

# Final Fantasy FAQ/Walkthrough

by Chzn8r

Updated to v1.3 on Dec 13, 2006

-----  
Complete Walkthrough / FAQ for Final Fantasy 1  
-----

Copyright © 2003 Aaron Ringgenberg

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

To ask for permission, email me at [chzn8r@gmail.com](mailto:chzn8r@gmail.com)

Credits:

I'd like to thank the following for helping me create this walkthrough:

- Brian Carper (aka Dr. Unne) of Final Fantasy Classic, who was the largest help, since I used his site for reference most every time I couldn't remember something. Thanks a bunch!
- All the friendly people in the Eyes on Final Fantasy FF1 forum that have ever helped me when I had a question.
- My older brother Jonathan for letting me watch him play through Final Fantasy many times while I was young, and letting me start playing it by age 5!
- A person I know as Graham, aka FF1CXWF, for also lending me a lot of help and for proofing my entire walkthrough!
- The official Nintendo Power Final Fantasy strategy guide, printed about 1990, which was key in me and my brother conquering this game.
- And finally, all my friends on and off line who encouraged me to make this guide!

NOTE: THIS WALKTHROUGH IS FOR THE ORIGINAL VERSION OF FINAL FANTASY RELEASED FOR THE NES. NAMES AND STRATEGIES VARY WITH EACH SUBSEQUENT RELEASE OF THE GAME, SO IT WOULD BE ADVISED TO LOOK ELSEWHERE FOR ASSISTANCE WITH THOSE VERSIONS. Thank you.

(Use ctrl+f to search to any of these sections)

-----  
Walkthrough Chapters:  
-----

Getting Started

- Chapter 1 - Saving the Princess
- Chapter 2 - Bikke and the Pirate Ship
- Chapter 3 - The Elven Prince
- Chapter 4 - The Orb of Earth
- Chapter 5 - The Ice Cave
- Chapter 6 - Class Change
- Chapter 7 - The Orb of Fire
- Chapter 8 - The Orb of Water
- Chapter 9 - The Orb of Air
- Chapter 10 - The Temple of Fiends: Revisited

-----  
Appendices:  
-----

- I. Characters
- II. Weapons
- III. Armor
- IV. Items
- V. Black Magic
- VI. White Magic
- VII. Enemies
- VIII. Bosses
- IX. Special Attacks
- X. Optimal Equipment & Spells
- XI. Game Genie Codes
- XII. Version History

-----  
Getting Started  
-----

### Choosing a Party

First off, when you start your brand new quest in Final Fantasy 1, you have to choose a party. Not every character is the same, as you can read in the characters appendice, and thus not every party is as good as another. If you are totally new to this game, like I suspect you are if you are reading this, then I can suggest a good starter's party, which will be the one I use the rest of this walkthrough. Choose a Fighter, a Black Belt, a White Mage, and a Black Mage. This has a good balance of magic, fighting power, strength, and speed, and has solutions for most any situation. You will have a fun and easy time using these 4 characters together.

### Intro to basic game aspects:

Alright, so you've chosen your party! You start off right underneath a town with a big castle. Don't go to the castle, there's nothing there. Walk into the town. Take time to browse around, and you should find an Inn, a Weapon Shop, Armor Shop, Black Magic Shop, White Magic Shop, Item Shop, and a Clinic. These are the standard buildings that you will find in a town, though they are rearranged for each new place you visit. Here is a general description of all these buildings and why you will:

-At the Inn, you pay a certain amount of G (the unit of money in this game that you earn/find) to have all the members of your party restored to full health and full magic power.

-At the Weapon Shop, you purchase things like swords, staves, daggers, etc... which your characters will use to increase their attacking power against enemies. For information on who can equip what weapons and what are your best choices, see the weapons section of this FAQ.

-At the Armor Shop, you purchase things like body armor, helmets, and arm gear that make your characters take less damage from enemy attacks in battle. For information about who can equip what armor and what are your best choices, see the armor section of this FAQ.

-In this game, you purchase the spells you want your mages to have. And you do that at the White/Black magic shops.

-At the Item Shop, you purchase necessities like Potions and portable lodging. For all the stats on what all the items cost, do, and where they can be found, look through the item section of this FAQ.

-The last, and sometimes unneeded building that you find in towns is the Clinic. Here, you can resurrect a party member who has fallen in battle. The cost seems heavy early, but you should make sure not to lose anyone in the early parts of the game. When the dead ally is brought back to life, he/she will have 1 health, so you must make sure to use magic, potions, or an Inn to bring that person back to stable health.

Now, once you have bought all the correct weapons and armor, and a few spells (following my guidelines, of course) for your magic casters, I will introduce you to the menu system:

-To get to your main menu screen, press Start while in a town, cave, castle, dungeon, or on the world map. You will see a blue screen with white borders and words. There will be a box with 4 gray orbs in the upper left. We'll worry about those later. Underneath that is a box that shows the amount of G you have. And more importantly, beneath that is a menu with 5 options. The first, "item", lets you view what important items you are holding, and you can use potions and portable lodging items through this menu.

-The second option on the list of 5 is "magic". You can view what spells your characters know, how many magic points you have, and you can also use any spells that can be used for an effect outside of battle. For more information, see the black and/or white magic sections.

-The third choice on the list is "weapon". When you enter this menu, you see all the weapons of battle that your characters are currently holding. At the top, you have the choices "equip", "trade", and "drop". Important: many people who are new to this game do not realize that you need to equip a weapon and not just carry it in order for it to be effective. So, to equip your weapons, select "equip" and for each character, select the best weapon for them to be using. If they can equip it, an E= will appear next to the weapon. If not, then you will hear an odd noise. When you want to switch items between party members, select "trade", and then select the two slots you want to switch. To get rid of something when selling is not an option, go to "drop" and select the item to completely get rid of it. For item in the menu, "armor", the layout and the way you use it is exactly the same as it is in the weapon menu. Last, but not least, is the "status" menu. You can find anything you need to know about your character, including all of their physical statistics, how much experience they've earned, and how much experience they are going to need to go up a level.

-Now, the largest part of the menu screen is the 4-way character display. Here you will see all the members of your party, listed in the order they line up in for battle. You can see their name, picture, HP (this is changed to their health status if they are poisoned/stoned/dead), level, and for those who cast magic, the number of magic points for each tier of magic they currently have.

So, you know how to fully use the menu. However, if you needed those instructions, then there is probably still a lot more fundamental knowledge

you'll need. As you walk around places, of course you will see many people. In order to hear what they have to say to you, face them and press "A". You can also examine things and open treasure chests in this way.

Now, let's exit Corneria, and head out into the world. For starters, just start walking around in the forest area around the city. Whenever you are out on the world map, you will fight many battles with random enemies in the area. When you are entering a battle, the screen will flash and the music will change. You suddenly appear on the battle screen. On the left, you see the monsters you are fighting. On the right side, you see all the members of your party and how many hit points they have. When you are choosing what to do on your turn to attack, you have 5 options:

-The first is simply to make a character fight, you select an enemy to attack, and then sometime between this turn and the next, that character will damage or attempt to damage that enemy. For information on enemy health statistics, see my enemies section in the FAQ.

-The second choice is to use magic. You can have your spell casters use a spell either to harm your foes or to aid your party.

-The third option is drink. When you select this, you will be shown how many heal potions you have and how many pure potions you have. Use them in the appropriate situations (see the items section).

-The fourth option, on the bottom, is item. You will be shown all the equipment that the person is holding. Some equipment can be used in battle for a special effect. Most, however, do nothing at all, so you won't be using this option much until later in the game.

-The last option, on the right of the others, is to run. If you feel you cannot win the fight, that your characters are struggling to harm the enemy, or you just need to avoid fighting and get to your next destination quickly, then you run. It does not always work, but when it does, you will exit the battle and gain no experience points or G.

-Now, if you complete a battle, by destroying all the attackers before they do so to you (and you shouldn't expect to be routed very much, ever, so you will normally be winning battles), then all your living party members will earn a certain number of experience points and G depending on how difficult the monsters were. When your party members gain enough experience, they will go up a level, say from 1 to 2 or 2 to 3. Your character will be stronger, faster, and have more hit points (HP) when their level increases. Magic users will also obtain a larger maximum amount for the number of spells they can cast before needing to go to the inn.

Well, this should cover all the basics of how to play. Anything you need to know, but I didn't cover, please email me, and I can add the answer or direct you to it.

So, onto what you really want - the walkthrough!

-----  
Chapter 1 - Saving the Princess  
-----

The first part of this game is simple, short, and straightforward. This actually should not take very long at all to explain to you.

Alright, so you've bought all the good weapons, armor, and spells, (see appendice X if you are unsure) and you know how to fight any battles you

come across. Fight battles until all your members reach at least level 3. Make sure to drop in at the inn occasionally, because getting to level 3 is going to take a good few battles. Once you are at that level, your mission is simple: go north and west of Corneria. When you can go no further north you will find a temple. This is the Temple of Fiends, which becomes much more important later. Anyways, walk into the building and turn left as soon as possible. Walk left and down into a small room where you will find a chest containing a plain Cap. It is not worth much defensively, but it's better than no head armor at all- put it on your weakest character, likely your White Mage. Return to the entrance and go up, where you will proceed into a larger middle room and see a mean-looking person. This is Garland, your first boss. The battle is very plain; with 1-2 competent fighters in your party, you will only have to attack for a few rounds and maybe use one offensive magic spell to kill him quickly. When you defeat Garland, you will be returned to the castle at Corneria. Talk to the princess, and she will give you the Lute (not to be used until near the end of the game). Talk to the king and he will have his men build a bridge for you directly to the north of the castle over a straight which was obstructing you from getting anywhere else in the world. That obstacle removed, you are free to carry on.

Go outside, and build your characters' levels up to 4. Once you have done that, cross the bridge north of Corneria. Travel due east for a ways until you can turn south (check a map if necessary). You will reach the port town of Pravoka and have begun chapter 2! Note that none of the other chapters of this game are as short as this first one. Are you doing well so far? Let's hope you are.

-----  
Chapter 2 - Bikke and the Pirate Ship  
-----

Here you now find yourself already in the second part of Final Fantasy, and into your next new adventure we go! You have just arrived at Pravoka and you are wondering what on earth to do. If you try talking to the people walking around in the village, you will find that they have been taken over by pirates! How horrible. Well, that seems like a problem fantastical heroes like you should solve. Before we take action, let's get familiar with this town. Through searching around, you will discover that this town has all the same buildings that were in Corneria. They are just arranged differently. Now, though, you will have to start making wise decisions about what magic spells and what weapons/armor you choose to purchase and use. Carefully look at what the options you have and don't buy anything because it's expensive or sounds cool. Note that hit percentage is much more valuable at this point in the game than actual damage. You need to make sure you're actually reaching your opponents.

So, about those pirates, they'll seem like Imps. Walk over to the upper left part of the town, and talk to the guy with the patch over his eye and the big hat. This will initiate a battle between you and 9 pirates. As you attack them, you will see them drop like leaves in autumn. If you want their specs, read the bosses section.

When the battle concludes, you will be left with a fair sized amount of G. Now, Bikke will give you his ship! This allows you to travel through the vast seas of Final Fantasy. But, don't use it yet. Stay around Pravoka, fighting battles until your party reaches level 6. You should expect to have the following equipment and spells before leaving (and this includes what you got from Corneria at the beginning):

-Everyone- Gloves

-Fighter- Short Sword, Iron Armor, Wooden Shield

-Black Belt- Nothing but the Wooden Armor and Wooden Nunchucks you began with. Note that once the Black Belt reaches level 5, he will in most cases not need any armor anymore, ever again.

-Thief- Scimitar, Wooden Armor

-Red Mage- Short Sword, Chain Armor; For level 1 magic- Fire, Cure, Lit; For level 2 magic- Ice

-White Mage- Iron Hammer, Cloth; For level 1 magic- Cure, Harm; For level 2 magic- Mute, Invs, Alit (not all needed now, they can wait until later)

-Black Mage- Small Dagger, Cloth; For level 1 magic- Fire, Lit; For level 2 magic- Ice

So, assuming you have all members at level 6 with these things equipped, you are set to head to your next destination- Elfland! Start by going outside to your ship. You will notice it travels quickly. However, you still will meet up with random battles. Water monsters such as Sharks, Odd Eyes, Sahags, and Kyzokus (strong pirates who yield great G) will bombard you. These monsters are all difficult to kill, generally because they are so hard to hit. Only Sharks deal dangerous damage, however.

To reach Elfland, head south and west of Pravoka until you reach a port next to a big forest that has a clearing with houses and a castle in the center. If you do not know what I mean, look at the world map (push B and select at the same time) and make sure you're in the right place. If the greeter in the town says "This is Elfland" or something like that, you've reached the correct place and can move on to (unofficial) chapter 3!

-----  
Chapter 3 - The Elven Prince  
-----

You've reached Elfland. I trust you've had a pleasant trip. You're at the point in the game where things are going to take time, and lots of it.

For starters, take a tour around Elfland. You will notice something different than what you've seen before. There are 2 white magic shops and 2 black magic shops. That's because this town offers both level 3 and level 4 magic. Also, as you browse through the shops, you will see prices that probably popped your eyeballs out of their sockets.

So, now it's time to go out and start earning all that money. Leave the town and wander around outside. You will often run into Ogres, who give you 195G (the most anyone gives you at this point). This is the part of the game you will spend the most time building your characters' levels up. You should strive to have everyone get up to level 10, and have the following equipment and magic:

-Everyone except the Fighter and Red Mage- Cap, Gloves, Copper Bracelet

-Fighter- Silver Sword, Iron Armor, Iron Shield, Wooden Helmet

-Thief- Sabre

-Black Belt- Iron Nunchuck

-Red Mage- Silver Sword; For level 3 magic- Fire2, Lit2, Cure2;  
For level 4 magic- Fast, Ice2  
-White Mage- Iron Hammer; For level 3 magic- Cure2, Harm2;  
For level 4 magic- Pure  
-Black Mage- Large Dagger; For level 3 magic- Fire2, Lit2;  
For level 4 magic- Fast, Ice2

#### Important Notes

-Instead of always going to the inn at Elfland and paying 100G to heal, try going back to Corneria in your ship. You only have to pay 30G there.  
-Don't be buying heal potions yet, because the inn is much more cost-efficient at this point. However, you should start carrying around 3-5 pure potions at a time, because Arachnids, Asps, and Werewolves will be poisoning you a lot in this area.  
-If you are using a blackbelt, don't be discouraged by how bad he is doing. When he reaches level 10 (and from that point on), you will be unequipping his weapon and he will be fighting with his bare hands the rest of that game. His attack damage should go up to roughly how much your fighter does, and he will never (or almost never) miss anymore.

#### The "Fingerpoint Glitch"

Once the people in your party are all up to level 8 (9 preferably), there is an alternate option for getting money and experience points. If you go southeast of Pravoka for a ways, and then go due north, you should be on a finger-like peninsula. Head on up to the topmost 4 squares of land- they are FAR, FAR beyond what you should be facing. Thus, they would be very useful for leveling and getting rich quickly. They are VERY dangerous to you at this time, so DON'T go there until you are at least level 8. You'll want a silver sword on any fighters, and you should have Fire 2 or Harm 2 learned by some magic user in the party. Bring along lots of tents so you can rest and save after every 2 battles or so. If you come out of a lot of battles successfully, then you will have drastically shortened the amount of time you'd spend building up in this chapter.

Now for the quests of this chapter!

#### Mission 1 - The Marsh Cave

I trust you now feel insanely powerful, and are ready to take on anything. If you are level 11 or so, then by all means you should feel that way.

First off, buy about 25 heal potions, and 15 pures. Get 2 tents/cabins (depends on your money situation). Now, go as far west of Elfland as possible, and then south until you see a hole in the ground. That's the entrance to the Marsh Cave. Inside is like a nightmare if you are not prepared. But you are. Use a tent/cabin right outside so you enter the cave with full health and you are saved just in case. Enter. There are 3 floors to this cave, and none of them are difficult to navigate.

-TIP: Run from every battle on your way into the cave. Coming out may be a different story.

-On the first floor, go as far down, down, down as you can. You will see a small room. Enter it and go down the ladder inside to the floor beneath.  
-On the 2nd floor, you start out in a room. Get out of it, and go down to the lowest wall. Go around the row of pillars, and to the farthest room to your right. Pass through that room and you will see a stairwell. Go to it and

down to the 3rd floor.

-This floor is arranged like a grid for the most part. Go 2 rooms to the right and 3 down. In this room you should see a treasure chest surrounded by decorations. DO NOT go near the chest yet, for that initiates a boss battle. Make sure you heal everyone with potions, and make sure no one is poisoned. After doing that, walk up to the chest. 2-5 wizards will confront you. Remember that they have strong physical attacks and your mages should be wary. Use Lit2 once or twice and the battle is over.

-After defeating the wizards, remember to get the item in the chest before walking away, or you'll have to fight again. The treasure is a CROWN.

-Now, heal your party so that you are not a bunch of running cripples. If you feel you are in good condition, you can stop to fight a few battles on the way out.

-When you reach the exit back to the outside world, IMMEDIATELY use a tent/cabin. You don't want to have to do what you just did all over again because you accidentally died on your way back to Elfland.

#### Mission 2 - The Crown for Astos

Be sure to return to Elfland after your journey into the Marsh Cave and heal up. Make sure that you have: Another tent/cabin; the spell Mute (level 2 white); and the spell Fast (level 4 black). Go as far west of Elfland as you can, then go north past some rivers until you reach "The Northwest Castle". Use a tent or a cabin here. Enter the castle, and look around for the person sitting in the throne room. This is Astos in disguise. Talking to him and giving him the CROWN will start a battle. His true form is revealed. He is an ugly "dark elf" as they say. This battle can be very quick and easy, or take many tries to win, depending on what spells he casts. First off, have someone cast MUTE and someone else cast FAST on your fighter/black belt. The only way to do good damage to Astos is to land critical hits, so FAST is a necessity. The reason you need him muted is because he uses Fire2, Lit2, Ice2, and other harmful spells, including RUB, which will more than likely kill the target (one of your guys) immediately. If he does manage to kill anyone in your party with rub, by all means restart the game and go to where you saved right outside the castle, and do the battle over. It's not worth it for someone to die this early on. When the battle ends, he gives you a Crystal [ball].

#### Mission 3 - Saving the Prince

Now, return to Elfland, and go to your boat. Sail north, past Corneria on the east side, go under the bridge there, and north a bit more until you reach a port. Get out of your ship there and head north until you reach a cave. This is where the good witch Matoya resides. In return for the Crystal, she will give you an Herb.

Head once again back to Elfland, and this time go into the castle. Go to the room with the bed in it. On that bed is the prince who was put under a sleeping curse. Give the herb to him, and he will awaken! He will then give you the Mystic Key.

#### Mission 4 - Getting Out of Here

With this new key, there are a LOT of things that you can do now. Mainly, there are loads of good treasure chests awaiting unlocking. There are 5 locations where you can find locked treasure, now accessible:

-In the castle at Elfland, you should find a Silver Hammer, some gold, and a Copper Gauntlet. Give the hammer to your white mage, and the gauntlet to your fighter.



-In the Northwest Castle, there is a Power Staff, a Falchon, and an Iron Gauntlet. Sell the staff and the Falchon, and equip the gauntlet to your Fighter (it's better than the Copper one you got in Elfland).  
-In the Temple of Fiends, there are a few locked chests. The only things worth grabbing are a Rune sword (strong against magic users) and a Were sword (good against Were monsters). Both of these could be used by your thief, but there is something much better for him, so sell these swords for big \$\$\$  
-On the bottom level of the Marsh Cave, there were a few chests locked up that you couldn't get your first time through. They include a Silver Bracelet, a Silver Dagger, and about 1,000 G. If you go in to get those, give the bracelet to anyone with a copper one, and give the dagger to your black mage.  
-In the castle at Corneria, there are 6 treasure chests. The one worth your while is the one that holds the TNT.

Now, let's make use of this explosive you just found. Travel west of Corneria, to a dock that seems in the middle of nowhere. Park your ship there, and travel south and west until you reach a cave. It is the Dwarven Cave. Inside are 2 areas. In a room in the upper area is about 1K in G. Go down to the lower area, and there will be a lone Dwarf by a large room. Give the dwarf (Nerrick is his name) your TNT, and he will make a big explosion. This is a canal being completed. Before going outside, go into the large room and you can obtain the following treasure: about 1.5K in G, a Dragon Sword (give to your Thief to equip if you have one, otherwise sell it); an Iron Helmet for your Fighter; a House; and Silver Armor, which you should give to your Fighter, unless you have a Red Mage (they need it more than the Fighter would). Go back outside and back to your ship. Travel a little south with it, and you will see a water passage that was not there before. Go west through it, and northwest after that. You will reach the port for the town Melmond! Congratulations, you have not only completed the 3rd part of Final Fantasy, but have also reached the point where the storyline really comes into play (and the game stops being tedious and moreso an adventure of discovery).

-----  
Chapter 4 - The Orb of Earth  
-----

You are now past all the troubles in Final Fantasy that keep many players from continuing. You have reached the turning point in the game, and now there will be confusing maze like dungeons to navigate and horrendous monsters to fell. This is sounding more like a good epic story, no? The town Melmond should be where you just arrived. Walking inside, you notice that this town is all messed up. And yes, it is supposed to be this way. The fiend of Earth has been tormenting these people with earthquakes, and it is a day to day struggle for them to survive. But, they manage to have top of the line equipment and magic available. Here's what you'll want to buy in this town:

-Fighter- Steel Armor  
-Thief- Long Sword, Silver Bracelet  
-Black Belt- Nothing  
-Red Mage- Nothing; For level 5 magic- Fire3\*, Cure3\*, Life  
-White Mage- Silver Bracelet; For level 5 magic- Cure3\*, Harm3\*, Life  
-Black Mage- Silver Bracelet; For level 5 magic- Fire3\*, Bane, Warp\*\*

\*These are the spells you should have before entering the Earth Cave.  
\*\*You cannot teach your Black Mage Warp until he has been promoted to

a Black Wizard (chapter 6).

You will need to increase your strength a fair amount before attempting our next challenge. If you are not at level 12 yet, wander around west of Melmond (preferably in the blue cave where the Titan lives) until you increase. Or, if you feel, you can reach your goal at Fingerpoint very quickly.

Head west of Melmond, and have two tents/cabins, 30 heal potions and 15 pures (at least, more is better). Once you can no longer go west, go south. Save outside and enter.

The monsters in the Earth Cave are not necessarily difficult- you can fight each one casually. And though it is annoying, there are many enemies who will poison or paralyze you. Run from any fight with large numbers of scorpions or werewolves, because I'm sure you don't want to be using pure potions all the time.

That taken care of, you want directions now. There are 6 possible ways to go from the center of the floor where you enter. Head directly right, and this will lead to the second level. However, had you gone directly left from the entrance, you would come to "giant hall" where, you guessed it, every encounter involves the Giant type of enemy. Iguanas often tag along. On floor two, you will be heading in a down-right direction. There aren't any major dead ends, but make sure not to go into any of the rooms, which don't contain any treasure of value. Actually, on second thought, the far upper-right room may be worth a visit if you have a Thief, since the Coral Sword is quite good against water-based monsters and he'd get the most use out of it. When you get to the stairs on the right side, you will reach the third floor.

This floor is larger, but simpler to navigate. Immediately when you arrive, you see a wide room, which is your destination. Travel right, up, left, down, and right again, in a large circle, to get to this room. Do not go in any other rooms, which would waste your time and energy. Beware on this floor that there are Cocatrices, which can turn you to stone upon attack. Run from any of these.

In the middle room is an ugly, undead vampire. I describe how to beat him on my bosses section, but in short, just use a Fire3 or Harm3, and anything left of him can be knocked off by your fighter. Open the treasure chest to your left. It has a Ruby. You're going to hate this, but you have to leave the Earth Cave, and there is no quick way to do it. Just retrace your steps back to the entrance. If you are in trouble, start running from battles.

After you have gotten back outside in the bright open world, save with a tent/cabin, and if you really need to, return to Melmond to restore health and magic, and save.

Go directly west of Melmond to the Titan's cave. He is the blue guy inside. Hand him the Ruby, and he grants you passage through the cave. There are a few treasures in here, and it shouldn't hurt to grab them. Exit out the west side, and go into the cave behind the Titan's cave. This is where Sarda the sage lives. Talk to him, and he gives you the Rod.

Spend some time increasing your party's level until you are all at 14. Go to Elfland or any other town and purchase 30-50 heal potions (Melmond does not have an items shop), depending on how many you have right now, and how often you judge you will need them. Also, buy about 5 soft potions in case you are ever turned to stone; and don't forget a few more pures.

Return to the Earth cave, and make your way back to the room of the vampire. Now, go right out of that room and up to a block on the floor. You couldn't have moved this without the Rod, but since you have it, use the Rod to break it open and head down to the 4th level of the Earth Cave.

This floor is darker, and there will be larger enemies to fight. There are 2 treasure rooms. If you want, come back later when you have more time and energy, because you don't want to put your party any worse off than it should be for fighting the Fiend of Earth. Travel left as far as you can, as well as up a few times to reach the next stairwell.

The last floor of the Earth cave is small and very easy to navigate. There is 1 large room, which is where you want to be. Upon reaching that room, heal your party with heal potions until you are all at maximum health. Step up to the round thing, which happens to be Lich (the Fiend of Earth). Talking to it will initiate the battle. The strategy from my bosses section reads:

For this battle, you simply have to save 1 or 2 Fire 3s. Along with Fast on your Fighter, Lich won't last long. His attacks are pretty powerful, so just keep an eye on your health. Luckily for you, when you are fighting Lich here, he/she won't use Zap!, Rub, XXXX, or Nuke, which he/she has the capacity to (he/she will later on in the Temple of Fiends revisited near the end). Make sure at the beginning of the battle to cast Afir, Aice, and Alit in case she uses Fire2, Lit2, or Ice2.

Upon victory, one of your orbs on the menu screen will glow. Doesn't seem like much now, but this is very important for you. Fortunately, there is an exit just above where you fought Lich that will teleport you outside and almost back to safety. Use a tent, cabin, or a house immediately, so no accidents can occur on your trip back to Melmond.

That's it, you've done it! You beat the fourth part of Final Fantasy, and one of the four orbs is now shining! Congratulations, on to chapter 5!

-----  
Chapter 5 - The Ice Cave  
-----

Time for you to head once again to a new area. This time we are going to the southeast corner of the world, to a place called Crescent Lake. If you take a look at the world map (push B and Select simultaneously), you should spot the place I speak of easily- it's a town with a crescent-shaped lake surrounding it. To reach it, travel to the lower of the 2 ports on its eastern side. A quick way to reach here from Melmond would be to travel WEST of Melmond for a short distance (after all, the world IS round). You have to walk a short way from the port to reach the town, and the enemies here are good for EXP (and aren't too difficult). Upon your arrival, the first thing you must do is make your way to the farthest up and right area of the town, and travel through the break in the bushes. In here you will find a circle of many red-gowned wisemen, or "The Circle of Sages". They provide a lot of useful information, and a few mysterious phrases as well. One of them will give you a canoe as a reward for defeating Lich.

Go back into the main part of the town and visit the shops. Considering this town only sells Silver equipment, you shouldn't be needing much from here. Make sure that you buy a buckler for your thief and red mage, and a silver gauntlet for your fighter. You can go into the Magic shops, but I doubt you will buy much. All the spells cost 20,000 G apiece, and most of them are not learnable yet. Use the money you have to buy 99 heal potions, and make sure you have at least 10 soft potions. You are about to embark on a dangerous mission.

## The Ice Cave

The route to the Ice Cave is only accessible by river travel. And, the rivers that lead to the it are not connected to the area by Crescent Lake. You must travel north along the eastern shore until you reach a small bay, where you will dock your ship and begin using your canoe. Along the rivers you will fight rough enemies such as Hydras and Ochos, but don't worry too much. At the first intersection, go up. At the second, go right. At the next, go left. At the last one, go left again.

When you reach your destination, use a cabin or house. Cross your fingers, suck in your gut, and enter.

The ice cave is full of some of the most deadly and certainly the scariest encounters you will have in Final Fantasy. Cocatrices (also in the Earth Cave) can turn you to stone with a simple attack. Even worse are Sorcerers, who can actually kill you just with an attack. Just as deadly are Mages and Fighters, who know the spell RUB, which instantly kills its target. If this weren't bad enough, there are also Frost Dragons, which are large monsters that have ice attacks which will inflict scores of damage upon each of your characters (and you can't run from them). Sound fun? Alright, let's begin!

On the first floor, walk all the way to the right, and turn in a U and start heading left (making sure to run from every battle with Cocatrices). When you find the stairway, step on it and go to the next floor.

This floor is a large square, and it doesn't matter if you go right or left- they are the same length and lead to the same place. You will more than likely encounter Mages and Fighters on this level- don't hesitate to run away and live to fight another day. The stairwell here will lead to a very tiny floor, which you just have to walk a few paces to get to the next.

Here you see a large room. Circle around to the bottom of it, running from any sorcerer or mage battles. Inside the room are many little circles- DO NOT STEP ON THEM yet. Go around to the top left and grab the treasure, which is the Flame Sword (equip to your Fighter). Now, drop through any of the holes.

You will land in a tiny room. Beware, for immediately when you move forward, you will be ambushed by up to 9 undead monsters. Dispose of them with Harm3 or Fire3, and be on your way. Notethat there are many squares of ground on this floor that look weird. Those do a bit of damage to all of your characters each time you step on them, so don't do that too often and always check all your characters' HP so you don't get caught with your guard down at your next battle.

Outside the room where you came in, you will see another to your left. If you wish to obtain the Ice Armor (very strong armor for the Fighter), then go to this room. A Frost Dragon guards it, however, so make sure to weigh your choices carefully.

To get off this floor, go downward from the room you started in. Go right at the fork, continue downward, and go right at the next fork also. This will lead you off the floor.

There are some chests with G on this floor. Get them all. You will see a stairwell on your right side. DON'T GO TO IT, It leads out of the Ice Cave. Instead, go into the long vertical room with 3 chests and a hole inside. Get the chests (equip the Ice Shield to your Fighter), and then drop in

the hole.

You are now in a very precarious position- you are surrounded by holes, so don't fall through any yet. Move over to the chest at right by you. The Eye will meet you. It has multiple lethal spells and is not afraid to use them. However, a FAST on your fighter or black belt will have it dead very quickly. See the boss section for more info if you need it. Your reward is the FLOATER. Kind of an odd name. What could it be used for? We'll find out later.

Drop through a hole. You are back in the small room with the undead monster battle. Make you way off this floor, and in the next, take the stairway I told you not to use before. Outside at last! Freedom and fresh air! If this was your first try and you made it through all in one piece, consider yourself lucky. You have just beaten the most difficult task in this game (next to the final dungeon, that is).

By now you should know that the first thing to do when you exit a dungeon is to save. Do so with a tent or cabin. Use the picture above (or you memory) to exit the river system. Instead of going immediately back to Crescent Lake, go to the farthest south tip of this region. There should be a small desert. Dock your ship by the river near there. Walk over into the desert and use the Floater. All of the sudden, a ship appears out of the sand! It's the Airship, and it will be replacing your boat for good. Say hi to everyone's favorite way to get around in Final Fantasy, and kiss chapter 5 goodbye- you have just completed it!

-----  
Chapter 6 - Class Change  
-----

What you want to do first with your brand new airship, I'm sure, is explore the world map. After you feel you know your way around (it's a very small and simple map), set your destination for a place called the Castle of Ordeals. It is in a marsh, on the far west of the north-east continent (with the huge desert), and it's west of a large group of long islands. When you find this castle, you will notice that you can't land your airship anywhere around it, or even near it! You'll have to land far east of it and walk there. If you are brave enough to take on the extremely hard foes (we're talking Sand Worms, Anklyos, Suarias, Wyrms, Wyverns, Tryos, etc...), then use this method to reach the castle. However, if you don't mind spending a bit of extra time getting there, but wish to be safe, you can go and get your ship and sail it into the river right near the Castle of Ordeals. Either way you choose, make sure to use a tent/cabin/house before entering.

#### The Castle of Ordeals

when you walk inside, an elderly guy greets you. After you talk to him the first time, he disappears and you can pass by him. Walk up and into the left room, and touch the throne. You will be whisked away to a labyrinth-like floor. On this floor, you are in small rooms that contain pillars, and when you touch the right pillars, you advance to the next room. Touch the wrong ones, and you'll have to start all over! The pattern for which to touch teleports is really very simple. Just choose the bottom-most one every time. That means for the last, when you have to choose between 4, take the 3rd you see.

Also, beware. On this floor lie monsters such as Red Gargoyles, Medusas, and Sorcerers (your pals from the Ice Cave). They all come in groups,

and each is as deadly as the next. Red Gargoyles cast Fire2, Medusas can turn you to stone with an attack, and like you learned before, Sorcerers can kill you with one attack. If you run into any of these monsters, RUN! Dying is not a small thing in FF1.

And finally, before you touch the last pillar, make sure to go into the upper-right room and grab the Zeus Gauntlet from the treasure chest. With it, any character can cast Lit2 in battle! A must for any party.

The last floor of this castle is not difficult to navigate, and there are not as many deadly encounters here, either. There is a lot of valuable treasure, though. In the upper-right room is the Heal Staff, which allows its holder to cast Heal in battle (Cure 1 on every character). In the upper-left room is an Ice Sword. A very strong weapon for your Fighter or Red Mage, much better than the Silver Sword or Flame Sword. And finally, in the lower-right is the TAIL. But, to obtain this, you must take on a Zombie Dragon or two. They are undead monsters, so a dose of Harm3 or Fire3 and maybe an attack or two will eliminate them. For more details, see the boss section. After defeating the dragons, touch the throne in this room to return to the first floor. Make your way out the building, save outside, and get back to your ship.

#### Promotion

Once you are back on your airship, fly to the group of long islands in the northern center of the world. These are the Cardian Islands, where Bahamut and his dragons live. There are many ways to enter their caves, and there is much treasure (mostly G) to be had in those caves. You could've come here before you went into the castle, but it wouldn't have made a difference.

Anyways, the place where you want to go is the southern-most cave on the large forested island. This is where Bahamut's lair is. Inside, when you reach him and talk to him, he will promote all your party members to their higher classes! Fighters become Knights, Thieves become Ninjas, Black Belts become Masters, and Mages become Wizards. What advantages does this have? Well, everyone can equip a wider variety of weapons and armor, and your mages can now learn higher level magic. As a bonus, now you Knight can learn up to level 3 white magic and your Ninja can learn up to level 4 black magic!

With your newly grown-up party, there are a few places you should visit. First, go to Melmond. There, purchase Warp for your Black Wizard, and Life for your Red Wizard. Leave there and go to Crescent Lake. Purchase Exit for your White and Red Wizards, and Lit3 for your Black and Red wizards. There are other spells you can get, but none of those are very necessary.

Finally, travel to Gaia, a small town tucked in the mountains in the north-east. In the weapons shop, buy a Catclaw for your Black Wizard if you have one, because that's his best weapon. Also buy ProRings for everybody. They take the place of gauntlets and gloves, and they guard your warriors from the instant death effects of Rub and XXXX. They are definitely worth the money.

If you are at a high enough level to where your wizards have points for level 7 magic, buy Cure4 and Harm4 for your White Wizard, Brak for your Black Wizard, and Ice3 for your Red and Black wizards.

Alright, now you're pumped up, fully grown warriors! Off to your next mission- obtaining the Orb of Fire!

-----  
Chapter 7 - The Orb of Fire  
-----

This is going to be one of your easier journeys, mostly because you've gone out of the natural order of this game already. You're normally supposed to get the orb of fire before venturing into the ice cave, and definitely before you go through the Castle of Ordeals. So, pumped up as you are, take your airship and land next to the volcano in the heart of the mountains around Crescent Lake. This is the Gurgu Volcano, your next playground (hehe). This is obviously a fire oriented place, and so Ice2 is a must have spell, and if you can, bring in some Ice3. Also, Afir will be a big help since many enemies in here can use mass fire effects which hit for big damage if you're not protected. One more thing: there are birds in here called Perilisks. They can kill you using their Squint attack. But, if you have ProRings on everyone, they're no trouble. Also, if you skipped grabbing the Ice Armor in the Ice Cave, it's worth it to go back in and get it. It provides a lot of fire protection.

#### Gurgu Volcano

As always, save before entering. Your first floor is a circular room, filled with lots of red spots on the floor. This is lava. It hurts. Throughout the volcano, there is much lava. Avoid walking on it as much as possible. Go straight left to find the stairs.

This floor has one large room with corridors like a maze. But it's filled with treasures. Now, none of those treasures are necessary, but if you want a lot of cash to stuff your pockets, go ahead and wander around through the hordes of chests. Fires and Agamas, both of which are very strong enemies, guard a lot of spots in here. Agamas use a heat attack, so Afir is a must while fighting them. Use the heal staff every turn against them, because likely you can heal back all the damage they do. Fires are just have really strong attacks. To get off this floor, just follow the bottom pass all the way to the left.

This floor also has much lava. Keep an eye out on your HP as you walk over it. Go to the right and you will find the stairs quickly. The next floor is nothing but lava with a few square things here and there. Go down and to the right, and heal your HP often. Once again you will come to a floor packed with lava. Go down, left, down, left. Finally, you're at the stairway that will bring you to a floor with lots of treasure!

And the treasure on this floor is definitely worth getting. Grab the bounty from the first room. At the next intersection, go into the room there and get the treasure, then go up and left. This leads you to a room at a dead end. There's a flame shield here, and while not as good as the Ice Shield (you want the Ice Shield for extra fire protection), you can give it to an extra Knight or a Ninja if you have one. Also, you will find another Ice Sword. Equip it on anyone who can use it. Now, backtrack to the intersection and go downwards to the stairs.

This last floor has 8 ways to go. Head straight left to get the Flame Armor. You will have to fight for it, though. An Agama, and then even worse, a Red Dragon more specifically. Cast Afir and then use Ice2 or Ice3 for a quick victory. Now, reap the rewards. If you don't have the Ice Armor for your Knight, equip him with it. If you do, put it on another Knight or a Ninja. If you have none of those, then save the armor and sell it for huge cash later.

Now, head diagonally down and left from the stairs. This takes you to the

room where Kary, fiend of fire resides. Use heal potions to bring your characters up to full health, and then talk to the orb to initiate the fight. Kary has only 600 HP, but as with any large enemy, it is more difficult to do damage to her. She is surprisingly not weak to Ice, so don't use any of that. Try to put her to sleep, which makes fighting her a lot easier. If you need some extra help, refer to the boss section. Upon victory, you will walk a few paces forward and light the second orb! Step on the portal to exit.

That's it for this quest. Time to move on to the fiend of water!

-----  
Chapter 8 - The Orb of Water  
-----

### Preparations

Travel to the northwest corner of the map in your airship. You will find a semi-large continent with a desert, one main river, and a small sea-side town. The only place to land is on a pad of grass on the south most part of the region. The enemies are nothing to fret over, just some frost enemies and some aquatic (river) enemies. If you have at least 50,000 G right now, head into the large desert. There is a patch of sand on the northern part separated from the rest of the sand. Step on the middle of it and you will enter the Caravan. This is just a simple shop. It has one item for sale- the bottle. It costs a whopping 50,000 G, but you need to buy it. Purchase it, and head back outside. Go back down to your ship, and take it back to Gaia. Once in Gaia, you're going to have to go through its maze-like wooded back area. You should eventually find a pond. Stand by the pond and use the bottle. A fairy will appear and give you Oxyale to put in your bottle. Exit Gaia, and take your ship back to that western continent (from Gaia, you can just travel east- the world is round). Land on the same part of the land, and walk north-east. Go up to the tiny town of Onrac. Here, stock up with many heal potions, and rest at the inn. None of the magic here is very good, unless you want Heal3 for your white wizard. Leave the town and go back outside and go to the river. Travel upwards in it until you reach the Waterfall.

The Waterfall is sort of an interesting place. It has some fairly challenging enemies, such as Nitemares and Mudgols, but you have faced those already in the Castle of Ordeals, so they're old hat now. Do make sure, though, that if you run into any Gas Dragons, you cannot run away. They have a very large poison attack that hits everyone, and their physical attack is no less painful. Just attack with all your might and try to use Ice Magic on it.

Now, for getting through the waterfall, which is a viable maze. Travel up, and at the first 3-way intersection, go down-left. At the next 3-way intersection, again take the down-left path. At the next intersection, which has 5 paths, go to the upper-left. At the last intersection, again 3 ways, go downward. This will take you to a small room. Enter, and you will be immediately faced with a battle that will have a random combination of Cocatrices, Perilisks, Mummies, and Wizard Mummies. If everyone is wearing ProRings, then the Perilisks can't kill you with their special attack. Cocatrices can still turn you to stone, so beware. If you have the Zeus gauntlet, you should fight this battle multiple times, because it is worth a lot of exp/G. Now, inside this room are some chests and a robot. Talk to the robot, and he gives you the Cube. Forget about this for now and go get what's in the chests. You will find your first ribbon. Though the



ribbons have very low absorb and evade, they are the best pieces of armor in the game. They greatly reduce the damage done to their wearer from enemy spells and special attacks, and guard from negative status effects. Put this one on your main healer, most likely your white wizard. In another chest you will find the Defense. It is a very mighty sword, which can be used to cast Ruse on its wearer in battle. Equip it on your strongest attacker. After you have gotten your fill of experience from the mummy/bird battle, if you bothered to stick around for more, use EXIT to get out of the waterfall, and travel back to Onrac. In the southeast corner of the town is a submarine with a woman in the way. Because you have the Oxyale, she lets you pass through.

### The Sea Shrine

Enter the submarine and you will be whisked away to the sea shrine. On this first floor, there are lots of rooms. A few of them have chests with a bit of G, but I never bother to look for the right ones. There are 2 staircases. Take the one in the upper-right.

On this next floor there are many valuable treasures, such as the Opal Armor (very strong, equip on your Knight), the Mage Staff (casts Fire2 in battle), the Light Axe (casts Harm2 in battle), and 10,000 G. Grab it all, and take the stairs at the bottom-right of the floor.

You come to a floor with many rooms, all containing either mermaids or treasure chests, or both. Make sure to go into every room and get all the treasure, which includes much Opal equipment. You will see that one room in the upper right is inaccessible. To reach it, go to the far left, and walk along the pathway at the top. The floor somehow wraps around and you wind up coming out on the right side of the floor. Enter the room and get the treasure, which includes the SLAB. Forget about this for now, but it is a very important item. Use EXIT to get out of the Shrine.

### \*\*Side Path\*\*

Note: If you feel like making your second trip into the Sea Shrine much smoother and quicker, or just feel like doing something else right now, then do the following. If not, scroll down to the second part of the Sea Shrine. Also bear in mind that you would be doing this same thing later anyways. Make sure you are on level 20-22 if doing this now.

Leave Onrac and walk back to your airship. Fly south to Melmond. In Melmond, go to the upper right corner of the town and talk to the smart looking guy, Dr. Unne. He will read your slab, and translate the language of Leifenish for you. This allows you to talk to the people of Leifen. Leave Melmond, and travel to the gigantic desert in the north-east part of the world. East of the desert is Leifen, but you cannot land near it. Go north of it for a ways, and you should find a spot of grass to land on. On your trek southward to Leifen, you will meet up with Giants, Tyros, Zombulls, and Frost Wolves/Giants. Don't fret, these are not really difficult.

Upon reaching Leifen, you will notice it is just a bunch of people walking around. There are two main courtyard areas, to the left and right of the entrance. Go into the right one, and talk around. One of the people will give you a Chime. This is needed to enter the Mirage Tower. There are also 2 magic shops here, 1 black and 1 white, both with level 8 magic. Life2 and Nuke are the spells, and though they are very expensive and you probably don't have level 8 points, buy them anyways. The shops are sort of hard to find. Go through a break in the bushes in the upper-right and then walk a ways until you see two small conjoined shops. Get out of Leifen now, and head

north to your airship. Fly around a little bit, and look for a spot of grass on the right side of the huge desert where you can land. Walk a bit west and north, and you will see a tower. Use a tent/cabin/house outside before entering. Go inside, and enter the large room. Get all the treasure chests, which include the Heal Helmet (works like the Heal staff) and the Aegis Shield (equip to your Knight). Don't worry about the Vorpall, it's not good. Leave the room and take the stairs to the next floor. On this one, you have to circle around to the top and back around to get into the room with the treasure. Inside, however, is Thor's Hammer, which is the best weapon for the White Mage, and it casts Lit2 in battle. There is also the Dragon Armor, the best armor in the game. Equip it on your Knight. Also, the Sun Sword is in here. It is about as good as the Defense, having a bit more attack but less hit %. Give it to whoever doesn't have the Defense. Finally, there is a bunch of G, though that is not very crucial anymore.

EXIT out of here, save outside, and return to your ship. Fly back to Onrac, stock up on Heal potions, rest, save, and head back into the Sea Shrine.

**\*\*End Sidepath\*\***

## Sea Shrine, part 2

Once again, you are on the entrance floor to the Sea Shrine. This time, take the stairway on the upper-left part of the floor. This takes you to a large, empty floor. Travel due upwards, and to the next floor. Now, there are 3 very small floors all in a row. Once you are through all 3, you come to a lovely floor filled with treasures. There is another Light Axe, another Ribbon, a Power Gauntlet (casts Sabr on the user in battle), and about 40,000 G to be had. When you are done treasure hunting, take the stairs in the top left corner of this level.

This final floor has no treasure. It's just a big mess of space leading to Kraken, the Fiend of Water. Walk up for a ways, then turn left. You should wind up in a huge room. More than halfway up on the left side is a door leading out. Go up and back around the top until you get to the small room at the top. Make sure everyone's health is maxed out with Heal Potions, and walk up to & talk to Kraken to initiate a battle.

Kraken is very easy, considering its favorite attack is Ink, which "darkens" your characters. Not very effective. Cast Inv2 and Alit, to protect your party from Kraken's only worthy attacks (Lit2 and his physical attack). Being the big ugly water oriented monster he is, he's weak to lightning. Just cast fast on your Knight/Ninja/Master, and Kraken will go down pretty quickly. Light your 3rd orb and get out of here!

-----  
Chapter 9 - The Orb of Air  
-----

If you opted not to take the "sidepath" in Chapter 8, you can read all the steps between the Sea Shrine and the Mirage Tower by scrolling back up and reading it in Chapter 8. Also bear in mind we are in the middle of the Mirage Tower right now.

Exit the treasure room, and circle back around to the top and take the stairs to the 3rd floor. Walk around to the bottom and heal up your party before walking through the door. You will have to fight a Blue Dragon. Cast Alit to lessen its Thunder attack, and just attack it. It should go down in 2 turns. Walk upwards and onto the transport. Using the Cube,

you are warping to the "ancient" Sky Castle, which actually is a very advanced place. The music is very techy and it all looks very shiny. The first floor has 4 ways to go. The left, right, and down paths all lead to treasure rooms with very good bounty, including the Bane Sword and a second Heal Helmet. Take the top path to the next floor. On this one, there are 8 paths. The very bottom one leads to the next floor, but don't go there yet. There are 6 rooms of treasure, which include the White Shirt and Black Shirt (keepers for White and Black mages, and great in battle), and the ADAMANT.

Note: with the adamant, the Dwarven blacksmith can forge the Xcalibur, the second best sword in the game and a Knight-only weapon. If you wish to exit now and go to the Dwarf cave (the place where you delivered the Dynamite to open the canal) to get this sword, it is not a bad choice. If you do, by the time you get back to this point you'll be much stronger. If you don't, it's fine to stay here until we're done with Tiamat and then go do it.

Now once you have all the treasure off this floor, take the portal on the bottom up to the third floor. This floor has 2 treasure rooms- one to the right and the other to the upper left. Both contain worthwhile bounty, so grab it all. The teleport to the 4th floor is to the left and then downward.

This fourth floor could seem very large if you didn't know it wrapped around. Well, it does, and it's very simple to get to the next stairwell. Go two rows in any direction, then turn and go two in another, like 2 up and 2 left. Once you reach the stairway, brace yourself for the most nerve-wracking walk in FF1.

This floor is nothing but a long bridge with Tiamat (Fiend of Air) at the end. However, a monster of a machine, Warmech, looms on this bridge. As you walk, you have every right to freak each time a battle ensues. One of them could be this horror. What is it? Well, Warmech has 1,000 HP. But, his defense makes that a tough goal to reach. Most likely he'll surprise attack you. And that won't be fun, since he'll either use Nuclear, which is his fire-based attack that does 150-300 to everyone in your party. Warmech's physical attack is no nicer. It can do 400 damage to a Knight. And mages don't have 600 HP and shining armor- one hit and they're toast. If you meet up with Warmech, say a prayer, and cast Inv2 and Fog2 right away. Have your physical attackers just keep hitting, and hope for critical hits. FAST could help a lot, if a mage lives long enough to cast it. In the end, however, it all depends on your level. You really only stand a chance if you are level 27 or higher.

Hoping that you did not encounter Warmech, continue up this bridge until you reach Tiamat. Use heal potions to return to full health, and talk to him. This battle is fairly tough, but can be cut surprisingly short. Start the battle casting Alit, Aice, and Inv2 in whatever order you feel. FAST your fighting people. If you're feeling lucky, you can hit Tiamat with his weak spot. Using BANE or BRAK can kill him instantly. But its all luck- it could work the first time or never. Just make sure you don't solely rely on that and don't let up attack him and healing. Once you've reduced Tiamat's 1,000 HP to nothing, your 4th orb is lit, and you can go home happy. For a while at least. Your biggest challenge still lies ahead...

-----  
Chapter 10 - The Temple of Fiends: Revisited  
-----

Preparations

Alright, you've made it this far. Can you come out victorious from your final quest? Let's find out.

First of all, make sure all your magic users have 3 spells for each level. If you never got EXIT or WARP, those are necessary, because you can't get out of the last dungeon without them. Also, make sure you have level 8 magic: Nuke, Zap, and XXXX for your Black Wizard and Fade, Wall, and Lif2 for your White Wizard. Stock up on 99 heal potions- the time you spend buying them is more than worth it, since you will probably use up each one of them. If you haven't gotten the Adamant forged into the Xcalibur yet, do so. Everyone should also be equipped with a ProRing if for some reason you aren't. And make sure you have 3 ribbons- if you don't, there's one in the Waterfall, one on the second floor of the Sky Castle, and one in the 5th floor down in the Sea Shrine. Make sure you have all of those. Let's see... anything else... ahhh yes.

Now is the time to start leveling up. If you are not at least level 29+, the Temple of Fiends in the past could prove to be more difficult than it should be. There are some nice places to get your levels up, though. A major one at this point is the first few floors of the Temple of Fiends in the past. But the enemies don't cough up their EXP very easy- most are big guys with painful special attacks, like Frost and Gas Dragons. But if you have EXIT and are tough enough to take on these enemies, then level here. If you want to stay out in the world or are forced to because you don't have a white or red wizard, try these places: the Ice Cave, fighting the Eye over and over; the desert area around the Mirage Tower; and finally, Warmech. If you actually want to go looking for him, because you feel brave, you're probably at a level where you would be victorious against him. Plus, you'll gain a lot of EXP along the way in the Tower and the Castle.

#### The Final Test

Are you all poofed up and ready to go? Let's find out.

Head to the original Temple of Fiends, and use a tent outside. Walk in, and go into the room with all the bats. Walk up to the Black Orb, and you'll create a portal with all your orbs. Step on it, and you're whisked away to 2000 years ago. Weird. Anyways, on this first floor are Frost Dragons, Wurms, Chimeras (and their big cousins Jimeras). Wurms are easy and give good EXP. Just go down and to your right into the stairway in the corner. You're taken to a closed off section of another floor- just walk to the stairs to the right.

This floor is a bit perilous, because here is where the Gas Dragons lurk. They have a Poison Gas attack, which can rip apart your party if they don't have Ribbons and a lot of HP. If you meet any, just attack, because it's impossible to run from them. Sorry guys =/. Anyways, walk all the way down, and then turn right before the corner. Go into the room in the middle, where a Phantom greets you. It has lots of deadly spells and about 350 HP, but at this level it should go down in 2 hits or so. There are 2 chests here with like 100,000 G, which would've been much more useful earlier in the game, but whatayagonnado. Walk up to the blocked stairway. Use the Lute given to you by the Princess of Corneria early in the game. The block disappears and you are free to go to the next floor.

You come out in the room you passed by on your second floor. Head out of it, down, to the left, and all the way up to the stairs. You find yourself on the

first floor again, on the top half. This is once again where Frost Dragons and Chimeras crawl around. Fight them if you can withstand their special attacks. Go all the way to the left and take the stairs.

You're now on the bottom left of the Earth Floor. Enemies here include Earths, RockGols, MudGols, and Green Medusas. The Medusas can turn you to stone unless you're wearing Ribbons. Nothing bad. Go up, to the right, and back down around to the other side of the giant floor. Before going to the stairwell, use some heal potions and get back to regular health. You must fight a Lich that is twice as strong and now uses Nuke, XXXX, and Zap!. Start the battle with Inv2, and hope he doesn't devastate you with Nuke. Use Fast on your best fighter and get Lich dead quick. Your reward is a crappy 500 EXP and 1 G.

The next floor is the Fire Floor, where you'll fight Agamas, Grey Worms, Fires, and Red Giants. Nothing you can't handle. There is some sweet treasure on this floor though. A second Katana, a ProCape, and a ProRing, along with some G. If you need any of this, then you'll find it on the bottom half of the floor. If you ever need a health refill, sit in an Agama battle and use the heal staff. Before taking the stairwell off of this floor, heal up again and prepare for a fluffed up Kary. Not much different than before, just a bit stronger. Use the White Shirt for Inv2, and maybe cast a Haste, and do away with him. Onto the Water Floor.

Now, you'll be fighting Waters, SeaTrolls, SeaSnakes, Lobsters, Grey Sharks, and Wizard Sahags. None of these are particularly dangerous. This floor is kind of a maze. Go into the first small room, then go down into the area with the pillars. Go left and into the room on the side. Go down and out of that, up and around some more pillars, back down, until you get to where there's a long path made of pillars on the bottom of the floor. Along this path is Kraken. Heal up before walking along the path. Against Kraken, use Inv2 right away, since now it has a much more damaging physical attack. Haste your best fighter, and be rid of the Kraken. Take the stairs to the next floor.

On this floor, you'll be encountering some old friends from the Sky Castle. Large enemies such as RockGols, Airs, Wizard Vampires, and Worms. Also, our pals the Sorcerors, whom you met in the Ice Cave, lurk around here. Don't get your undies in a bundle, though. The best sword in the game also is on this floor, begging to be found. Go down from the start, then right, and go down and left all the way into a far off corner, where you should find a small room. In it lies the Masmune. Any of you modern gamers have heard of that in FF7, where it is Sephiroth's sword. It's just as awesome in its original form here in FF1. It is leagues above every other weapon in this game, even the Xcalibur. Put it on anyone using a different weapon and watch his or her damage go up by at least +200 average. If you have a Red Mage, this is the best option for them. If you don't but have a White Mage, give it to her because she can actually help damage Chaos with it. Now is the time where some people will EXIT out of the ToF, save, and come back in stronger a second time. Or, if you are still very beefed up, you can continue to your last two obstacles.

Go back to about the beginning of the floor, and this time go right. When you see a small hallway connecting 2 larger rooms, heal up before walking across. This is where the charged up Tiamat awaits you. Either fight him like you did in the Sky Castle, or use Bane/Brak on him. Note that he loves to use Bane a lot now, so Arub would be a great spell to have. Whatever you do, you should come out fine. Go right and walk down the stairs.

This final floor is just a big circle. Go around to the bottom of the room in the center. Before walking in, make sure that everyone is healed to the max, and get ready for the final battle. You talk to Garland for a little bit, and

he tells you all this confusing story crap. Whatever. When you enter the battle, prepare for a hard, tense fight. that could take a while, depending on your luck. Here is the strategy I typed up at the bottom of the guide:

"So, you've made it this far eh? I hope you know what you're getting into, and you didn't just go all the way through the Temple of Fiends once through. If you read this and you thought you could face him on like level 27, think again. Make sure you've gotten the Masmune, and Exit back out. Build up your levels a bit, then your second trek through the Temple will boost you to about 30, which is a minimum level for fighting this loser.

Well then, you ready? Ok, let's plunge into the hardest battle in the game (next to Warmech if you met him by accident). First off, Chaos has almost every massively destructive spell you could imagine, and he uses them a lot. Fire 3, Lit 3, Ice 3, and some other odd ones: Tornado, Swirl, Inferno, and Crack (instant death, watch out). On top of this and unlimited MP (of course), he can use Fast on himself, so you'd be dealing with a Chaos that used to do 100-200, and you're in trouble. To put a little icing on the cake, Chaos has Cure 4. Yes, you heard right. He can Cure 4 himself back up to 2,000 at any time he feels, so just hope he doesn't.

Now the, how to fight him. Start out by having your Knight cast an Anti- spell, which hopefully you got for him. Have your Master simply attack. If you have a Ninja, he should cast Fast on himself. Your Red or Black Wizard should cast Fast on the Knight. And your White Wizard should use Wall on herself. Next turn, have your Knight use another Anti-Spell, and have your Master/Ninja start attacking. If you are lacking in mages with Fast, cast in on your other strongest attacker. Use the White Wizard's White Shirt to cast Invisibility 2. Of course, if Chaos is being a b\*\*\*\*, then make sure you don't have someone at 1 HP or dead. From here on, have your White Wizard finish casting Anti- spells, and also Fog 2. If she has spare turns, do walls on other characters, because this battle can be LONG if Chaos is healing himself. Don't waste all your black magic right away on Chaos. If he heals himself, it is all wasted. Try to keep track of his HP, and if it is around 500, then have one turn where everyone goes all out (if your White Wizard has the Masmune, she can help). Good luck, and hopefully you'll beat him!"

Well, did you win? If you did, sit back and enjoy the end of Final Fantasy, and congratulations for beating the most confusing Final Fantasy game ever!!!

-----  
Appendices  
-----

-----  
I. Characters  
-----

#### Fighter / Knight:

This character is a must have for any party that you want to be successful. He seems to not only be a strong fighter, but compared to other characters' attacks, his are insane. In the beginning, he is your only character who can really pack a punch, and gains HP like crazy. By level 4 he has over 100. He also can equip most any weapon or armor (as a knight), and so any good sword or odd equipment you find can go right onto him. He is expensive to buy for, though. At top efficiency (level 30, ending equip), compared to a top Master (or ninja for that matter), the Knight has about 50% more health, does at least double the damage, and takes about 10 times less. If you are up against some crazy hard battle, he'll pull you through and if it's REALLY bad be the last

one standing.

Anyways, now you know you'll need him, so let me say a few more things. When he is promoted, he gains the ability to have level 1-3 white magic. It actually does help having even a few more cures and cure 2s when you make your way through long, end-of-game dungeons. His strongest weapon is the Xcalibur, which you get when a dwarf forges it out of the adamant you find in the Sky Castle. Always have this character on the top in battle. He'll take half the blows for minimal damage.

#### Blackbelt / Master:

The Blackbelt is another great choice for your party. He is VERY cheap to equip, because he uses his fists as his weapons later in the game. He also wears light armors, but still seems just as protected as a Red Mage or Thief with a heavier armor on. He starts out apparently only doing as much damage as a normal character, but later, with his fists, he starts to do multiple hits that go for hundreds of damage. When he is promoted, he doesn't gain any abilities, just looks cooler. All in all, he is a good choice and I would definately take him over the Thief.

#### Thief / Ninja:

The thief is kind of a pointless character, however some people use him anyways. He has not too high of health or attack compared to the fighter or even the blackbelt. Some say he's a good runner, but the blackbelt or fighter or red wizard are just as good. He gets a few cruddy spells once he is promoted to ninja, which are simple level 1-4 black magic. The only good point is an extra Fast, but that would be a waste of his turn (any magic he could use would be). He can't get anything like warp or bane, so if your black or red mage dies he doesn't help much. He is, at most, an average character with moderate equipment ability, and I suggest not using him, but that's just a suggestion. Blackbelt or Red Mage are fair picks above him.

#### Red Mage / Wizard:

This character seems to be the most well rounded, being able to equip about half the things out there, being able to use more than 50% of all the magics, and gaining more HP than other mages and easily doing more damage. If you are doing an odd combo for your party, then he will be a necessity, bringing in Cure 1-3, Fire 1-3, Lit 1-3, and Life. When he is a red wizard, he gains the ability to use a few more magics, but he cannot use any of the level 8 power spells (Nuke, Fade, Life2, Wall), but it is easy to get by without those if you have another person able to attack and hit every turn. Anyway you look at him, the red mage is a well rounded character with few to no low points.

#### White Mage / Wizard:

All those with a little bit of sanity will opt to use a white mage. You may not need the force of black magic because you have strength with your other fighters, but this mage is a must. She can cure, purify, un-stone, and revive any character. Without her you would spend WAY to much on revival and inns in the early game, and wouldn't be able to be as adventurous in battling unless you carried lots of heal potions and tents/cabins/houses. Plus, without her protective spells such as Invisibilty 2, Fog 2, Wall, and Anti-Rub, you wouldn't last a second against Chaos. She is also helpful to be able to use her turn for the Heal Staff (casts Heal) to keep your party constantly refreshed. Also, when you are in element specific areas, Anti-Fire, -Ice, and -Lightning will save your skin a million times over. Trust my judgement and use her.

Black Mage / Wizard:

Here we have a character that even if he could equip an Xcalibur, he wouldn't do more than 5 damage a hit with it (figuring he even hit). He takes about 11 levels to get over 100 HP, and takes about twice normal damage as, say, a red mage or thief. However, nowhere else will you find the capacity to cast devastating and massively awesome spells such as the Fires, Lightnings, Ices, and instant death spells like Rub, Quake, Zap, Bane, Break. and XXXX. Plus, he has the utility spells that can put your foes to sleep, turn them to stone, make them confused, make them flee, slow them, blind them, and weaken them. The choice comes down to brute strength or deadly magic. If you love ripping up your foes with tooth and claw, don't use this guy. But if you like to sit back and watch your enemies burn, then be my guest and take this character and use him wisely.

-----  
 II. Weapons  
 -----

Bought Weapons:

Name	Where at	Cost	AP	Hit%	Users
Wooden Staff	Corneria	5G	6	0%	All but TH
Wooden Nunchuck	Corneria	10G	12	0%	N, BB, MA
Rapier	Corneria	10G	9	5%	K, F, N, TH, rm, RW
Small Dagger	Corneria	5G	5	10%	K, F, N, TH, rm, RW, bm, BW
Iron Hammer	Corneria				
	Pravoka	10G	9	0%	K, F, N, wm, WW
Short Sword	Pravoka	550G	15	10%	K, F, N, rm, RW
Scimitar	Pravoka	200G	10	10%	K, F, N, TH, rm, RW
Hand Axe	Pravoka	550G	15	5%	K, F, N
Iron Nunchuck	Elfland	200G	16	0%	N, BB, MA
Iron Staff	Elfland				
	Melmond	200G	14	0%	K, F, N, BB, MA
Large Dagger	Elfland	175G	7	10%	K, F, N, TH, rm, RW, bm, BW
Silver Sword	Elfland	4,000G	23	15%	K, F, N, rm, RW
Sabre	Elfland				
	Melmond	450G	13	5%	K, F, N, TH, rm, RW
Falchon	Melmond	450G	15	10%	K, F, N, TH, rm, RW
Long Sword	Melmond	1,500G	20	10%	K, F, N, rm, RW
Silver Hammer	Crescent Lake	2,500G	12	5%	K, F, N, wm, WW
Silver Axe	Crescent Lake	4,500G	25	10%	K, F, N
Silver Knife	Crescent Lake	800G	10	15%	K, F, N, TH, rm, RW, bm, BW
Catclaw	Gaia	65,000G	22	35%	K, N, RW, BW

Found Weapons (plain):

Name	Where found	AP	Hit%	Users
Were Sword	Temple of Fiends	18	15%	K, F, N, TH, rm, RW
Rune Sword	Temple of Fiends	18	15%	K, F, N, rm, RW
Power Staff	Northwest Castle	12	0%	All but TH
Dragon Sword	Dwarf Cave	19	15%	K, F, N, TH, rm, RW
Great Axe	Titan's Tunnel	22	5%	K, F, N
Coral Sword	Earth Cave	19	15%	K, F, N, TH, rm, RW
Flame Sword	Ice Cave 2BF	26	20%	K, F, N, rm, RW
Ice Sword	Castle of Ordeals 3F			
	Gurgu Volcano 4BF	29	25%	K, F, N, rm, RW
Giant Sword	Gurgu Volcano 2F	21	20%	K, F, N, TH, rm, RW



Vorpal	Mirage Tower 1F	24	25%	K, RW, N
Sunsword	Mirage Tower 2F	32	30%	K, F, N, rm, RW
Katana	Sky Castle 3F			
	ToF Revisited, Fire floor	33	35%	N
Xcalibur	Forged with Adamant	45	35%	K
Masmune	ToF Revisited, Air floor	56	50%	All but TH

Found Weapons (magical):

Name	Where found	AP	Hit%	Users	Battle Ability
Heal Staff	Castle of Ordeals 3F	6	0%	N, wm, WW	Casts Heal
Light Axe	Sea Shrine 4F				
	Sea Shrine 2BF	28	15%	K, F, N	Casts Harm 2
Mage Staff	Sea Shrine 4F	12	10%	N, bm, BW	Casts Fire 2
Defense	Waterfall	30	35%	K, N, RW	Casts Ruse
Wizard Staff	Waterfall	15	15%	BW	Casts Confuse
Thor's Hammer	Mirage Tower 2F	18	15%	K, N, WW	Casts Lit 2
Bane Sword	Sky Castle 1F	22	20%	K, N, RW	Casts Bane

-----  
 III. Armor  
 -----

Armor

Name	Where at	Cost	Abs / Evd%	Users
Cloth	Corneria	10G	1 / 2%	All
Wooden Armor	Corneria	50G	4 / 8%	All but wm/WW/bm/BW
Chain Armor	Corneria	80G	15 / 15%	K, F, N, rm, RW
Cap	Elfland	80G	1 / 1%	All
Wooden Shield	Pravoka	15G	2 / 0%	K, F, N
Iron Armor	Pravoka			
	Elfland	800G	24 / 23%	K, F, N
Gloves	Pravoka	60G	1 / 1%	All
Copper Gauntlet	Melmond	200G	2 / 3%	K, F, N
Iron Shield	Elfland	100G	4 / 0%	K, F, N
Copper Bracelet	Elfland	1,000G	4 / 1%	All
Wooden Helmet	Elfland	100G	3 / 3%	K, F, N
Iron Gauntlet	Melmond	750G	4 / 5%	K, F, N
Steel Armor	Melmond	45,000G	34 / 33%	K, F, N
Silver Bracelet	Melmond	5,000	18 / 8%	All
Silver Helmet	Crescent Lake	250G	6 / 3%	K, F, N
Silver Shield	Crescent Lake	2,500G	8 / 0%	K, F, N
Silver Armor	Crescent Lake	7,500G	18 / 8%	K, F, N, rm, RW
Buckler	Crescent Lake	2,500G	2 / 0%	K, F, N, TH, rm, RW
Silver Gauntlet	Crescent Lake	2,500G	6 / 3%	K, F, N, RW
Flame Armor	Gurgu Volcano 5F	Found	34 / 10%	K, F, N
Flame Shield	Gurgu Volcano 4BF	Found	12 / 0%	K, F, N
Ice Armor	Ice Cave 3BF	Found	34 / 10%	K, F, N
Ice Shield	Ice Cave 1F	Found	12 / 0%	K, F, N
Gold Bracelet	Gaia	50,000G	24 / 1%	All
Zeus Gauntlet	Castle of Ordeal 2F	Found	6 / 3%	K, N, RW
ProRing	Gaia	20,000G	8 / 1%	All
Power Gauntlet	Sea Shrine 2BF	Found	6 / 3%	K, F, N, RW
Opal Bracelet	Sea Shrine 5F	Found	34 / 1%	All
Opal Armor	Sea Shrine 4F	Found	42 / 10%	K
Opal Helmet	Sea Shrine	Found	8 / 3%	K
Opal Shield	Sea Shrine 5F			
	Sky Castle 2F	Found	16 / 0%	K
Opal Gauntlet	Sea Shrine 5F			

	Sky Castle 2F	Found	8 / 3%	K
Ribbon	Waterfall			
	Sea Shrine 2BF			
	Sky Castle 2F	Found	1 / 1%	All
Dragon Armor	Mirage Tower 2F	Found	42 / 10%	K
Aegis Shield	Mirage Tower 1F	Found	16 / 0%	K
Heal Helmet	Mirage Tower 1F			
	Sky Castle 1F	Found	6 / 3%	K, N
ProCape	Sky Castle 3F			
	ToF Fire Floor	Found	8 / 2%	All
White Shirt	Sky Castle	Found	24 / 2%	WW
Black Shirt	Sky Castle	Found	24 / 2%	BW

Special Armor:

Name	Attribute/Ability
Zeus Gauntlet	Casts Lightning 2 in battle
White Shirt	Casts Invisibility 2 in battle
Black Shirt	Casts Ice 2 in battle
Heal Helmet	Casts Heal in battle
Power Gauntlet	Casts Saber in battle.
Flame Shield	Defends against ice attacks
Flame Armor	Defends against ice attacks
Ice Shield	Defends against fire attacks
Ice Armor	Defends against fire attacks
ProRing	Defends against instant death attacks
Opal Shield	Defends against lightning attacks
Opal Armor	Defends against lightning attacks
Ribbon	Defends against all enemy magic and status effects
Dragon Armor	Defends against all fire, ice, and lightning attacks
Aegis Shield	Defends against gas attacks

-----  
IV. Items  
-----

Shop Items:

Name	Effect	Cost	Description
------	--------	------	-------------

Heal Potion

Heals 30 HP out of battle, but varies in  
60G

Once you have the money, especially if you only have 1 healing character, stock up on these. It is wise to have 99 when you can afford them all. They're vital!

Pure Potion

Cures poison  
75G

Simple enough, just use these when you're poisoned. Make sure to carry about 20 (especially around Elfland and the Marsh Cave).

Soft Potion

Cures stone

800G

Make sure to have a good number of these when you are in the Ice Cave, because the cockatrices in their are NASTY with stone!

#### Tent

Saves game on world map

75G

For as cheap as they are, the tents save you from paying a lot for saving at inns, and the fact that they are portable is invaluable on long trips.

#### Cabin

Saves game and heals lots of HP on world map

250G

Only good for a short amount of time, after you have enough money for them but not houses. However, for the HP boost, and the fair price, these are a very good deal.

#### House

Saves game and heals most HP and MP

3,000G

These things are an ultra expensive portable inn, but by the time you use them, price doesn't matter. You don't need to carry more than 10 at a time, but because of the MP AFTER the save glitch, be sure to have tents to save your MP.

#### Quest Items:

Name

Received from

Use

#### Lute

Princess Sara after defeating Garland and rescuing her

Use it to gain access to 2,000 years in the past in the Temple of Fiends

#### Crown

Defeating the Wizards in the Marsh Cave

Give to Astos (in Northwest Castle)

#### Crystal

Astos, after beating him

Take it to Matoya (north of bridge by corneria) to get the herb

#### Herb

Matoya when you give the Crystal to her

Give this to the sleeping prince in Elfland

#### Key

Elf Prince after you awaken him

This allows you to open ANY chest or door ANYWHERE!

#### TNT

Chest in Corneria Castle, key needed to get to

Give to Nerrick the dwarf, he blows a whole that allows your ship access to the rest of the world's waters

#### Ruby

Vampire in Earth Cave

Give to the Titan in a cave near Melmond, he moves out of the way

#### Rod

Sarda the Sage, in his cave

Smash the thing stopping you from getting into the rest of the Earth  
Cave

#### Floater

Chest by EYE in Ice Cave

Get the airship in the Ryukahn desert to work

#### Tail

Chest by zombie dragon in the Castle of Ordeal

You give this to Bahamut to get promoted!

#### Bottle

Caravan for 50,000G

Take it to the pond in Gaia, and the Fairy gives you Oxyale

#### Oxyale

Fairy

Breathe underwater (in the Sea Shrine)

#### Slab

Chest in Sea Shrine (around the mermaids)

Translate what the heck Lefeinites are saying, with the help of Dr.  
Unne in Melmond

#### Cube

Waterfall

This is how you get from the Mirage Tower to the Sky Castle

#### Chime

A man in Lefein

Gain access to the Mirage Tower

#### Adamant

Chest in Sky Castle

The smith in the Dwarf Cave will forge the Xcalibur for you with it  
(the strongest sword for the Knight)

-----  
V. Black Magic  
-----

Spell (abrv)	Lvl	Effect
		Best Use
		Users
Fire (Fire)	1	Small amount of fire damage to an enemy Early bosses, undead monsters N rm RW bm BW
Lightning (Lit)	1	Small amount of lightning damage to an enemy At sea N rm RW bm BW
Lock (Lock)	1	Increases party's hit % a little bit Don't get it N rm RW bm BW
Sleep (Slep)	1	Put's enemy to sleep

		Against hordes of annoying monsters
		N rm RW bm BW
Dark (Dark)	2	Lowers enemy's hit %
		Don't get it
		N rm RW bm BW
Ice (Ice)	2	Small amount of ice damage to an enemy
		Early bosses, small fire enemies
		N rm RW bm BW
Slow (Slow)	2	Enemy attacks are less harmful
		Bosses
		N rm RW bm BW
Temper (Tmpr)	2	Slightly increases char's damage
		On your main fighter
		N rm RW bm BW
Fire 2 (Fir2)	3	Fair amount of fire damage to all enemies
		Groups, especially ice enemies
		N rm RW bm BW
Hold (Hold)	3	Temporarily paralyze's an enemy
		Regular enemies with high HP
		N rm RW bm BW
Lightning 2 (Lit2)	3	Fair amount of lightning damage to all enemies
		Large groups of sea creatures
		N rm RW bm BW
Lock 2 (Lok2)	3	Better version of Lock
		Don't get it
		N rm RW bm BW
Confuse (Conf)	4	Makes enemy attack itself/allies
		For fun
		N rm RW bm BW
Fast (Fast)	4	Makes char do multiple hits
		Bosses N rm RW bm BW
Ice 2 (Ice2)	4	Fair amount of ice damage to all enemies
		Gurgu Volcano
		N rm RW bm BW
Sleep 2 (Slp2)	4	Tries to make all enemies sleep
		Don't get it
		N rm RW bm BW
Bane (Bane)	5	Poison gas, 1 hit kill
		Certain bosses
		RW bm BW
Fire 3 (Fir3)	5	Very good fire damage to all enemies
		Groups, Ice cave
		rm RW bm BW
Slow 2 (Slo2)	5	Makes targets loose intelligence
		Don't get it
		rm RW bm BW
Warp (Warp)	5	Takes you up one level in caves/dungeons
		Missed items or exiting without EXIT
		RW BW
Lightning 3 (Lit3)	6	Very good lightning damage to all enemies
		Water enemy groups (Water Temple)
		RW bm BW
Quake (Qake)	6	Chance to kill all enemies
		Groups (or if a boss is weak to it)
		bm BW
Rub (Rub)	6	Tries to kill an enemy
		Big regular enemies
		bm BW
Stun (Stun)	6	An improved Hold
		Don't get it

Blind (Blnd)	7	bm BW Enemies can't hit Groups with strong physical attacks
Break (Brak)	7	bm BW Tries to kill one enemy Against Tiamat
Ice 3 (Ice3)	7	BW Very good ice damage Fire area of Temple of Fiends
Sabre (Sabr)	7	RW bm BW Better version of Temper Your strongest fighter
Stop (Stop)	8	BW Longer version of Hold that hits all enemies Don't get it
Zap (Zap!)	8	BW Tries to kill all enemies You can get it, you won't use it.
Rub 2 (XXXX)	8	BW Tries to kill all enemies Large groups in late game
Nuke (Nuke)	8	BW MASSIVE non-elemental damage to all enemies Against Chaos

-----  
VI. White Magic  
-----

Spell (abrv)	Lvl	Effect
		Best Use Users
Cure (Cure)	1	Heals small amount of HP All throughout the game K rm RW wm WW
Fog (Fog)	1	Raises armor (absorb) of char Early boss battles K rm RW wm WW
Harm (Harm)	1	Damages all undead Any time you face undead groups, first Temple of Fiends wm WW
Ruse (Ruse)	1	Caster's evade increases Don't get it K RW wm WW
Anti-Lightning (Alit)	2	Increases party's lightning defense Against bosses with Lit 1, 2, or 3 K rm RW wm WW
Invisiblity (Invs)	2	Increases one char's evade (half the strength of Ruse, but on any ally) Boss battles K rm RW wm WW
Lamp (Lamp)	2	Cures darkness Don't get it K rm RW wm WW
Mute (Mute)	2	Stops enemies from using spells Against all mage class enemies K rm RW wm WW
Anti-Fire (Afir)	3	Raises party's fire defense

		Gurgu Volcano, or bosses with fire spells
		K rm RW wm WW
Cure 2 (Cur2)	3	Heals more HP than Cure on any char All through the game K rm RW wm WW
Heal (Heal)	3	Cure 1 on all chars Don't get it (you get Heal Staff) wm WW
Harm 2 (Hrm2)	3	Better than harm, against all enemies Big undead groups wm WW
Anti-Ice (Aice)	4	Raises party's ice defense Ice cave rm RW wm WW
Anti-Mute (Amut)	4	Cure's char's mute Uhhh, if you're muted RW wm WW
Fear (Fear)	4	Makes enemies flee Don't get it wm WW
Pure (Pure)	4	Cure's char's poison Uhhh, if you're poisoned rm RW wm WW
Cure 3 (Cur3)	5	Improved Cure2 All through the game rm RW wm WW
Heal 2 (Hel2)	5	Improved Heal, but not as much HP as Cure2 Don't get it wm WW
Harm 3 (Hrm3)	5	Better than Harm2 Big undead groups wm WW
Life (Life)	5	Raises char from dead w/ 1 HP Uhhh, if you're dead RW wm WW
Exit (Exit)	6	Leave dungeon/cave If you don't wanna retrace your steps, or if you NEED to escape RW WW
Fog 2 (Fog2)	6	Raises party's armor (absorb) Boss battles RW wm WW
Invisiblity 2 (Inv2)	6	Increases all chars evade Boss Battles Rw wm WW
Soft (Soft)	6	Cures char's stone Uhhh, if you're stoned (hehe) wm WW
Anti-Rub (Arub)	7	Stops Rub, XXXX, and Squint (stoning) from working In some places it's vital (certain mage enemies) RW wm WW
Cure 4 (Cur4)	7	Heals ALL HP of a char If you are near death, but ONLY then. WW
Heal 3 (Hel3)	7	Better than Heal2 Don't get it wm WW
Harm 4 (Hrm4)	7	Greatest undead-damager Against undeads in the end game WW

Fade (Fade)	8	Does huge non elemental damage to target If the WW needs to whoop badguys (it wastes MP) WW
Life 2 (Lif2)	8	Raises and fully cures a party member Uhhh..., if you're dead and can spare some MP WW
Wall (Wall)	8	Protection from ALL magic Bosses in late game WW
XFER (Xfer)	8	Removes and enemies special defenses Don't get it WW

-----  
 VII. Enemies  
 -----

Just to let you in on something I only recently discovered: Each monster in Final Fantasy has way more EXP than you would think. It's that the exp is usually split 4 ways, so you can't tell. However, if you only had 1 living character, you would be able to tell that they get loads of exp (making a 1 character game viable). Anyways, I am putting the TOTAL amount of EXP each monster has, and you can do the dividing by 4.

Name	HP	EXP	GP	Special Attacks
Agama	296	2,472	1,200	Heat
Air	358	1,614	807	N/A
Anklyo	352	2,610	1	N/A
Arachnid	64	141	50	N/A
Asp	56	123	50	N/A
Badman	260	1,263	400	N/A
Bigeye	304	3,591	3,591	Gaze, Flash
Blue D.	454	3,274	2,000	Thunder
Bone	10	9	3	N/A
Bull	164	489	489	N/A
Caribe	92	240	20	N/A
Catman	160	780	780	N/A
Cerebus	192	1,182	600	Scorch
Chimera	300	2,064	2,500	Cremate
Cobra	80	165	50	N/A
Coctrice	50	186	200	N/A
Crawl	84	186	200	N/A
Creep	56	63	15	N/A
Earth	288	1,536	768	N/A
Evilman	190	2,700	3,000	Nuke, Xfer, XXXX, Blind
Eye	162	3,225	3,225	XXXX, Break, Rub, Lit 2, Hold, Mute, Slow, Sleep, Glance, Squint, Gaze, Stare
Fighter	200	3,420	3,420	Wall, Xfer, Heal 3, Fog 2, Invisibility 2, Cure 4, Heal 2, Cure 3
Fire	276	1,620	800	N/A
Frost D.	200	1,701	2,000	Blizzard
Frost Gator	288	1,890	2,000	N/A
Frost Giant	336	1,752	1,752	N/A
Frost Wolf	92	402	200	Frost
Gargoyle	80	132	80	N/A
Gas D.	352	4,068	5,000	Posion Gas
Gator	184	816	900	N/A



Giest	56	117	117	N/A
Ghost	180	990	990	N/A
Ghoul	48	93	50	N/A
Giant	240	879	879	N/A
Great Pede	320	2,244	1,000	N/A
Green Medusa	96	1,218	1,218	Glance
Green Ogre	132	282	300	N/A
Grey Imp	16	18	18	N/A
Grey Naga	420	3,489	4,000	Ruse, Mute, Slow, Dark, Sleep, Fire, Lit, Heal
Grey Shark	344	2,361	600	N/A
Grey Wolf	72	93	22	N/A
Grey Worm	280	1,671	400	N/A
Guard	200	1,224	400	N/A
Hydra	212	915	150	N/A
Hyena	120	288	172	N/A
Iguana	92	153	50	N/A
Image	86	231	231	N/A
Imp	8	6	6	N/A
Iron Golem	304	6,717	3,000	Toxic
Jimera	350	4,584	5,000	Cremate, Poison
Kyzoku	50	60	120	N/A
Lobster	148	639	300	N/A
Madpony	64	63	15	N/A
Mage	105	1,095	1,095	Rub, Lit 3, Fire 2, Bane, Slow 2, Stun
Mancat	110	603	500	Fire 2, Slow, Dark, Sleep, Fire, Cure, Lit
Manticor	164	1,317	650	Stinger
Medusa	68	699	699	Glance
Muck	76	255	70	N/A
Mud Golem	164	1,257	800	Fast
Mummy	80	300	300	N/A
Naga	356	2,355	2,355	Lit 2, Hold, Slow, Dark, Lock, Lit, Sleep
Naocho	344	3,189	500	N/A
Nightmare	200	1,272	700	Snorting
Ocho	208	1,224	102	N/A
Oddeye	10	42	10	Gaze
Ogre	100	195	195	N/A
Ooze	76	352	70	N/A
Pede	222	1,194	300	N/A
Perelisk	44	423	500	Squint
Phantom	360	1	1	Stop, Zap!, Xfer, Break, Rub, Hold, Mute, Slow, Glare
Pirate	6	40	40	N/A
Red Anklyo	256	1,428	300	N/A
Red Bone	144	378	378	N/A
Red Caribe	172	546	46	N/A
Red D.	248	2,904	4,000	Blaze
Red Gargoyle	94	387	387	Fire 2, Fire, Hold
Red Giant	300	1,506	1,506	N/A
Red Hydra	182	1,215	400	Cremate
Red Sahag	64	105	105	N/A
Rock Golem	200	2,385	1,000	Slow
Saber Tooth	200	843	500	N/A
Sahag	28	30	30	N/A
Sand Worm	200	2,683	900	Crack
Sauria	196	1,977	658	Glance
Scorpion	84	225	70	N/A
Scum	24	84	20	N/A
Sea Snake	224	957	600	N/A

Sea Troll	216	852	852	N/A
Sentry	400	4,000	2,000	N/A
Shadow	50	90	45	N/A
Shark	120	267	66	N/A
Slime	156	1,101	900	N/A
Sorceror	112	822	999	Trance
Specter	52	150	150	N/A
Sphynx	228	1,160	1,160	N/A
Spider	28	30	8	N/A
Tiger	132	438	108	N/A
T Rex	600	7,200	600	N/A
Troll	184	621	621	N/A
Tyro	480	3,387	502	N/A
Vampire	156	1,200	2,000	Dazzle
Water	300	1,962	800	N/A
Werewolf	68	135	67	N/A
Wizard	84	276	300	N/A
Wz. Mummy	188	984	1,000	N/A
Wz. Ogre	144	723	723	Ruse, Hold, Dark, Sleep, Ice 2
Wz. Sahag	204	882	882	N/A
Wz. Vampire	300	2,835	3,000	Mute, Anti-Fire, Lit 2, Fire 2, Ice 2
Wolf	20	24	6	N/A
Worm	438	4,344	1,000	N/A
Wraith	114	432	432	N/A
Wym	260	1,218	502	N/A
Wyvern	212	1,173	50	N/A
Zombie	20	24	12	N/A
Zombie D.	268	2,331	999	N/A
Zombull	224	1,050	1,050	N/A

-----  
 VIII. Bosses  
 -----

Mini-Bosses:

Pirates

HP: 6 each

EXP: 40 each

GP: 40 each

Reward: Boat

You'll fight the Pirates in Pravoka. This is the most simple, easy battle you'll ever fight, and it is very rewarding. Just beat 'em up one at a time. Shouldn't take much effort.

Recommended level: 3 or 4

Wizards

HP: 84 each

EXP: 276 each

GP: 300 each

Reward: Crown

Wizards are only hard if you make them hard. If you decide to get macho and run through the marsh cave fighting every battle, you'll be in pieces for this one. Flee every battle you can until you make it to these guys. The battle can contain 2-5 of these, it's all random. The simple strategy is to just save a few lit2s, and if you have multiple mages who have black magic, then it is even easier. To beat them, just have your strong guys attack, and your Lit 2 users will do all the work. You can beat these wizards in 1

turn!

Recommended level: 9 or 10

#### Vampire

HP: 156

EXP: 1,200

GP: 2,000

Reward: Ruby

This is another easy mini-boss. You face him in the middle of the Earth Cave. To beat him, simply cast Fire3 or Harm3, and he's toast. If he lives, just swing at him once or twice. This battle isn't hard at all.

Recommended level: 12

#### Eye

HP: 162

EXP: 3,225

GP: 3,225

Reward: Floater

To kill this weak little punk in the Ice Cave who wishes to be chicken and use Rub, XXXX, and Break on you, just put Fast on your fighter who should have the Flame Sword, and kill him in one hit. That was easy. If you really wanna load up on G (and the experience earned here is not shabby either), then you can just fight this battle repeatedly. Oh yeah.

Recommended level: 15

#### Zombie Dragons

HP: 268 each

EXP: 2,331 each

GP: 999 each

Reward: Tail

The ZombieDs are undead. So, as long as you've saved a few Harm 3s or Fire 3s on your way through the Castle of Ordeal, you'll take these suckers out in no time. Of course, if there's 4 of them, it may be a bit harder. Just don't walk up to the chest with the Tail in it without being healed up.

Recommended level: 16

#### Blue Dragon

HP: 454

EXP: 3,274

GP: 2,000

The BlueD guards the entrance to the room in the Mirage Tower where you put the Cube in and go up to the Sky Castle. He actually can be quite hard the first time around. He likes to use Thunder, which is a VERY damaging spell that hits all your guys. To beat him, just try and stay healed and beat him up with physical attacks.

Recommended level: 22

#### Warmech

HP: 1,000

EXP: 32,000

GP: 32,000

Reward: PRIDE!

If you are looking to take on Warmech on purpose, you are most likely high enough not to need a strategy. However, if you meet up with him by

accident on your way to Tiamat, you're probably screwed, but I'll try to help you anyways.

First off, he can usually swing first, and one of his attacks can do well over 200 to a Knight, and kill a mage. Also, his special attack, Nuclear, does 200+ to all your characters. If you are only level 23 or so and haven't died yet, don't be ashamed. Nobody at your level will beat him. I kind of like sitting back and letting him roast me. Putting up a fight will just make it take longer. My advice is to hope he doesn't find you, and if he does, that he makes it snappy so you can get back to making up your hours of lost progress in the Mirage Tower / Sky Castle!

Recommended level: 27+ if you wanna win.

Bosses:

Garland

HP: 106

EXP: 130

GP: 250

Reward: The Princess

This is your first "boss" in this game, and all you have to do is wait until you have Fire, Cure, and fully equipped characters to take him on at the Temple of Fiends. Simply be aggressive. It should take about 3 turns if you are just attacking, but a mage using Fire can chop it to 2. That seems short, but he can deliver hard blows, especially on a mage. Of course, experts on this game don't take caution at all, but if this is your first time, we don't want you losing.

Recommended level: 3, but it's completely possible to do it at 1.

Astos

HP: 168

EXP: 2,250

GP: 2,000

Reward: Crystal

Astos surprises a lot of players. You wouldn't think an early boss like this could have Rub, but Astos does. To combat this, try as hard as you can to mute him. If 2 of your mages are trying, it'll be all the faster. Once you don't have the threat of instant death, Astos is just a rented mule waiting to be beaten. If you have been swinging at him every turn, especially if you used Fast, then he won't last long. But since a character dying right now means you can't resurrect him/her, and dying means falling behind on good exp, save before the fight (outside with a tent or cabin), and restart if you do get Rubbed.

Recommended level: 10

Lich

HP: 400

EXP: 2,200

GP: 3,000

Reward: First Orb

For this battle, you simply have to save 1 or 2 Fire 3s. Along with fast on your Fighter, Lich won't last long. His/her attacks are pretty powerful, so just keep an eye on your health. Luckily for you, when you are fighting Lich here, he/she won't use Zap!, Rub, XXXX, or Nuke, which he/she has the capacity to (he/she will later on in the Temple of Fiends revisited near the end). Make sure at the beginning of the battle to cast Afir, Aice, and Alit in case she uses Fire2, Lit2, or Ice2.

Recommended level: 14

Kary

HP: 600

EXP: 2,475

GP: 3,000

Reward: Second orb

To kill Kary, you won't be using Ice (which you would think would work but doesn't). Instead, she is susceptible to Sleep. If she wakes up, put her back to sleep. And just beat away with a Fasted Fighter/Blackbelt. But make SURE she's sleeping. Otherwise she'll be all up in your face. That means large attacks with the potential to kill wizards in single hits. Also, Kary's arsenal includes dangerous spells such as Fire2, so casting Afir could help.

Recommended level: 18

Kraken

HP: 800

EXP:4,245

GP: 5,000

Reward: Third orb

The Kraken is so easy that it's funny. You'd think they'd make a challenge for your 3rd orb, but apparently not. He may be able to hit you hard, but he usually uses Dark, which won't hurt you but makes it harder to hit him. Just Lit 2 (or 3 if you have it) and beat him to a pulp. Make sure to cast Alit, because he can use Lit and Lit 2.

Recommended level: 21 (you only need to be about 18, but you'll be 21 by this time).

Tiamat

HP: 1,000

EXP: 5,496

GP: 6,000

Reward: Your last orb!

I don't know why they did it, but they made the Fiend of Air weak to Bane and Break, two instant kill spells. They have a very good chance of working on him, so I would use those instead of hand fighting him. If you have the Bane Sword, have it on someone without Bane, so you can use it twice per turn. If you are going to fight Tiamat the real way, then be prepared for a HARD fight. This guy has a load of HP, and of course higher defense than normal enemies, so the big attacks you thought all your guys could do are diddley squat. To beat him, you have to load up with spells like Fog 2, Invisibility 2 (use the white shirt for that), Wall, and Aice/Alit. Why?

Not only does he have huge normal attacks, but his three abilities Thunder, Blizzard, and Poison Gas are all capable of wiping out your party in a few turns. Make sure to cast Fast on your 2 or 3 fighting characters, and never skip the chance to have your healer heal. It is vital.

Recommended level: 22 for the easy way, 24 for the hard way

Chaos

Well, well, well. You've made it as far as this gargantuan beast eh? I hope you didn't just go all the way through the Temple of Fiends once through. If you read this and you thought you could face him on like level 27, think again. Make sure you've gotten the Masmune, and Exit back out. Build up your levels a bit, then your second trek through the Temple will boost you to about 30, which is a minimum level for fighting this loser. Well then, you ready? Ok, let's plunge into the hardest battle in the game (next to warmech if you met him by accident). First off, Chaos has almost every massively destructive spell you could imagine, and he uses them a lot. Fire 3, Lit 3, Ice 3, and some odd ones, Tornado, Swirl, Inferno, and Crack (instant death, watch out). On top of this and unlimited MP (of course), he can use Fast on himself, so you'd be dealing with a Chaos that used to do 100-200, and you're in trouble. To put a little icing on the cake, Chaos

has Cure 4. Yes, you heard right. He can Cure 4 himself back up to 2,000 at any time he feels, so just hope he doesn't.

Now the, how to fight him. Start out by having your Knight cast an Anti- spell, which hopefully you got for him. Have your Master simply attack. If you have a Ninja, he should cast Fast on himself. Your Red or Black Wizard should cast Fast on the Knight. And your White Wizard should use Wall on herself. Next turn, have your Knight use another Anti-Spell, and have your Master/Ninja start attacking. If you are lacking in mages with Fast, cast in on your other strongest attacker. Use the White Wizard's White Shirt to cast Invisibility 2.

Of course, if Chaos is being a b\*\*\*\*, then make sure you don't have someone at 1 HP or dead. From here on, have your White Wizard finish casting Anti-spells, and also Fog 2. If she has spare turns, do walls on other characters, because this battle can be LONG if Chaos is healing himself. Don't waste all your black magic right away on Chaos. If he heals himself, it is all wasted. Try to keep track of his HP, and if it is around 500, then have one turn where everyone goes all out (if your White Wizard has the Masmune, she can help). Good luck, and hopefully you'll beat him!

Recommended level: 30+

-----  
IX. Special (non-magical) Enemy Attacks & Abilities  
-----

Name	Effect
Blaze	Fire attack, all characters
Blizzard	Extreme Ice attack, hits all characters
Crack	Instant Death attempt on all characters
Cremate	Roughly Fire2 equivalent damage to all characters
Dazzle	Paralyzes targeted character
Flash	Darkens all characters
Frost	Medium Ice attack on all characters
Gaze	Paralyzes one character
Glance	Turn target character to stone
Glare	Kill one character
Heat	Low Fire damage to all characters
Inferno	Large Fire damage to all characters
Ink	Attempts to darken all characters
Nuclear	Over the top non-elemental damage to all characters. Can do up to 400 damage.
Poison	Huge non-elemental damage to all characters
Scorch	Weak Fire attack on all characters
Snorting	Darkness to one character
Squint	Rub effect, kills targeted character
Stare	Damage to one character
Stinger	Attempts to poison all characters
Swirl	Damage to all characters
Thunder	Intense Lightning attack, hits all characters
Tornado	Damage to all characters
Toxic	Attempts to kill all characters
Trance	Attempts to paralyze all characters

-----  
X. Optimal Levels, Equipment, & Spells  
-----

Point                      Level

Garland	3
Leaving Corneria	4
Pirates	4
Arrival at Elfland	6
Surviving Fingerpoint	9
Marsh Cave	10
Astos	10
Melmond	11
Vampire	12
Lich	14
Ice Cave	15
Castle of Ordeals	16
Kary	17
Sea Shrine	18
Kraken	20
Mirage Tower	21
Sky Castle	22
Tiamat	24
TofR	27
Chaos	30

### Equipment

Note: I am not covering every part of the body for each point. If something is not shown, it has not changed since the previous point. And also, not all of these are bought items, but things you have obtained since the previous point (for instance you find the Dragon Sword between Elfland and Melmond).

Point	Fighter
	Thief
	Blackbelt
	Red Mage
	White Mage
	Black Mage
Start	Rapier / Chain Armor
	Rapier / Wooden Armor
	Wooden Nunchuck & Armor
	Rapier / Chain Armor
	Iron Hammer / Cloth
	Small Knife / Cloth
Provokia	Short Sword / Iron Armor / Wooden Shield / Gloves
	Scimitar / Gloves
	Gloves
	Short Sword / Gloves
	Gloves
	Gloves
Elfland	Silver Sword / Iron Shield / Wooden Helmet
	Sabre / Copper Bracelet / Cap
	Iron Nunchucks / Copper Bracelet / Cap
	Silver Sword / Cap
	Copper Bracelet / Cap
	Large Knife / Copper Bracelet / Cap
Melmond	Steel Armor / Iron Gauntlet / Iron Helmet
	Dragon Sword / Silver Bracelet
	Fists / Silver Bracelet
	Silver Armor
	Silver Hammer / Silver Bracelet
	Silver Knife / Silver Bracelet
Crescent Lake	Silver Shiled / Silver Helmet / Silver Gauntlet

Buckler  
Nothing New  
Buckler  
Nothing New  
Nothing New

#### Best Ending Gear

Knight  
Xcalibur (or Masmune)  
Dragon Armor  
Aegis Shield  
Opal Helmet (or Ribbon)  
ProRing

Ninja  
Katana (or Masmune)  
Ice Armor  
Ice Shield  
Heal Helmet (or Ribbon)  
ProRing

Master  
Fists  
Opal Bracelet  
Ribbon  
ProRing

Red Wizard  
Sun Sword (or Masmune)  
Opal Bracelet  
ProCape  
Ribbon  
ProRing

White Wizard  
Thor's Hammer (or Masmune)  
White Shirt  
ProCape  
Ribbon  
ProRing

Black Wizard  
CatClaw (or Masmune)  
Black Shirt  
ProCape  
Ribbon  
ProRing

#### Spells

Level	Red Mage	White Mage	Black Mage
1	Fire, Lit, Cure	Cure, Harm, Ruse	Fire, Lit, Sleep
2	Ice, Alit,	Invs Alit, Mute,	Invs Ice
3	Fire2, Lit2, Cure2	Cure2, Harm2, Afir	Fire2, Lit2
4	Ice, Fast, Aice	Aice, Pure	Ice, Fast, Conf
Level	Red Wizard	White Wizard	Black Wizard
5	Fire3, Cure3, Life	Cure3, Harm3, Life	Fire3, Warp, Bane
6	Lit3, Inv2, Exit	Exit, Fog2, Inv2	Lit3, Quake, Rub



7 Ice3 Cure4, Harm4, Heal3 Ice3, Break  
8 N/A Life2, Wall, Fade Nuke, XXXX, Zap!

-----  
XI. Game Genie Codes  
-----

Code and Effect

SZULIEVS "LIFE" Spell never uses up Magic Points  
SZVULEVS "LIF2" Spell never uses up Magic Points  
TESGTYZA Magic Users start with 6 Magic Points  
PESGTYZE Magic Users start with 9 Magic Points  
ELEXVLEY + AESGANGA + AESGGNAA Non-magic users can use Level 1 Magic  
AZOUGAEP + LAOUIAPA Start with 800 Gold  
TGKLPALZ Double Fighter Hit Points  
GPKUAEZA Double Fighter's Hit  
ZTKUPAIU Double Fighter's Evade  
ZAKLTAIE Double Fighter's Luck  
GLSLPETO Double Thief's Hit Points  
TASLYAZA Triple Thief's Damage  
ZASUAAIE Double Thief's Hit  
GYSUPEZL Double Thief's Evade  
TPSLTEYE Double Thief's Luck  
ZGVLPAZ Double Black Belt's Hit Points  
TAVLYAZA Triple Black Belt's Damage  
ZAVUAAIE Double Black Belt's Hit  
ZTVUPAIU Double Black Belt's Evade  
ZAVLTAIE Double Black Belt's Luck  
GLNLPETO Double Red Mage(tm)'s Hit Points  
ZANLYAIE Double Red Mage's Damage  
TANUAAIE Double Red Mage's Hit  
GYNUPEZL Double Red Mage's Evade  
ZANLTAIE Double Red Mage's Luck  
AUELPEGO Double White Mage(tm)'s Hit Points  
TEELYAZA Triple White Mage's Damage  
ZEEUAAIE Double White Mage's Hit  
ZVEUPAIU Double White Mage's Evade  
ZEELTAIE Double White Mage's Luck  
ZUOLPEPP Double Black Mage's Hit Points  
LEOLYAPA Triple Black Mage's Damage  
ZEOUAAIE Double Black Mage's Hit  
GNOUPEZL Double Black Mage's Evade  
GOOLTEZA Double Black Mage's Luck  
GXSZPKSV + GXSXZKSV Almost infinite Gold  
Fighter NYGLZA 07 Strength NYGLGA 07 Intelligence\* NYGLIE P5 Vitality\*  
NYGLLE P5 Agility  
Red Mage NYYLZE P5 Strength\* NYYLGE P5 Intelligence\* NYYLIA 07 Vitality  
NYYLLA 07 Agility  
THIEF NYILZA 07 Strength NYILGE P5 Intelligence NYILIA 07 Vitality  
NYILLE 07 Agility  
Black Belt NYTLZE P5 Strength\* NYTLGE P5 Intelligence NYTLIA 07 Vitality  
NYTLLA 07 Agility  
White Mage ZEEUAAIE Double White Mage's Hit. NNELZIAE P5 Strength  
NNELLAIE P5 Agility NNALGE P5 Intelligence NNALIE P5 Vitality  
Black Mage GOOLTEZA Double Black Mage's Luck NNOLLEZE P5 Agility  
NNPLZE P5 Strength NNPLGE PE Intelligence NNPLIE PE Vitality  
TGLYZA Start a new game, go to the Weapon screen and Armor screen, now your  
first player should have 176 Absorb, and the second player will have  
around 250 Damage and Hit %

NYLULE Start with P5 Soft (At the very start of the game.)  
NYLUZE Start with P5 Pure  
NYLUAA Start with O7 House  
NYKLYEZE Fighter starts with 255 damage  
OOTPKU Everyone levels up one level after battle!!!!  
NYGGAE Everyone knows Cure, Lamp, Cure 2, Pure, Cure 3, Soft, Cure 4, and Life 2. The non magic users have 1 mp for each level. The 3rd and 4th players won't be able to buy any magic, The first player can only buy two level 5 spells, and 2 level 7 spells, the second player can only buy one spell for level 1. So have your first and second players be the magic users.  
NYZYLA Start with 16 Giant Swords and 16 Aegis Shields.  
NYZYGA Start with two Iron Armors, two Thor Hammers, two Houses, two Short Swords, four Ice Shields, two ???, four Xcalbers, and four Light Hammers.  
AEAGGN Every character has the fighter's statistics  
ANSGTYZE Infinite MP  
NYOUTAAE Get more than 999999 gold when starting a new game  
OOTPOV Get 32,767 after each battle  
OOTPVP Use this code to repel enemies. The game will still try to enter battles, but instead of your characters having to fight; they return to the world map and are able to continue walking.  
USAUSA Begin adventure with an orb lit.  
AEGGNN "WEIRD START" Start a new game and you will begin in a shop. When you leave the shop, you will be in the middle of the sea - with the ship! Most of your characters have 0 hit points and stats, but I thought it was kind of neat. Tip: Buy Oxyale for 0 gold and sell it for 1,975 for a profit.  
UNAGLY "START WITH HIGH STATS, EXCEPT THIEF" Start a new game and your characters will have increased hit points and stats, but don't pick a thief; or he'll have 0 of everything.  
OOTPOV "TONS OF EXPERIENCE AFTER BATTLE" Get 32,767 exp. after each battle, but you will only gain one level per battle. Note: Be sure not to use this code too much at the start, or you'll not be as strong when your charcters get their class changes.  
OOTPVP "MONSTER REPELLENT" Use this code to repel enemies. The game will still try to enter battle mode, but instead of your characters having to fight; they return to the world map and are able to continue walking.  
AEAGGN "START WITH FIGHTER'S STATS" Start a new game and all characters will have the fighter's stats.  
ANSGTYZE "INFINITE M.P." Infinite magic points when starting a new game.  
NYOUTAAE "START WITH LOTS OF GOLD" Get more than 999,999 gold when starting a new game.  
USE THE FOLLOWING CODES WHEN STARTING A NEW GAME FOR THE FIGHTER  
NYKLPALX Start with 255 hit points NYKUAZE Start with 255 hit%  
NYKUPAIU Start with 255 evade% NYKLTAIE Start with P5 luck (more than 99, I think this stands for 255)  
USE THE FOLLOWING CODES WHEN STARTING A NEW GAME FOR THE THIEF  
NYSLYAZE Start with 255 damage NYSLPETO Start with 255 hit points  
NYSUAAIE Start with 255 hit% NYSLTEYE Start with P5 luck NYSUPEZU Start with 255 evade%  
USE THE FOLLOWING CODES WHEN STARTING A NEW GAME FOR THE BLACK BELT  
NYVLPAPX Start with 255 hit points NYVLYAZE Start with 255 damage  
NYVUAAIE Start with 255 hit% NYVLTAE Start with P5 luck NYVUPAIU Start with 255 evade%  
USE THE FOLLOWING CODES WHEN STARTING A NEW GAME FOR THE RED MAGE  
NYNLPETO Start with 255 hit points NYNLYAIE Start with 255 damage  
NYNUAAIE Start with 255 hit% NYNLTAIE Start with P5 luck NYNUPEZU Start with 255 evade%  
USE THE FOLLOWING CODES WHEN STARTING A NEW GAME FOR THE WHITE MAGE

NNELPEGO Start with 255 hit points NNELYAZE Start with 255 damage  
NNEUAAIE Start with 255 hit% NNELTAIE Start with P5 luck NNEUPAIU Start with  
255 evade%

USE THE FOLLOWING CODES WHEN STARTING A NEW GAME FOR THE BLACK MAGE

NNOLPEP0 Start with 255 hit points NNOLYAPE Start with 255 damage  
NNOUAAIE Start with 255 hit% NNOLTEZE Start with P5 luck NNOUPEZU Start with  
255 evade%

KAYSAA "WALK VERY FAST IN TOWNS, CAVES, AND ON THE WORLD MAP"

TGZIPA "TURN YOUR MAP CHARACTER INTO AN AIRSHIP" Your character appears as the  
airship on the world map. You will be able to fly over water, mountains,  
etc.

Note: you can still get into battles.

TGZLPA "START NEW GAME WITH THE LUTE"

TGLLPA "START NEW GAME WITH THE CANOE"

AATPOT "WEIRD 1" This code will make it so that your character in the fourth  
position will not celebrate.

AATPOA "SLOWED DOWN SPEED" This code seems to affect the speed at which the  
game calls its graphics. Because of this, if you are in battle and  
you choose to fight, the cursor will stay on the screen through the  
whole fight. One other note is that it seems to slow down the sub screen  
music (Just one part of it) so it sounds like there is new music playing  
at the sub screen.

SLZIAA- "WALK THROUGH WALLS CODE!" Okay, I know its not in any ways perfect,  
but I haven't had time to perfect it yet. To use it, go to the status  
screen and exit. Your character will move up one square. Repeat as  
neccessary. You can get some really cool items early in the game using  
this technique. Remember, this works when you are in the water or any-  
where else you can activate the status screen. Using this code, you can  
go to places that you aren't supposed to yet early in the game! NOTES:  
When you try to walk through walls into a room, you will land on the  
room with the white on it and will have to find the treasure by looking  
around; You will walk through walls down in towns, castles, or dungeons;  
The part of the screen that was at the bottom of the screen will be moved  
up to the top when used; Whenever you enter a dungeon, battle, castle, or  
town you will automatically activate this code and you will move one  
square. Whenever you WTW, I don't think that you can encounter an enemy.

TGIXIA- "OWOWOWOW!" You can now have 8 letters in your name-sort of. In place  
of the 8 on the name screen will be ow. You can now have characters  
with names of owowowow. This screws up nearly everything spacial wise  
(but who really cares? You can have someone with the name OW!). The ow's  
in battle will appear as D's with dots over them.

TTTTTA- "Ummmm... Menus?" All the status windows are in VERY weird places! I  
haven't completely tried this code out yet, there may be some secret  
windows to be found since this switches windows sometimes.

AAAPAA- "Squares?" Enter a town and there will be little black squares all  
over it.

AAAZAA- "Freaky Shops!" Enter a shop, the screen will start changing colors  
to really weird ones. Leave and the screen will be gray tinted. Go back  
in a shop to change this.

AAAIAA- "Where is Everyone?" Enter a town or castle and there will be nothing  
but fields.

\*\*AAPA- "TOWN CHANGER"

This code changes Coneria around to have stuff from other towns. This  
includes people, shops, and arrangements. Here are some of my two letter  
combinations and what they have:

PP- A perfect town. Almost every other town will not have much stuff for you  
to do there except leave and get in a glitched weapon shop. Here is what is

in it:  
Coneria:  
Inn: 500Gold

Armor Shop:  
Gold Bracelet  
ProRing

Weapon Shop  
CatClaw

White Magic Shop 1:  
CUR4  
HRM4

Black Magic Shop 2:  
ICE3  
BRAK

White Magic Shop 2:  
Fade  
Wall  
XFER

Black Magic Shop 2:  
STOP  
ZAP!  
XXXX

YY-  
DOORS!!!! DOORS!!!! There is nothing but doors!!!! (The doors go into a glitched weapon shop. A glitched weapon shop is one where you can't buy anything and when you sell something, you can buy it back)

-----  
XII. Version History  
-----

November 12th, 2002: Guide Started

December 23rd, 2002: Version 0.9 Completed

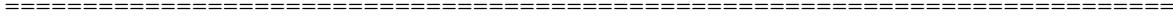
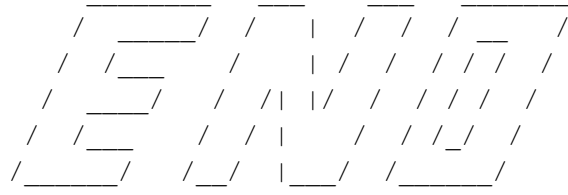
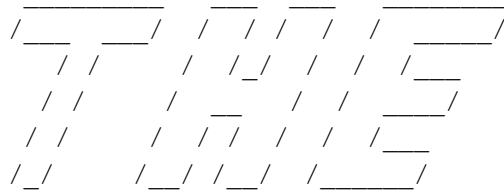
January 5th, 2003: Version 1.0 Completed and put in text format,  
sent to GFAQs, not posted.

January 18th, 2003: Version 1.1 Completed with full appendices,  
sent to GFAQs.

April 21st, 2003: Optimal Stuff, Special Attacks, and Game Genie Codes  
added. Version 1.2 sent to GFAQs.

December 9th, 2006: After a long hiatus, many typos and factual errors  
corrected for re-submission to GameFAQs. Some style  
issues also updated. This is version 1.3.

=====



This document is copyright Chzn8r and hosted by VGM with permission.