHIELD
- WALL SWITCH
- SPIN ROOM
- LUMP OF METAL
- ● WALL SWITCHES
- ICE SHIELD
- WALL SWITCH

LARRY, CURLY AND MOE

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



Blast Curly with Ice 3. Defeat him first so he won't revive the others.

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



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

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.



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.



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

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.

OPEN AND CLOSE THE CHESTS

Read the book, then flip the Wall



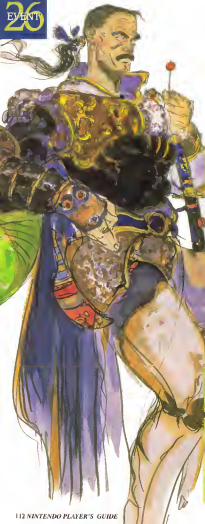
Switch to close three of the chests. Remember which ones you closed.

First, read the message in the book that's lying open on the table to find out about closing the chests.



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



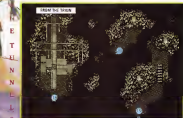


|| DREAM ON

After you step 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-armored 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.



|| 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.

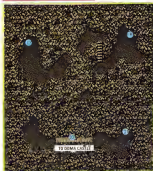


After the bridge collapses and your party falls into the darkness, you'll regain consciousness in the castle room where the dream began. There, Cyan's wife has a big favor to ask.

CHECKLIST

CONTINUED FROM PG. 110

- ① ONE WAY TO
- ② CONNECTS TO
- ③ ONE WAY TO
- ④ CONNECTS TO
- ⑤ COLLAPSING BRIDGE



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 dies in the throne room. Wrexsoul is flanked by two flaming 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 Soulsewers.

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.



|| 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



|| 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 party the Alexander Esper. Once you learn to use its spells, you'll be able to cast Pearl, Shell, Safe, Dispel and Remedy.



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

RETURN TO THE SOLITARY ISLAND

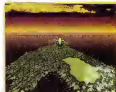
If you haven't returned to the Solitary Island since you sailed away from it on Cid's raft, now is the time to make the trip back. Board the Airship and set out to find the little island in the southwest corner of the World of Ruin.

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.

Party Members' Status				
Item	MP	SP	HP	MP
Palidor	100	100	100	100
Slow	100	100	100	100
Slow 2	100	100	100	100
Haste	100	100	100	100
Haste 2	100	100	100	100
Float	100	100	100	100

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 suffer 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 talk to 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 Celer did when she stood in for Maria, instead, go to the small room 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 took the hammer 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 Blazes 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 blaze 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

- ① WIND EDGE
- ② LTVLES
- ③ MASTER PUG
- ④ GRAEDUS
- ⑤ GOEM DARTS
- ⑥ MAGICITE
- ⑦ 2-PORTION
- ⑧ OFFERING
- ⑨ PUNISHER



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 Graedus, 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 Graedus.



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 Murauma. All are very powerful blades. Have other party members either cast poison spells or attack with weapons. Sabin's Bom Rush Blast 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 Murauma from the Katana Soul by using Capture.



The Katana Soul's Shock Wave will inflict a shock 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 dream 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

- ① ODIN
- ② INVISIBLE SWITCH
- ③ BLIZZARD ORG
- ④ GOLD HAIRPIN
- ⑤ QUEEN'S DIARY
- ⑥ STAIRS
- ⑦ QUEEN'S STATUE
- ⑧ BLUE DRAGON
- ⑨ L-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 use 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 power, the image of Odin will become a Magic Shard.



Stand on the step & press down from the Queen's throne. Press A.



Go to the room to the right of the great hall. Search the bookcase.



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 stairs to appear in the room to the right of the great hall. Go down the stairs to reach the basement.

To be in the stairs down to the basement, where you'll find the Blue Dragon.

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 retaliate very quickly, but its attacks strike all members at once.



CHANGE ODIN TO RAIDEN

From reading the Queen's Diary, you know that the 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 from a statue? The Queen's soul still lives within it, and she still mourns Odin.

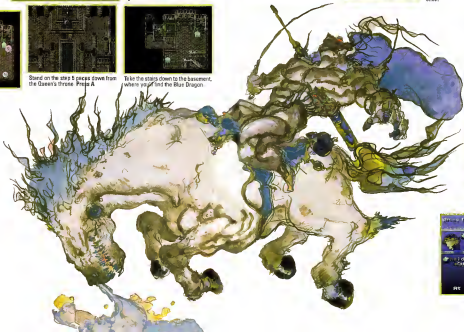


dwells, she will cry as she tells about what happened to Odin. Her mournful tears will change Odin's magic to Raiden's magic,

which is more powerful. Equip the Raiden Esper and learn to use 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 hits, 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.



powerful spells, such as Sun Flare, in battle. Bahamut is a formidable ally and master mage.



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

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.



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

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

THE CAVE AT EBOT'S ROCK

According to a villager in Thamasa, Ebot's Rock lay hidden for many years before the destruction. Now, it is visible from



ENTRANCE



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 HIDEON

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

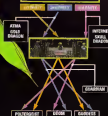
- ① POLICE SHIELD
- ② POLICE ARMOR
- ③ RED CAP
- ④ MEGALIXIR
- ⑤ RAINBOW BASH
- ⑥ FLOOR SWITCH
- ⑦ COINMET
- ⑧ TACK STAIL
- ⑨ POLTERGEIST



■ 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 Airship's shadow directly on the landing and press the B button.



Before jumping from the ship into the tower, you must assign party members to three towers. Keep 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 Lores, especially Grand Train, work well on Atma.



Cysse, with two Sward Techniques, is a good person to have as hero, as are the other characters with strong physical attacks.



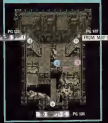
CHECKLIST

- | | |
|-------------|----------|
| ■ II-A | ■ II-B |
| ● TACK STAR | ● RIBBON |
| ● ATMA | ● SWITCH |
| ● HMMIRVA | |



MAP II-A

MAP II-B



Although regular spells have little effect on Atma, Strago's Lores do. Try using Grand Train 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 aside. 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, abilities or rages. If you have Strago in Party two, try using powerful Lore, such as Clean Sweep. If Shadow 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 range.



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 want



Put Party Two on the left floor switch, then go back and take control of Party Three.

■ MAP II-C



The Route for Party Three

CHECKLIST

- III-A
- NUTKIN SUIT
- GAUNTLET
- HEED RING
- AGES SHIELD
- INFERNO
- III-B
- SKULL DRAGON

INFERNO

Inferno, another of Kefka's mutant guardians, is huge and formidable. Don't waste time and energy attacking his arms—they recover quickly, and you can defeat Inferno himself without damaging his arms. Attack his body with either strong weapons or Ice spells.



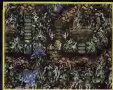
■ MAP III-A

■ MAP III-B



||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.



SKULL DRAGON

Before you reach the room where you left Party Two standing on the floor switch, you'll encounter the last of the eight 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.



Spells from the Ice group will cool the Inferno. Use them on his body and don't worry about his arms.



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



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 IV-C



RIGHT OR LEFT?

When you reach the room where the other parties on 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 show the weight off onto the switch.



After dropping this weight, go back inside and step onto the switch three



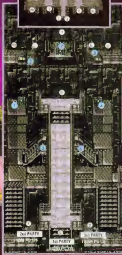
When you turn the corner, the wall behind you will close. You can't go back.



Party Two can now climb the stairs, go through the door and push a weight onto the other switch.



MAP V-A



CHECKLIST

- ① SWITCH
- ② WEIGHT
- ③ STAIRS
- ④ SWITCH
- ⑤ WEIGHT
- ⑥ STAIRS
- ⑦ GODA SWITCH
- ⑧ SWITCH
- ⑨ SWITCH
- ⑩ GUARDIAN

The Third Party

THE GUARDIAN

The Guardian is a mechanical monster created by Kefka to destroy all trespassers. It is an



Guardian HP: 10000 MP: 1000 STR: 100 MAG: 100 DEF: 100 MDEF: 100	Guardian HP: 10000 MP: 1000 STR: 100 MAG: 100 DEF: 100 MDEF: 100
---	---

As usual, Sabre's Sun Rush is a very attractive attack. But spells also work well against Kefka's mechanized minig.

Incredibly fierce creation, so your party had better be ready. If Sabre is part of group three, use his Sun Rush. But to cause maximum damage, Bolt spells are also effective, so use them whenever possible.

POLTERGEIST

Just when you think Party Three has earned a rest, you'll come face-to-gang 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 defeated Doom Gaze, you have Bahamut magic. Use the power of the dragon king to cast San Flare spells. Keep your team's energy up throughout the lengthy battle.



Poltergeist HP: 10000 MP: 1000 STR: 100 MAG: 100 DEF: 100 MDEF: 100	Poltergeist HP: 10000 MP: 1000 STR: 100 MAG: 100 DEF: 100 MDEF: 100
--	--

In an early round, cast a Bio spell to poison Poltergeist. Let it eat away at him.

If you have the Bahamut Esper, now is the time to let it magic to work for you. Use San Flare.

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

- GODDESS
- DOOM
- FLOOR SWITCH
- FLOOR SWITCH
- FLOOR SWITCH



Cast the Golden Esper as soon as possible. It protects effectively against much of Doom's fury.



TIME TO RECOVER

When you defeat Doom—and it will take some time—you'll earn the Sky Remedy, a badge that only Cynan can equip. A Save Point will also appear nearby. Replenish your party's HP and MP then save your game before expediting. 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 Moogle, to equip your team members with either Peace Rings or Ribbons so they won't be affected. Most spells work well against the Goddess, but avoid Bob attacks. Shadow's Shorikens and Strago's Grand Train Love are particularly effective.



Shadow's Grand Train Love is effective, as is Shadow's Shoriken.



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:



Before the battle begins, you must determine the order in which your team members will fight. Put the most powerful at the top of this list.

ORDER OF BATTLE			
1. TADPOLE	1. CYNAN	1. CYNAN	1. CYNAN
2. LORDEE	2. LORDEE	2. LORDEE	2. LORDEE
3. GOGO	3. GOGO	3. GOGO	3. GOGO
4. GOGO	4. GOGO	4. GOGO	4. GOGO
5. GOGO	5. GOGO	5. GOGO	5. GOGO
6. GOGO	6. GOGO	6. GOGO	6. GOGO
7. GOGO	7. GOGO	7. GOGO	7. GOGO
8. GOGO	8. GOGO	8. GOGO	8. GOGO
9. GOGO	9. GOGO	9. GOGO	9. GOGO
10. GOGO	10. GOGO	10. GOGO	10. GOGO
11. GOGO	11. GOGO	11. GOGO	11. GOGO
12. GOGO	12. GOGO	12. GOGO	12. GOGO

that he has topped into the ultimate power and plans to destroy everything and everyone. His goal: To create a monument to non-existence.

BATTLE 1

List Sabia, Gogo, Edgar and Cynan in the top slots on your list. When you face Pulvergeist this time, use Sabia's Bum Rush Blast, and have Gogo Mince.



Sabia's Bum Rush and Edgar's Drill make them a royal pain in the ass. 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 Merton freely, and calls on Grand Train, too. Keep an eye on your HP—don't let a drop during the heat of the battle.



Prepare to meet your Doom, again, in his return engagement. Doom uses many of the spells that he used before, including Merton and Grand Train, on Grand Train, too. Keep an eye on your HP—don't let a drop during the heat of the battle.

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 Elisir 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 Cynan with the Genji Glove and Offering Relics, and have Sabia attack with the Bum Rush.



Fallen One reduces HP to one, the Cure 3 to heal stricken team members as soon as you can so that they won't fall in the next attack.

Have Edgar use his Drill while Sabia follows with the Bum Rush and Cynan 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 strange deck 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 red-hot 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 untouched.

Magicit 1/2



Line up three magic bars to hit the Magicit jackpot, which calls on the attack powers of a random Tsur. Some are more powerful than others.

H-Bomb 1/2



Are you feeling lucky? Hitting the triple Airship jackpot bombards the enemy party with a strong blast that will send it reeling.

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.



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
Strago	Squire Soul
Reim	Star Prism





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

Recovery Magic

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.

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

Espers

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 Shen.....x30
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 Phoenix Down: it restores just enough HP to heal wounded characters. Follow with Cure spells to replenish HP.

Life 2.....MP-60

Espers

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

Espers

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 Abnormal except Zombie, as does the Berserk spell. 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're in battle by the number shown beside the Espers in these boxes.

Offensive Magic

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.

Name.....MP 0

Espers

Kirin.....x5 Kirin.....x5
Eibon.....x10 Eibon.....x10

The caption in each box describes what effect the spell has on you and/or your enemies.

Regen.....MP-10

Esper

Ulrich...x3 Starlet...x20
Sephiron...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

Tidkuch...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

Tidkuch...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

Tidkuch...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

Ulrich...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 menacing cackle, and watch 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

Phantom...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

Penra...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 Blast 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

Shiva.....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

Shiva.....x7 Palohr.....x20

Cast Slow on your enemies to make them recover more slowly. They can't light up! They recover, so it reduces the number of times they can attack you.

Rasp.....MP-12

Esper

Shiva.....x6 ZoroSeck.....x20

To eat 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

Shiva.....x5

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 Golea.....x5 Alexander.....x10

The Safe spell lets you protect one of your party members in battle. Releases that person's defensive power for a short period.

Sleep.....MP-5

Esper

Shiva.....x10

When you cast Sleep on your enemies, it puts them into a deep slumber for a few rounds. Sleeping enemies can't attack, so let them snooze.

Muddle.....MP-8

Esper

Shiva.....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

Curbank.....x5 Faldor.....x20

Cast Haste on your own party members to make them recover their strength more quickly, so they can get more attacks in on the enemies.

Stop.....MP-10

Esper

Golea.....x5 Fennir.....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

Shiva.....x2 Palohr.....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 spells.

Imp.....MP-10

Esper

Shiva.....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

Curbank.....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 Curbank.....x2 Alexander.....x10

Like Reflect, Shell protects against magic spells cast by enemies. When you cast Shell, however, it works as a single designed character.

Vanish.....MP-18

Esper

Phoenix.....x3

Vanish lets one of your characters avoid incoming attacks by becoming invisible. You'll see an outline on the screen, but your enemy sees nothing.

Haste 2.....MP-38

Esper

Palohr.....x2

Instead of spending the recovery of a single party member, Haste 2 spends the recovery of all of your party members.

Slow 2.....MP-26

Esper

Palohr.....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
CONDEMNED	20	VETERAN, CRITIC, STILL LIFE	A countdown to the demise of the enemy is initiated with this Lore command.
ROULETTE	10	DARK FORCE, VETERAN, CRITIC	The Roulette Lore command randomly selects an attack spell to cast on the enemy.
CLEAN SWEEP	30	ENIG, BLUE DRAGON, DARK FORCE	Another powerful Water spell, this Lore will dispel the flames of fire enemies.
AQUA RAKE	22	CHIMERA, RHINO, VECTADOLE	The Aqua Rake washes over a group of enemies with a powerful attack surge.
AERO	41	DOOM GAZE, SPRINTER, TYRANOSAUR	A great blast of wind flattens enemies like a hurricane when you call forth this Lore.
BLOW FISH	50	BRAIN FAL, PHASE, CACTROT, PRESERVER, MOVER	One thousand hit points of damage levels enemies when you use this spell.
BIG GUARD	80	MOVER, DARK FORCE, EARTH GUARD	Big Guard combines two other spells—Safe and Shell—and casts them at one time.
REVENGE	31	DRAGON, PAN ODRA, DARK FORCE	Pay back an enemy's aggression. Revenge reflects equal damage on your foe.
PEARL WIND	45	PEEPERS, VECTALUR, DARK FORCE	Use this Lore magic to recover MP in your party members.
LEVEL 5 DOOM	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.
LEVEL 4 FLARE	42	AFKORPHOS, GOBLIN, QUELLER	A powerful Flare spell, but with a side effect. Any of your party at a level with a multiple of four gets hit, too.
LEVEL 3 MIDDLE	28	AFKORPHOS, GOBLIN, DARK FORCE	Middle your foes, but be sure none of your characters has a level with a multiple of three.
REFLECT	0	DARK FORCE	Protect yourself against spells and reflect them. With a Reflect Rank, you'll take damage from Dark Force.
LV.(#GP)PEARL	50	GULLAHAN, CRITIC, DARK FORCE	The strength level of this Lore spell is determined by the amount of gold you have.
STEP MINE	22	PIG, MESOSAUR, GREASE MONK	Step Mine continues to hurt foes over time. If the battle lasts a long time, you'll use more MP for this spell.
FORCE FIELD	24	DOOM	The Force Field spell sets up a strong barrier to resist enemy attacks.
DISCHORD	68	PIPSQUEAK, RAGULZ, IRON HITMAN	An enemy's experience level is halved, leaving them with weaker attack power and lower level spells.
SOUR MOUTH	32	MAO OSCAR, EVIL OSCAR	If one of your party members has been poisoned or otherwise incapacitated, use this sour poison to heal them.
PEP UP	1	FLAN, NAUIS, JUNK	You can fully cure one of your party members using this spell, but Strago pays the ultimate price.
RIPPLER	66	DARK FORCE	Trade your status for that of enemies by switching poison, mute and other status ailments with them.
STONE	22	BRAWLER, IRON RUST	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.
QUASAR	50	GODDESS, DARK FORCE	If the enemy has cast a defense spell, Quasar breaks it down.
GRANDTRAIN	64	HIDDEN	The magical train flows through enemy defenses and runs them over.
EXPLODER	1	BOYS, GRENADE, BALLOON, 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 Moogles 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 Imp spells. Feed them to imp team members.
Tincture	1500	Using Tincture replenishes 50 MP. Select as an item to refill MP during battles.
X-Ether		X-Ether is an item to treasure and save because it completely refills the user's MP.
Ether		A slightly less valuable, as X-Ether, Ether is still a great find. It refills 150 MP.
X-Potion		When a party member is low on MP, refill it completely by using an X-Potion.
Elixir		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 in 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 serious 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 at Save Points.
Antidote	50	Cure poisoned party members by administering Antidotes as soon as possible.
Sleeping Bag		One member of your party can recover both HP and MP by resting in a Sleeping Bag.
Potion	300	Drink Potions to help ease character recovery. Each Potion refills 250 HP.
Remedy	1000	Remedies, a handy cure-all, neutralizes the effects of all status ailments except Zombie.
Feenix Down	500	Use Feenix Down to rejuvenate wounded party members and make them able to fight.



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	Tonic is useful only as a game. Party members can recover 50 MP by drinking one.
MagiCite	No cost	Using MagiCite calls the powers of a random Esper for a surprise magic attack.
Eyedrop	90	Victims of Dark spells can clear their eyes of ink and see again by using Eyedrops.
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 deadly arrows at all enemies in the attacking party.
Chain Saw	2000	Slice through enemies with the blade of the Chain Saw—but put on safety goggles first.
Flash	1000	Shine your enemies 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 imbue your enemies in a green cloud of poisonous gas.
Noise Blaster	500	Confuse your enemies by blasting them with noise. It's music to your ears.
FLYING WEAPONS		
Weapon	Price	Effect
Shadow Edge	300	Cast a series of lightning 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 Inviz Edge can become invisible to the enemy by throwing an Inviz Edge during battle.
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, combine with thunder and lightning, throw a Bolt Edge.
Relic	Price	Effect
Amulet	5000	Equip a member with Back Guard to protect the party from Back Attacks and Prior Attacks.
Back Guard	7000	Wearing an Amulet protects your party member from the effects of Poison, Dark and Zombie.
Rage Ring	No cost	Only Uzumaki 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 its user's attacks.
Memento Ring	No cost	A mother's love will protect the wearer of the Memento Ring from mortal attacks.
Gauntlet	No cost	The Gauntlet lets its user hold a weapon with both hands and deliver a stronger blow.
Atlas Armlet	5000	Have a party member wear an Atlas Armlet 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 spell.
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 by 50 percent.
Merit Award	No cost	Select the Most Valued Relic for a member whose deeds the score protected of heavy 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 a fighter to protect him or her from Dark and Poison spells.
Sniper Sight	3000	Here in your interests with a Sniper Sight, which increases a 100% hit rate in battle.
Economizer	No cost	Equipping the Economizer sets a member cast any spell at a cost of only one MP.
Safety Bit	No cost	The Safety Bit Relic protects its wearer from mortal 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, her 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 walks faster as fast as before.
Fake Mustache	No cost	If Rolo casts the Fake Mustache Relic, it changes her Speech attack to Control.
Cerberus Down	6300	Members who equip Cerberus Down can float continuously during battle sequences.
Cure Ring	2000	When members wear Cure Rings, they will recover some HP at regular intervals.
Sneak Ring	3000	Locks will be able to steal more items from enemies when he wears the Sneak 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 risk life as HP during battle.
Cursed Ring	No cost	The name says it all. The Cursed Ring is, in fact, cursed. As such, it's a risky Relic.
Hyper Wrist	3000	Wearing the Hyper Wrist Relic increases a party member's Magic during battle sequences.
Gale Hairpin	8000	Heing someone wear this Hairpin 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	Unlucky 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 casts Safe 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 Seifer equips the Coin Toss Relic, his set command turns into SP Run.
Star Pendant	500	Wearing the Star Pendant protects a party member from being poisoned by spells.
White Cape	5000	The White Cape prevents its wearer from falling victim to Imp 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	1000	Beads are simple tools. 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.
Moogles Charm	No cost	The Moogles Charm works like 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 Barbaric and Muggle.
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 charge a party member's Fight command into Jump.
Wall Ring	600	The Wall Ring forms 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=Terma, L=Locke, Ed=Edgar, S=Seas, D=Cyan, G=Gus, C=Cole, S=Sator, M=Mog, Sh=Shago, Sh=Shadow, R=Rein, Un=Uners, 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 T, L, S, D, C, G, Un	You'll begin the game with only a Dirk for protection. It will serve you well.
Mythril Knife	300	All T, L, S, D, C, G, Un	Equip the Mythril 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, S, D, C, G, Un	A Wind Elemental weapon, the Air Lance increases Battle Power by 30 points.
Thief's Knife	No Cost	Sh, L	Only Locke and Shadow can use the blade, which randomly steals enemy weapons.
Assassin	No Cost	Sh, L	This sharp blade was created for an assassin. It randomly casts Doom spells.
Man Eater	11000	All T, L, S, D, C, G, Un	This Dirk doubles damage inflicted on human targets. It ups Battle Power by 146.
Sword Breaker	18000	S, D, C, G, Un	Use the jagged teeth that saw the blade to saw through enemies' weapons.
Breeder	No Cost	All T, L, S, D, C, G, Un	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.
Mythril Blade	450	C, Ed, L, T	This blade is crafted from a heavy metal. Even an unskilled fighter can use it.
Regal Cutlass	950	C, Ed, L, T	Only three crusaders can wield the Regal Cutlass. It ups Battle Power by 54.
Rune Edge	7500	C, Ed, L, T	The Rune Edge consumes MP in order to inflict a mortal blow on the enemy.
Flame Sabre	7000	C, Ed, L, T	A Fire Elemental weapon, the Flame Sabre increases Battle Power by 128 points.
Blizzard	7000	C, Ed, L, T	The Blizzard blade randomly casts Ice spells. It increases Battle Power by 128.
Thunder Blade	7000	C, Ed, L, T	The Thunder Blade increases Battle Power by 100 and randomly casts Bolt spells.
Epee	3000	C, Ed, L, T	The Epee is a light-weight blade that can be used by Terra, Cole and Edgar.
Break Blade	12000	C, Ed, L, T	The Break Blade is crafted of fine, polished stone. It randomly casts Break.
Drainer	No Cost	C, Ed, L, T	The mighty Drainer absorbs damage as HP and up Battle Power by 121 points.
Enhancer	10000	T, C, Ed, L	The Enhancer blocks some magic attacks and increases Battle Power by 125.
Crystal	15000	C, Ed, L, T	Terra, Cole and Edgar can use the Crystal Sword, which ups Battle Power by 167.
Falcon	17000	C, Ed, L, T	The Falcon improves its users' evade skills and up Battle Power by 176 points.



NAME	PRICE	EQUIP	EFFECT
Soul Sabre	No Cost	C, Ed, L, T	This awesome blade absorbs damage as MP and randomly casts Doom spells.
Ogre Nix	No Cost	C, Ed, L, T	As does the Rune Blade, the Ogre Nix uses up MP until it casts a slow MP attack.
Escalibur	No Cost	C, Ed, L, T	The Escalibur is a Pearl Elemental Sword. It raises Battle Power by 217 points.
Scimitar	No Cost	C, Ed, L, T	Swordsmen can use the Scimitar to randomly make misfortune of their enemies.
Arma Weapon	No Cost	C, Ed, L, T	No one knows how strong this blade can become. It grows stronger as HP goes up.
Mythril Pike	800	M, Ed, G	The Mythril Pike is a weak Lance that can be used by only Mog and Edgar.

NAME	PRICE	EQUIP	EFFECT
Trident	1700	Mo/Rd	Edgar and Mog can also use the Trident, which increases Battle Power by 50.
Stout Spear	10000	Mu/Rd	A heavier lance, the Stout Spear, increases Battle Power by 112 points.
Partisan	13000	Mo/Sa	Strong and hefty, the Partisan is expensive. It ups Battle Power by 150 points.
Pearl Lance	No Cost	Mo/Ed	The Pearl Lance randomly casts Pearl spells. It increases Battle Power by 90.
Gold Lance	12000	Mo/Ed	Although it is crafted of gold, this lance has no special power or strength.
Aura Lance	No Cost	Mo/Ed	A powerful lance for Edgar and Mog, the Aura Lance ups Battle Power by 227.
Imp Halberd	No Cost	All but Umoro	Only characters who have been made Imps can equip and use the Imp Halberd.
Imperial	No Cost	Sh	The Imperial Blade 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 228.
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 chrysanthemum 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 189 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. Thins can use it.
Fire Rod	3000	Go/Re/St	Strago, Reim and Bogo 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 mighty sword, Illumina attacks with power from either row.
Ragnarok	No Cost	Co/Ed/Lo/Te	The words of the Egiptis are inscribed in the blade of this, the strongest sword.
Pearl Rod	12000	So/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 artist, can use the Chocobo Brush. It ups his Battle Power by 60.
DaVinci Brush	7000	Re	A slightly finer tool, the DaVinci Brush expresses Reim's Battle Power by 103.
Magical Brush	10000	Re	This 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 his 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	Sh/Sho/Co/Ed/Lo/Te	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	Sh/Sho/Co/Ed/Lo/Te	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	Locks can cause the same damage throwing the Hawk Eye from back row and front.
Bone Club	No Cost	Um	Only mysterious Umoris is capable of wielding and swinging the massive Bone Club.
Sniper	15000	Lo	Locks 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	Seizer's Cards are marked. They increase his Battle Power by 104 points.
Darts	10000	Se	Seizer is also a Garterthrower. This weapon increases his Battle Power by 115.
Doom Darts	No Cost	Se	Seizer's Doom Darts have a Battle Power of 187 and randomly cast Doom spells.
Trump	13000	Se	Seizer 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 Sabin can use the Metal Knuckle claws. They raise his Battle Power by 55.
Mithril Claw	800	Se	Also exclusively Sabin's, Mithril Claws increase his Battle Power by 68 points.
Kaiser	1000	Se	A Pearl weapon, the Kaiser increases Sabin's Battle Power by 63 points.
Poison Claw	2500	Se	The Poison Claw randomly poisons an enemy and ups Sabin's Battle Power by 95.
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 Balmoral weapon. It increases Battle Power by 188.
Tiger Fangs	No Cost	Se	The Tiger Fangs are Sabin'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.

EQUIP KEY

The chart shows which characters can Equip which items. Te-Tenra, Le-Locks, Ed-Edgar, Sa-Sabin, Cy-Cyke, Ge-Geo, Co-Celes, Se-Serier, Mo-Mog, Su-Strago, Sh-Shadow, Re-Rein, Un-Umura, Go-Gogo.

COST

Most armor items can be purchased, for a price, in the armor board in towns, but some must be found or earned.

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 Un/Mo	Steal it from Tyranosaur or win it from Spinner. Equip on Imps.
Iron Armor	700	Sa/Co/Le/Lo/Te	Although fairly solid, the Iron Armor slows you down.
Iron Helmet	1000	Sa/Co/Le/Lo/Te	Another heavy piece of iron armor, the helmet slows you down.
Ice Shield	No Cost	All but Un/Mo	Found in Mt. Zoro, it multiplies Ice x 5. Use it as an item, too.
Aegis Shield	No Cost	All but Un/Mo	Also found in Mt. Zoro, it protects against most spell attacks.
Thornlet	No Cost	All but Un/Mo	Your HP slowly decreases if you Equip a character with this.
Paladin Shield	No Cost	All but Un/Mo	This is a strong shield for a true hero. You have to earn it.
Leather Hat	No Cost	All but Un/Mo	The lowest level of head gear, the Leather Hat can't be bought.
Crystal Shield	7000	Sa/Co/Le/Lo/Te	Although it doesn't have magical abilities, it is very hard.
Crystal Helm	10000	Sa/Co/Le/Lo/Te	Like iron items, Crystal stuff weighs you down.
Crystal Mail	17000	Sa/Co/Le/Lo/Te	The Crystal Mail is a step up from the iron armor.
Dark Gear	13800	Co/Le/Lo/Te	This is a stealth suit. While wearing it, enemies can't find you.
Dark Hood	7500	Sa/Co/Le/Lo/Te	Use this item in conjunction with the Dark Gear for invisibility.
Green Beret	3000	All but Un/Mo	Your HP will increase by 10% when you wear the Green Beret.
Kung Fu Suit	250	Sa/Co/Le/Lo/Te	Designed by a ninja master, the Kung Fu Suit is best for Shadow.
Gery Helmet	No Cost	All but Un/Mo	The Gery Helmet protects against spells. Find it at Serria's Tomb.
Gery Shield	No Cost	All but Un/Mo	Your defensive ability increases. Find it in Kefka's Tower.
Gery Armor	No Cost	Sa/Co/Le/Lo/Te	Find this in Gogo's Cave. It protects against magic and more.
Tortoise Shield	No Cost	All but Un/Mo	Win this from Geokorse. It cures Imp status. Also use as an item.
Gold Armor	10000	Mo/Se/Co/Le/Lo/Te	This is a strong, medium-level armor for attack protection.
Gold Shield	2500	Mo/Se/Co/Le/Lo/Te	To buy a Gold Shield, you'll spend more than its worth.
Gold Helmet	4000	Mo/Se/Co/Le/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 Un/Mo	The Circlet increases Speed by 1, Vigor by 2, MP by 4, and Stamina by 3.
Titanium	No Cost	All but Un/Mo	Helps cure Imp Status. Steal this item from the Tumblerhead.
Megus Hat	800	Sa/Co/Le/Lo/Te	Your MP will increase by 5 if you Equip this hat.
Bard's Hat	3000	All but Un/Mo	You'll increase your MP by 10% when you wear this.
Ninja Gear	1100	Co/Le/Lo/Te	The Ninja Gear increases the wearer's speed by 2.
Silk Robe	800	Sa/Co/Le/Lo/Te	Don't expect much from the Silk Robe. Your MP goes up by 1.
Mystery Veil	5500	Sa/Co/Le/Lo/Te	Once a dancer used this veil, it increases your speed and MP.
Snow Muffler	No Cost	Un/Mo	Only Umura, Geo, and Gogo can Equip this to increase their defenses.
Tiger Mask	2500	Ge/Sa	Speed increases 2, Vigor goes up 3 and Stamina 1.
Diamond Helm	8000	Sa/Co/Le/Lo/Te	Diamonds are a step up from gold for protection and good looks.
Diamond Shield	3500	Sa/Co/Le/Lo/Te	Not much can penetrate this hard shield of diamonds.
Diamond Vest	12000	Sa/Co/Le/Lo/Te	This vest cast of diamonds protects your heart and soul.
Diamond Armor	15000	Sa/Co/Le/Lo/Te	Like all diamond armor pieces, this suit protects against attack.
Gaea Gear	6000	All but Un/Mo	When hit by an Earth elemental spell, your HP will recover.
Death Veil	9900	Re/Co/Le/Te	Only female party members are able to wear this protective veil.
Power Sash	5000	Co/Le/Lo/Te	Increases your Speed by 1, your Vigor by 5 and Stamina 5.
Cursed Shield	No Cost	All but Un/Mo	Found in Naraka, the Cursed Shield has its unique purpose.
Chocobo Suit	No Cost	Re/St	Pick up some speed with this Chocobo suit.
Tiara	3000	Re/Co/Le/Te	Female characters can increase their MP by 2 points.
Tao Robe	13000	Co/Le/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 Calcevaan and double your prize winnings.
Headband	16000	Co/Le/Lo/Te	The Headband increases in Speed by 1, Vigor by 3 and Stamina by 2.
Plumed Hat	250	All but Un/Mo	The plumed hat makes a great disguise.
Backler	200	All but Un/Mo	The most basic shield, this device is made of wood and leather.
Bandana	800	All but Un/Mo	The Bandana, a basic item, ups your defense by 10 points.
Light Robe	11000	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/Co/Le/Lo/Te	This powerful suit is found only in Kefka's Tower.
Force Shield	No Cost	Co/Le/Lo/Te	Found in Kefka's Tower, this shield reflects magic.

NAME	PRICE	EQUIP	EFFECT
Flame Shield	No Cost	MP: 100 Fire	Hidden in the Phoenix Cave, the shield casts Fire 3.
Czarina Gown	No Cost	Rx	David's Tomb holds this gown, which increases most categories.
Hair Band	150	Rx/Co To	Female characters can wear this for minor added protection.
Behemoth Suit	No Cost	Rx/St	Wear this suit to increase Speed, Vigor, MP and Stamina.
Beret	3500	Rx	Rain wears this for better Sketch results.
White Dress	2200	Rx/Co To	Female characters gain 5 MP by donning this dress.
Mithril Shield	1200	All: 100 Unres	Everyone can use this shield because it's extremely light.
Mithril Vest	1200	All: 100 Unres	Mithril devices protect wearers against physical attacks.
Mithril Helm	2600	Co/Re Co/Re Co/Re Co/Re	All Mithril devices are extra light and strong.
Mithril Mail	3500	Co/Re Co/Re Co/Re Co/Re	A coat of lightweight, negligible fit for a hobbit prince.
Minerva	No Cost	Co/Te	MP increases 25% if you find this in Kefka's Tower.
Mirage Vest	No Cost	All: 100 Unres	Wear this vest to fool enemies and increase your Speed by 5 points.
Moogle Suit	No Cost	Rx/St	Found in Dwyer's House, the Moogle Suit vastly increases MP.
Cotton Robe	200	Co/Re St/Te	The Cotton Robe serves as basic added protection against enemies.
Heavy Shield	400	St/Co Co/Re Co/Re	This large shield is too heavy for some party members.
Thunder Armor	No Cost	All: 100 Unres	Found in Mt. Zoro, it casts Bolt 2 in battle and Bolt 3 as an item.
Leather Armor	No Cost	All: 100 Unres	This first set of armor isn't very strong, but it's better than nothing.
Red Cap	No Cost	All: 100 Unres	MP increases by 25% and other capabilities increase marginally.
Red Jacket	No Cost	St/Re	Stamina and Vigor increase substantially. Find it in Goga's Cave.
Regal Crown	No Cost	St/Re	Find the Regal Crown in the basement 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	[F] [S]	Nothing	Nothing
Earth Guard	1	[E]	Megalixir	Nothing
Fortis	9600	[F] [L]	Oil	Nothing
Lethal Weapon	5200	[F] [L]	Deblanor	Nothing
Veteran	10200	None	Earrings	Nothing
Outsider	3050	[E]	Break Blade	Nothing
Actaneon	230	[F] [L]	Potion	Nothing
Hemaphysa	6800	None	Toad Star	Nothing
Primordae	145	[L]	Tonic, Elixir	Nothing
Opisius	3210	[F] [E]	Warp Stone	Warp Stone
Aspid	220	[F]	Tonic	X-Potion
Adamantchyt	1035	None	Gold Shield	Nothing
Anemone	2800	[F] [L]	Nothing	Green Cherry
Apokryphos	1900	[F] [L]	Cure Ring	Nothing
Tap Dancer	4452	[F]	Sword Breaker, Oil	Nothing
Aeneid	37	[F] [S]	Poison, Tonic	Tonic
Rain Man	2722	[F] [L]	Nothing	Nothing
Alma Weapon	24000	None	Nothing	Nothing
Atms	55000	None	Nothing	Nothing
Whesoul	23066	[F]	Cure Ring	Stainer
Grease Monk	132	[F]	Buckler, Tonic	Nothing
Colecte	480	[F]	Potion, Antidote	Antidote
Exoray	1280	[F] [E]	Nothing	Revivify
Gold Dragon	32400	[F]	Nothing	Nothing
It	7852	[F] [L]	Nothing	Nothing
Imoc	6600	[F] [L]	Bio Blaster	Nothing

NAME	HP	WEAK- NESS	STEAL	WIN
Int	3300		Nothing	Nothing
Ipsch	360		Poison	Sneak Ring
Nordfolk	238		Poison, Toxic	Eyedrop
Certops	2900		Nothing	White Cape, Green Cherry
Cowen	4530		Toxic Star, Shanken	Nothing
Inferno	30000		Nothing	Nothing
Vulture	412		Fenix Down, Poison	Fenix Down
Madam	8150		Goggles	Nothing
Harvester	428		Dragon Boat, Goggles	Berner Ring
Troch	30000		Nothing	Nothing
1st Class	180		Toxic	Nothing
Wizard	1677		Ice Rod, Thunder Rod	Fire Rod
Allosaurus	3000		Nothing	Nothing
Wine-Rat	24		Toxic	Toxic
Warlock	1300		Warp Stone	Warp Stone
Uruburo	50		Fenix Down	Fenix Down
Air Force	8000		Elair	Carolina Ring
Power Demon	2050		Diamond Vest, Poison	Amulet, Revivify
Enuo	4635		X-Poison	Nothing
Beaker	290		Poison, Eyedrop	Poison
Homet	92		Toxic	Nothing
Hideite	3500		Nothing	Nothing
Whisper	280		Poison	Soft
Over Mind	380		Poison	Revivify, Green Cherry
Brontaur	10050		Dried Meat	Nothing
Lalmeris	1700		Base Bear	Antidote
Pipsqueak	250		Toxic	Nothing
Tomb Thumb	2000		Nothing	Green Cherry
Pranha	10		Nothing	Toxic
Scrappier	1799	None	Theif's Glove	Air Lancet
Ultros	3000		Nothing	Dried Meat

NAME	HP	WEAK- NESS	STEAL	WIN
Chaos Dragon	9013		Fenix Down	Fenix Down
Officer	102		Poison, Toxic	Nothing
Ogor	4211		Murasame, Ashura	Revivify
Vindr	885		Chocolate Suit	Nothing
Tribebor	150	None	Toxic, Antidote	Nothing
Guarden	60000		Nothing	Nothing
Guard	40		Poison, Toxic	Toxic
Marshal	120		Michel Knife	Poison
Gabldgag	350		Fenix Down, Eyedrop	Nothing
Aquila	6013		Economist, Fenix Down	Fenix Down
Red Wolf	1510	None	Toxic	Toxic
Scullion	27000		Air Anchor	Nothing
Chimera	2237	None	Hyper Whist	Gold Anker
Malgia	952		Toxic	Nothing
Nahrbabbit	75		Remedy	Poison
Gleamantis	1412		Poison Claw	Nothing
Sr. Behemoth	18000		Murasame	Behemoth Suit
Gigan Toad	458		Nothing	Sleeping Bag
Gigantos	6000		Elair, X-Poison	Hardened
Wild Cat	1115		Tubby Suit	Nothing
Hazer	120		Poison	Toxic
Bland	2470		Warp Stone	Warp Stone
Tridar	3815		Fenix Down	Fenix Down
Crane (Right)	2300		Debilitator, Poison	Nothing
Crane (Left)	1800		Noise Blaster	Nothing
Crawler	3200		Remedy	Nothing
Bornas	4771		Muscle Belt, Poison	Nothing
Weed Feeder	480		Antidote	Echo Screen
Mantodee	4500		Jep Halberd	Nothing
GT Behemoth	11000	None	Tiger Fangs	Nothing
Gloom Shell	2905		Poison	Nothing

NAME	HP	WEAR MILES	STEAL	WIN
Granade	3000		Fire Stone	Nothing
Striker	11000		Nothing	Nothing
Kefka	3000	None	Blat. Tincture	Peace Ring
Karkass	3950		Soat Sabre	Mithril Blade
Barb-E	3062		Nothing	Nothing
Brainpan	1300		Earrings	Nothing
Commander	102		Tonic	Nothing
Rhyas	7191	None	Gold Lance	Nothing
Ghost	226		Tonic	Tonic
Vormin	499		Antidote, Poison	Poison
Tusker	270		Poison, Tonic	Soft
Cocoonado	600		Mithril Vest, Tent	Tent
Psychot	903		Nothing	Nothing
Goblin	5555		Mithril Gloves	Nothing
Telstar	1800		Nothing	Nothing
Cochron	3		Soft	Soft
Somari	3000		Nothing	Nothing
Katana Soul	37620		Sinews, Tempest, Maraschino	Offspring
Sand Horse	1025		Poison	Nothing
Brawler	137		Bandana	Tonic
Sea Flower	4200		Fenix Grove	Fenix Down
Cadet	380		Tonic	Tonic
Excite	196		Poison, Tonic	Tonic
Rhobito	135		Poison	Tonic
Sky Cap	3062		Nothing	Nothing
Tentacle	7000		Nothing	Nothing
Lobo	27		Tonic	Tonic
Sp. Force	700		Tonic	Magicka
Shiva	4000		Nothing	Nothing
Sieghrid	100	None	Nothing	Green Cherry
General	650		Mithril Shield, Tonic	Green Cherry

NAME	HP	WEAR MILES	STEAL	WIN
Junk	2000		Noise Blaster	Nothing
Templar	205		Poison, Tonic	Poison
Joker	467		Green Beret, Tonic	Mithril Rod
Moe	12500	None	Nothing	Nothing
Sky Armor	600		Tincture	Nothing
Skull Dragon	32000		Nothing	Nothing
Scorpion	290	None	Tonic	Tonic
Sewer Rat	299		Poison	Nothing
Storm Dragon	42000		Nothing	Nothing
Urus	2409		Snack Ring	Nothing
Stray Cat	156	None	Poison	Tonic
Spirit Fire	1400		Blat. Tincture	Tincture
Vaporite	15		Tonic	Tonic
Sprinter	4500		Nothing	Ing's Amulet
Spectre	296		Ice Rod, Tonic	Tonic
Hoover	12018		Remedy	Nothing
Cirpiss	134	None	Tonic, Antidote	Nothing
Cross Hopper	243		Antidote	Poison
Parasoul	2077		Fenix Down	Fenix Down
Larry	10000		Nothing	Nothing
Trooper	255		Mithril Blade, Tonic	Nothing
Soat Saver	3066		Nothing	Nothing
Sinther	2600		Warp Stone	Warp Stone
Grant	100	None	Tonic	Tonic
Zone Enter	7700		Warp Stone	Nothing
Hermit Crab	305		Poison	Warp Stone
Leader	468	None	Nothing	Fenix Down, Black Belt
Dark Side	255		Tonic	Poison
Didelos	12280		Cerast	Nothing
Dadelluna	3370		Snack Ring, Jewel Ring	Thief's Knife, Headband
Dante	1545		Diamond Helm	Gold Shield

NAME	HP	WEAK- NESS	STEAL	WIN
Chaser	1282	 	Nose Blaster	Nothing
Clock	2386		Warp Stone	Warp Stone
Critic	1290	None	Nothing	Nothing
Chadarnook (Dread)	56000		Nothing	Nothing
Chadarnook (Woe)	30000	 	Nothing	Nothing
Kiwok	2000		Nothing	White Cape, Green Cherry
Tyrannosaur	12770		Nothing	Imp's Helix
Soldier	100		Tonic, Poison	Tonic
Chupon	10000	 	Dark	Nothing
Tritium	147	 	Remedy, Tonic	Nothing
Deep Eye	1331		Eyedrop	Nothing
Anguiform	315		Poison	Fenix Down
Tunnel Armor	1300	 	Blow Blaster, Air Lambert	Elixir
Sand Ray	67	 	Antidote	Antidote
Down Gaze	55555	 	Nothing	Nothing
Rhinoc	500	None	Flash	Nothing
Allover	8000	 	Nothing	Nothing
Sky Base	6000	 	Flash	Nothing
Dinosaur	1584	 	Remedy	Revivify
Deplazer	420	 	Remedy, Poison	Nothing
Buffalax	2252	 	Diamond Vest, Birds	Nothing
Crawly	122	 	Remedy, Tonic	Nothing
Dueler	7200	 	Chain Saw	Nothing
Dullehan	20450	 	Grenade Glove, X-Poison	Nothing
Delta Bug	812		Tonic	Sleeping Bag
Toe Cutter	2580	 	Poison Rod	Poison Rod
Test Worm	3100		Parasite	Stout Spear
Trapper	555	 	Auto Crossbow	Nothing
Pag	6000	 	Nothing	Tintinber
Pugs	14001		Nothing	Nothing
Master Pag	22000	None	Megahex, Elixir	Greedus

NAME	HP	WEAK- NESS	STEAL	WIN
Doberman	165	 	Poison, Tonic	Poison
Cruiser	1334		Tonic	Nothing
Dragon	7000	 	Grenade Glove, Poison	Nothing
Zombone	1991	 	Fenix Down	Fenix Down
Fossil Fang	1399	 	Remedy, Revivify	Nothing
Drop	1000	 	Tincture	Tincture
Ralph	620	None	Tiger Mask, Tonic	Poison
pen Stalker	216	 	X-Poison	Nothing
Salt Life	4889		Fake Mustache	Nothing
Number 024	777	None	Drainax, Flame Edge	Flame Sabre, Sizzor
Number 126	3276	None	Tempest, Tent	Nothing
Ninja	1850	 	Cherub Down	Ninja Star
Soul Dancer	2509		Magnet Brush	Nothing
Necromancer	3525	 	Fenix Down	Revivify
Neck Hunter	1334		Dark Hood	Poison Ring
Intangir	32000	None	Magicite	Antidote
Neropa	2600	 	Nothing	Nothing
Poppers	1000	 	Nothing	Green Cherry
Naughty	3000	 	Nothing	Nothing
Rope Man	35		Tonic	Tonic
Humpy	500	 	Green Cherry	Nothing
Woody	3808	 	Hardened, Imperial	Nothing
Bounty Man	285		Poison	Nothing
Bag	310	 	Poison, Soft	Nothing
Geckonax	5000		Tortoise Shield	Tortoise Shield
Huggy	3615	None	Fenix Down	Nothing
Balloon	556	 	Fenix Down	Nothing
Wart Pack	3599	 	Grid Meat, Flail	Nothing
Vargas	11600		Mistral Claw	Nothing
Bloomfire	32		Ecto Serpent	Sneak Bomb
Poplum	145	 	Poison	Tonic

NAME	HP	WEAK- NESS	STEAL	WIN
Punisher	2191	None	Bone Club, Rising Sun	Nothing
Parasite	1000		None	Tonic
Over Gunk	492		Remedy, Poison	Nothing
Pen Dora	1422		Nothing	Nothing
Hidden	29000		Blowies, Warp Stone	Warp Stone
Hades Giga	1200		Adios Amulet	Nothing
Gold Bear	275	None	Potion, Tonic	Potion
Speck	420		Amulet	Nothing
Peepers	1		Elax	Nothing
Mesocour	1112		Antidote	Nothing
Figakz	4220		Potion	Nothing
Phase	4550		Fenix Down	Fenix Down
Bleary	118		Tonic	Tonic
Ice Dragon	24900		Nothing	Nothing
Flame Eater	8400		Flame Seize	Nothing
Phunbabe	60000		Nothing	Nothing
Brachosaur	46050		Nothing	Nothing
Dark Wind	34		Tonic	Nothing
Black Dragon	4000		Revivify	Text
Dark Force	9940		Crystal	Nothing
Red Fang	326	None	Tonic	Dried Meat
Bestiowar	750	None	Gear Gear	Potion
Blue Dragon	26900		Nothing	Nothing
Mind Candy	290		Toxic, Salt	Salt
Winey Dragon	2802	None	Oregon Boots	Nothing
Flan	255		Magicks, Tonic	Nothing
Prussian	3300	None	Fall Moon	Nothing
Pluto Armor	2860		Nothing	Nothing
Presenter	9230		Nothing	Nothing
Tumble Weed	6300		Boerium	Nothing
Proto Armor	670		Michal Mail, Poison	Bio Skeler

NAME	HP	WEAK- NESS	STEAL	WIN
Prometheus	11500		Debilitator	Nothing
Abolisher	850	None	Antidote	Fenix Down
Head	1600	None	Nothing	Fenix Down
Heavy Armor	495		Iron Helmet, Tonic	Nothing
Rider	1200		Elax, Michal Vest	Remedy
Slam Dancer	232		Thief's Knife, Poison	Nothing
Vectagoyke	7500	None	Sword Breaker	Nothing
Vector Pup	166		Tonic	Nothing
Vectaur	2460		Ninja Star	Nothing
Behemoth	5800		Running Shoes	X-Potion
Germ	615		Fenix Down, Tonic	Nothing
Rhinotaur	232	None	Michal Claw, Tonic	Potion
White Dragon	18500	None	Nothing	Nothing
Specter	1550		Nothing	Magicks
Boggy	1318	None	Potion	Nothing
Fidor	365		Potion, Fenix Down	Nothing
Skum	505		Potion	Nothing
Bomb	160		Tonic, Poison	Potion
Drug	1594		Amulet	Amulet, Revivify
Apparite	781		Potion, Revivify	Revivify
Deployer	3826		Warp Stone	Warp Stone
Crusher	2095		Super Ball	Super Ball
Mag Roader	1390	None	Shuriken, Bolt Edge	Fire Skien
Mag Reeder	1777	None	Shuriken, Bolt Edge	Water Edge
Mag Reeder	250		Shuriken, Bolt Edge	Fire Skien
Mag Reeder	420		Shuriken, Bolt Edge	Water Edge
Magic Um	100	None	Elax, Tonic	Nothing
Mage Master	50000	None	Nothing	Nothing
Doom Dragon	18006	None	Foot Breaker	Nothing
M-Tek Armor	210		Potion, Tonic	Potion
L10 Magic	1000		Tincture	Tincture

NAME	HP	WEAK AREAS	STEAL	WIN
L20 Magic	2000	None	Tincture	Tincture
L30 Magic	3000		Tincture	Tincture
L40 Magic	4000		Tincture	Tincture
L50 Magic	5000		Ether	Tincture
L60 Magic	6000		Ether	Tincture
L70 Magic	7000		Ether	Tincture
L80 Magic	8000		Ether	Tincture
L90 Magic	9000	None	Ether	Tincture
Harpier	1414		Fox Down	Nothing
Ghost Train	1900		Nothing	Test
Mandrake	1150		Potion	Remedy
Missile Bay	3000		Deflector	Nothing
Dahling	3580		Muggle Suit	Nothing
Misik	1250		Back Guard	Nothing
Rhodex	119	None	Tonic, Antidote	Nothing
Milus	900	None	Magicite	Nothing
Steradite	25000		Thunder Shield	Nothing
Mover	120	None	Super Ball	Magicite
Hipocamps	2444		Warp Stone	Warp Stone
Chozoid	1111		Potion	Remedy
Mega Armor	1000		Potion	Nothing
Vormamoth	118		Potion, Tonic	Potion
Iron Hitman	2000		Auto Crossbow	Nothing
Iron Fist	333	None	Headband, Tonic	Mithril Knife
Mad Oscar	2500		X-Potion	Remedy, Heavily
Evil Oscar	7000		Echo Screen	Nothing
Whisk	50000	None	Nothing	Tincture
Whisk Head	9485		Nothing	Nothing
Refiner	7050		Aura	Nothing
Sunsidar	2912		Nothing	Nothing
Right Blade	400	None	Tincture	Fox Down

NAME	HP	WEAK AREAS	STEAL	WIN
Rough	8000		Nothing	Nothing
Land Worm	12000		X-Potion	Nothing
Insecare	977		Echo Screen	Smoke Bomb
Reach Frog	3511		Tact. Sac, Potion	Nothing
Spek Tor	250		X-Potion	Nothing
Lizard	1280		Driver	Soft
Rizpos	775	None	Nothing	Remedy
Lich	500		Potion Red, Green Cherry	Green Cherry
Chicken Lip	545		Sleeping Bag, Tonic	Nothing
Still Gong	280		Nothing	Potion
Leafar	33		Tonic	Tonic
Rain	110		Tonic	Nothing
Nastidon	1877		Potion, Tonic	Potion
Osprey	850		Nothing	Echo Screen
Boxed Sat	4020		Antidote	Nothing
Lunaris	582	None	Potion	Nothing
Lundan	2079		Potion	Nothing
Laser Gun	3300		X-Ether	Nothing
Curley	15000		Nothing	Nothing
Pearson	390		Guardies, Mithril Knife	Potion
Red Dragon	30000		Nothing	Nothing
Gobbler	470	None	Potion, Green Cherry	Nothing
Left Blade	700	None	Tincture	Fox Down
ing	1100		Amulet	Reverly
Nightshade	2200		Nuden Suit	Nothing
Wyvern	892		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 Chupon, who is likely to sneeze at insignificant 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
Atma Weapon	GT Behemoth	Gravedus
Auger 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
Elkair	Cactrot	Rename Card
Ogre Nix	Sr. Behemoth	Soul Sabre

BET	OPPONENT	WIN
Stunner	Test Rider	Strato
Tack Star	Opinicus	Rising Sun
Memento Ring	Chupon	Memento Ring
Gauntlet	Vectagoye	Thunder Shield
Gold Hairpin	Evil Oscar	Dragon Horn
Gravedus	Karkass	Dirk
Crystal Orb	Borras	Gold Hairpin
Crystal	Borras	Enhancer
Crystal Helm	Dueller	Diamond Helm
Crystal Mail	Covert	Ice Shield
Exp. Egg	Steroidite	Tindisbar
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	Steroidite	Titanium

BET	OPPONENT	WIN
Tabby Suit	Vectaur	Chocobo Suit
Imp Halberd	Allosaurus	Cat Hood
Hardened	Phase	Murasame
Titanium	Brachosaur	Cat Hood
Thunder Blade	Steroidite	Ogre Nix
Scimitar	Covert	Ogre Nix
Relic Ring	Sky Base	Charm Bangle
Doom Darts	Opinicus	Bone Club
Sniper	Borras	Bone Club
Snow Muffler	Retainer	Charm Bangle
Economizer	Vectagoyle	Dragon Horn
Safety Bit	Pug	Dragon Horn
Gem Box	Sr. Behemoth	Economizer
Soul Sabre	Opinicus	Falchion
Tiger Fangs	Mantodea	Fire Knuckle
Charm Bangle	Retainer	Dragon Horn
Tintinabar	Dark Force	Exp. Egg
Cursed Shield	Didalos	Cursed Ring
Chocobo Suit	Veteran	Moogla Suit
Tao Robe	Test Rider	Tao Robe
Sneak Ring	Tap Dancer	Thief's Glove
Thief's Glove	Harpy	Dirk
Thief's Knife	Wart Puck	Thief's Glove
Dragon Claw	Test Rider	Sniper
Nutkin Suit	Opinicus	Genji Armor
Cat Hood	Hoover	Merik Award
Cursed Ring	Steroidite	Air Anchor
Fire Knuckle	Tumbleweed	Fire Knuckle
Punisher	Opinicus	Gravity Rod
Valiant Knife	Woolly	Assassin
Heal Rod	Pug	Magus Rod
Coronet	Evil Oscar	Regal Crown
Dragon Horn	Rhyos	Gold Hairpin
Falchion	Outsider	Flame Shield
Ninja Star	Chaos Dragon	Tack Star

BET	OPPONENT	WIN
Fenix Down	Cactrot	Magicite
Force Armor	Sr. Behemoth	Force Armor
Force Shield	Dark Force	Thornlet
Blizzard Orb	Allosaurus	Rage Ring
Drainer	Enuo	Drainer
Czarina Gown	Sky Base	Minerva
Break Blade	Lethal Weapon	Break Blade
Hero Ring	Rhyos	Pod Bracelet
Flame Shield	Iron Hitman	Ice Shield
Flame Sabre	Evil Oscar	Ogre Nix
Behemoth Suit	Outsider	Snow Muffler
Pearl Lance	Sky Base	Strato
Bone Club	Test Rider	Red Jacket
Aura	Rhyos	Strato
Muscle Belt	Allosaurus	Crystal Orb
Pod Bracelet	Hemophyte	Hero Ring
Minerva	Pug	Czarina Gown
Mirage Vest	Vectagoyle	Red Jacket
Mameli Shoes	Tyranosaur	Tintinabar
Sky Render	Scullion	Aura Lance
Murasame	Borras	Aura
Moogla Suit	Madam	Nutkin Suit
Moogla Charm	Outsider	Charm Bangle
Rising Sun	Allosaurus	Bone Club
Thunder Shield	Outsider	Genji Shield
Ilumina	Scullion	Scimitar
Ragnarok	Didalos	Ilumina
Megalor	Siegfried	Tintinabar
Rename Card	Doom Dragon	Mameli Shoes
Ribbon	Dark Force	Gold Hairpin
Rainbow Brush	Test Rider	Gravity Rod
Red Cap	Rhyos	Coronet
Red Jacket	Vectagoyle	Red Jacket
Regal Crown	Opinicus	Genji Glove

SPECIAL ATTACKS

LEARN MOVES

Gow 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, Sketch or Control to learn and use their attacks.

RAGE

This column shows the attack you can use when you select the indicated enemy from Gau'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
Earthguard	Bg Guard	Knight/Hell Bg Guard	Battle/Poison/Hell Bg Guard
Fortis	Fortis	Double Arm Sharpsh	Battle/Double Arm/Sharpsh / Sharpsh
Lethal Weapons	Gravity Bomb	Metal Arm Magnets	Big Magnet
Veteran	Condemned	Fight Re-Attack	Battle/Condem / Re-Attack/Condem
Outsider	Pearl	Right Rain	Battle/Magic Arm/ Tail Laser
Actuaron	Clamp	Clamp Aqua Rule	Battle/Clamp
Homophyte	Shock Wave	Ht Shock Wave	Battle/Condem/Guard/ Shock Wave / Pearl
Primordite	Numberb	Fight Numberb	Battle/Numberb
Opinious	Slide	Roll Slide	Battle/Wind Shock/ Slide/Surge
Aspik	Digs Volt	Magic Spine Digs Volt	Battle/Poison/Digs Volt
Adamawycht	Acid Rain	Draw Brayer	Battle/Draw/ Acid Rain
Anemone	Digs Volt	Imp Digs Volt	Battle/Bolt 2 Digs Volt
Apokryphos	L3 Muddle	Slancer L3 Muddle/L4 Race	Battle/Slancer/ L3 Muddle/L4 Race
Tap Dancer	Slow 2	Wind Shake Slow 2	Battle/Wind Shake/ Slow 2
Arrenoid	Numb	Fight Numb	Battle/Numb
Rain Man	Bolt 2	Underwater Bolt 3	Battle/Underwater/ Bolt 3/Flash Rain
Grease-monk	Shel	Fight Lade Wrench	Battle/Lade Wrench/ Stop Mine
Coalecita	Magnitude 8	Hydra Sting Magnitude 8	Battle/Hydra Sting/ Magnitude 8
Exortey	Wink	Death Poken Wink	Battle/Death Poken/ Wink
Isa	Flare Star	Plasma Crash	Battle/Grav/Plasma/ Blaster
Isaco	Wink	Right Lv (MZF) Pearl	Battle/Lv (MZF) Pearl
Nautiloid	Link	Right Link	Battle/Link
Caritops	Digs Volt	Imp Digs Volt	Battle/Bolt 2/ Digs Volt
Covert	Wind Slash	Disappear Wind Slash	Battle/Disappear/ Wind Slash/Repe
Madam	Pearl	Flare Pearl	Battle/Hydra/Flare/ Ice 2
Harvester	Heads	Shock Fire Wall	Battle/Shock/Draw
Vulture	Stomach	Slender Stomach	Battle/Slender/ Stomach
1st Class	Stone	Right One Wrench	Battle/One Wrench
Wizard	Death	Reap Death	Battle/Reap/Death/ Stop
Allesaurus	Death	Death Poison Claw	Battle/Poison/Grow/ Death
Were Rat	Poison	Fight Bite	Battle/Bite
Warlock	Pearl	Magic Drain Pearl	Battle/Magic Drain/ Pearl
Uroburos	Duck	Big Duck	Battle/Big/Duck
Power Demoa	Flare	Flare Deer Dance	Battle/Flare/ Deer/ Flare
Eauo	Clear Sweep	Stone Clear Sweep	Battle/Stone/ Clear Sweep/ Magic Rate
Benkor	Drifter	Right Drifter	Battle/Drifter
Hornet	Iron Needle	Right Iron Needle	Battle/Iron Needle
Whisper	Death	Overkill Death	Battle/Fire/Death
Over Mind	TF Fire	Fight Grass	Battle/Grass
Brantaur	Fire 2	Wall Fire 2	Battle / Wall / Fire 2/ Meteor
Lutimeria	Magnitude 8	Wind-up Magnitude 8	Battle/Wind-up/ Magnitude 8
Pipsqueak	Imp	Imp Rebirth	Battle/Quack/Rebirth
Tomb Thumb	Stop Mine	Stop Mine Death	Battle/Death/ Stop Mine
Scraper	EF Fire	Kick EF Fire	Battle/Kick/EF Fire
Guard	Gravel	Fight	Battle
Marshall	Wind Slash	Right Charge	Battle/Charge/Bolt 2
Chaos Dragoon	Disaster	Right Disaster	Battle/Disaster/ Disaster/Meteor
Gabbi-dogak	Verish	Gold Wrench Verish	Battle/Gold Wrench/ Verish
Dgor	Storm	Fight Moxey	Battle/Gold Duck/ Pearl Wind
Vindr	Acid Rain	Back Acid Rain	Battle/Back/Acid Rain
Aquile	Cyclone	Hop Cyclone	Battle/Hop/Cyclone/ Stomach

ENEMY	RAGE	SKETCH	CONTROL
Trilobiter	Passen Barb	Fight Passen Barb	Battle/Passen Barb/ Passen
Red Wolf	Rush	Rush Ravings	Battle/Rush
Scullion	Duchord	Gemma/Rays Exploder	Battle/Gemma/Rays
Gigan Toad	Slimer	Croak Slimer	Battle/Croak/Slimer
Gigantos	Magnitude 8	Fight Throat Job	Battle/Throat Job/ Ravings
Chimera	Aqua Rake	Healy Aqua Rake	Battle/Healy/Blizzard/ Aqua Rake
Maliga	Remedy	Fight Scissors	Battle/Remedy/ Remedy
Nohrabbitt	Cure 2	Cure Cure 2	Battle/Cure/Cure 2/ Remedy
Gilemantis	Strapnel	Rock Lace Stone	Battle/Strapnel/ Strapnel
Sr. Behemoth	Fire 3	Sigma Des Fire 3	Nothing
Wild Cat	Waster	Pounce Slister	Battle/Pounce/ Slister
Hazer	Bob 2	Fight Gren	Battle/Gren/Fire
Beras	Revenge	Uppercut	Battle/Uppercut
Weed Feeder	Berserk	Fight Pop	Battle/Pop/Berserk
Mantidea	Wind Slash	Mind Reaper Wind Slash	Battle/Mind Reaper/ Wind Slash
Gl. Behemoth	Metax	Hay Maker Metax	Battle/Hay Maker/ Metax/Fire 3
Elead	Bo	Stanch Bo	Battle/Stanch/Bo/ Fire 3
Trixtor	Fire 2	Fire Fire 2	Battle/Fire/Fire 2/ Fire 3
Gloom Shell	Net	Rock Net	Battle/Rock/Net
Granade	Blaze	Infamence Blaze	Battle/Infamence/ Blaze/Fireball
Crawler	Step Mine	Feeler Step Mine	Battle/Feeler/ Step Mine
Vermin	Scow	Baccaria Bo	Battle/Baccaria/Bo
Rhyes	Surge	El Nino Surge	Battle/El Nino/ Surge/G Nano
Ghost	Bob 2	Fire X-Zone	Battle/Fire
Karkass	Bob 3	Brink Bob 3	Battle/Brink/ Bob 3/Fire
Barb E	Love Takon	Step Love Takon	Battle/Step/Muddle/ Gavel
Brainpan	Blow Fish	Stink Blow Fish	Battle/Stink/ Blow Fish
Commander	Brink	Fight Fire	Battle/Fire
Tusker	Blizzard	Gale Blizzard	Battle/Gale
Commands	Reflect	Fight Program 66	Battle/Program 66/ Shell
Psychot	Lik/Hever	Lik/Hever Miedo/To G	Battle/Miedo/Heck/ Lik/Hever
Brawler	Stom	Fight Punch	Nothing
Goblin	Bob 3	Fire 3 Bob 3	Battle/Fire 3/Bob 3/ Ice 3
Telstar	Sonic Boom	Launcher Teh Laser	Nothing

ENEMY	RAGE	SKETCH	CONTROL
Cactrot	Blow Fish	Mending Blow Fish	Battle/Mending/ Blow Fish
Samurai	Lullaby	Flare Doom	Battle/Flare/Doom/ Heate 2
Sand Horse	Sand Storm	Sand Storm Damp	Battle/Damp/ Sand Storm
Sea Flower	Shoop	Fight Feeder	Battle/Feeder
General	Cure 2	Bo Attack Cure 2	Battle/Bo Attack/ Cure 2
Rhobite	Life	Fight Reactor	Battle/Reactor
Excite	Scissors	Fight Scissors	Battle/Scissors
Junk	Pop Up	Parasoul Bob 3	Battle/Parasoul/ Pop up/Exploder
Templar	Fire 2	Fight Axe	Battle/Axe
Sky Cap	Megawork	Acemic Ray Slip Anchor	Battle/Slip Anchor/ Teh Laser
Joker	Bob 2	Parasoul Bob 2	Battle/Parasoul/ Bob 2/Red Fan
Lobo	Tusk	Fight Tusk	Battle/Tusk
Sp. Force	Safe	Fight Blow	Battle/Blow/Safe
Sky Armor	Teh Laser	Scalishash Teh Laser	Battle/Scalishash/ Teh Laser
Scorpion	Passen	Fight Death Sting	Battle/Death Sting
Sewer Rat	Hooker	Fight Kickap	Battle/Kickap
Ursus	Net	Scratch Fire 2	Battle/Scratch
Stray Cat	Catnecatch	Catnecatch Boppler	Battle/Catnecatch
Spit Fire	Teh Laser	Poppler Teh Laser	Battle/Poppler/ Teh Laser/Schedule
Vaporite	Blaze	Fight Blaze	Battle/Blaze
Sprinter	Aero	Drainback Aero	Battle/Drainback/ Cyclonic
Specter	Fire	Bot Fire	Bob/Fire
Hoover	Sand Storm	Crush Sand Storm	Battle/Crush/ Sand Storm/Quake
Parasoul	Flash Pain	Spin Stone Flash Pain	Battle/Spin Stone/ Flash Pain/G Nano
Cirpius	Heate 2	Fight Bark	Battle/Bark/G Nano
Crass Hopper	Berserk	Fight Pop	Battle/Pop
Trooper	Swing	Fight Swing	Battle/Swing
Hermit Crab	Net	Rock Net	Battle/Rock/Net
Slatter	Cave In	Crake Shrinkham	Battle/Crake
Dark Side	Ice 2	Slip Touch Fire 3	Battle/Slip Touch/Fire
Didalos	Maidan	Quartz Pounce Tack	Battle/Quartz/ Pounce Slur/Bleater
Dante	L3 Muddle	Quartz L3 Muddle	Battle/Quartz/Fire/ L3 Muddle/Ice 2
Chaser	Plasma	Program TT Plasma	Battle/Program TT/ Plasma/Blizzard
Cluck	Duck	Loph Beak	Battle/Loph/Beak

ENEMY	RAGE	SKETCH	CONTROL
Critic	Condemned	Condemned Slip Sand	Battle/Slip Sand/Condemned
Kiwak	Imp	Imp Cyclonic	Battle/Imp Cyclonic
Deep Eye	Dread	Dreadland Dread	Battle/Dreadland/ Dread
Anguiform	Aqua Rage	Dreado Aqua Rage	Battle/Anguiform/ Aqua Rage
Soldier	Fire	Fire Scam	Battle/Scam
Tyrannosaur	Meteor	Fire Arm	Battle/Slow/Slow/ Heat
Sand Ray	Sea	Fire Tail	Battle/Sea
Rhinoc	Life 3	Bone Strike Life 3	Battle/Bone Strike/ Life 3
Allover	Quake	Fire Dead End	Battle/Dead End
Sky Base	Doom	Doom Sigs Volt	Battle/Doom
Dinosaur	X-Zone	Fire	Battle/Power
Cephaler	Hook	Fire Hook	Battle/Hook/Slap
Buffalax	Slow 2	Fire Foot	Battle/Slow/Slow
Crawly	Heartburn	Fire Heartburn	Battle/Heartburn/ Mugshot 8
Duellar	Mega Hit	Giga Volt Mugshot	Battle/Mugshot/ Mega Volt/Giga Volt
Trilium	Sea	Fire Bone Touch	Battle/Bone Touch
Delte Bug	Mega Hit	Hook Mega Volt	Battle/Power/ Mega Volt
Toe Cutter	Shrapnel	Doom Shrapnel	Battle/Doom Strike/ Shrapnel
Griller	Steer	Burn Sugar Steer	Battle/Burn Steer
Doberman	Sea	Fire Sea	Battle/Sea
Test Rider	Flash Run	Gold Lance Flash Run	Battle/Gold Lance/ Flash Run
Dragon	Revenge	Tail Revenge	Battle/Tail/Revenge/ Blizzard
Zombone	Condemned	Bone Soft 3	Battle/Bone/Poison/ Sea
Fossil Fang	Sand Storm	Bone Sand Storm	Battle/Bone/ Sand Storm/X Zone
Trepper	L3 Muddle	L3 Muddle L3 Doom	Battle/L3 Doom/ L3 Muddle/L4 Flame
Drop	Muddle	Wid Signal Muddle	Battle/Wid Signal/ Muddle
Ralph	Teckle	Fire Teckle	Battle/Teckle
Pug	Break	Cheer Break	Battle/Cheer/ Break
Pugs	Nothing	Fire	Nothing
pre Stalker	Drain	Poison Drain	Battle/Poison/Drain/ Sea
Sill Life	Lullaby	Bone Kiss Lullaby	Battle/Bone Kiss/ Lullaby/Condemned
Ninja	Water Edge	Fire Storm Water Edge	Battle/Fire Storm/ Water Edge/Sea Edge
Soul Dancer	Dance	Drum Dance	Battle/Drum/Dance/ Fire 2
Necromancer	Dread	X-Zone Dread	Battle/X-Zone/ Doom/Flame

ENEMY	RAGE	SKETCH	CONTROL
Neck Hunter	Imp	Mad Sock Imp	Battle/Mad Sock/Imp
Intangir	Pop-up	Slap Mine Sleep	Nothing
Poppers	Stone	Imp Stone	Battle/Stone/Stone
Woolly	Front 2	Heavy W Wo	Battle/Heavy
Reo Man	Explosion	Wrench Flare	Battle/Wrench
Poptum	Ding	Fire Slow	Battle/Slow
Bounty Man	Sea	Fire Sea	Battle/Sea
Bug	Stop	Fire Stone Spine	Battle/Stone Spine
Gackorax	Break	Perigore Break	Battle/Perigore/ Break/Dread
Harpy	Cyclonic	Slip Cyclonic	Battle/Slip/Cyclonic/ Arm
Punisher	Roll 2	Fire	Battle
Parasite	Sigs Volt	Mini Stop Sigs Volt	Battle/Mini Stop/ Sigs Volt
Over Grunk	Bone Touch	Bone Touch Piston	Battle/Bone Touch/ Muddle
Balloon	Explosion	Flare Up Explosion	Battle/Flare Up/ Explosion
Went Puck	Slap	Fire Yeast	Battle/Yeast/Explosion
Pen Dora	Revenge	Hydra Gas Revenge	Battle/Hydra Gas/ Revenge
Bloempira	Sea	Energy Slap Sea	Battle/Energy Slap/ Sea/Doom
Humpty	Power	Hug Piston	Battle/Hug/Power
Peepars	Pearl Wind	Tail Pearl Wind	Battle/Tail/Pearl Wind
Gold Bear	Ooze	Fire Geege	Battle/Geege
Hades Gigas	Magnitude 8	Head Butt Magnitude 8	Battle/Head Butt/ Magnitude 8
Mesomiser	Slap Mine	T Lash Slap Mine	Battle/T Lash/Slap Mine
Figaliz	Orchard	Orchard Orbit	Battle/Orchard/ Orchard/Flare
Phase	Slap Fish	Slap Fish Bark	Battle/Slap Fish/ Slap Fish
Blenny	Doom	Fire Slumber	Battle/Doom/Slumber/ Dread
Brachosaur	Dinosaur	Slap Mine Swing	Battle/Swing
Wirey Dragon	Cyclonic	Wing Cyclonic	Battle/Wing/Cyclonic
Dark Wind	Break	Fire Dust	Battle/Dust
Black Dragon	Storm	Sand Storm Fallen Sea	Battle/Sand Storm/ Dread/Sea 2
Dark Force	Dark Sweep	Dark Sweep LS Storm	Battle/L3 Sweep/ Dark Wind
Red Fang	Drum	Fire Rebels	Battle/Rebels
Baskerv	Cyclonic	Claw Absorb 8	Battle/Claw/Absorb
Flan	Slime	Slip Gunk Slime	Battle/Slip Gunk/Slime
Prussian	Loyal Slide	Fire Bear Hug	Battle/Bear Hug/ Stone

ENEMY	RAGE	SKETCH	CONTROL
Pluto Armor	Tek Laser	Crush Tek Laser	Battle/Crush/ Tek Laser/Schiller
Mind Candy	Sleep Sling	Right Sleep Sling	Battle/Sleep Sling/ Sleep
Twinkleweed	Lifesaver	Blender Lifesaver	Battle/Blender/ Lifesaver
Proto Armor	Nothing	Program 20 Tek Laser	Battle/Program 20/ Tek Laser/Schiller
Abolisher	Power	Dexter Power	Battle/Dexter/Power
Slam Dancer	Ice 2	Fire 2 Ice 2	Battle/Fire 2/Ice 2/ Ice 2
Voltageyle	Aqua Rake	Sign Volt Aqua Rake	Battle/Sign Volt/ Aqua Rake/Blaze
Vector Pup	Bite	Fight Bite	Battle/Bite
Vectaur	Peel Wind	Yank Peel Wind	Battle/Cleave/Peel Wind
Heavy Armor	Tek Laser	Tek Laser Metal Head	Battle/Metal Head/ Tek Laser
Behemoth	Miner	Take Down Miner	Battle/Take Down/ Fire 3/Meteor
Rider	Wing	Silver Pike Wing	Battle/Silver Pike/ Wing
Garm	Beam	Program 66 Fire 2	Battle/Program 66/ Fire 2
Rhinotaur	Mega Volt	Mega Volt Giga Volt	Battle/Mega Volt
Apparite	Imp	Slip Touch	Battle/Slip Touch/Imp
White Dragon	Peel	Flare Peel	Nothing
Bog	Goggywing	Nothing	Battle/Goggywing
Fider	Pounce	Fight Pounce	Battle/Pounce
Slurm	Stoner	Fight Heart Burn	Battle/Heart Burn/ Magnitude 8/Onion
Bomb	Blaze	Explosion Blaze	Battle/Explosion/Blaze
Orog	Peel	Go Peel	Battle/Go/Peel
Displayer	Doan	File Doan	Battle/File/Doan/ A-Zone
Crusher	Lifesaver	Slow Lifesaver	Battle/Crush/ Lifesaver
Mag Roader1	Be	Fight Wheel	Battle/Wheel
Mag Roader2	Mute	Fight Rush	Battle/Rush
Mag Roader3	Head	Fight Wheel	Battle/Wheel
Mag Roader4	L4 Flare	Fight Wheel	Battle/Rush
Magic Urn	Cure 3	Kennedy Cure 3	Battle/Kennedy/ Cure 3/Wind
Doan Dragon	H Cross	Fallen One H Cross	Battle/Fallen One/ H Cross/H Cross
M-Tek Armor	Tek Laser	Fight Tek Laser	Nothing
Harpini	Aero	Aero Nail	Battle/Aero/Aero
Mandrake	Red	Stomp Touch Red	Battle/Stomp Touch/ Red
Dahling	Cure 2	Mute Cure 2	Battle/Mute/Cure 2
Misfit	Lifesaver	Slow Lifesaver	Battle/Slow/ Lifesaver

ENEMY	RAGE	SKETCH	CONTROL
Rhedox	Seers	Seers New Petal	Battle
Muss	Pop up	Pop up Dunk	Battle/Seers/Pop up
Staroidite	Blizzard	Rush Slide	Battle/Rush/Blizzard/ Slinter
Mover	Meteor	Fight Droster	Battle/Fight/Sword
Hipocampus	Flash Rain	Acid Rain Flash Rain	Battle/Flash Rain/ Flash Rain
Chitenid	Slip	Fight Corpses	Battle/Corpses
Vomannoth	Blizzard	Seer Claw Blizzard	Battle/Seer Claw/ Blizzard
Iron Hiltman	Destruction	Destruction Destruction	Battle/Severing/ Destruction/Tek Laser
Iron Fist	Stone	Fight Stone	Battle/Stone/Kick/ Stone
Mad Oscar	Sour Mouth	Snarl Sour Mouth	Battle/Snarl/ Sour Mouth
Evil Oscar	Be	Power Sour Mouth	Battle/Snarl/ Power/Sour Mouth
Retainer	Shock	Wind Slash Thunder	Battle/Thunder/ Wind Slash/Condemned
Suriander	Aqua Rake	Yawn Aqua Rake	Battle/Yawn/ Aqua Rake
Land Worm	Magnitude 8	Compass Magnitude 8	Battle/Compass/ Magnitude 8/Slide Stone
Iesecare	Flap	Fight Flap	Battle/Flap
Reech Frog	Slime	Slime Slime	Battle/Slime/Slime
Spek Tor	Slender	Scratch Slender	Battle/Scratch/ Acid Rain
Lizard	Break	Imp Ready	Battle/Imp/ Destruction
Lich	Fire 2	Fire Fire 2	Battle/Fire 2/ Fire 3
Chicken Lip	Quake	Quake Quake	Battle/Quake/Quake
Still Going	Quake	Fight Slip Touch	Battle/Slip Touch
Leafter	Impaler	Fight Impaler	Battle/Impaler
Rinn	Fire	Fight Slow	Battle/Slow
Nastidon	Blizzard	Fight Hug	Battle/Hug
Osprey	Stomach	Beak Stomach	Battle/Beak/ Stomach
Boxed Set	Meteor	Meteor Orb Meteor	Battle/Meteor/ Meteor/Slide Stone
Lunaris	Free Site	Fight Free Site	Battle/Free Site
Luridan	Land Slide	Horn Land Slide	Battle/Horn/ Land Slide/Cave In
Pterodon	Fire Ball	Wing Fire Ball	Battle/Wing/Fireball
Gobbler	Stomach	Stomach Stomach	Battle/Beak/ Stomach
Ing	Lifesaver	Slow Lifesaver	Battle/Slow/ Lifesaver
Nightshade	Charm	Poison Pod Charm	Battle/Poison Pod/ Charm
Wyvern	Cyclone	Slip Wing Cyclone	Battle/Slip Wing/ Cyclone
Wild Rat	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 bottling 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, push 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 push 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 pushing into 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 prowls. Try other recovery items and spells on the Undead, too.



The Undead are happy just the way they are. Turn enemies such as the Phantom Train quickly full prey to Revivify.

USE RELICS TO RECOVER

You can save items and MP by using Relics to reverse the effects of some Status Admements. 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
DARK	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 line branches and Sabon, Edgar, Terra and Baron begin their raft trip down the Lute 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, Baron can keep casting Health on the party members to keep their energy up.



Keep circling the loop to build experience. Return your levels. Here we make the next sub-boss 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 Fanciful 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 switching 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 Gengi Glove, which allows its wearer to carry a weapon in each hand and to attack with each. Without the Offering, someone wearing the Gengi Glove can get in two hits during each attack, but 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 ON 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 Mobliz 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 villages. 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.







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.

