

Final Fantasy FAQ/Walkthrough

by DaLadiesMan

Updated to vFinal on Jun 10, 2005

IMPORTANT: All questions can be sent to psychopenguin24@aol.com, and if you have anything you would like to add to the guide, send it to hurricanehelms24@aol.com. This is because it is too tough for me to separate stuff people want me to add to the guide from basic questions. if you send any reader tips to psychopenguin24@aol.com or any questions to hurricanehelms24@aol.com, they will be deleted. Thanks for understanding.

Final Fantasy (NES) FAQ/Walkthrough Final Version
This guide could be used for the Wonderswan version.
by Psycho Penguin Steve Saunders
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<http://www.angelfire.com/wrestling2/wrestlingthoughts>
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[F I N A L F A N T A S Y]

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AIM NAMES: HeShootsHeGores

*****INSTANT MESSAGE ME*****
If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

*****E-MAIL ME*****
One last note: Only email me about the game at psychopenguin24@aol.com , all

emails about Final Fantasy sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Thanks!

*****KING EDGE SUCKUP*****

Oh, and god bless King Edge!

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Contact Info

If you have any reason to contact the author of this guide, please send An email to the address listed below this paragraph. This would pertain To having any questions about the walkthrough, having questions dealing With the disclaimer, or if there is something wrong with the guide that You think you have found. Also, if you would like to contribute info, I Am very open to that, just send me an email with the info attached, and If you do email me for something, please put that it about Final Fantasy In the subject, emails with no subjects will just be deleted. That's it Really, also flame's and other stupid things will just be deleted also.

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-----{CREDITS}-----
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-AdrenalineSL

For being a good friend, and she is a great writer. Check out her Dark Cloud guide and especially Chrono Cross, it kicks major ass. She also is doing a FFC guide with me, check out her Chrono Trigger guide! She is also a hottie! ^_^. Lots of love!

-Edge - Bowie_Knife@hotmail.com

I got the statistics guide from his great, GREAT guide, thanks!

-World of Nintendo - <http://www.world-of-nintendo.com>

For providing the instruction manual where I got the info for Section 2 from.

-Dingo Jellybean - <http://www.dingojellybean.com>

Very helpful and kick ass fellow. Check out his website!

-Nintendo Power

I got the lists from their strategy guide, well I rewrote them a tad too.

-Myself

For writing this damn guide. :)

-GameFAQs - <http://www.gamefaqs.com>

For posting this guide and most of my other guides.

-Fresh Baked Games - <http://www.fbgames.com>

For being the coolest gaming site on the web and posting all my guides.

-Neoseeker - <https://www.neoseeker.com>

For posting this guide and most of my other guides.

-Squaresoft - <http://www.squaresoft.com>

For making this game which changed the world as we know it.

-My two best GameFAQs buds, Dyson and Carl

You guys have always been there for me, so thanks a bunch, both of you. I will always be here for you two, no matter what, and I value our friendship greatly.

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Final (July 23, 2002) - 156.3K

-Added a FAQ and did some minor reformatting.

Final (July 19, 2002) - 155.2K

-Did some minor refomattting, and now the guide's completely and officially finished.

v0.60 (May 16, 2002) - 155.4K

-I fixed up some formatting issues and fixed the enemy list. New guide submitted to GameFAQs.
-Amazing I am still updating this guide... next for me to update is Final Fantasy 6, then Final Fantasy 5, then WWF Smackdown! 2, while also working on new guides....

v0.50 (October 18, 2001) - 199.5K

-This is really like a whole new guide since this guide was taken off GameFAQs for reasons I will not disclose. But I am back with a whole new version.
-I updated the format and all of the sections of the guide.
-I made a whole new enemies list and put it in the guide.
-I added a first version/latest update/current size tracker to the top of the guide, just like my Tales of Destiny 2 guide.
-That's about it for this update. Hope you like this new and improved guide!

v0.45 (September 20, 2001) - 188.5K

-I finally got around to fixing a couple of boss names, I mixed up the order of them..
-Updated the format a tad.
-That's it.

v0.40 (August 1, 2001) - 187.7K

-I updated the look of the top part of the guide.

v0.35 (July 30, 2001) - 187.3K

-I added my new AIM name.

v0.3 (July 26th, 2001) - 187.1K

-WOW!
-I started by deciding to work on the walkthrough a little bit, before I knew it I was all done!
-Then I finished the magic list by doing the black magic list.
-I did the enemies list next, thanks to Dingo Jellybean. :)
-I reformatted a lot of the guide.
-I then renamed controls to basic info, added a lot of info to that section.
-I added a new FAQ and some new credits.
-I added the line art.
-I added copyright info and contact info to the top and other info sections.
-I did some finishing touches, and the guide is now done!

v0.25 (July 26th, 2001) - 77.8K

-I removed the Shop guide for now, as I don't think I'll play through the game again, and I don't have a shop guide list on me.

-I added the character classes list in this update. That means I have now completed 8 sections, and the rest of them (except the walkthrough or boss guide) should be done either tonight or tomorrow. Yay!

v0.2 (July 26th, 2001) - 72.6K

-Well, this was a pretty major update.

-I just download aimster (www.aimster.com) and it kicks ass. It works a lot like Napster, and you can download video files, too. I just downloaded some files and decided to work on the guide while they were downloading.

-I formatted the guide up a little better.

-I added email backlog (for Final Fantasy, not overall) and email rules.

-I added the other information, conclusion, and a new credit.

-I started and finished the weapons list.

-I started and finished the armor list.

-That be all for now. What a solid update. This guide may be done sooner than I expected.

v0.15 (July 26th, 2001) - 37.2K

-Wow, a 20 day late update. Heh heh.

-I will start working on this guide more now probably, but no guarantees.

-Magic list updated, completed through white magic. Got to do black magic now.

-Statistics guide fixed up nicely.

-I did some minor format tweaking.

v0.1 (July 6th, 2001) - 24.2K

-I don't know when I'll finish this, as I am just working on it until I get Final Fantasy Chronicles.

-I got the intro, format, statistics, and item list done.

-That's it. Go away. :)

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----I just noticed I used pretty much the identical table of contents here that I did in Final Fantasy IV. Hehes.----

+++++
 { I. Introduction }
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Here I go again with yet another guide. What am I, Dingo friggin Jellybean? :) Anyways, I am writing this guide for a few reasons.

1. I am suddenly in the guide writing spirit again. I am a phase writer if there ever was one. I will literally not do anything for like 2 months. Just look at all the stuff I submitted this year before I did my COTM guide. I did about four reviews, and I might have worked on one FAQ back in January. I was never going to do another guide again, and then COTM came and changed everything.
2. My Final Fantasy IV guide is annoying me. I have to wait a few days to work on it again, because I have yet to get Chronicles, and I was using a translated version of the game *whistles*, and I have to fix the guide to match Chronicles, and I won't be getting it until Monday. And it's Thursday night, so I figured I might as well do a Final Fantasy guide, since I have nothing else to do, feel like working on a guide, and...
3. I have always had a goal to do a guide for all the Final Fantasy games I like. When I finish this guide and Final Fantasy IV, I will only have to do guides for Final Fantasy III and Final Fantasy VII! And I already started my FF7 guide to a certain extent, so I am good to go! Of course, a year ago, I never expected to do a guide for ONE Final Fantasy game, much less all of them. :)
4. I want to be a writer one day, so doing all these guides now will give me some experience for down the line.

But this is a foolish guide for me to do, since I always get so frustrated playing Final Fantasy all the time. First off, it takes forever to level up and gain gold, and I tend to go ahead of myself in terms of levels, like going into the Temple at Level 2, and getting my butt whooped.

That is it. Enjoy the guide, and read my other Final Fantasy guides.. provided I ever get lazy, fix them all, and resubmit them.

Bye for now, you sucka! :)

-Steve "Thanks for not reading Dingo's guide" McFadden
 Psycho Penguin/DaLadiesMan

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{ II. Basic Information }

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=====CONTROLS=====

- Control Pad - Move party and select options
- A Button - Talk, search, or enter selections
- B Button - Cancel/Go back one screen
- Select - Change marching order
- Start - Bring up status screen.

=====BASIC INFO=====

RESPOND RATE

On the CONTINUE/NEW GAME screen, you can change the RESPOND RATE by using left and right on the Control Pad. A rate of 1 will result in a slow message speed. A rate of 8 is very fast.

HOW TO SAVE (IMPORTANT)

Your Final Fantasy Game PAK is equipped with a battery that allows you to SAVE your game in order to CONTINUE at a later time. It is a good idea to SAVE your game often. The easiest way to SAVE is to stay at an INN. You can also SAVE by using a HOUSE, CABIN, or TENT. These will be explained later. Always hold in the RESET button when turning the power off!

ASSEMBLING YOUR PARTY

After you select NEW GAME, you will see the screen shown below. Use the Control Pad to choose a character type (occupation) starting with the upper left character. Refer to page 34 for more information about each character type.

CHARACTER TYPES

Each of the different character type has its advantages. For instance, the Fighters are good at using weapons, but a Magician may have trouble with some weapons. As you learn more about the game, you will find the characters that will work best for you.

ENTER THE NAMES

A letter selection screen will appear. Using the Control Pad and the A button, spell out each character's name (up to four letters.) If the name is less than four letters, use the space below the 'T'. Repeat the process for all four characters. Then press the A Button to start the game.

Sample the Game With the Default Party

To get into the game quickly, just press the A Button repeatedly until the game starts. Later, you will want to rename them, but it's a goof way to sample the game.

ON TO BATTLE

When you encounter an enemy while traveling, the screen will flash and the Battle Screen will appear. Then enter a command for each of your four characters. After these command have been entered, the battle will begin. Now watch as your party executes their orders. Continue until the battle is

over (Either the enemy or your are completely defeated or you succesfully RUN). Then press the A Button to see how much Gold and Experience you will obtain.

[When you win a battle, you gain Gold and Experience.]

THE BATTLE SCREEN

(This area is broken into many different areas.)

[Top Left Box shows...]

Background and Enemies.

[Bottom Left Box shows...]

Enemy names.

[Top Middle Box shows...]

Your characters.

[Bottom Middle Box shows...]

Commands (Fight, Magic, Drink, Item, and Run).

[Right Boxes (4) shows...]

Your party's HP.

BATTLE COMMANDS

[FIGHT] When you enter a battle situation, you should first look to see if you are greatly overpowered. If you see that the enemies are too powerful for you to defeat, it is to your advantage to choose the RUN command. Otherwise, select FIGHT with the A Button to attack. After you choose FIGHT, you must also choose which enemy you will hit.

[Move the 'finger' with the Control Pad and press the A Button to select which enemy to FIGHT.]

[This is what you see while your characters are battling.]

[MAGIC] To use a magic spell during a fight, select MAGIC and press the A Button. A subscreen will appear with a list of your magic spells. Use the Control Pad to choose a spell and press the A Button. Depending on the spell, you may need to choose which enemy to use it on (some spells will affect all enemies on the screen). Some types of magic are not for attack - some will protect or heal your party. You may have to choose who in your party to affect.

[This is the MAGIC subscreen. The number on the right of the subscreen tells you how many spells you ahve left.

[Selecting the enemy to use the magic on.]

[Choosing to use a spell on another person in the party.]

[DRINK] During a battle, the DRINK command is used to consume a PURE or HEAL potion. Keep in mind that you will not be able to attack while taking a drink!

[Drinking a much needed HEAL potion during battle.]

[ITEM] The ITEM command allows you to use an ITEM during battle. Selecting an ITEM works the same way as the DRINK command. You will not be able to FIGHT while you are using an ITEM.

[Select the ITEM desired and press A to execute.]

[RUN] If you are overpowered, you can try to RUN. There is no guarantee that your escape will be successful - it depends on your agility level.

[He who RUNs away, lives to FIGHT another day!]

WAYS TO RESTORE YOUR HP AND MP

If your character's HP get very low, your character will begin to look weak. You need to get their HP up quick! Here are different methods of raising your HP.

1) STAY AT AN INN

Staying at an INN is the most efficient way to recover HP and MP. Both your HP and MP will be restored to their maximum levels. Your game will be SAVED too.

[Look for the INN sign in any town.]

[Once inside, the Innkeeper will greet you.]

2) TENTS, CABINS, AND HOUSES

Using a TENT, CABIN, or HOUSE is a very convenient way to SAVE your game. A big advantage is that you do not have to find a town to use them. All of these items have been shrunk down to a very small size so that you can store them in your pocket. This means that you can carry up to 99 of each. When you use one, it magically enlarges to normal size. You cannot use them inside a dungeon.

[This looks like a good place to camp!]

[Press START to bring up the MENU screen, then select ITEM.]

[Choose TENT and press the A Button.]

[Push the A Button if you want to SAVE your game.]

3) USING POTIONS

Utilizing a HEAL potion is another way to regain lost HP. The PURE potion is very important too. If one of your characters is poisoned. PURE will 'purify' their system. An advantage to potions is that you can use them during battle.

[Press START to go to the MENU Screen, select ITEM and press the A Button.]

[On the ITEM Screen move the 'finger' to PURE and press A.]

[Move the 'finger' to the person that you wish to use the potion on.]

4) USING MAGIC

There are many types of magic that can be used to raise a character's HP. The first spell of this type is the CURE spell (White Magic). Magic is very versatile - you can use it while in battle, or during travel. Of course, higher level magic spells are going to restore more HP than low level ones.

[During travel, select MAGIC from the MENU screen and press A.]

[Then select which character's magic you would like to use and press A.]

[Choose the desired spell and enter it by pressing the A Button.]

[On this screen, you can select who you wish to use the spell on.]

THE CLINIC CAN REVIVE A SLAIN ALLY

An adventure party that loses an ally in battle should not fear the temporary loss. In most towns a CLINIC can be found. Inside, you will find a Magician of Life. For a fee he will revive any of your allies slain in battle.

[The Magician asks you to select the candidate for revival.]

[Your band of Light Warriors returns to a full staff.]

[REMEMBER!! After revival your HP is only 1!]

LET'S GO SHOPPING!

When you return to town, or journey to new ones, you should go shopping. You should learn new and different magic spells, and stock up on potions and

TENTS. Don't forget to upgrade your weapons and armor. As you enter new areas you will encounter more and more ferocious monsters. To quickly eliminate your foes and protect yourself, you must constantly spend you hard earned Gold.

[So many shops, with such great things to buy. Start with any of them.]

STATUS SCREEN

(This area is broken down into many areas.)

[Top Left Box shows...]

Name.

[Top Middle Box shows...]

Class.

[Top Right box shows...]

Experience Level.

[Middle Box shows...]

Experience Point Total, and Experience Points Needed to Advance Levels.

[Bottom Left Box shows...]

Attribute Levels.

[Bottom Right Box shows...]

Strength & Agility Levels.

STATUS

On the STATUS Screen you will find valuable information for making many decisions. Knowing how many Experience Points you need for the next level is quite valuable in determining whether to return to town of continue battling.

Each class of Light Warrior has different characteristics than the others. The attributes of that class, in combination with the Experience Levels and currently EQUIPPed weapons and armor, contribute to the status of a Warrior.

Use the strength and agility levels to help in your determination of what weapons and armor to EQUIP. Higher numbers and more desirable.

=====STATISTICS=====

Stats affect many aspects of the game, and basically differentiate the powers of each class. Every stat has several functions that affect your characters' abilities. There are six main stats and four other stats that will be important throughout the game. There is a great "Handbook" made by Ben Siron on gamefaqs.com that explains in detail all the formulas for determining derived stats such as Hit% and Evade%. I read through this, and I picked up some useful information. Since I some of this information in here, and I cannot call it my own work, any sentence containing any of Ben Siron's work is noted with an asterisk (*).

Hit Points

Hit Points are (duh) non-existent in real life. In Final Fantasy, they determine how much "Life Force" a character has. When a character is hit, he loses Hit Points. When he loses all his Hit Points, he dies.

Strength

Strength is pure power. A strong character will be able to do lots of damage with the Fight command, if equipped with a good weapon to compliment. Strength does determine your base DAMAGE stat, but the formula is rather complicated and varies from class to class. Either way, a higher Strength stat

will boost the DAMAGE stat.

Agility

Agility is the ability to move around. In Final Fantasy, Agility will have the function of determining your Evade stat. Add 48 to this number to get your base Evade, then subtract your armor*. I had one theory in an earlier version that it might affect who acts first in battle. I can not really back this up, nor am I sure myself that it's true, but I thought it was worth mentioning.

Intelligence

Intelligence is a measure of the ability of the brain. As of this point, I am quite unsure of the function of Intelligence in Final Fantasy. It is certainly not apparent, but I am still trying to find something definite. Either way, I will still present my theories until I find out some more information. As far as I can tell, intelligence will mainly affect magic. I have several theories that stem off of this. My first is susceptibility to magic. I think that a character with high Intelligence will be more susceptible to magic of all types. Magical attacks will hurt a smarter character much more than a dimmer one, but Healing spells will restore more HP as well. If this is true, this would explain why White and Black Mages always get pelted so bad by magical attacks, even though ABSORB has nothing to do with magic. My second theory is more common, but still not proven, nor is there enough information to do so. I think Intelligence might affect the ability of a character to use magic. For example, CURE always restores somewhere in between 16 and 32 HP. My theory is that a character with higher intelligence will get closer to 32 HP back.

Vitality

Vitality is the energy of life. This is more or less the idea of Vitality in Final Fantasy. When you get a level up, you gain a certain amount of Hit Points. While the formula that determines the gain is rather complex (and variable for that matter), Vitality does play a role in determining Hit Point gain. Basically, 1 more Hit Point will be added to the formula for every 4 points of Vitality you gain*. However, in addition to that, I do have another theory of a secondary function of Vitality. I noticed that Black Belts, and Fighters for the most part, seem to have more resistance to poison and related status attacks than Black Mages and other characters with low Vitality. So, I developed my theory that maybe Vitality might also have an affect on status resistance as well. This was my best guess before I learned that Vitality plays a definite part in Hit Point gaining.

Luck

Luck scientifically does not exist in real life, but is used as a term for the happenings of random events in favor or detriment to a person. While the actual function of Luck in Final Fantasy is unknown, well, to me at least, there are several theories. In an earlier version, I stated that Luck determined Evade, among other things. I was wrong in saying that, as Evade is strictly proportional to Agility. I also thought that it had something to do with Hit%, which was also wrong*. Hit% is determined by your level and class*. Yet another theory I had was that it was like a "god" skill, that affected all others, by basically favoring chance along with the effects of other stats. I'm not sure if this is completely wrong, but I don't know for sure either way, and I have little to back it up. I have just one more theory that is not quite tried and true, but is accurate as far as I know. I think Luck might have something to do with the ability to escape battles. I do have a background for this theory, yet still not hard evidence. I was thinking about the Thief and his ability to almost flawlessly escape battles. Then I considered the one thing that he had that others didn't: a high Luck stat. Hence, my theory

about Luck was created.

Damage

Damage directly affects how much damage your character will do when he is attacking. Damage is equal to your weapon's Damage value plus half your strength.

Hit

Hit percent determines whether you will hit an enemy or not. Furthermore, if you have a very high Hit Percent, you may actually hit the enemy several times, not just once. You will notice your characters will start to make more than one hit around Level 8 or 9. Your weapon has a determined Hit value, which will raise your Hit Percent. Your Level will affect Hit% somewhat, but that depends on your class*.

Absorb

Absorb is how much damage will be blocked from an enemy's attack. Someone with a higher Absorb stat will take less damage from monsters. Absorb is determined by the sum of the Absorb values of all your armors put together. Your other stats have absolutely no effect on Absorb. Without any armor, your Absorb value will be zero.

[BUG] In Final Fantasy, there is a bug in the Absorb stat. For Black Belts and Masters, after you visit your armor screen, you will see that a Black Belt/Master's Absorb will equal his level, as long as you have no armor equipped. If you do have armor on, Absorb will be equal to the armor's value, whether this is higher or lower. However, this is intended. But, for Masters, if you equip a piece of armor, then level up, the Absorb value will revert to your level until you visit your armor screen again. Even if you turn the system off, or use a piece of armor in battle, your Absorb will still be your level until you hit start, then go to armor and press A. So, you will be able to get the benefits of the Ribbon and ProRing without forfeiting the Master's naturally high Absorb value.

Evade

Evade determines whether an enemy will hit you or not. Also, it can actually determine how many times an enemy hits you. If an enemy is capable of hitting your 4 times at once, if you have a high Evade stat, he might only hit you twice, once, or maybe not at all. Each character has an Evade value equal to his Agility plus 48*. Your Evade value equals your characters basic Evade value MINUS all the Evade values of your armors put together. So, heavy Armor like Iron Armor and Steel Armor have a high Evade value which is bad.

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                                     { III. Character Classes }
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----Here is a list of all the character classes in this game.----

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Fighter -----> Knight
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Needless to say, this is the best class in the game. The fighter is very strong and can equip anything metallic, which means he can equip the best armor and weapons in the game. Also, when he turns into a Knight, he will be able to do Level 1-3 White magic, which, while not necessarily a life saving thing, seeing

as how you will not need Level 1-3 magic by that point in the game, certainly does not hurt.

Thief -----> Ninja

This is not a bad party member, despite the fact he can't steal items from enemies, which makes his thieving skills useless. However, he has a higher evade rate than anyone else, which means he is bound to dodge a lot more attacks than anyone else. They have the best Agility ratings too, and they are also able to escape from battles a lot more frequently than other party members. When he turns into a Ninja, he can begin to use Level 1-3 black magic, which is another added benefit.

Black Belt -----> Master

At first, this character is going to seem like a piece of crap. He misses a lot and does barely any damage. However, once he gets to Level 6 or so, you can unequip him, as his attack power will actually INCREASE when he is unarmed. Therefore, you will not have to buy any weapons for him throughout the game, which is a great benefit, considering how much time you will need to spend gaining gold to buy weapons in this game. When he turns into the Master, he becomes a kick butt warrior, believe me. He doesn't have great defense, but he has a high amount of hit points, second only to the Fighter/Knight.

Red Mage -----> Red Wizard

The Red Mage is actually a pretty good character. They are able to equip a large variety of weapons and armor, and can turn into a pretty strong character. They are also able to learn both Black magic and White magic, which is their greatest asset. They have the ability to cast lower level Black and White magic spells, but not some of the higher level spells, like Nuke, Wall, etc. Despite this drawback, this is one of the best party members you can have on the team, due to its ability to learn a large variety of magic, plus its decent attack and defense. They even get a decent amount of hit points to work with.

White Mage -----> White Wizard

Make sure to take one of these along with you. No matter what party you use, it should always include a White Mage, due to their ability to heal, cure, and bring party members back to life. They have access to a wide variety of white magic spells, but they have poor hit points, attack, and defense. Despite this, bring one along, just for the white magic. When they upgrade to a White Wizard, they can now use higher level white magic, including a spell that brings a character back to life with all their hit points.

Black Mage -----> Black Wizard

He has the power to use a large variety of black magic, which is basically offensive based magic. This includes stuff like Fire magic, Ice magic, death

magic, and other great stuff. However, he has an even worse attack than the White Mage, and his defense isn't much better. He does have a decent amount of Hit Points, but chances are he will die a lot if you don't keep him cured. However, you should bring one of them along, because of their offensive magic, which will get you out of a lot of situations, especially when it comes to bosses and some of the stronger enemies in the game. (Warmech, anyone?)

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{ IV. Walkthrough }
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Those of you that have read my other Final Fantasy guides know exactly how I do the format of the walkthrough for the Final Fantasy games. However, this time, since this game is pretty simple to go through, I am not going to do a major walkthrough. Instead, I am going to do simple sections, describing exactly what to do, and that's it. No checklists, shopping guides, etc. I will point out what to buy in the towns, however.

OPENING THE GAME: CORNERIA CASTLE

Suggested Level: 1

Items: None

Monsters: Creep, Imp, Werewolf

Bosses: None

The screen will open and you will be on the overworld. However, you are unequipped, so you better go prepare before starting your adventure. Hell, you need to find out what your adventure is before you start it! Therefore, go up into the castle. Go straight up the stairs, and talk to the King. He will tell you that the Princess has been kidnapped! And since you are the coveted "Light Warriors" (or so he presumes), you can go save her. I bet you're just THRILLED at the prospect of rescuing another princess, eh?

Now, head out of the castle, and go into one of the town icons, they all lead to the same place. You will find several people here to talk to, an Inn, a weapon shop, armor shop, black magic shop, white magic shop, and other minor stuff. First, head past the Inn and go into the weapons shop. Buy the following items for each character. Then go into the armor shop and buy items too.

	WEAPON SHOP	ARMOR SHOP
Fighter	Rapier	Chain Armor
Black Belt	Iron Nunchuk	Wooden Armor
Thief	Rapier	Wooden Armor
Red Mage	Rapier	Chain Armor
White Mage	Iron Hammer	Cloth
Black Mage	Small Dagger	Cloth

After you buy all that stuff and equip everyone with everything (go to the menu screen, and go to weapon, then armor), go up to the magic shop. Go into the white magic shop and buy Cure for your white or red mage. Now, go into the black magic shop and get Fire for your black or red mage.

Head outside the town, and walk around until you get to Level 2. Go in and rest

in the Inn, saving, and then go to the black magic shop and get Lit. Now, go out again, and walk around, until you get to Level 3. Go in, and go to the white magic shop and get Harm. Get Slep from the black magic shop, and save your game at the Inn again. You should be ready to go to the Temple of Fiends. From the town, go straight up, through the forest and swamp, and go in the white place.

TEMPLE OF FIENDS

Suggested Level: 3

Items: Cabin, Heal Potion, Cap, Were Sword, Soft Potion, Rune Sword

Monsters: Bone, Ghoul, Grey Wolf, Spider, Wolf, Zombie

Bosses: Garland

Go through the side of the temple clockwise to pick up the items. You will get a Cap (equip it to weakest character), Cabin, and Heal Potion. Ignore the door that is locked by the "Mystic Key", you will get that key later. Now, go straight through that door (you can go back to Corneria and save/heal at the Inn if you wish) and approach Garland.

Garland

HP: 106

You'd think he'd be a little tough, but if you are on Level 3, you should have no problem. If you have a fighter, have him attack. Same with Black Belts and Thieves. Black and Red mages should use Fire magic, while the White mage either attacks or cures with Cure magic. You can also use the Drink command to heal characters if they need it (use a Heal potion, heh). This battle isn't too tough at all.

You will be taken back to the King, who will give you the Lute, and will build you a bridge. Go out, cross the bridge, and watch the scene.

PRAVOKA

Suggested Level: 4

Items: Sailship, Heal Potions x2, Pure Potion

Monsters: None

Bosses: Pirates

Now, you are over the bridge. If you want, you can go north, into the cave, and get the items. Talk to the brooms, go outside, and hold down B and push Select. Enjoy the world map. Now, go back south to the bridge. Go east until you get to the town. Go in, rest and save at the inn, and talk to the guy with the tomahawk. He will tell you Pirates have invaded the town. Oh, the horror! Go talk to the pirate and he will send his crew to attack you!

PIRATES

HP: 9 each

Yeah, they only have 9 HP each, but there are nine of them! Just hack away on them until they die, but make sure you cure when needed, because they will gang up on you early, and two or three will be able to wipe you out by the end of the battle if you do not cure as needed. So, just cure as you need to, and it shouldn't be any problem.

Now, go back to the Inn. You got a ship, but don't go to it yet. Buy some new weapons, armor, and magic here. but it is going to take a while, because this is what I reccomend for each character.

Fighter - Gloves, Wooden Shield, Short Sword, Iron Armor
Black Belt - Gloves
Thief - Gloves, Scimitar
Red Mage - Gloves, Ice, Mute, Invs
White Mage - Gloves, Mute, Alit, Invs
Black Mage - Gloves, Ice, Slow

Now, that is a lot of stuff. Welcome to the main drawback of Final Fantasy. You are going to have to buy all that stuff, well you don't have to, but I reccomend it. And it takes a long time to gain the gold you need. Trust me, you'll be encountering this problem several times. You can either raise money fighting around the town, or just buying what you need. Whatever you decide. When you are done, step on the ship.

Go south, then west, into the port. This is the Castle of Elf.

=====

CASTLE OF ELF

Suggested Level: 5

Items: None

Monsters: Ogres

Bosses: None

=====

In this castle, you will discover that the Prince is under a sleeping spell, and he can only be woken up with a herb. Matoya has the herb. Matoya's Cave is the one you visited with the talking brooms, by the way. But don't go back there, instead go into the town below. This is Elfland. They have a bunch of stuff you can buy. Get Copper Bracelets for your mages, and a Dagger for a Black Mage. A Silver Sword for the Fighters and Red Mages would work well, too. In terms of magic, there's a bunch. I reccomend getting at least Cur2, Fir2, Lit2, Hrm2, Fast, and Ice2.

Note you don't have to get all the magic right now, because you will go through a cave next and should come out with a decent amount of Gil. Just get whatever you want for now (make sure to get Cur2, Hrm2, Lit2, heal potions, pure potions, and the equipment though), while raising levels and gaining gold outside the town. I reccomend Level 6 or 7 for the Marsh Cave. When you are ready, go northwest into the Castle. Talk to the King. Now go back to Elfland. Save.

Go east, around the mountain range, then south. Use a tent in front of the cave, save, then go in.

=====

MARSH CAVE

Suggested Level: 7

Items: 680 G, Short Sword, Large Dagger, 620 G, Iron Armor, 295 G, 385 G,
House, Copper Bracelet, Crown, Silver Knife, Silver Bracelet, 1020 G
Monsters: Red Bone, Zombie, Ghoul, Grey Wolf, Were Wolf, Scorpion, Crawl,
Scum, Muck, Shadow, Gargoyle, Arachnid, Bone, Spider

Bosses: Wizard

=====

When you enter the cave, go north and get the chests. Then, go south, and take the stairs into the next room. Go through this room until you get to the stairs, which take you to the next room. In this room, there are all these locked doors. Go one door to the right, then 3 rooms down. Open the chest, and fight the Wizards.

WIZARDS

HP: 84 each

These guys have a weakness for lightning, which is why I told you to bring Lit2 in here with you. If you have Lit2, cast it every round. Have everyone else attack, while the White Mage cures as needed. Make sure to focus on one Wizard at a time, that way, you won't have to worry about a group of wizards ganging up on one character.

You get the Crown from this battle. Yay. Get the rest of the chests from this room, then leave the Marsh Cave. Go back to the Inn in Elfland, buy more magic if you want it (didn't buy it before), then go to the Northwest Castle again.

=====

NORTHWEST CASTLE

Suggested Level: 10

Items: None

Monsters: None

Bosses: Astos

=====

Talk to the King again.. who reveals himself to be Astos. Uh oh.

ASTOS

HP: 168

This guy is pretty darn tough, if you are on a lower level, so I hope you saved before you entered here. Have your normal crew (Fighter, Thief, Black Belt) attack as normal, White Mages cure as needed, Red Mages attack or use magic, and Black Mages use magic. He doesn't have a weakness to any particular magic, but magic still does more damage than the Black Mage's normal attack. Provided you are on level 10, this guy shouldn't be too tough. He does know Rub though, which instantly kills one character, so make sure you beat him before he uses it, although you might not be able to help it.

=====

GETTING TO THE NEW WORLD

Suggested Level: 10

Items: None

Monsters: None

Bosses: None

=====

After this battle, you get the Crystal. Now, go back to Matoya's Cave, north of Pravoka. Go in and hand her the Crystal. She will give you the Herb. Go back to Castle of Elf and use the Herb on the Prince. He will give you the Mystic Key, which unlocks all the locked doors. Yay! Go back to Corneria Castle and unlock

the door, to get some TNT. Yay! Head west from Corneria, into the port. Go inside the Dwarven Cave, and get all the treasures. Equip the fighter with the Iron Helmet, and sell everything else, as you can get some decent gil for this stuff, which isn't as good as the stuff you have equipped. Talk to Nerrick, hand him the TNT, and he will blow open the Canal. Now, you are in the new world!

=====

MELMOND

Suggested Level: 10

Items: None

Monsters: None

Bosses: None

=====

This place got rocked, so just buy the steel armor (it's expensive though) and gain some levels. Once you are on Level 12, you should have enough for the Steel Armor. Get Life, Cur3, Hrm3, Fir3, and Warp in terms of magic. Go south from Melmond to get to the Earth Cave.

=====

EARTH CAVE

Suggested Level: 12

Items: Silver Helmet, 450 G, 620 G, Great Axe, 1975 G, 880 G, Pure Potion, 795 G, Heal Potion x2, 3400 G, 1020 G, Ruby, Tent, Wooden Staff, Cabin, Silver Shield, 1455 G, 1250 G, 1520 G, 5450 G, 3400 G

Monsters: Cobra, Earth, Geist, Giant, Image, Lich, Wizard

Bosses: Vampire

=====

B1: When you enter, there is a split in the path, four ways. To the left, is the "Hall of Giants". Every step you take leads you into a battle with Giants and Iguanas. You can gain good experience and gold here, but they are tough. However, to gain even more experience, step in front of a chest, kill the enemy, step back, go up in front of the chest again to trigger another battle. They give a lot more experience and almost as much gold. The top path leads to 1975G, and the bottom path leads to 880G, 795G, Pure Potion, and Heal Potion. Now, go right and go down the stairs.

B2: Go right, and down. Keep following the path and you'll make it to the next room.

B3: Follow the path, and approach the Vampire.

VAMPIRE

HP: 156

This guy is easy as pie. He has a weakness for Fire and Harm, and if you bought Fir3 and Hrm3 from Melmond, you can just blast him with those 2 spells for a quick win. If you didn't, use Fir2 and Hrm2, while everyone else attacks. The only major attack of the Vampire is Dazzle, which temporarily stuns one party member, but that is no big deal, since he'll be dead before you know it anyways.

Get the Ruby, then go back to Melmond and rest/save at the Inn. Now, go southwest.

=====

TITAN'S TUNNEL, SARDA'S CAVE, AND BACK TO THE EARTH CAVE

Suggested Level: 18

Items: Silver Helmet, 450 G, 620 G, Great Axe

Monsters: Arachnid, Bull, Cockatrice, Green Ogre, Grey Wolf, Mummy, Ooze, Tiger, Troll

Bosses: Lich

=====

Enter the Tunnel and feed the Titan the Ruby. Get the chests from the cave (make sure to equip the fighter with the Silver Helmet, and Great Axe if you don't have the Silver Sword.) and then head south to Sarda's Cave. He'll give you the Rod. Go back to Melmond, sell the Great Axe, save and rest at the inn, then go back to the Earth Cave. Go back to where the Vampire was, and keep going. Use the Rod on the plate and it will crumble. Continue down.

B4: Get the Silver Shield, move on.

B5: Head up, then left, then down. In this chamber, heal your party, then enter and talk to the Orb. It will shatter, and Lich will appear. Whee.

LICH

HP: 400

Make sure to keep healed at all times. Lich will cast Fast on himself, which is really not a good thing for you. So, counterattack the effects of the Fast spell he casted on himself by casting Slow on him. He has a weakness for Fire magic, so have everyone that can use Fire magic (Red Mage, Black Mage) pound away on him with Fir3. Cast Fast on the Fighter if you want to, as he does some good attacks, and the faster he goes, the quicker Lich goes down. Lich is dangerous, so keep healed.

Step onto the black orb and you will be transported outside.

=====

CRESCENT LAKE AND THE GURGU VOLCANO

Suggested Level: 20

Items: 750 G, 895 G, Giant Sword, 4150 G, Silver Helmet x3, 1520 G, Heal Potions x2, Cabin, 1760 G, 1520 G, Silver Shield, 1455 G, Silver Axe, 1975 G, Pure Potion

Monsters: Agama, Bull, Cerebus, Green Ogre, Sphinx, Scorpion, Giant, Muck, Iguana, Pede, Red Dragon, Red Giant, Fire, Red Gargoyle, Grey Worm, Wizard Ogre, Hyena, Red Hyena

Bosses: Kary

=====

Go back into the ship and head east, but when you get to the canal, go south, do not go through the canal. Follow the shore until you get to the dock to the northeast of Crescent Lake. Now, go into the town. Talk to the 12 Sages, and you will get a Canoe. Buy weapons, armor, and magic (do not get Silver Armor). Get 99 potions, rest and save, and use the Canoe and go into the river. Keep on going and fighting until you get to the base of the Volcano. Use a house, then go in.

B1: You can't help but get damaged by the lava, by the way. Go through here to the next room.

B2: Keep going left, and get the chests along the way.

B3A: Keep going right, and take the stairs.

B4A: Yikes, that's a lot of lava. Find the stairs and take them up.

B3B: Walk down, take the first left, down, and then left.

B4B: Equip the Ice Sword, equip the Flame Shield, go south.

B5: Go west and get the Flame Armor (equip it). Go southwest and approach Kary.

KARY

HP: 600

Have fast cast on everyone who attacks, so they get in some attacks. Magic does not really work too well, but it still does some damage, so have the Black Mage do magic every round, Ice2 and Lit2 are better than Fir2 in this situation. She will do Fire attacks, but she tends to do it on the person equipped with the Flame Armor for some odd reason. This whole battle is odd, quite frankly.

Yet another orb in your menu screen lights after this battle. 2 down, 2 to go! Head onto the orb and it will warp you out. Use a house, and save. Return to Crescent Lake, talk to the sages, and restock on stuff. Go out, then take the ship to the coastline on the north. Go to the river, then use the Canoe to go in. Go through the rivers until you get to the Ice Cave.

=====
ICE CAVE

Suggested Level: 23

Items: Heal Potion, 10000 G, 9500 G, Tent, Ice Shield, Flame Sword, Cloth, Floater, Ice Armor, Silver Gauntlet, 7900 G, 5450 G, 180 G, 9900 G, 5000 G, 12350 G

Monsters: Cocatrice, Frost Dragon, Frost Giant, Frost Wolf, Great Pedo, Mage, Sorceror, Spector, Wraith

Bosses: Eye
=====

Make sure to de-equip any flame armor you have, but the Ice sword still works well. There are no "ice weapons work worse against ice monsters" situations in this game, so don't worry about it. However, the same cannot be said for armor.

B1: Head right, down, and left, take the stairs.

B2A: Go down and left, take the stairs.

B3A: Hmmm..

B2B: Circle around the room and get the treasure. Give the Flame Sword to the Red Mage, otherwise it is useless. There is also a Cloth in here for some odd reason. Drop in the pitfall in front of the chest.

B3B: There are a lot of battles with undead creatures in here. Get all the chests in here, most of them contain gold. The stairs here are in the southeastern corner.

B1: One of the rooms has a pitfall, drop in it.

B2B: Step in front of the chest to fight the Eye. Equip the Rune Sword before you enter battle.

EYE

HP: 162

He may not have a lot of HP, but damn if he ain't tough. Whoever you equipped the Rune Sword with should attack, as it would do a good deal of damage to Eye. Hew can use all sorts of instant death spells, so kill him as quickly as possible! He also does Lit2, which lights up the party big time. Have everyone do their normal thing.

Get the Floater, then drop in the pitfall. Head out of the cave. Go directly south of Crescent Lake and dock. Use the floater in the desert to get the Airship. Yay!

=====

CASTLE OF ORDEALS

Suggested Level: 24

Items: Zeus Guantlet, Gold Bracelet, Ice Sword, Iron Guantlet, Heal Staff, House, 1455 G, 7340 G, Tail

Monsters: Tiger, Sphinx, Wyrm, Sauria, Manitcore, Sandworm, Giant, Iguana, Saber Tooth, Catman, Great Pede, Red Ankylo

Bosses: None
=====

This place is tough, but the reward is well worth it. It's located direcrly north of Corneria.

1F: No enemies in here at all. Just go into the next room.

2F: This is fun. Touch the column. Touch the next column. Touch the bottom column. Touch this column. Touch the bottom column. Touch the column. Touch the right column. Get the Gold Bracelet. Go south, then take the leftmost corridor heading south, then the leftmost one again. Touch the leftmost column. Take the stairs.

3F: Get all the items, and heal before you get to the final chest. Take out the Zombie Dragons using Fir2 and Hrm2, then get the Rat's Tail. Step on the Throne, exit, and that's it.

See the islands to the left of the castle? Go there. Grab all the items here, then talk to Bahamut. He will upgrade your classes. Yay! You just completed a major part of the game, as you now have access to equip virtually anything. Yay! Now, go get all the spells you need, everything. When you are done..

=====

BEFORE THE SEA SHRINE

Suggested Level: 26

Items: None

Monsters: None

Bosses: None
=====

The town is located in a narrow mountain valley on the northeast continent. Make sure to get 4 Pro Rings. When you are done, go back to the Ice Cave, go

up, and keep fighting the Eye. He is worthless as hell now in terms of attacks, and he gives you 3225 experience and 3225 gold. Yay! Keep fighting until you're bored, you should have a lot of gold and great levels now. Now, go buy all the stuff in Gaia you need.

Go to the northwestern continent, and find the desert. See the part with the forest? That's the caravan. Go in there, and buy the Bottle. Use it, and the Fairy will show up in the spring in the northeast corner of Gaia. Go there, and get the Oxyale from her. Now, go east to get to Onrac. Go in the submarine, which takes you to the Sea Shrine.

=====

SEA SHRINE

Suggested Level: 29

Items: 9900 G, 2000 G, 110 G, 450 G, 2750 G, 10000 G, 4150 G, 5000 G, 9000 G, 1760 G, 10 G, Opal Helmet, Opal Gauntlet, Opal Bracelet, Pure Potion, Opal Shield, Slab, Opal Armor, Light Axe x2, 12350 G, Mage Staff, 20 G, Ribbon, 9900 G, 5450 G, 7340 G, 2750 G, 8135 G, 7690 G, 385 G, Power Gauntlet

Monsters: Lobster, Ghost, Wizard Sahag, Big Eye, Naga, Sea Snake, Grey Shark, Sea Troll, Water, Rock Gol, Red Sahag, Shark

Bosses: Kraken

=====

F3A: Take the stairs on the right.

F4A: Make sure to get all the treasures in here. The stairs are in the southeastern part of the room.

F5: This place has a lot of great treasures, and no enemies. Walk to the northwestern corner, and head to the left through the narrow passageway. Get the Slab and other items. Now, go back to floor 3A.

F3A: Take the stairs on the left.

F2A: Follow the path and take the stairs.

F3B: Easy.

F4B: Follow the path and take the stairs.

F3C: Get the treasure, go north, then go through the exit to get to the stairs.

F2B: Get the treasure, equip someone with the Ribbon, then go through the stairs, which are to the west.

F1: Head left, then up. Go through the door, heal, and fight Kraken.

KRAKEN

HP: 800

This battle isn't that hard if you know what to do. He is weak against Lightning, so have the Black Wizard cast Lit3 every round. Cast Slow on Kraken, and cast Fast on the characters who attack, which means you'll be doing a lot more damage before he gets a turn to attack. If he casts Ink, use Lamp. Like I said, it isn't that tough.

When you win, the 3rd orb will light up on the menu. Yay! 3 down, 1 to go! Step on the orb, go outside, head to the Inn, save.

=====

WATERFALL

Suggested Level: 32

Items: Defense Sword, 5000 G, 6400 G, 13450 G, Ribbon, Wizard Staff

Monsters: Cocatrice, Gas Dragon, Mud Gol, Mummy, Nitemare, Perilisk, Wizard Mummy

Bosses: None

=====

You see the river near Onrac? Go up it using the Canoe. You'll eventually get to the Waterfall. The waterfall is simple enough. Get the six treasures (Ribbon! Defense Sword for Red Wizard!), and talk to the Robot. He'll give you the Cube. Leave here, and go back to Melmond. Talk to Dr. Unne, give him the Slab, and he will teach you the language of Lefeinish. Yay! Now, go to Lefein. Where is it? Northeast continent. You'll need to take a long walk to get there, though, so be warned.

=====

LEFEIN

Suggested Level: 32

Items: None

Monsters: None

Bosses: None

=====

Get the Chime from one of the people, and go through the western wall to the secret magic shops. Get the two spells if you have a White Wizard and Black Wizard, Lif2 and Nuke will be VERY beneficial. Now, go out and into the airship. Find a huge desert surrounded by a mountain range. The Mirage Tower is in the center of that desert.

=====

MIRAGE TOWER/FLOATING CASTLE

Party's level: 32

Items: Vorpall, Heal Helmet, Cabin, Aegis Shield 880 G, 2750 G, 3400 G, 18010 G, 13000 G, 12350 G, 7900 G, 8135 G, House, 7690 G, 10000 G, Sun Sword, Dragon Armor, 9900 G, Heal Potion, 4150 G, 7900 G, 5000 G, ProRing, 6720 G, Heal Helmet, 180 G, Bane Sword, Silver Helmet, House, Opal Gauntlet, 880 G, 13000 G, Ribbon, Opal Shield, Adamant, White Shirt, Black Shirt, 9000 G, Heal Potion, ProRing, 5450 G, Soft Potion, Katana, 6400 G, Cloth, ProCape, Soft Potion, 9500 G, 8135 G, 3400 G, 4150 G

Monsters: Air, Slime, Sentry, Jimera, Wizard Vampire, Grey Naga, Green Medusa, Fighter, Evilman, Warmech, Eye, Mancat, Manticor, Sorcerer, Nitemare, Guard, Batman, Rock Gol, Red Hydra, Mud Gol, Naocho, Cerebus, Blue Dragon, Saber Tooth Tiger, Chimera, Mummy, Wizard Mummy, Vampire, Perilisk, Guard

Bosses: Tiamat

=====

MIRAGE TOWER

F1: Get the treasure, go to the next floor.

F2: It's just a circle in the counterclockwise direction. Make sure to get all the treasures here.

F3: This place isn't that complicated so far. Circle around, beat up on the Blue Dragon, use the Cube to enter the Floating Castle.

FLOATING CASTLE

F1: This is where the fun begins. Go in the top path to get to the exit, but go east to get some chests, down to get a Bane Sword, and left to get some gold.

F2: Go southwest and get the Adamant. Warp out now, and go to the Dwarevn Blacksmith to get the XCalibur. Go back here, then go southwest to get a Black Shirt and White Shirt. West will net you a Ribbon and Opal Shield. Now, go south to the exit.

F3: Go right for some treasure, give the Pro Cape to a mage. Go west to get the Katana, then to the next floor.

F4: Go down, then take the second intersection right to get to a transporter.

F5: Warmech is on the floor. He's nasty. Just head up and pray you don't meet up with him. Tiamat's at the top.

TIAMAT

HP: 1000

Yikes. Have Nuke? Use it. It does a lot of damage. If you don't have it, turn the game off. Heh, just kidding. Use whatever strong magic you have. Have everyone attack as normal if they can't use strong magic, and of course, keep cured as needed. You may want to cast Inv2 on everyone to soften his physical attacks, which hurt a lot. He is pretty tough, but he only needs like 3 Nukes to die, so just have the Black Wizard keep on nuking and he will die soon enough.

4 down, 0 to go! Yay. Warp out. I advise going back to the Ice Cave and getting to Level 50 fighting the Eye, but 40 is okay.

=====

TEMPLE OF FIENDS

Party's level: 40

Items: Masamune, Pro Cape

Monsters: Worm, Phantom, Iron Gol, Frost Dragon, Chimera, Zombie Dragon, Frost Giant, Slime, Gas Dragon, Badman, Mage, Fighter, Kraken, Tiamat, Earth, Green Medusa, Mud Gol, Rock Gol, Lich, Agama, Grey Worm, Red Giant, Kary, Sea Troll, Lobster, Sea Snake, Water, Grey Shark, Wizard Sahag, Big Eye, Iron Gol, Sorcerer, Air, Vampire, Wizard Vampire

Bosses: Chaos
=====

Make sure you are loaded with items and magic before you enter. The Temple of Fiends is the first dungeon of the game, by the way, where you fought Garland at. Rest and save at Corneria, go up, and in. Whee.

F1: Head south, right, take the stairs.

F2: Head right.

F3: Go into the center room, beat up on the Phantom, hey the Lute finally came in handy here.

F2: Go through the stairs. So far, this place isn't that bad, but it's about to pick up.

F1: Keep going left.

B1: Just follow the path, ignoring the rooms. Lich is at the end, he's much easier, but he can Nuke people now.

B2: Go left, then up. Go to the right, then south, then left, to the stairs. Kary is blocking the stairs.

B3: Go south, beat Kraken, and take the stairs.

B4: This is divided into four sections. The southwest section has the strongest sword in the game, Masamune. Equip it on the White Wizard, NOW. Now, head to the northeastern section, kill Tiamat, and take the stairs.

B5: Go in the room, heal, amnd pray, cuz Garland will lead you to.. Chaos.
insert evil music

CHAOS

HP: 2000

They couldn't even spring for final boss music, eh? Ah well. If you are on Level 50, this guy will fall apart quicker than the Tampa Bay Bucs in their last playoff game. It's easy to get to Level 50 using the Eyes in the Ice Cave, so you may want to do that. If not, this guy is going to be tougher. The tough part about this battle is that Chaos knows Cur4, and he ain't afraid to use it. Have the Black Wizard use Nuke, while the White Wizard either attacks (Masamune!) or cure. Have everyone else attack, it might be good to cast Fast on the Knight. He has several strong attacks, including Crack, which kills everyone instantly (unless they have Pro Rings on), Inferno, which can be somewhat protected using a Ribbon, and Swirl, use Invs2 to counteract this. This will be a long battle, unless you are past Level 40, in which he'll die before you know it.

Wow, you just beat the game. Congrats, as this game is mighty tough! Watch the cheesy, text based ending, and that's it!

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{ V. Frequently Asked Questions }
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----Here is a list of frequently asked questions for Final Fantasy. I just made these up off the top of my head because I know they have been asked a lot. If you have any specific questions, email me at psychopenguin24@aol.com and if the question is good enough, I will add it to the guide, just like I did in Circle of the Moon. Thanks!----

Question #1: What party do you recommend using for a first time player?

A: Very simple. Use a Fighter, Black Belt, White Mage, and Black Mage. You can substitute Black Mage with Red Mage if you want. I used this party my first time through the game. You have the attack power of a Fighter, combined with the attack power of a Black Belt, curing magic of a White Mage, and attack magic of a Black Mage. Also, make sure to ALWAYS bring a White Mage, no matter what party you use.

Question #2: I recognize the victory theme from somewhere. Where?

A: Well, Squaresoft kept remixing this victory theme for later Final Fantasies, so you probably recognize it from a later Final Fantasy.

Question #3: How do I get the XCalibur sword? How about the Masamune?

A: To get the XCalibur sword, in the floating castle, make sure to get the Adamant. When you get it, return to the Dwarf Cave and hand it to the Dwarf. He will make you the XCalibur sword. For the Masamune, when you are in the Temple of Fiends for the 2nd time, go to the bottom right hand corner of Floor B4, the same room you fight Tiamat in, and you will find a chest with the sword located inside it.

Question #4: The battles go slow as hell. Why?

A: I swear I was going to give up this game forever at first because of the slow ass battles. But then my friend told me how to make them faster. On the main menu of the game, where you can choose Continue or New Game, there is a box that says Response Rate, followed by a number. It starts at 1, which means it goes EXTREMELY slow. I mean attacks take like 20 seconds to get off. Move the control pad once to the left, and it will be on 8. That's the fastest. Use that for speedier battles.

Question #5: Is it true that Squaresoft was gonna stop making games if Final Fantasy didn't turn out to be a hit?

A: Yeah. I was reading an article in Next Generation magazine, and they interviewed the guy who made this game. He said it was called Final Fantasy because the game was his last hope, AKA his "final fantasy". Thank God this game turned out to be so popular, eh?

Question #6: Why do you think Final Fantasy got so popular, especially since role playing games weren't that popular back then?

A: I think Nintendo Power had a lot to do with it. They really went overboard

in advertising the game. They had contests devoted to the game, they released a strategy guide for it, etc. Once everyone heard of the game, they decided to play it, and they realized how fun it was, and the rest is history.

Question #7: What's the highest level you can get to in the game?

A: You can get up to Level 50, nothing higher.

Question #8: What can I do to increase my challenge in the game?

A: There are several ways to do this, I might just do a Challenges section eventually. The main way is to kill off 3 of your characters and go through the whole game with just 1 character. This also works with 2 and 3. It's kinda easy with 3 though since you don't have to worry about buying as much stuff and you level up quicker. You can get to Level 50 with two characters pretty quickly. =)

----That's all for now.----

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{ VI. Boss Guide }
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Garland
HP: 106

You'd think he'd be a little tough, but if you are on Level 3, you should have no problem. If you have a fighter, have him attack. Same with Black Belts and Thieves. Black and Red mages should use Fire magic, while the White mage either attacks or cures with Cure magic. You can also use the Drink command to heal characters if they need it (use a Heal potion, heh). This battle isn't too tough at all.

PIRATES
HP: 9 each

Yeah, they only have 9 HP each, but there are nine of them! Just hack away on them until they die, but make sure you cure when needed, because they will gang up on you early, and two or three will be able to wipe you out by the end of the battle if you do not cure as needed. So, just cure as you need to, and it shouldn't be any problem.

ASTOS
HP: 168

This guy is pretty darn tough, if you are on a lower level, so I hope you saved before you entered here. Have your normal crew (Fighter, Thief, Black Belt) attack as normal, White Mages cure as needed, Red Mages attack or use magic, and Black Mages use magic. He doesn't have a weakness to any particular magic,

but magic still does more damage than the Black Mage's normal attack. Provided you are on level 10, this guy shouldn't be too tough. He does know Rub though, which instantly kills one character, so make sure you beat him before he uses it, although you might not be able to help it.

VAMPIRE
HP: 156

This guy is easy as pie. He has a weakness for Fire and Harm, and if you bought Fir3 and Hrm3 from Melmond, you can just blast him with those 2 spells for a quick win. If you didn't, use Fir2 and Hrm2, while everyone else attacks. The only major attack of the Vampire is Dazzle, which temporarily stuns one party member, but that is no big deal, since he'll be dead before you know it anyways.

LICH
HP: 400

Make sure to keep healed at all times. Lich will cast Fast on himself, which is really not a good thing for you. So, counterattack the effects of the Fast spell he casted on himself by casting Slow on him. He has a weakness for Fire magic, so have everyone that can use Fire magic (Red Mage, Black Mage) pound away on him with Fir3. Cast Fast on the Fighter if you want to, as he does some good attacks, and the faster he goes, the quicker Lich goes down. Lich is dangerous, so keep healed.

KARY
HP: 600

Have fast cast on everyone who attacks, so they get in some attacks. Magic does not really work too well, but it still does some damage, so have the Black Mage do magic every round, Ice2 and Lit2 are better than Fir2 in this situation. She will do Fire attacks, but she tends to do it on the person equipped with the Flame Armor for some odd reason. This whole battle is odd, quite frankly.

EYE
HP: 162

He may not have a lot of HP, but damn if he ain't tough. Whoever you equipped the Rune Sword with should attack, as it would do a good deal of damage to Eye. Hew can use all sorts of instant death spells, so kill him as quickly as possible! He also does Lit2, which lights up the party big time. Have everyone do their normal thing.

TIAMAT
HP: 800

This battle isn't that hard if you know what to do. He is weak against Lightning, so have the Black Wizard cast Lit3 every round. Cast Slow on Kraken, and cast Fast on the characters who attack, which means you'll be doing a lot more damage before he gets a turn to attack. If he casts Ink, use Lamp. Like I said, it isn't that tough.

KRAKEN
HP: 1000

Yikes. Have Nuke? Use it. It does a lot of damage. If you don't have it, turn the game off. Heh, just kidding. Use whatever strong magic you have. Have everyone attack as normal if they can't use strong magic, and of course, keep cured as needed. You may want to cast Inv2 on everyone to soften his physical attacks, which hurt a lot. He is pretty tough, but he only needs like 3 Nukes to die, so just have the Black Wizard keep on nuking and he will die soon enough.

CHAOS
HP: 2000

They couldn't even spring for final boss music, eh? Ah well. If you are on Level 50, this guy will fall apart quicker than the Tampa Bay Bucs in their last playoff game. It's easy to get to Level 50 using the Eyes in the Ice Cave, so you may want to do that. If not, this guy is going to be tougher. The tough part about this battle is that Chaos knows Cur4, and he ain't afraid to use it. Have the Black Wizard use Nuke, while the White Wizard either attacks (Masamune!) or cure. Have everyone else attack, it might be good to cast Fast on the Knight. He has several strong attacks, including Crack, which kills everyone instantly (unless they have Pro Rings on), Inferno, which can be somewhat protected using a Ribbon, and Swirl, use Invs2 to counteract this. This will be a long battle, unless you are past Level 40, in which he'll die before you know it.

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{ VII. Items List }
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----This is a list of all the items in the game and what they do.----

Item Name: Cabin
Cost of Item: 250 gil
Description: You can save your game and recover all of your HP.

Item Name: Heal Potion
Cost of Item: 60 gil
Description: You can revive 30 HP using this potion.

Item Name: House
Cost of Item: 3000 gil
Description: You can save your game and recover all of your HP and MP.

Item Name: Pure Potion
Cost of Item: 75 gil
Description: It cures poison.

Item Name: Soft Potion
Cost of Item: 800 gil
Description: It cures the Stone status.

Item Name: Tent
Cost of Item: 75 gil
Description: You can save your game on a save point using this item. Wow.

=====RARE ITEMS LIST=====

Item Name: Adamant
Location: Floating Castle
Description: You can give this to the Blacksmith so they make the Excalibur sword.

Item Name: Airship
Location: Use the Floater on the Desert.
Description: You can use this to move around the world quicker, and you can explore new places using this.

Item Name: Bottle
Location: Caravan in the desert west of Onrac.
Description: You can use this in the Fairy's Spring in Gaia to get the Oxyale for the Submarine.

Item Name: Canoe
Location: Defeat Lich and talk to the 12 Sages located in Crescent Lake.
Description: You can use this to travel in rivers.

Item Name: Chime
Location: Talk to the man in Lefein after learning their native language.
Description: It opens the door to the Mirage Tower.

Item Name: Crown
Location: It is located in floor B3 of the Marsh Cave.
Description: Give it to the Dark Elf.

Item Name: Crystal

Location: Defeat Astos.

Description: It allows you to get the herb to wake up the Prince.

Item Name: Cube

Location: In the waterfall

Description: It allows you to fight the boss in the Mirage Tower.

Item Name: Floater

Location: It is located inside the Ice Cave.

Description: It is used mainly to give you the Airship.

Item Name: Herb

Location: Give the Crystal to Matoya.

Description: Wake the prince up using this.

Item Name: Lute

Location: Beat Garland.

Description: Despite the fact you get it so early, you won't actually use it until towards the end of the game.

Item Name: Mystic Key

Location: The Prince of Elfland gives it to you when you wake him up.

Description: It opens any door.

Item Name: Oxyale

Location: Fairy's Spring in Gaia, buy the bottle from the Caravan.

Description: It allows you to use the Submarine.

Item Name: Rod

Location: The Titan will move, allowing you to see the sage.

Description: It allows you to lift the Stone Plate.

Item Name: Ruby

Location: Earth Cave

Description: Rubies taste great and are less filling than regular gems.

Item Name: Ship

Location: Defeat the Pirates in Pravoka.

Description: You can use this to travel to new lands.

Item Name: Slap
Location: Sea Shrine
Description: You can learn Lefeinish by giving this to Dr. Unne

Item Name: Tail
Location: Castle of Ordeals
Description: Give this item to Bahamut in the Cardia Islands and he will change your class to a higher one.

Item Name: T.N.T
Location: Coneria Castle after receiving Mystic Key.
Description: You can blow up the canal using this.

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{ VII. Weapons List }
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----Here is a list of all the weapons in this game.----

Name of Weapon: Bane Sword
Price: N/A
Resale Value: 30,000
Attack Power: 22
Hit Percentage: 20
Equipped By: Knight, Ninja, Red Wizard
Location: Floating Castle

Name of Weapon: Cat Claw
Price: 65,000
Resale Value: 32,500
Attack Power: 22
Hit Percentage: 35
Equipped By: Knight, Ninja, Red Wizard, Black Wizard
Location: Gaia Town

Name of Weapon: Coral Sword
Price: N/A
Resale Value: 4,000
Attack Power: 19
Hit Percentage: 15
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard
Location: Earth Cave

Name of Weapon: Defense Sword

Price: N/A
Resale Value: 20,000
Attack Power: 30
Hit Percentage: 35
Equipped By: Knight, Ninja, Red Wizard
Location: Waterfall
Description: It casts Ruse when used as an item during battle.

Name of Weapon: Dragon Sword
Price: N/A
Resale Value: 4,000
Attack Power: 19
Hit Percentage: 15
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard
Location: Dwarf Cave

Name of Weapon: Falchion
Price: 450
Resale Value: 225
Attack Power: 15
Hit Percentage: 10
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard
Location: Northwest Castle

Name of Weapon: Flame Sword
Price: N/A
Resale Value: 5,000
Attack Power: 26
Hit Percentage: 20
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Ice Cave
Description: It works well against Ice based monsters.

Name of Weapon: Giant Sword
Price: N/A
Resale Value: 4,000
Attack Power: 21
Hit Percentage: 20
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Gurgu Volcano
Description: It works well against Giants/Ogres.

Name of Weapon: Great Axe
Price: N/A
Resale Value: 1,000
Attack Power: 22
Hit Percentage: 5
Equipped By: Fighter, Knight, Ninja
Location: Titan's Tunnel

Name of Weapon: Hand Axe
Price: 550
Resale Value: 275
Attack Power: 16
Hit Percentage: 5
Equipped By: Fighter, Knight, Ninja
Location: Pravoka Town

Name of Weapon: Head Staff
Price: N/A
Resale Value: 12,500
Attack Power: 0
Hit Percentage: 0
Equipped By: Ninja, White Mage, White Wizard
Location: Castle of Ordeals

Name of Weapon: Ice Sword
Price: NA
Resale Value: 7,500
Attack Power: 29
Hit Percentage: 25
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Gurgu Volcano
Description: It works well against Fire based monsters.

Name of Weapon: Iron Hammer
Price: 10
Resale Value: 5
Attack Power: 9
Hit Percentage: 0
Equipped By: Fighter, Knight, Ninja, White Mage, White Wizard
Location: Corneria Town

Name of Weapon: Iron Nunchuk
Price: 200
Resale Value: 100
Attack Power: 16
Hit Percentage: 0
Equipped By: Ninja, Black Belt, Master
Location: Elfland

Name of Weapon: Iron Staff
Price: 200
Resale Value: 100
Attack Power: 14
Hit Percentage: 0
Equipped By: Fighter, Knight, Ninja, Black Belt, Master
Location: Elfland

Name of Weapon: Katana
Price: N/A
Resale Value: 30,000
Attack Power: 33
Hit Percentage: 35
Equipped By: Ninja
Location: Floating Castle

Name of Weapon: Large Dagger
Price: 175
Resale Value: 87
Attack Power: 7
Hit Percentage: 10
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard, Black Mage,
Black Wizard
Location: Elfland

Name of Weapon: Light Axe
Price: N/A
Resale Value: 5,000
Attack Power: 28
Hit Percentage: 15
Equipped By: Fighter, Knight, Ninja
Location: Sea Shrine
Description: It casts Hrm 2 when used as an item during battle.

Name of Weapon: Long Sword
Price: 1,500
Resale Value: 750
Attack Power: 20
Hit Percentage: 10
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Melmond

Name of Weapon: Mage Staff
Price: N/A
Resale Value: 12,500
Attack Power: 12
Hit Percentage: 10
Equipped By: Ninja, Black Mage, Black Wizard
Location: Sea Shrine
Description: It casts Fir2 when used as an item during battle.

Name of Weapon: Masamune
Price: N/A
Resale Value: 30,000
Attack Power: 56

Hit Percentage: 50

Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard

Location: Temple of Fiends (Past)

Name of Weapon: Power Staff

Price: N/A

Resale Value: 12,345

Attack Power: 12

Hit Percentage: 0

Equipped By: Fighter, Knight, Ninja, Black Belt, Master, White Mage, White Wizard, Black Mage, Black Wizard

Location: Northwest Castle

Name of Weapon: Rapier

Price: 10

Resale Value: 5

Attack Power: 9

Hit Percentage: 5

Equipped By: Fighter, Knight, Ninja, Thief, Red Mage, Red Wizard

Location: Corneria Town

Name of Weapon: Rune Sword

Price: N/A

Resale Value: 2,500

Attack Power: 18

Hit Percentage: 15

Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard

Location: Temple of Fiends (Present)

Description: It works well against magic users.

Name of Weapon: Sabre

Price: 450

Resale Value: 225

Attack Power: 13

Hit Percentage: 5

Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard

Location: Elfland

Name of Weapon: Scimitar

Price: 200

Resale Value: 100

Attack Power: 10

Hit Percentage: 10

Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard

Location: Pravoka Town

Name of Weapon: Short Sword

Price: 550
Resale Value: 275
Attack Power: 15
Hit Percentage: 10
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Pravoka Town

Name of Weapon: Silver Axe
Price: 4500
Resale Value: 2250
Attack Power: 25
Hit Percentage: 10
Equipped By: Fighter, Knight, Ninja
Location: Crescent Lake

Name of Weapon: Silver Hammer
Price: 2500
Resale Value: 1250
Attack Power: 12
Hit Percentage: 5
Equipped By: Fighter, Knight, Ninja, White Mage, White Wizard
Location: Castle of Elf

Name of Weapon: Silver Knife
Price: 800
Resale Value: 400
Attack Power: 10
Hit Percentage: 5
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard
Location: Marsh Cave

Name of Weapon: Silver Sword
Price: 4,000
Resale Value: 2,000
Attack Power: 23
Hit Percentage: 15
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Elfland

Name of Weapon: Small Dagger
Price: 5
Resale Value: 2
Attack Power: 5
Hit Percentage: 10
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Corneria Town

Name of Weapon: Sun Sword
Price: N/A
Resale Value: 10,000
Attack Power: 32
Hit Percentage: 30
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Mirage Tower
Description: It works well against undead monsters.

Name of Weapon: Thor's Hammer
Price: N/A
Resale Value: 20,000
Attack Power: 18
Hit Percentage: 15
Equipped By: Knight, Ninja, White Wizard
Location: Mirage Tower
Description: It casts Lit2 when used as an item during battle.

Name of Weapon: Vorpall
Price: N/A
Resale Value: 15,000
Attack Power: 24
Hit Percentage: 25
Equipped By: Knight, Ninja, Red Wizard
Location: Mirage Tower

Name of Weapon: Were Sword
Price: N/A
Resale Value: 3,000
Attack Power: 18
Hit Percentage: 15
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Temple of Fiends (Present)
Description: It is effective against werewolf enemies.

Name of Weapon: Wizard Staff
Price: N/A
Resale Value: 25,000
Attack Power: 15
Hit Percentage: 15
Equipped By: Black Wizard
Location: Waterfall
Description: It casts Conf when used as an item during battle.

Name of Weapon: Wooden Nunchuk
Price: 10
Resale Value: 5
Attack Power: 12
Hit Percentage: 0

Equipped By: Ninja, Black Belt, Master
Location: Corneria Town

Name of Weapon: Wooden Staff
Price: 5
Resale Value: 2
Attack Power: 6
Hit Percentage: 0
Equipped By: Fighter, Knight, Ninja, Black Mage, Black Belt, Master, Black Wizard, Red Wizard, Red Mage
Location: Corneria Town

Name of Weapon: XCalibur
Price: N/A
Resale Value: 30,000
Attack Power: 45
Hit Percentage: 35
Equipped By: Knight
Location: Give Dwarf in Dwarf Cave the Adamant and he will give you this weapon.

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{ IX. Armor List }
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----Here is a list of all the armor in this game.----

Armor Name: Aegis Shield
Price: N/A
Resale Value: 20,000
Defense Power: 16
Evade Percentage: 0
Equipped By: Knight
Location: Mirage Tower
Description: It protects the wearer against Glance, Dark, Brak, and Rub.

Armor Name: Black Shirt
Price: N/A
Resale Value: 1
Defense Power: 24
Evade Percentage: 2
Equipped By: Black Wizard
Location: Floating Castle
Description: It casts Ice2 when used as an item during battle.

Armor Name: Buckler
Price: 2,500

Resale Value: 1,250
Defense Power: 2
Evade Percentage: 0
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard
Location: Crescent Lake

Armor Name: Cap
Price: 80
Resale Value: 40
Defense Power: 8
Evade Percentage: 2
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Temple of Fiends (Present)

Armor Name: Chain Armor
Price: 80
Resale Value: 40
Defense Power: 15
Evade Percentage: 15
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Corneria Town

Armor Name: Cloth
Price: 10
Resale Value: 5
Defense Power: 1
Evade Percentage: 2
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt
Location: Corneria Town

Armor Name: Copper Bracelet
Price: 1,000
Resale Value: 500
Defense Power: 4
Evade Percentage: 1
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Elfland

Armor Name: Copper Gauntlet
Price: 200
Resale Value: 100
Defense Power: 2
Evade Percentage: 3
Equipped By: Fighter, Knight, Ninja
Location: Castle of Elf

Armor Name: Flame Armor
Price: N/A
Resale Value: 1,500
Defense Power: 34
Evade Percentage: 10
Equipped By: Fighter, Knight, Ninja
Location: Gurgu Volcano
Description: It protects very well against Ice attacks.

Armor Name: Flame Shield
Price: N/A
Resale Value: 5,000
Defense Power: 12
Evade Percentage: 0
Equipped By: Fighter, Knight, Ninja
Location: It protects very well against Ice attacks.

Armor Name: Gloves
Price: 60
Resale Value: 30
Defense Power: 1
Evade Percentage: 1
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Pravoka Town

Armor Name: Gold Bracelet
Price: 50,000
Resale Value: 25,000
Defense Power: 34
Evade Percentage: 1
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Castle of Ordeals

Armor Name: Heal Helmet
Price: N/A
Resale Value: 10,000
Defense Power: 6
Evade Percentage: 3
Equipped By: Knight, Ninja
Location: Mirage Tower
Description: It restores lost hit points to characters when used as an item during battle.

Armor Name: Ice Armor
Price: N/A
Resale Value: 15,000
Defense Power: 34
Evade Percentage: 10

Equipped By: Fighter, Knight, Ninja
Location: It protects very well against Fire attacks.

Armor Name: Ice Shield
Price: N/A
Resale Value: 5,000
Defense Power: 12
Evade Percentage: 0
Equipped By: Fighter, Knight, Ninja
Location: It protects very well against Fire attacks.

Armor Name: Iron Armor
Price: 800
Resale Value: 400
Defense Power: 24
Evade Percentage: 23
Equipped By: Fighter, Knight, Ninja
Location: Pravoka Town

Armor Name: Iron Gauntlet
Price: 750
Resale Value: 375
Defense Power: 4
Evade Percentage: 5
Equipped By: Fighter, Knight, Ninja
Location: Northwest Castle

Armor Name: Iron Helmet
Price: 450
Resale Value: 225
Defense Power: 5
Evade Percentage: 5
Equipped By: Fighter, Knight, Ninja
Location: Dwarf Cave

Armor Name: Iron Shield
Price: 100
Resale Value: 50
Defense Power: 4
Evade Percentage: 0
Equipped By: Fighter, Knight, Ninja
Location: Elfland

Armor Name: Opal Armor
Price: N/A
Resale Value: 30,000
Defense Power: 42
Evade Percentage: 10

Equipped By: Knight
Location: Sea Shrine

Armor Name: Opal Gauntlet
Price: N/A
Resale Value: 10,000
Defense Power: 8
Evade Percentage: 3
Equipped By: Knight
Location: Sea Shrine

Armor Name: Opal Helmet
Price: N/A
Resale Value: 50,000
Defense Power: 8
Evade Percentage: 3
Equipped By: Knight
Location: Sea Shrine

Armor Name: Opal Shield
Price: N/A
Resale Value: 7,500
Defense Power: 16
Evade Percentage: 0
Equipped By: Knight
Location: Sea Shrine

Armor Name: Power Gauntlet
Price: N/A
Resale Value: 5,000
Defense Power: 6
Evade Percentage: 3
Equipped By: Fighter, Knight, Ninja, Red Mage
Location: Sea Shrine
Description: It protects against the use of SABR.

Armor Name: Pro Cape
Price: N/A
Resale Value: 10,000
Defense Power: 8
Evade Percentage: 2
Equipped By: Fighter, Knight, Thief, Ninja, Red Mage, Red Wizard, White Mage,
White Wizard, Black Mage, Black Wizard
Location: Floating Castle

Armor Name: Pro Ring
Price: 20,000
Resale Value: 10,000

Defense Power: 8
Evade Percentage: 1
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Gaia Town
Description: It blocks the effects of RUB when used as an item during battle.

Armor Name: Ribbon
Price: N/A
Resale Value: 1
Defense Power: 1
Evade Percentage: 1
Equipped By: Fighter, Knight, Thief, Ninja, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Waterfall, Sea Shrine, Floating Castle
Description: It protects against special attacks when used as an item during battle (if you use it as an item during battle, you're crazy)

Armor Name: Silver Armor
Price: 7,500
Resale Value: 3,750
Defense Power: 18
Evade Percentage: 8
Equipped By: Fighter, Knight, Ninja, Red Mage, Red Wizard
Location: Dwarf Cave

Armor Name: Silver Bracelet
Price: 5,000
Resale Value: 2,500
Defense Power: 15
Evade Percentage: 1
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard, White Mage, White Wizard, Black Mage, Black Wizard
Location: Marsh Cave

Armor Name: Silver Gauntlet
Price: 2,500
Resale Value: 1,250
Defense Power: 6
Evade Percentage: 3
Equipped By: Fighter, Knight, Ninja, Red Mage
Location: Crescent Lake

Armor Name: Silver Helmet
Price: 250
Resale Value: 125
Defense Power: 8
Evade Percentage: 3
Equipped By: Fighter, Knight, Ninja
Location: Titan's Tunnel

Armor Name: Silver Shield
Price: 2,500
Resale Value: 1,250
Defense Power: 8
Evade Percentage: 0
Equipped By: Fighter, Knight, Ninja
Location: Earth Cave

Armor Name: Steel Armor
Price: 45,000
Resale Value: 22,500
Defense Power: 34
Evade Percentage: 33
Equipped By: Fighter, Knight
Location: Melmond

Armor Name: White Shirt
Price: N/A
Resale Value: 1
Defense Power: 24
Evade Percentage: 2
Equipped By: White Wizard
Location: Floating Castle
Description: It casts INV2 when used as an item during battle.

Armor Name: Wooden Armor
Price: 50
Resale Value: 25
Defense Power: 4
Evade Percentage: 8
Equipped By: Fighter, Knight, Thief, Ninja, Black Belt, Master, Red Mage, Red Wizard
Location: Corneria Town

Armor Name: Wooden Helmet
Price: 100
Resale Value: 50
Defense Power: 3
Evade Percentage: 3
Equipped By: Fighter, Knight, Ninja
Location: Elfland

Armor Name: Wooden Shield
Price: 15
Resale Value: 7
Defense Power: 2
Evade Percentage: 0

Equipped By: Fighter, Knight, Ninja
Location: Pravoka Town

Armor Name: Zeus Gauntlet
Price: N/A
Resale Value: 7,500
Defense Power: 6
Evade Percentage: 3
Equipped By: Fighter, Knight, Red Mage
Location: Castle of Ordeals
Description: It protects well against lightning attacks.

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{ X. Magic List }
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----Here is a list of all the magic in this game.----

=====WHITE MAGIC LIST=====

{ ===Level 1=== }

Magic Name: Cure
Cost: 100
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat, Outside Combat
It Affects: One Character
Description: Restores 16 to 32 Hit Points to a single character.

Magic Name: Fog
Cost: 100
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat
It Affects: One Character
Description: Increases a character's Armor rating by 8 points.

Magic Name: Harm
Cost: 100
Users: White Mage, White Wizard
Used: During Combat
It Affects: All Undead Enemies
Description: It inflicts up to 80 Damage points on each undead enemy.

Magic Name: Ruse
Cost: 100
Users: Knight, Red Wizard, White Mage, White Wizard
Used: During Combat
It Affects: Spell Caster
Description: Evade rate of spell caster increases by 40 percent.

{ ===Level 2=== }

Magic Name: Lamp
Cost: 400
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat
It Affects: One Character
Description: This spell will remove the Dark status effect from a character.

Magic Name: Mute
Cost: 400
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat
It Affects: All Enemies
Description: It casts the mute status effect on all enemies.

Magic Name: Alit
Cost: 400
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat
It Affects: All Characters
Description: It gives the party resistance to lightning attacks.

Magic Name: Invs
Cost: 400
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat
It Affects: One Character
Description: It increases the evade rate of the selected party member by 20 percent.

{ ===Level 3=== }

Magic Name: Cur2
Cost: 1500
Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard
Used: During Combat, Outside of Combat
It Affects: One Character

Description: The selected party member will recover 32 to 64 hit points.

Magic Name: Hrm2

Cost: 1500

Users: White Mage, White Wizard

Used: During Combat

It Affects: All Undead Enemies

Description: It inflicts up to 160 Damage points on each undead enemy.

Magic Name: Afir

Cost: 1500

Users: Knight, Red Mage, White Mage, Red Wizard, White Wizard

Used: During Combat

It Affects: All Characters

Description: It gives the entire party resistance to fire attacks.

Magic Name: Heal

Cost: 1500

Users: White Mage, White Wizard

Used: During Combat, Outside of Combat

It Affects: One Character, All Characters

Description: For one character, it restores 24 to 48 hit points. When cast on the whole party, each character will regain 12 to 24 HP each.

{ ===Level 4=== }

Magic Name: Pure

Cost: 4000

Users: Red Mage, White Mage, Red Wizard, White Wizard

Used: During Combat, Outside of Combat

It Affects: One Character

Description: It acts as an antidote, removing the poison status effect from one party member.

Magic Name: Fear

Cost: 4000

Users: White Mage, White Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes all enemies to run away from battle.

Magic Name: Aice

Cost: 4000

Users: Red Mage, White Mage, Red Wizard, White Wizard

Used: During Combat

It Affects: All Characters

Description: It gives the entire party resistance to ice attacks.

Magic Name: Amut

Cost: 4000

Users: Red Wizard, White Mage, White Wizard

Used: During Combat

It Affects: One Character

Description: It removes the mute status effect from one party member.

{ ===Level 5=== }

Magic Name: Cur3

Cost: 8000

Users: Red Mage, White Mage, Red Wizard, White Wizard

Used: During Combat, Outside of Combat

It Affects: One Character

Description: A character will regain up to 128 hit points.

Magic Name: Life

Cost: 8000

Users: Red Wizard, White Mage, White Wizard

Used: Outside of Combat

It Affects: One Character

Description: It brings a party member back to life with 1 HP. Does not work during combat.

Magic Name: Hrm3

Cost: 8000

Users: White Mage, White Wizard

Used: During Combat

It Affects: All Undead Enemies

Description: It does up to 240 damage on all undead enemies.

Magic Name: Hel2

Cost: 8000

Users: White Mage, White Wizard

Used: During Combat

It Affects: One Character, All Characters

Description: Restores up to 48 hit points to a single party member, or 24 to 48 hit points to each party member when cast on the whole party.

{ ===Level 6=== }

Magic Name: Soft

Cost: 20,000
Users: White Mage, White Wizard
Used: Outside of Combat
It Affects: One Character
Description: It removes the Stone status effect from one party member.

Magic Name: Exit
Cost: 20,000
Users: Red Wizard, White Wizard
Used: Outside of Combat
It Affects: All Characters
Description: Escape from a dungeon when not in battle.

Magic Name: Fog2
Cost: 20,000
Users: Red Wizard, White Mage, White Wizard
Used: During Combat
It Affects: All Characters
Description: Each character's armor rating will increase by 12 points.

Magic Name: Inv2
Cost: 20,000
Users: Red Wizard, White Mage, White Wizard
Used: During Combat
It Affects: All Characters
Description: Each character's evade rating will increase by 40 percent.

{ ===Level 7=== }

Magic Name: Arub
Cost: 45,000
Users: Red Wizard, White Mage, White Wizard
Used: During Combat
It Affects: All Characters
Description: When cast, each party member will be immune to Rub, Squint, and XXXX.

Magic Name: Hel3
Cost: 45,000
Users: White Mage, White Wizard
Used: During Combat
It Affects: All Characters
Description: Restores 48 to 96 HP for each party member.

Magic Name: Cur4
Cost: 45,000

Users: White Wizard
Used: During Combat, Outside of Combat
It Affects: One Character
Description: It restores all hit points to one character.

Magic Name: Hrm4
Cost: 45,000
Users: White Wizard
Used: During Combat
It Affects: All Undead Enemies
Description: It does up to 320 Damage points to all undead enemies.

{ ===Level 8=== }

Magic Name: Fade
Cost: 60,000
Users: White Wizard
Used: During Combat
It Affects: All Enemies
Description: It does up to 320 Damage points to all enemies.

Magic Name: Wall
Cost: 60,000
Users: White Wizard
Used: During Combat
It Affects: One Character
Description: It makes a character immune to all status effects and protects against magic.

Magic Name: Xfer
Cost: 60,000
Users: White Wizard
Used: During Combat
It Affects: One Character
Description: It removes a wall, etc. from an enemy.

Magic Name: Lif2
Cost: 60,000
Users: White Wizard
Used: Outside of Combat
It Affects: One Character
Description: It brings a character back to life with full hit points. Does not work during battle.

=====
=====BLACK MAGIC LIST=====

{ ===Level 1=== }

Magic Name: Fire

Cost: 100

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: It causes between 10 and 40 fire based damage to an enemy.

Magic Name: Lit

Cost: 100

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: It causes between 10 and 40 lightning based damage to an enemy.

Magic Name: Slep

Cost: 100

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes all enemies to fall asleep.

Magic Name: Lock

Cost: 100

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: Your hit percentage increases by 10 percent towards the selected enemy.

{ ===Level 2=== }

Magic Name: Ice

Cost: 400

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes between 10 and 40 points of ice based damage to an enemy.

Magic Name: Dark

Cost: 400

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: Each enemy's hit percentage will decrease.

Magic Name: Tmpr

Cost: 400

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Character

Description: The strength of the character's weapon will go up by 14 points.

Magic Name: Slow

Cost: 400

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: The enemies will attack at a less frequent rate.

{ ===Level 3=== }

Magic Name: Fir2

Cost: 1500

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes between 30 and 120 fire based damage to each enemy.

Magic Name: Lit2

Cost: 1500

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes between 30 and 120 lightning based damage to each enemy.

Magic Name: Hold

Cost: 1500

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: It temporarily stuns an enemy, meaning they won't do anything.

Magic Name: Lok2

Cost: 1500

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: Locks in all enemies, meaning your hit percentage goes up.

{ ===Level 4=== }

Magic Name: Ice2

Cost: 4000

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes between 30 and 120 points of ice based damage to each enemy.

Magic Name: Fast

Cost: 4000

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Character

Description: It increases speed of selected character.

Magic Name: Conf

Cost: 1500

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It confuses all enemies, so they attack each other.

Magic Name: Slp2

Cost: 4000

Users: Ninja, Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: It is more effective than Slep in terms of putting enemies to sleep.

{ ===Level 5=== }

Magic Name: Fir3

Cost: 8000

Users: Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes between 50 to 200 points of fire damage to all enemies.

Magic Name: Slo2

Cost: 8000

Users: Red Mage, Black Mage, Red Wizard, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: It is more effective than Slow in terms of slowing an enemy down.

Magic Name: Warp
Cost: 8000
Users: Black Mage, Red Wizard, Black Wizard
Used: Outside of Combat
It Affects: All Characters
Description: Warp to the previous level of a dungeon or cave.

Magic Name: Bane
Cost: 8000
Users: Red Mage, Black Mage, Red Wizard, Black Wizard
Used: During Combat
It Affects: All Enemies
Description: Kills off as many enemies as possible.

{ ===Level 6=== }

Magic Name: Lit3
Cost: 20,000
Users: Black Mage, Black Wizard, Red Wizard
Used: During Combat
It Affects: All Enemies
Description: It causes between 60 and 240 points of lightning damage to all enemies.

Magic Name: Rub
Cost: 20,000
Users: Black Mage, Black Wizard
Used: During Combat
It Affects: One Enemy
Description: Kills an enemy, does not work on undead enemies.

Magic Name: Qake
Cost: 20,000
Users: Black Mage, Black Wizard
Used: During Combat
It Affects: All Enemies
Description: Major earth based damage to all enemies.

Magic Name: Stun
Cost: 20,000
Users: Black Mage, Black Wizard
Used: During Combat
It Affects: One Enemy
Description: An enemy with over 300 HP will be paralyzed.

{ ===Level 7=== }

Magic Name: Ice3

Cost: 45,000

Users: Red Wizard, Black Mage, Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It causes between 70 and 280 points of ice damage to all enemies.

Magic Name: Brak

Cost: 45,000

Users: Black Wizard

Used: During Combat

It Affects: One Enemy

Description: It kills one enemy instantly.

Magic Name: Sabr

Cost: 45,000

Users: Black Wizard

Used: During Combat

It Affects: Spell Caster

Description: Black Wizard's weapon will increase by 40 percent in hit percentage and 15 percent in attack power for the remainder of battle.

Magic Name: Blnd

Cost: 45,000

Users: Black Mage, Black Wizard

Used: During Combat

It Affects: One Enemy

Description: Blinds an enemy so their hit percentage goes way down.

{ ===Level 8=== }

Magic Name: Stop

Cost: 60,000

Users: Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It stops all enemies so you can beat up on them.

Magic Name: Zap!

Cost: 60,000

Users: Black Wizard

Used: During Combat

It Affects: All Enemies

Description: It is an instant death spell to all enemies.

 Magic Name: XXXX
 Cost: 60,000
 Users: Black Wizard
 Used: During Combat
 It Affects: One Enemy
 Description: It is a stronger version of Rub.

 Magic Name: Nuke
 Cost: 60,000
 Users: Black Wizard
 Used: During Combat
 It Affects: All Enemies
 Description: It is a VERY strong attack, does 400 plus damage to all enemies.

+++++
 { XI. Enemies List }
 +++++

----Here is a list of all the enemies in the game.----

 Name: Name of Enemy
 HP: Hit Points
 EXP: Experience Gained
 GOLD: Gold Gained
 Power: Min/Max Attack Power
 Class: Class of Enemy
 Location: Enemy Location

Name	HP	EXP	GOLD	POWER	CLASS	LOCATION
Air	358	1614	807	53-106	None	Sky Castle
Ankylo	352	2610	1	98-196	None	Mirage Tower
Arachnid	64	141	50	5-10	None	Titan's Tunnel
Asp	56	123	50	6-12	Dragon	World Map
Astos	168	2250	2000	26-52	Undead	Northwest Castle
Badman	260	1263	1800	44-58	None	Mirage Tower
Big Eye	304	3591	3591	30-60	Water	Sea Shrine
Blue Dragon	454	3274	2000	92-184	Dragon	Mirage Tower
Bone	10	9	3	10-20	Undead	Temple of Fiends
Bull	164	489	489	22-44	None	Titan's Tunnel
Caribe	92	240	20	22-44	Water	Rivers
Catman	160	780	780	30-60	None	Mirage Tower
Cerebus	192	1182	600	30-60	None	Gurgu Volcano
Chaos	2000	None	None	100-500	None	Temple of Fiends
Chimera	300	2064	2500	30-60	Dragon	Mirage Tower
Cobra	80	165	50	22-44	None	Earth Cave
Coctrice	50	186	200	1-2	None	Ice Cave
Crawl	84	186	200	1-2	None	Marsh Cave
Creep	56	63	15	17-34	None	World Map

Earth	288	1536	738	66-132	None	Earth Cave
Evilman	190	2700	3000	55-110	Magician	Sky Castle
Eye	182	3225	3225	30-60	Magician	Ice Cave
Fighter	200	3420	3420	40-80	Magician	Sky Castle
Fire	276	1620	800	50-100	None	Gurgu Volcano
Frost Dragon	200	1701	2000	53-106	Dragon	Ice Cave
Frost Gator	142	1980	2000	56-112	Dragon	Ice Cave
Frost Giant	336	752	1752	60-120	Giant	Ice Cave
Frost Wolf	92	402	200	25-50	None	Ice Cave
Gargoyle	80	132	80	12-24	None	Marsh Cave
Garland	106	130	250	15-30	None	Temple of Fiends
Gas Dragon	352	4068	5000	72-144	Dragon	Waterfall
Gator	184	816	900	42-84	Water	Rivers
Geist	56	117	117	8-16	Undead	Earth Cave
Ghost	180	990	990	93-186	Undead	Sea Shrine
Ghoul	48	93	50	8-16	Undead	Temple of Fiends
Giant	240	879	879	38-76	Giant	Gurgu Volcano
Great Pede	320	2244	1000	73-146	None	Ice Cave
Green Medusa	96	1218	1218	11-22	None	Sky Castle
Green Ogre	132	282	300	23-46	Giant	World Map
Grey Imp	16	18	18	8-16	Giant	World Map
Grey Naga	420	3489	4000	7-14	Magician	Sky Castle
Grey Shark	344	2361	600	50-100	Water	Sea Shrine
Grey Wolf	72	93	22	14-28	None	Temple of Fiends
Guard	200	1224	400	25-50	None	Mirage Tower
Hydra	212	915	150	30-60	Dragon	Rivers
Hyena	120	288	72	22-44	None	Gurgu Volcano
Iguana	92	153	50	18-36	Dragon	World Map
Image	86	231	231	22-44	Undead	Earth Cave
Imp	8	6	6	4-8	Giant	World Map
Iron Gol	304	6717	3000	93-186	None	Temple of Fiends
Jimera	350	4584	5000	40-80	Dragon	Sky Castle
Kraken	800	4245	5000	50-100	Dragon	Sea Shrine
Kraken	1000	500	2	120-360	Dragon	Temple of Fiends
Kyzoku	50	60	120	14-28	None	Waters
Lich	400	2200	3000	40-80	Undead	Earth Cave
Lich	800	0	500	90-256	Undead	Temple of Fiends
Lobster	148	639	300	35-70	Water	Sea Shrine
Mad Pony	64	63	15	10-20	None	World Map
Mage	105	1095	1095	26-52	Magician	Ice Cave
Manticore	164	1317	650	22-44	None	Castle of Ordeal
Muck	76	255	70	30-60	None	Marsh Cave
Mud Gol	176	1257	800	64-128	Magician	Temple of fiends
Mummy	80	300	300	30-60	Undead	Titan's Tunnel
Naga	356	2355	2355	9-18	Magician	Sea Shrine
Naocho	344	3189	500	35-70	None	World Map
Nightmare	200	1272	700	30-60	None	Waterfall
Ocho	208	1224	102	20-40	Water	Rivers
Odd Eye	10	42	10	4-8	Water	Waters
Ogre	100	195	195	18-36	Giant	World Map
Ooze	76	252	70	32-64	None	Ice Cave
Pede	222	1194	300	38-76	None	Gurgu Volcano
Perilisk	44	423	500	20-40	None	Ice Cave
Phantom	360	1	1	120-240	Undead	Temple of Fiends
Pirates	6	40	40	8-16	None	Pravoka
Red Ankylo	256	1428	300	60-120	None	World Map
Red Bone	144	378	378	26-52	Undead	Marsh Cave
Red Caribe	172	546	46	37-74	None	World Map
Red Giant	300	1506	1506	73-146	Giant	Gurgu Volcano
Red Gargoyle	94	387	387	10-20	None	Gurgu Volcano

Red Hydra	182	1215	400	20-40	Dragon	Gurgu Volcano
Red Sahag	64	105	105	15-30	Water	Waters
Rock Gol	200	2385	1000	70-140	Magician	Sea Shrine
Saber Tiger	200	843	500	24-46	None	Mirage Tower
Sahag	28	30	30	10-20	Water	Waters
Sand Worm	200	683	900	46-92	None	Castle of Ordeal
Sauria	196	1977	658	30-60	Dragon	Castle of Ordeal
Scorpion	84	225	70	22-44	None	World Map
Scum	24	84	20	1-2	None	Marsh Cave
Sea Snake	224	957	600	35-70	Dragon	Sea Shrine
Sea Troll	216	852	852	40-80	Water	Sea Shrine
Sentry	400	4000	2000	102-204	None	Sky Castle
Shadow	50	90	45	10-20	Undead	Marsh Cave
Shark	120	267	66	22-24	Water	Waters
Slime	156	1101	900	49-98	None	Sky Castle
Sorcerer	112	822	999	1-2	None	Ice Cave
Specter	52	150	150	20-40	Undead	Ice Cave
Sphinx	228	1160	1160	23-46	None	Castle of Ordeal
Spider	28	30	8	10-20	None	Temple of Fiends
Tiger	132	438	108	22-44	None	Castle of Ordeal
T-Rex	600	7200	600	115-230	Dragon	World Map
Troll	184	621	631	24-48	None	Earth Cave
Tyro	480	3387	502	65-130	Dragon	World Map
Vampire	156	1200	2000	76-152	Undead	Gurgu Volcano
Warmech	1000	32000	32000	128-256	None	Mirage Tower
Water	300	1962	800	69-138	None	Sea Shrine
Wizard	84	276	300	30-60	Magician	Earth Cave
Wizard Ogre	144	723	723	23-46	Magician	Ice Cave
Wizard Sahag	204	882	882	47-94	Water	Sea Shrine
Wizard Vamp	300	2385	3000	90-180	Magician	Sky Castle
Wolf	20	24	6	8-16	None	Temple of Fiends
Worm	448	4344	1000	65-130	None	Temple of Fiends
Wraith	114	432	432	40-80	Undead	Ice Cave
Wym	260	1218	502	40-80	Dragon	Castle of Ordeal
Wyvern	212	1173	50	30-60	Dragon	World Map
Zombie	20	24	12	10-20	Undead	Temple of Fiends
Zombull	224	1050	1050	40-80	Undead	Mirage Tower

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 { XII. Secrets, etc. }
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Only 2, really.

 Puzzle Mini Game

Get in the ship, press A and B at the same time 55 times in a row to play this sliding puzzle mini game, it's pretty fun.

 Easy Experience and Gold

When you get 4 Pro Rings, go back to the Ice Cave and keep fighting the Eye.

That's all!

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{ XIII. Other Information }
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-----{CREDITS}-----
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-AdrenalineSL

For being a good friend, and she is a great writer. Check out her Dark Cloud guide and especially Chrono Cross, it kicks major ass. She also is doing a FFC guide with me, check out her Chrono Trigger guide! She is also a hottie! ^_^. Lots of love!

-Edge - Bowie_Knife@hotmail.com

I got the statistics guide from his great, GREAT guide, thanks!

-World of Nintendo - <http://www.world-of-nintendo.com>

For providing the instruction manual where I got the info for Section 2 from.

-Dingo Jellybean - <http://www.dingojellybean.com>

Very helpful and kick ass fellow. Check out his website!

-Nintendo Power

I got the lists from their strategy guide, well I rewrote them a tad too.

-Myself

For writing this damn guide. :)

-GameFAQs - <http://www.gamefaqs.com>

For posting this guide and most of my other guides.

-Fresh Baked Games - <http://www.fbgames.com>

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-Neoseeker - <https://www.neoseeker.com>

For posting this guide and most of my other guides.

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-My two best GameFAQs buds, Dyson and Carl

You guys have always been there for me, so thanks a bunch, both of you. I will always be here for you two, no matter what, and I value our friendship greatly.

=====
-----{CONTACT INFORMATION, MY OTHER GUIDES, ETC.}-----
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All my other guides and reviews can be found on my contributor page.

-<http://www.gamefaqs.com/features/recognition/9074.html>

All my unposted FAQs can be found on the following websites.

-<http://www.fbgames.com>

-<http://www.smcfadden.freesevers.com/faqs/me/>

Here is how you can contact me via e-mail or instant messengers.

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