

Final Fantasy Version Differences FAQ

by MightyCollector

Updated to v4.0 on Jan 24, 2009

Final Fantasy 1 Version Differences FAQ v4.0

Copyright 1999-2009 The Collector (collector@fforigins.com)

The newest version of this FAQ can always be found at fforigins.com

If you'd like to post it on your site, just ask me first.

This FAQ uses Shift-JIS encoding for Japanese text. The easiest way to view this is to install Japanese text support for your browser (or a browser with it built-in). You could also get JWPce (a Japanese word processor), which can be found at <http://www.physics.ucla.edu/~grosenth/jwpce.html>
Best viewed with an evenly spaced font, at least 78 characters to a line.

Table of Contents:

Section 1:

- [1.A] FF1 Game Versions
- [1.B] Famicom/NES
- [1.C] MSX
- [1.D] WonderSwan Color
- [1.E] Playstation (Japan)
- [1.F] FF Origins (North America)
- [1.G] FF Origins (Europe)
- [1.H] FOMA/CDMA
- [1.I] Game Boy Advance (Japan)
- [1.J] Game Boy Advance (North America)
- [1.K] Game Boy Advance (Europe)
- [1.L] PSP Anniversary Edition

Section 2:

- [2.A] Enemies
- [2.B] Weapons
- [2.C] Armor
- [2.D] Items
- [2.E] Special Items
- [2.F] Black Spells
- [2.G] White Spells
- [2.H] Enemy Special Attacks
- [2.I] Battle Commands
- [2.J] Status Ailments
- [2.K] Stats
- [2.L] Classes
- [2.M] Auto-names
- [2.N] Characters
- [2.O] Shops
- [2.P] Locations
- [2.Q] Misc

Section 3:

- [3.A] Thanks
 - [3.B] FAQ History
-

Section 1:

[1.A] FF1 Game Versions:

FF1 was originally released in Japan on the Famicom (NES) in 1987, ported to the MSX2 in 1988 (published by Microcabin), then in North America on the NES in 1990 (translated and published by Nintendo), and later in Brazil (published by Playtronic, Nintendo's official distributor there). Then in 1994, it was rereleased along with FF2j on a Famicom multicart. In 2000, it was remade for the WonderSwan Color in Japan, and could be purchased with a special edition Final Fantasy WSC. In 2002, a remake for the Japanese Playstation (based on the WSC version) was released, which was available separately and in a package with FF2 and some mini figures. In 2003, the 2-disc set was released in Europe (without the figures), and then on one disc in North America, both called Final Fantasy Origins. 2004 saw another version on Japanese FOMA cell phones, and later on CDMA phones. FF1+2 were once again released together on the Game Boy Advance, based on the WSC/PS versions, but with new stuff. This was then released in North America and Europe as FF1+2: Dawn of Souls. In 2007, for the 20th anniversary of the series, FF1 was released for the PSP in Japan, Asia, Korea, and North America, with higher resolution graphics and more new features. This version was released in Europe and Australia in 2008.

[1.B] Famicom/NES Differences:

The vast majority of the names of items, spells, monsters, etc. were changed from the original Japanese version. They can be found in the charts below. Most changes were probably made to save space, some were for censorship of religious references (Holy to FADE), some likely because of copyright reasons (Beholder to EYE), and some were just stupid (Lizard to IGUANA). The 4 Chaoses became the 4 Fiends, probably to avoid confusion. Most importantly, the ORBS in the English version were Crystals in the Japanese version. Gold was called Gil, like in later games.

Some graphics were also changed. The man in the Church/Clinic has a hat with a cross on it in the original version. The Church itself was changed; the heart on the US version's Clinic was a cross on the Church. Most of the classes have some minor differences in their battle poses. For example, the Super Monk/Master has a different hair style. Medusas are topless, and the Beholder/Eye & Death Beholder/Phantom look vastly different. Also, the candles found in some places were crosses, and the triangles in Tiamat's room were six-pointed stars.

The last floor of the Temple of Fiends/Chaos is empty in the US version, but full of monsters in the original. Some minor changes: The Japanese version does not let you skip past the story screen with the start button, and the options in the weapon and armor screens were highlighted in red.

Canada's version of FF1 is identical the US version, but the manual is in both English and French. Brazil's FF1 should also be the same, but probably has a Portuguese manual.

The version of FF1 on the FF1&2 cart is a cross between the Famicom and NES versions. All of the names are the same as the first Famicom version, but the character and monster graphics from the NES version are used. You can't skip the story screen, the weapon and armor screens have red highlight like the first Famicom version, and the monsters are missing from the final floor like the NES version.

[1.C] MSX2:

Names and such all seem to be the same as the Famicom version, but almost all of the graphics have been changed slightly. Most monsters have more colors to add depth, some even have completely different color schemes. Most graphics, such as classes, town, and overworld also have more colors for depth. Music is improved, but the sounds range from a little better to a little worse. The buzz you hear if you walk while poisoned is now a thumping sound. The Marsh Cave and Titan's Tunnel both use the Matoya's Cave music, while the Mirage Tower uses the Gurgu Volcano / Earth Cave music. There are load times to deal

with, and there's no smooth scrolling, so the screen is pretty jumpy when you walk. The invisible woman is visible. The encounter code is at least somewhat different as well. Battles seem more random, and the world map has been shifted up and to the left, so enemies appear in slightly different places. The buggy spells seem to have been fixed. The Adamant and Bottle stay in your item list even after you use them. Also, there's no credits when you cross the bridge.

I like to compare the graphical differences to the difference between the NES and Master System versions of Double Dragon. (The SMS hardware was very similar to the MSX2, in fact.) While the graphics are technically superior, some colors are odd choices.

The game came on one disk, and included a label to put onto a blank disk for saving. For some reason you could still only have one save file, but you could just save onto other disks. Since the MSX controller has only 2 buttons, the keyboard must be used instead of start and select. I haven't figured out how to access the ship minigame, if it's even possible.

The Black Belt no longer has power/armor based on his levels while unequipped, but seems pretty good with his chucks. You can't just hold the A button down to have everyone attack, you'll have to push it separately for each action. The graphics for weapons aren't aligned well, the Ruby (Gold) Bracelet only costs 10,000 Gil instead of 50,000, the screen is smaller, and multi-target spells don't waste time on dead characters.

[1.D] WonderSwan Color:

The names of both Beholders were changed, but all other names are the same as the Famicom version. This is likely due to copyright reasons, but I wonder why "Mind Flayer" is intact.

You can name your characters with Roman letters in addition to Katakana & Hiragana. Names are still limited to 4 letters though.

The graphics of everything have been upgraded to 16-bit-like quality, though the WSC's screen resolution is smaller than any other version. All of the classes have been redesigned; some a little, some a lot. The monsters are very much inspired by the original images, but completely redrawn, more colorful and detailed. The 2 Pedes (Ankheg & Remorhaz) have their colors swapped for no apparent reason. The overworld map has been altered a little, but not to any significant degree. Some other maps are altered a little to make them look a lot better (Sea Shrine for example), and to allow easier access to some places. "Offensive" things like crosses are gone. Full & empty chests now have different graphics.

Some new music has been added. A new opening sequence has a new song, which leads into a short version of the Prelude. The church (clinic) has its own song. There is a boss theme, 2 Fiend themes, and a final boss theme.

Some minor extra events have been added, such as an expanded conversation with the king of Cornelia, and a bridge-building scene. You can now walk around in shops, as in later games. The dancer in Cornelia now gives you hints. The invisible woman has simply been removed, rather than making her visible. There's also a few old men in the Cornelia Inn that provide tutorials. Some cinema scenes have been added, such as during the submarine ride and when the canal is built.

There's also a bit of hand-holding. Guards wait for you after you enter the town of Cornelia, the Princess calls you back if you try to leave the room without getting the Lute, the Elf Prince gives you the key immediately after you give the doctor the Herb (without having to talk to both of them), and the Caravan won't let you buy more than one Bottle. (They sell common items afterwards.)

Some gameplay changes were made also. You can now run by holding the B button. Attacking after an enemy dies no longer results in Ineffective. LIFE and SOFT can be used in battle too. You can also turn these features off.

There's also a quick save, which lets you save anywhere for free, but quits the game. Reloading this save erases it. There are 8 normal save slots now

instead of 1. All items, weapons, armor, etc. are placed in a common pool like later games, so item management is much easier. Story-related items also get a separate screen. You can buy items in quantities, and any shop will buy any kind of item. Spells can be forgotten (dropped) to make room for others. You can't board the ship from a non-port square, or enter a castle from the side. (I find it annoying.)

Battles are a little tighter and more descriptive. Instead of boxes to tell you what's happened, damage and healing are shown above the characters, and different status causes the characters to change colors. There are also indications of when monsters are sleeping, confused, etc. Your characters are no longer separated from the monsters by borders.

Some monsters regenerate HP every round; apparently they did before to a lesser extent, but now you can see it happening. Poison no longer bumps a character to the bottom, but dying and being turned to stone still do so. Battles are more random, as in: when you fight, what you fight, and what the enemy does. Some monsters are out of place, for example: northern river monsters can now be found in the south.

The buggy spells and weapons have been fixed. The Mute status no longer prevents items from being used. Warp takes you to the previous floor you were on, instead of the next floor closer to the exit.

The game is generally easier because of the bugfixes and better item management, to make up for it bosses have more HP.

Since the WSC has no select button, party order can be changed from the regular menu. Also, the map is now accessed by pressing B+Start. The mini game now gives lots of money for getting good times. You still get 100 Gil for just beating it, but now you get some items as well. The credits are no longer displayed when you cross the bridge.

[1.E] Playstation (Japan):

(I have not played the Japanese version myself, so I may not know everything.)

This is basically a port of the WonderSwan version with a few additions. The dialog now uses Kanji. An opening FMV and a longer ending have been added. The sounds are improved and the music is much better. The graphics have been improved for the Playstation's capabilities and the larger screen size. There are larger backgrounds, larger monsters, larger map characters, more colors, and transparency on spells. Flashier transitions occur when entering and exiting a battle. Riding in the airship now has a rounded perspective view. The controls have also been changed to accommodate the Playstation controller. (A in other versions=Circle, B=X) The menu screen music is gone; instead you hear the music from where you were, but quieter.

Added features include rumble support, a soft reset (L1+R1+L2+R2+Start+Select like other Playstation FFs), and an Easy mode where everything is cheaper, you gain levels faster, get MP faster, and there are higher MP caps. There is a Collections menu featuring a Bestiary, Item collection, and Artwork galleries that are unlocked as you progress through the game. You are given the option to save your completed game, as you must beat the game twice to unlock everything.

Going from cart to disc has added load times. They aren't bad though, even when using the memory card. Also, to speed things up further, the WSC's quick save has been replaced by a Memo File, which allows you to save anywhere (even in towns or dungeons) for free, but you lose it if you turn the power off.

[1.F] Playstation "FF Origins" (North America):

This version is mostly the same as the Japanese Playstation version, but there are a couple of small differences. There's a brand new translation. Characters can now have up to 6 letter names (finally!), and the names of items, spells, monsters, etc. have more letter space to accommodate the more accurate translation. While most of those names have more accurate translations, a few have kept their NES names. A lot of the character names,

which were pretty accurate on the NES, have been royally screwed with. These can all be found in the charts below. The dialog itself is a lot better than the original.

The controls were changed from the Japanese version. Circle & X were reversed (like every FF since 8, I believe). The controls are also sloppy, and can be very frustrating. (This may have been true in the Japanese version as well, but I can't confirm it.)

The game comes on the same disc as FF2.

[1.G] Playstation "FF Origins" (Europe):

(I'm not sure I know everything about this version as I've never played it.)

As far as I know, it should be mostly identical to the US Playstation version, but with changes for the PAL television standard (it may have black bars at the top and bottom and/or run 16.7% slower) and European market (multilingual instructions). The tombstone in Elfheim says Erdrick (like the US NES version) instead of Link (like the North American remakes and every Japanese version.) It also comes with 2 cards with concept artwork.

The game comes on its own disc, like the Japanese version.

[1.H] FOMA/CDMA:

(I don't know much about these versions as I've never played them.)

The FOMA cellphone version, called "Final Fantasy i", looks like a cross between the older (NES/MSX) versions and the remakes (WSC/PSX/GBA). The character and battle graphics look like the remakes while the maps look more like the originals (but slightly updated). The battle backgrounds are similar to the remakes, but not really the same. Character names can be up to 8 letters, more than any other version. Names can be in Roman letters or Japanese characters. The dialog uses Kanji. The font is large and attractive. The only boss theme is for the final boss. The invisible lady is gone.

The cutscenes, forced story, ship minigame, and the run button are gone (but there's an autorun option). The Auto-targetting from the other remakes is there, and bosses have the same HP as the WSC. Shops are like the original in that you can't walk around in them. The ability to drop spells and the quicksave of the other remakes is there, as well as an autosave. Levels, prices, and MP work like the original. Items, equipment, etc. work like the remakes. You can't change equipment in battle though. You can't board the ship from a non-port square, but you can enter castles from the side.

The CDMA 1X WIN version, called "Final Fantasy EZ", should be about the same as the FOMA one, but I don't have much info on it.

[1.I] Game Boy Advance (Japan):

This version is somewhere between being a port of the WSC/PSX versions, and being a new remake. There are 4 new dungeons (one for each Fiend), called "Soul of Chaos". They feature new weapons, armor, items, and monsters (most, if not all, are from later FFs) as well as references to other games in the series. Each of these dungeons has 4 bosses from an FF game, from FF3 to FF6.

The graphics are somewhere between the WSC & PSX versions. The monsters and characters are the same scale as the WSC, but as colorful and with the improved effects of the PSX. There is a "Mode 7" style airship mode that looks even better than the PSX. The colors look very bright and vivid compared to the WSC version, and some things are a slightly different color. The GBA has a higher resolution than the WSC, but not as high as the PSX. The worldmap is mostly the same as the WSC/PSX versions, but there are 4 entrances to the new dungeons.

The music seems almost up to the quality of the PSX version, but the sound isn't quite as good.

Other than the new dungeons, the dialog seems to be mostly the same as the other Japanese remakes, with a couple of changes (someone mentions Cid, Jim was renamed to Watts, etc.) There's an option for the dialog to be in Kanji or Hiragana. Names are limited to 4 letters like most other Japanese

versions. You can also have names randomly chosen for your characters; from characters in other FFs.

There are many new items, some shops have been changed, the contents of some chests have been changed, you can win items from enemies, and you can win more items from the minigame. Healing items restore more HP, and Tents restore MP. You start off with minimal equipment instead of nothing, and you start off with 500 Gil instead of 400.

You no longer need an Inn, Tent, etc. to save the game. Saving is now done from the menu for free, and you can do it anywhere, even in towns and dungeons. There are 3 save slots. Magic now uses an MP system, like later games, instead of separate charges per spell level. Different spells in the same level can have different MP costs, and you have a "Magic Level". You can't learn spells that are higher than your Magic Level.

You can push L+R to run like later games, but only when it's your turn and you haven't assigned any actions yet. The map is back to B+Select instead of B+Start. The game also seems to move faster than any other version. You can leave the final dungeon without a teleport spell.

The new features of the previous remakes like B Button Dash, using Life or Gold Needles in battle, and Auto-Targeting are no longer optional. There's also no option of easy or normal mode like the PSX version. Most things from the PSX easy mode are implemented, and the extra items and MP system make it even easier. To make up for that, the enemies seem to have had their difficulty increased.

The INT stat actually makes a noticeable difference. Even when using spellcasting items, your Black Mage will do much more damage (or heal more HP) than other classes, and the Warrior will do the least. Stat growth is also different than previous versions. The Thief and Monk have been made more powerful, and the Red Mage has been weakened (at least compared to other classes). The Monk gets affected by each piece of equipment separately, so you can have the benefit of wearing a Ribbon while still gaining the high defense rating of not equipping other armor.

The bestiary of the PSX version is back, but the treasure list and art gallery are gone. The bestiary plays the music associated with the monster you're looking at. There is a music player you can unlock by beating both FF1 & FF2. The ship minigame gives a variety of items for getting 1st / 2nd / 3rd place instead of the big cash prizes of the WSC/PSX. You don't even get the 100 Gil unless you don't place. Also, you only need to press the button 23 times to access it instead of the original's 55.

[1.J] GameBoy Advance "Dawn of Souls" (North America):

This one has all the new features and the same graphics as the Japanese one, and features a new translation. Some names are kept from FF Origins, some are back to their original NES names, and some are new. This is the most accurate translation yet. This is partly due to more space being available for monster and item names than ever. You also get 6 letters to name your guys like in FF Origins. As a tribute to the NES version, Garland once again says his famous line "I, Garland, will knock you all down!" The name on the tombstone is Link.

[1.J] GameBoy Advance "Dawn of Souls" (Europe):

This one is just like the Japanese and US ones, but has 5 languages to choose from: English, German, French, Italian, and Spanish. This English script should be mostly the same as the US one, but with British spellings (e.g. "armour" instead of "armor"). These languages are not included in this guide, but I may add them in the future.

In place of the NES reference, Garland's line is "I, Garland, will cut you down to size!" The name on the tombstone is Link, finally making it the same in all three regions.

[1.L] PSP "Anniversary Edition"

This version has all the new features of the GBA release, and adds to it higher resolution graphics and a new time-based dungeon. The title screen also has new artwork. There are three language options: Kana, Kanji, and English. This English translation seems to be heavily based on the North American Dawn of Souls version, but with a number of changes. The Playstation's FMVs also return. There are some new effects, such as a limited view in dark dungeons, rolling fog and clouds in towns, and the world map is shown in pseudo-3D even while walking, like FF6. A Defend option is added to battles, a feature I thought the previous remakes needed. You can also change the button configuration. A new bug was added to this version, which allowed you to produce powerful equipment from nothing.

The new dungeon, called the Labyrinth of Time, has a new boss (or 8, kind of), and new equipment as the reward for finishing it. This also unlocks the Time Chamber in the Extras menu, which let you replay floor of the Labyrinth of Time that you've beaten. You will also find a new character, a cloaked figure in Cornelia who leads you to the new dungeon.

I haven't played anything but the North American version, but they should all be pretty much the same, since they feature both English and Japanese language options. The Japanese version likely has different default controls from the North American one, and would default to Japanese instead of English. I would imagine the Asian and Korean versions share the default options of the Japanese one, and the European and Australian versions would share the defaults of the North American one.

Also note, the PSP versions of FF1 and FF2 are sold separately.

Section 2:

Guide to these charts:

Japanese names usually stay the same from one version to the next. So the WSC name will only be listed if it's different from the Famicom name, the Japanese GBA name only if it's different from the WSC name, and the Japanese PSP name only if it's different from the GBA name. The English translations vary a lot, so I've listed all of them except the PSP, which is only given when it's different from the GBA.

When a Japanese name is given in Kana, it is followed by its Romaji, then my translation. When it's written in Kanji on the next line, and both its Romaji and translation would be the same, I don't repeat it.

Fam = Nintendo Famicom

Kan = Kanji version of the Japanese name

NES = Nintendo Entertainment System

WSC = Bandai WonderSwan Color

FFO = Final Fantasy Origins (Playstation) North American English

GBJ = Game Boy Advance Japanese

DoS = Dawn of Souls (Game Boy Advance) North American English

PPJ = PSP Anniversary Edition Japanese

PSP = PSP Anniversary Edition English

[2.A] Enemies:

These follow the order of the PS1, GBA, and PSP's Bestiaries.

1.

Fam: ゴブリン - goburin - Goblin

NES: IMP

FFO: Goblin

DoS: Goblin

2.

Fam: ゴブリングード - goburinga-do - Goblin Guard

NES: GrIMP (Grey Imp)

FFO: Goblin Guard
DoS: Goblin Guard

3.

Fam: ウルフ - urufu - Wolf
NES: WOLF
FFO: Wolf
DoS: Wolf

4.

Fam: クレイジーホース - kureiji-ho-su - Crazy Horse
NES: MADPONY
FFO: Crazy Horse
DoS: Crazy Horse

5.

Fam: スケルトン - sukeruton - Skeleton
NES: BONE
FFO: Skeleton
DoS: Skeleton

6.

Fam: ブラックウィドウ - burakkuuidou - Black Widow
NES: SPIDER
FFO: Black Widow
DoS: Black Widow

7.

Fam: ギガースウォーム - giga-suuo-mu - Gigas Worm
NES: CREEP
FFO: Gigas Worm
DoS: Gigas Worm

8.

Fam: ウォーグウルフ - uo-guurufu - Warg (Worg) Wolf
NES: GrWOLF (Grey Wolf)
FFO: Warg Wolf
DoS: Warg Wolf

9.

Fam: ウェアウルフ - ueaurufu - Werewolf
NES: WrWOLF (Werewolf)
FFO: Werewolf
DoS: Werewolf

10.

Fam: ゾンビ - zonbi - Zombie
NES: ZOMBIE
FFO: Zombie
DoS: Zombie

11.

Fam: グール - gu-ru - Ghoul
NES: GHOUL
FFO: Ghoul
DoS: Ghoul

12.

Fam: ガーランド - ga-rando - Garland
NES: GARLAND

FFO: Garland
DoS: Garland

13.
Fam: コブラ - kobura - Cobra
NES: ASP
FFO: Cobra
DoS: Cobra

14.
Fam: オーガ - o-ga - Ogre
NES: OGRE
FFO: Ogre
DoS: Ogre

15.
Fam: オーガチーフ - o-gachi-fu - Ogre Chief
NES: GrOGRE (Green Ogre)
FFO: Ogre Chieftain
DoS: Ogre Chief

16.
Fam: リザード - riza-do - Lizard
NES: IGUANA
FFO: Lizard
DoS: Lizard

17.
Fam: かいぞく - kaizoku - Pirate
NES: PIRATE
FFO: Pirate
DoS: Pirate

18.
Fam: サハギン - sahagin - Sahuagin
NES: SAHAG
FFO: Sahagin
DoS: Sahagin

19.
Fam: サハギンチーフ - sahaginchi-fu - Sahuagin Chief
NES: R.SAHAG (Red Sahag)
FFO: Sahagin Chief
DoS: Sahagin Chief

20.
Fam: パイレーツ - paire-tsu - Pirates
NES: KYZOKU
FFO: Privateer
DoS: Buccaneer

21.
Fam: シャーク - sha-ku - Shark
NES: SHARK
FFO: Shark
DoS: Shark

22.
Fam: ビッグアイ - bigguai - Big Eye
NES: OddEYE

FFO: Goggler
DoS: Bigeyes

23.

Fam: タランチュラ - taranchura - Tarantula
NES: ARACHNID
FFO: Tarantula
DoS: Tarantula

24.

Fam: ガスト - gasuto - Ghast
NES: GEIST
FFO: Ghast
DoS: Ghast

25.

Fam: サソリ - sasori - Scorpion
NES: SCORPION
FFO: Scorpion
DoS: Scorpion

26.

Fam: シヤドウ - shadou - Shadow
NES: SHADOW
FFO: Shadow
DoS: Shadow

27.

Fam: グリーンスライム - guri-nsuraime - Green Slime
NES: SCUM
FFO: Green Slime
DoS: Green Slime

28.

Fam: クロウラー - kuroura- - Crawler
NES: CRAWL
FFO: Crawler
DoS: Crawler

29.

Fam: グレイウーズ - gureiu-zu - Gray Ooze
NES: MUCK
FFO: Gray Ooze
DoS: Gary Ooze

30.

Fam: ガーゴイル - ga-goiru - Gargoyle
NES: GARGOYLE
FFO: Gargoyle
DoS: Gargoyle

31.

Fam: ブラッディボーン - buraddibo-n - Bloody Bone
NES: R.BONE (Red Bone)
FFO: Bloodbones
DoS: Bloodbones

32.

Fam: ピスコディーモン - pisukodi-mon - Piscodemon
NES: WIZARD

FFO: Piscodemon
DoS: Piscodemon

33.

Fam: アストス - asutosu - Astos
NES: ASTOS
FFO: Astos
DoS: Astos

34.

Fam: マミー - mami- - Mummy
NES: MUMMY
FFO: Mummy
DoS: Mummy

35.

Fam: レイス - reisu - Wraith
NES: IMAGE
FFO: Wraith
DoS: Wraith

36.

Fam: アナコンダ - anakonda - Anaconda
NES: COBRA
FFO: Anaconda
DoS: Anaconda

37.

Fam: ハイエナドン - haienadon - Hyeanonodon
NES: HYENA
FFO: Hyenadon
DoS: Hyenadon

38.

Fam: キティタイガー - kititaiga- - Kitty Tiger
NES: TIGER
FFO: Lesser Tiger
DoS: Lesser Tiger

39.

Fam: ミノタウロス - minotaurosu - Minotaur
NES: BULL
FFO: Minotaur
DoS: Minotaur

40.

Fam: ヒルギガス - hirugiga-su - Hill Gigas
NES: GIANT
FFO: Hill Gigas
DoS: Hill Gigas

41.

Fam: アースエレメント - a-sueremento - Earth Element
NES: EARTH
FFO: Gnoma
DoS: Earth Elemental

42.

Fam: トロル - tororu - Troll
NES: TROLL

FFO: Troll

DoS: Troll

43.

Fam: ワイト - waito - Wight

NES: SPECTER

FFO: Wight

DoS: Wight

44.

Fam: オーカーゼリー - o-ka-zeri- - Ochre Jelly

NES: OOZE

FFO: Ochre Jelly

DoS: Ochre Jelly

45.

Fam: コカトリス - kokatorisu - Cockatrice

NES: COCKTRICE

FFO: Cockatrice

DoS: Cockatrice

46.

Fam: バンパイア - banpaia - Vampire

NES: VAMPIRE

FFO: Vampire

DoS: Vampire

47.

Fam: オーガメイジ - o-gameiji - Ogre Mage

NES: WzOGRE (Wizard Ogre)

FFO: Ogre Mage

DoS: Ogre Mage

48.

Fam: スフィンクス - sufinkusu - Sphinx

NES: SPHINX

FFO: Sphinx

DoS: Sphinx

49.

Fam: リッチ - ritchi - Lich

NES: LICH

FFO: Lich

DoS: Lich

50.

Fam: アンクヘッグ - ankuheggu - Ankheg

NES: PEDE

FFO: Centipede

DoS: Ankheg

51.

Fam: ピラニア - pirania - Piranha

NES: CARIBE

FFO: Piranha

DoS: Piranha

52.

Fam: レッドピラニア - reddopirania - Red Piranha

NES: R.CARIBE (Red Caribe)

FFO: Red Piranha
DoS: Red Piranha

53.
Fam: クロコダイル - kurokodairu - Crocodile
NES: GATOR
FFO: Crocodile
DoS: Crocodile

54.
Fam: ホワイトダイル - howaitodairu - White 'dile
NES: FrGATOR (Frost Gator)
FFO: White Croc
DoS: White Croc

55.
Fam: オチュー - ochu- - Otyugh
NES: OCHO
FFO: Ochu
DoS: Ochu

56.
Fam: ネオチュー - neochu- - Neo-Otyugh
NES: NAOCHO
FFO: Neochu
DoS: Neochu

57.
Fam: ヒドラ - hidora - Hydra
NES: HYDRA
FFO: Hydra
DoS: Hydra

58.
Fam: ホーンデビル - ho-ndodebiru - Horned Devil
NES: R.GOYLE (Red Gargoyle)
FFO: Horned Devil
DoS: Horned Devil

59.
Fam: ピロリスク - pirorisuku - Pyrolisk
NES: PERILISK
FFO: Pyrolisk
DoS: Pyrolisk

60.
Fam: ファイアー - faia- - Fire
NES: FIRE
FFO: Pyros
DoS: Fire Elemental

61.
Fam: ファイアヒドラ - faiahidora - Fire Hydra
NES: R.HYDRA (Red Hydra)
FFO: Fire Hydra
DoS: Fire Hydra

62.
Fam: ラーバウォーム - ra-bauo-mu - Lava Worm
NES: Grey W (Grey Worm)

FFO: Lava Worm
DoS: Lava Worm

63.
Fam: ヘルハウンド - heruhaundo - Hell Hound
NES: CEREBUS
FFO: Hellhound
DoS: Hellhound

64.
Fam: ファイアリザード - faiariza-do - Fire Lizard
NES: AGAMA
FFO: Fire Lizard
DoS: Fire Lizard

65.
Fam: ファイアギガス - faiagiga-su - Fire Gigas
NES: R.GIANT (Red Giant)
FFO: Fire Gigas
DoS: Fire Gigas

66.
Fam: レッドドラゴン - reddodoragon - Red Dragon
NES: Red D (Red Dragon)
FFO: Red Dragon
DoS: Red Dragon

67.
Fam: マリリス - maririsu - Marilith
NES: KARY
FFO: Marilith
DoS: Marilith

68.
Fam: ホワイトドラゴン - howaitodoragon - White Dragon
NES: Frost D (Frost Dragon)
FFO: White Dragon
DoS: White Dragon

69.
Fam: ウィンターウルフ - uinta-urufu - Winter Wolf
NES: FrWOLF (Frost Wolf)
FFO: Winter Wolf
DoS: Winter Wolf

70.
Fam: マインドフレイア - mindofureia - Mind Flayer
NES: SORCERER
FFO: Mindflayer
DoS: Mindflayer

71.
Fam: アイスギガス - aisugiga-su - Ice Gigas
NES: FrGIANT (Frost Giant)
FFO: Ice Gigas
DoS: Ice Gigas

72.
Fam: スペクター - supekuta- - Specter
NES: WRAITH

FFO: Specter
DoS: Specter

73.

Fam: レモラーズ - remora-zu - Remorhaz
NES: GrPEDE (Great Pede)
FFO: Remora
DoS: Remorazz

74.

Fam: ダークウィザード - da-kuuiza-do - Dark Wizard
NES: MAGE
FFO: Dark Wizard
DoS: Dark Wizard

75.

Fam: ビホルダー - bihoruda- - Beholder
NES: EYE
WSC: イビルアイ - ibiruai - Evil Eye
FFO: Evil Eye
DoS: Evil Eye

76.

Fam: デザートバレット - deza-tobarette - Desert Bulette
NES: ANKYLO
FFO: Desert Baretta
DoS: Desert Baretta

77.

Fam: セーベルタイガー - se-berutaiga- - Saber Tiger
NES: Saber T (Saber Tooth Tiger)
FFO: Sabretooth
DoS: Sabertooth

78.

Fam: ワイバーン - waiba-n - Wyvern
NES: WYVERN
FFO: Wyvern
DoS: Wyvern

79.

Fam: ウイルム - uirumu - Wyrn
NES: WYRM
FFO: Wyrn
DoS: Wyrn

80.

Fam: マンティコア - mantikoa - Manticore
NES: MANTICOR
FFO: Manticore
DoS: Manticore

81.

Fam: バレット - barette - Bulette
NES: R.ANKYLO (Red Ankylo)
FFO: Baretta
DoS: Baretta

82.

Fam: バシリスク - bashirisuku - Basilisk

NES: SAURIA
FFO: Basilisk
DoS: Basilisk

83.
Fam: アロザウルス - arozaurusu - Allosaurus
NES: TYRO
FFO: Allosaurus
DoS: Allosaurus

84.
Fam: ウェアタイガー - ueataiga- - Weretiger
NES: CATMAN
FFO: Weretiger
DoS: Weretiger

85.
Fam: サンドウォーム - sandouo-mu - Sand Worm
NES: Sand W (Sand Worm)
FFO: Sand Worm
DoS: Sand Worm

86.
Fam: ミノタウロゾンビ - minotaurozonbi - Minotaur Zombie
NES: ZomBULL (Zombie Bull)
FFO: Necrotaur
DoS: Minotaur Zombie

87.
Fam: キングマミー - kingumami- - King Mummy
NES: WzMUMMY (Wizard Mummy)
FFO: King Mummy
DoS: King Mummy

88.
Fam: メデューサ - medu-sa - Medusa
NES: MEDUSA
FFO: Medusa
DoS: Medusa

89.
Fam: ラクシャーサ - rakusha-sa - Rakshasa
NES: MANCAT
FFO: Rakshasa
DoS: Rakshasa

90.
Fam: クレイゴーレム - kureigo-remu - Clay Golem
NES: MUDGol
FFO: Clay Golem
DoS: Clay Golem

91.
Fam: ナイトメア - naitomea - Nightmare
NES: NITEMARE
FFO: Nightmare
DoS: Nightmare

92.
Fam: ドラゴンゾンビ - doragonzonbi - Dragon Zombie

NES: ZombieD (Zombie Dragon)

FFO: Dragon Zombie

DoS: Dragon Zombie

93.

Fam: サハギンプリンス - sahaginpurinsu - Sahuagin Prince

NES: WzSAHAG (Wizard Sahag)

FFO: Sahagin Prince

DoS: Sahagin Prince

94.

Fam: ホワイトシャーク - howaitosha-ku - White Shark

NES: GrSHARK (Grey Shark)

FFO: White Shark

DoS: White Shark

95.

Fam: ディープアイ - di-puai - Deep Eye

NES: BigEYE

FFO: Deepeyes

DoS: Deepeyes

96.

Fam: シースネイク - shi-suneiku - Sea Snake

NES: SeaSNAKE

FFO: Sea Snake

DoS: Sea Snake

97.

Fam: うみサソリ - umisasori - Sea Scorpion

NES: LOBSTER

FFO: Sea Scorpion

DoS: Sea Scorpion

98.

Fam: シートロル - shi-tororu - Sea Troll

NES: SeaTROLL

FFO: Sea Troll

DoS: Sea Troll

99.

Fam: ゴースト - go-suto - Ghost

NES: GHOST

FFO: Ghost

DoS: Ghost

100.

Fam: ウォーター - uo-ta- - Water

NES: WATER

FFO: Aquos

DoS: Water Elemental

101.

Fam: ウォーターナーガ - uo-ta-na-ga - Water Naga

NES: NAGA

FFO: Water Naga

DoS: Water Naga

102.

Fam: クラーケン - kura-ken - Kraken

NES: KRAKEN
FFO: Kraken
DoS: Kraken

103.

Fam: チラノザウルス - chiranozaurusu - Tyrannosaurus
NES: T REX
FFO: Tyrannosaur
DoS: Tyrannosaur

104.

Fam: ブラックナイト - burakkunaito - Black Knight
NES: BADMAN
FFO: Black Knight
DoS: Black Knight

105.

Fam: キメラ - kimera - Chimera
NES: CHIMERA
FFO: Chimera
DoS: Chimera

106.

Fam: ガーディアン - ga-dian - Guardian
NES: GUARD
FFO: Guardian
DoS: Guardian

107.

Fam: ブルードラゴン - buru-doragon - Blue Dragon
NES: Blue D (Blue Dragon)
FFO: Blue Dragon
DoS: Blue Dragon

108.

Fam: グリーンドラゴン - guri-ndoragon - Green Dragon
NES: Gas D (Gas Dragon)
FFO: Green Dragon
DoS: Green Dragon

109.

Fam: ストーンゴーレム - suto-ngo-remu - Stone Golem
NES: RockGOL
FFO: Stone Golem
DoS: Stone Golem

110.

Fam: エアエレメンタル - eaerementaru - Air Elemental
NES: AIR
FFO: Aeros
DoS: Air Elemental

111.

Fam: スピリットナーガ - supirittona-ga - Spirit Naga
NES: GrNAGA (Grey Naga)
FFO: Spirit Naga
DoS: Spirit Naga

112.

Fam: デスナイト - desunaito - Death Knight

NES: EVILMAN
FFO: Doom Knight
DoS: Death Knight

113.

Fam: アースメデューサ - a-sumedu-sa - Earth Medusa
NES: GrMEDUSA (Green Medusa)
FFO: Earth Medusa
DoS: Earth Medusa

114.

Fam: ブラックプリン - burakkupurin - Black Pudding
NES: SLIME
FFO: Dark Flan
DoS: Black Flan

115.

Fam: ソルジャー - soruja- - Soldier
NES: SENTRY
FFO: Soldier
DoS: Soldier

116.

Fam: バンパイアロード - banpaiaro-do - Vampire Lord
NES: WzVAMP (Wizard Vampire)
FFO: Vampire Lord
DoS: Vampire Lord

117.

Fam: ダークファイター - da-kufaita- - Dark Fighter
NES: FIGHTER
FFO: Dark Warrior
DoS: Dark Fighter

118.

Fam: デスマシーン - desumashi-n - Death Machine
NES: WarMECH
FFO: Warmech
DoS: Death Machine
PSP: Warmech

119.

Fam: ティアマット - tiamatto - Tiamat
NES: TIAMAT
FFO: Tiamat
DoS: Tiamat

120.

Fam: ゴーキメラ - go-kimera - Gorgimera
NES: JIMERA
FFO: Rhyos
DoS: Rhyos

121.

Fam: デスビホルダー - desubihoruda- - Death Beholder
NES: PHANTOM
WSC: デスアイ - desuai - Death Eye
FFO: Death Eye
DoS: Death Eye

122.

Fam: パープルウォーム - pa-puruuo-mu - Purple Worm

NES: WORM

FFO: Purple Worm

DoS: Purple Worm

123.

Fam: アイアンゴーレム - aiango-remu - Iron Golem

NES: IronGOL

FFO: Iron Golem

DoS: Iron Golem

124.

Fam: リッチ - ritchi - Lich

NES: LICH

FFO: Lich

DoS: Lich

125.

Fam: マリリス - maririsu - Marilith

NES: KARY

FFO: Marilith

DoS: Marilith

126.

Fam: クラーケン - kura-ken - Kraken

NES: KRAKEN

FFO: Kraken

DoS: Kraken

127.

Fam: ティアマット - tiamatto - Tiamat

NES: TIAMAT

FFO: Tiamat

DoS: Tiamat

128.

Fam: カオス - kaosu - Chaos

NES: CHAOS

FFO: Chaos

DoS: Chaos

129.

GBA/PSP-only Enemies:

GBJ: エキドナ - ekidona - Echidna

DoS: Echidna

130.

GBJ: ケルベロス - keruberosu - Cerberus

DoS: Cerberus

131.

GBJ: アーリマン - a-riman - Ahriman

DoS: Ahriman

132.

GBJ: 2ヘッドドラゴン - 2heddoragon - 2-Headed Dragon

DoS: 2-Headed Dragon

PSP: Two-Headed Dragon

133.

GBJ: スカルミリョーネ - sukarumiryō-ne - Scarmiglione

DoS: Scarmiglione

134.

GBJ: スカルミリョーネ - sukarumiryō-ne - Scarmiglione

DoS: Scarmiglione

135.

GBJ: カイナツツォ - kainattso - Cagnazzo

DoS: Cagnazzo

136.

GBJ: バルバリシア - barubarishia - Barbariccia

DoS: Barbariccia

137.

GBJ: ルビカンテ - rubikante - Rubicante

DoS: Rubicante

138.

GBJ: ギルガメッシュ - girugamesshu - Gilgamesh

DoS: Gilgamesh

139.

GBJ: オメガ - omega - Omega

DoS: Omega

140.

GBJ: しんりゅう - shinryuu - Shinryu (God? Dragon)

DoS: Shinryu

141.

GBJ: アトモス - atomosu - Atomos

DoS: Atomos

142.

GBJ: テュポーン - tupo-n - Typhon

DoS: Typhon

143.

GBJ: オルトロス - orutorosu - Orthros

DoS: Orthros

144.

GBJ: まれっしゃ - maressha - Demon Train

DoS: Phantom Train

145.

GBJ: デスゲイズ - desugeizu - Death Gaze

DoS: Death Gaze

146.

GBJ: デビルウィザード - debiruuiza-do - Devil Wizard

DoS: Devil Wizard

147.

GBJ: アビスウォーム - abisuuo-mu - Abyss Worm

DoS: Abyss Worm

148.

GBJ: エルムギガス - erumugiga-su - Elm Gigas
DoS: Elm Gigas

149.

GBJ: フレアギガス - fureagiga-su - Flare Gigas
DoS: Flare Gigas

150.

GBJ: ユニコーン - yuniko-n - Unicorn
DoS: Unicorn

151.

GBJ: イエローオーガ - iero-o-ga - Yellow Ogre
DoS: Yellow Ogre

152.

GBJ: バーサオーガ - ba-sao-ga - Berserk Ogre
DoS: Mad Ogre

153.

GBJ: メイジキメラ - meijikimera - Mage Chimera
DoS: Mage Chimera

154.

GBJ: イエロードラゴン - iero-doragon - Yellow Dragon
DoS: Yellow Dragon

155.

GBJ: ホーリードラゴン - ho-ri-doragon - Holy Dragon
DoS: Holy Dragon

156.

GBJ: ミスリルゴーレム - misurirugo-remu - Mithril Golem
DoS: Mythril Golem

157.

GBJ: キラーシャーク - kira-sha-ku - Killer Shark
DoS: Killer Shark

158.

GBJ: デスマンティコア - desumantikoa - Death Manticore
DoS: Death Manticore

159.

GBJ: ブラッドタイガー - buraddotaiga- - Blood Tiger
DoS: Blood Tiger

160.

GBJ: ダークアイ - da-kuai - Dark Eye
DoS: Dark Eye

161.

GBJ: ブラッディアイ - buraddiai - Bloody Eye
DoS: Bloody Eye

162.

GBJ: フラッドギガス - furaddogiga-su - Flood Gigas
DoS: Flood Gigas

163.

GBJ: プアゾンイーグル - puazon'i-guru - Puazon??? Eagle

DoS: Poison Eagle

164.

GBJ: ブラックゴブリン - burakkugoburin - Black Goblin

DoS: Black Goblin

165.

GBJ: ノッカー - nokka- - Knocker

DoS: Knocker

166.

GBJ: デザートピード - deza-topi-do - Desertpede

DoS: Desertpede

167.

GBJ: グルームウィドウ - guru-muuidou - Gloom Widow

DoS: Gloom Widow

168.

GBJ: デュエルナイト - duerunaito - Duel Knight

DoS: Duel Knight

169.

GBJ: スクイドラーケン - sukuidora-ken - Squidraken

DoS: Squidraken

170.

GBJ: ファラオ - farao - Pharaoh

DoS: Pharaoh

171.

GBJ: ボーンスナッチ - bo-nsunacchi - Bonesnatch

DoS: Bonesnatch

172.

GBJ: シルバードラゴン - siruba-doragon - Silver Dragon

DoS: Silver Dragon

173.

GBJ: ブラックドラゴン - burakkudoragon - Black Dragon

DoS: Black Dragon

174.

GBJ: ブルートロル - buru-tororu - Blue Troll

DoS: Blue Troll

175.

GBJ: アーストロル - a-sutororu - Earth Troll

DoS: Earth Troll

176.

GBJ: ポイゾンナーガ - poizonna-ga - Poison Naga

DoS: Poison Naga

177.

GBJ: アースプラント - a-supuranto - Earth Plant

DoS: Earth Plant

178.

GBJ: ヤマタノオロチ - yamatanoorochi - Yamatano Orochi

DoS: Yamatano Orochi

179.

GBJ: ダークエレメント - da-kaeremento - Dark Element

DoS: Dark Elemental

180.

GBJ: デビルハウンド - debiruhaundo - Devil Hound

DoS: Devil Hound

181.

GBJ: セクレト - sekureto - Sekhret? (Sekhmet?)

DoS: Sekhret

182.

GBJ: カトブレパス - katoburepasu - Catoblepas

DoS: Catoblepas

183.

GBJ: ハンドレッグ - handoreggu - Hundleg (Hundred Leg)

DoS: Hundlegs

184.

GBJ: アンダグラнда - andaguranda - Undergrounder

DoS: Undergrounder

185.

GBJ: デスエレメンタル - desuerementaru - Death Elemental

DoS: Death Elemental

186.

GBJ: ワイルドナック - wairudonakku - Wild Nakk???

DoS: Wild Nakk

187.

GBJ: ブラインドウルフ - buraindourufu - Blind Wolf

DoS: Dark Wolf

188.

GBJ: ロックガーゴイル - rokkuga-goiru - Rock Gargoyle

DoS: Rock Gargoyle

189.

GBJ: サハギンクイーン - sahaginkui-n - Sahuagin Queen

DoS: Sahagin Queen

190.

GBJ: しにがみ - shinigami - Death God, Grim Reaper

DoS: Reaper

191.

GBJ: パイソン - paision - Python

DoS: Python

192.

GBJ: スカルジャー - sukaruja- - Skuldier

DoS: Skuldier

193.
GBJ: レッドプリン - reddopurin - Red Pudding
DoS: Red Flan

194.
GBJ: プロトタイプ - purototaipu - Prototype
DoS: Prototype

195.
GBJ: レブナント - rebunanto - Revenant
DoS: Revenant

196-203.
PPJ: クロノディア - kuronodia - Chronodia
PSP: Chronodia

[2.B] Weapons:

These are arranged by the PSP's sort order.

Fam: ナイフ - naifu - Knife
NES: Small (Knife)
FFO: Knife
DoS: Knife

Fam: ダガー - daga- - Dagger
NES: Large (Knife)
FFO: Dagger
DoS: Dagger

Fam: ミスリルナイフ - misurirunaifu - Mithril Knife
NES: Silver (Knife)
FFO: Mythril Knife
DoS: Mythril Knife

GBJ: メイジマッシャー - meijimassha- - Mage Masher
DoS: Mage Masher

Fam: ネコのツメ - nekonotsume - Cat's Claw
NES: CatClaw
FFO: Cat Claws
DoS: Cat Claws

GBJ: グラディウス - guradiusu - Gladius
DoS: Gladius

GBJ: オリハルコン - oriharukon - Orichalcum
DoS: Orichalcum

GBJ: アサシンドアガー - asashindaga- - Assassin Dagger
DoS: Assassin Dagger

PPJ: ラストダガー - rasutodaga- - Last Dagger
PSP: Lust Dagger

Fam: レイピア - reipia - Rapier
NES: Rapier
FFO: Rapier
DoS: Rapier

Fam: サーベル	- sa-beru	- Sabre
NES: Sabre		
FFO: Saber		
DoS: Saber		
Fam: ブロードソード	- buro-doso-do	- Broad Sword
NES: Short (Sword)		
FFO: Broadsword		
DoS: Broadsword		
Fam: ウェアバスター	- ueabasuta-	- Were Buster
NES: Were (Sword)		
FFO: Werebane		
DoS: Werebuster		
Fam: ルーンブレード	- ru-nbure-do	- Rune Blade
NES: Rune (Sword)		
FFO: Rune Blade		
DoS: Rune Blade		
Fam: ウィルムキラー	- uirumukira-	- Wyrn Killer
NES: Dragon (Sword)		
FFO: Wyrnkiller		
DoS: Wyrnkiller		
Fam: さんごのつるぎ	- sangonotsurugi	- Coral Sword
NES: Coral (Sword)		
FFO: Coral Sword		
DoS: Coral Sword		
Fam: ロングソード	- ronguso-do	- Long Sword
NES: Long (Sword)		
FFO: Long Sword		
DoS: Longsword		
Fam: グレートソード	- gure-toso-do	- Great Sword
NES: Giant (Sword)		
FFO: Claymore		
DoS: Great Sword		
Fam: レイズサーベル	- reizusa-buru	- Raze Sabre
NES: Bane (Sword)		
FFO: Venom Blade		
DoS: Razer		
Fam: ミスリルソード	- misuriruso-do	- Mithril Sword
NES: Silver (Sword)		
FFO: Mythril Sword		
DoS: Mythril Sword		
Fam: シャープソード	- sha-puso-do	- Sharp Sword
NES: Vorpal		
FFO: Vorpal Sword		
DoS: Vorpal Sword		
Fam: フレームソード	- fure-muso-do	- Flame Sword
NES: Flame (Sword)		
FFO: Flame Sword		
DoS: Flame Sword		

GBJ: デュエルレイピア - duerureipia - Duel Rapier
DoS: Duel Rapier

GBJ: エンハンスソード - enhansuso-do - Enhance Sword
DoS: Enhancer

Fam: アイスブランド - aisuburando - Ice Brand
NES: Ice (Sword)
FFO: Ice Brand
DoS: Ice Brand

Fam: ディフェンダー - difenda- - Defender
NES: Defense
FFO: Defender
DoS: Defender

GBJ: ブレイブハート - fureibuha-to - Braveheart
DoS: Braveheart

Fam: サンプルード - sanbure-do - Sun Blade
NES: Sun (Sword)
FFO: Sunblade
DoS: Sun Blade

GBJ: デスブリンガー - desuburinga- - Death Bringer
DoS: Deathbringer

GBJ: ダーククレイモア - da-kukureimoa - Dark Claymore
DoS: Dark Claymore

Fam: エクスカリバー - ekusukariba- - Excalibur
NES: Xcalber
FFO: Excalibur
DoS: Excalibur

GBJ: ライトブリンガー - raitoburinga- - Light Bringer
DoS: Lightbringer

GBJ: ラグナロク - ragunaroku - Ragnarok
DoS: Ragnarok

GBJ: アルテマウェポン - arutemauepon - Ultima Weapon
DoS: Ultima Weapon

PPJ: バーバリアンソード - ba-barianso-do - Barbarian Sword
PSP: Barbarian's Sword

Fam: シミター - shimita- - Scimitar
NES: Scimtar (Scimitar)
FFO: Scimitar
DoS: Scimitar

Fam: フォールチョン - fo-ruchon - Falchion
NES: Falchon
FFO: Falchion
DoS: Falchion

GBJ: こてつ - kotetsu - Kotetsu
DoS: Kotetsu

GBJ: あしゅら - ashura - Asura
DoS: Asura

Fam: サスケのかたな - sasukenokatana - Sasuke's Katana
NES: Katana
FFO: Sasuke
DoS: Sasuke's Blade

GBJ: きくいちもんじ - kikuichimonji - Kikuichimonji
DoS: Kikuichimonji

GBJ: ムラサメ - murasame - Murasame
DoS: Murasame

Fam: マサムネ - masamune - Masamune
NES: Masmune
FFO: Masamune
DoS: Masamune

Fam: ヌンチャク - nunchaku - Nunchucks
NES: Wooden (Nunchuck)
FFO: Nunchaku
DoS: Nunchaku

Fam: テツヌンチャク - tetsununchaku - Iron Nunchucks
NES: Iron (Nunchuck)
FFO: Iron Nunchaku
DoS: Iron Nunchaku

Fam: バトルアクス - batoruakusu - Battle Axe
NES: Hand (Axe)
FFO: Battle Axe
DoS: Battle Axe

Fam: グレートアクス - gure-toakusu - Great Axe
NES: Great (Axe)
FFO: Great Axe
DoS: Great Axe

GBJ: バイキングアクス - baikinguakusu - Viking Axe
DoS: Viking Axe

Fam: ミスリルアクス - misuriruakusu - Mithril Axe
NES: Silver (Axe)
FFO: Mythril Axe
DoS: Mythril Axe

Fam: ライトアクス - raitoakusu - Light Axe
NES: Light (Axe)
FFO: Light Axe
DoS: Light Axe

GBJ: オーガキラー - o-gakira- - Ogre Killer
DoS: OGREKILLER

GBJ: ルーンアクス - ru-nakusu - Rune Axe
DoS: Rune Axe

GBJ: ギガントアクス - gigantoakusu - Gigantaxe

DoS: Gigantaxe

Fam: ハンマー - hanma- - Hammer

NES: Iron (Hammer)

FFO: Hammer

DoS: Hammer

Fam: ミスリルハンマ - misuriruhanma - Mithril Hammer

NES: Silver (Hammer)

FFO: Mythril Hammer

DoS: Mythril Hammer

Fam: トールハンマー - to-ruhanma- - Thor's Hammer

NES: Thor (Thor's Hammer)

FFO: Thor's Hammer

DoS: Thor's Hammer

GBJ: ウォーハンマー - uo-hanma- - War Hammer

DoS: War Hammer

Fam: つえ - tsue - Staff

NES: Wooden (Staff)

FFO: Staff

DoS: Staff

Fam: いやしのつえ - iyashinotsue - Staff of Healing

NES: Heal (Staff)

FFO: Healing Staff

DoS: Healing Staff

Fam: ちからのつえ - chikaranotsue - Staff of Power

NES: Power (Staff)

FFO: Power Staff

DoS: Power Staff

Fam: まじゅつのつえ - majutsunotsue - Staff of Magic

NES: Mage (Mage Staff)

FFO: Mage's Staff

DoS: Mage's Staff

Fam: しゃくじょう - shakujou - Shakujo (Bishop's Staff/Khakkhara)

NES: Iron (Iron Staff)

FFO: Crosier

DoS: Crosier

Fam: まどうしのつえ - madoushinotsue - Wizard's Staff

NES: Wizard (Staff)

FFO: Spellbinder

DoS: Wizard's Staff

GBJ: けんじゃのつえ - kenjanotsue - Sage's Staff

DoS: Sage's Staff

GBJ: さばきのつえ - sabakinotsue - Staff of Judgment

DoS: Judgment Staff

GBJ: ルーンのとつえ - ru-nnotsue - Rune Staff

DoS: Rune Staff

PPJ: ゴールドスタッフ - go-rudosutaffu - Gold Staff

PSP: Golden Staff

[2.C] Armor:

These are arranged by the PSP's sort order.

Fam: ふく - fuku - Clothes

NES: Cloth

FFO: Shirt

DoS: Clothes

GBJ: しじんのふく - shijinnofuku - Bard's Clothes

DoS: Bard's Tunic

Fam: しろのローブ - shironoro-bu - White Robe

NES: White (Shirt)

FFO: White Robe

DoS: White Robe

Fam: 黒のローブ - kuronoro-bu - Black Robe

NES: Black (Shirt)

FFO: Black Robe

DoS: Black Robe

GBJ: しさいのローブ - shisainoro-bu - Meditation Robe

DoS: Sage's Surplice

GBJ: けんぼうぎ - kenpougi - Kenpo Suit

DoS: Kenpogi

GBJ: だいちのころも - daichinokoromo - Earth Suit

DoS: Gaia Gear

GBJ: ひかりのローブ - hikarinoro-bu - Light Robe

DoS: Light Robe

GBJ: ちからだすき - chikaradasuki - Power ???

DoS: Power Vest

PSP: Power Sash

GBJ: レッドジャケット - reddojaketto - Red Jacket

DoS: Red Jacket

GBJ: 黒しょうぞく - kuroshouzoku - Black Clothes

DoS: Black Garb

PPJ: サバイバルベスト - sabaibarubesuto - Survival Vest

PSP: Survival Vest

PPJ: ローブオブロード - ro-buoburo-do - Robe of Lord

PSP: Lordly Robes

Fam: かわよろい - kawayoroi - Leather Armor

NES: Wooden (Armor)

FFO: Leather Armor

DoS: Leather Armor

Fam: くさりかたびら - kusarikatabira - Chain Mail

NES: Chain (Armor)

FFO: Chain Mail

DoS: Chain Mail

Fam: ミスリルメール - misurirumeiru - Mithril Mail

NES: Silver (Armor)

FFO: Mythril Mail

DoS: Mythril Mail

Fam: てつよろい - tetsuyoroi - Iron Armor

NES: Iron (Armor)

FFO: Steel Plate

DoS: Iron Armor

Fam: アイスアーマー - aisua-ma- - Ice Armor

NES: Ice (Armor)

FFO: Ice Armor

DoS: Ice Armor

Fam: フレイムメール - fureimumeiru - Flame Mail

NES: Flame (Armor)

FFO: Flame Mail

DoS: Flame Mail

Fam: ナイトのよろい - naitonoyoroi - Knight's Armor

NES: Steel (Armor)

FFO: Knight's Armor

DoS: Knight's Armor

GBJ: げんじのよろい - genjinoyoroi - Genji Armor

DoS: Genji Armor

Fam: ダイヤアーマー - daiyaa-ma- - Diamond Armor

NES: Opal (Armor)

FFO: Diamond Armor

DoS: Diamond Armor

Fam: ドラゴンメール - doragonmeiru - Dragon Mail

NES: Dragon (Armor)

FFO: Dragon Mail

DoS: Dragon Mail

GBJ: クリスタルメール - kurisutarumeiru - Crystal Mail

DoS: Crystal Mail

PPJ: マクシミリアン - makushimirian - Maximillian

PSP: Maximillian

Fam: どうのうでわ - dounoudewa - Copper Bracelet

NES: Copper (Bracelet)

FFO: Copper Armlet

DoS: Copper Armlet

Fam: ぎんのうでわ - ginnoudewa - Silver Bracelet

NES: Silver (Bracelet)

FFO: Silver Armlet

DoS: Silver Armlet

Fam: ルビーのうでわ - rubi-noudewa - Ruby Bracelet

NES: Gold (Bracelet)

FFO: Ruby Armlet

DoS: Ruby Armlet

GBJ: とうぞくのうでわ - touzokunoudewa - Thief's Bracelet

DoS: Thief's Armlet

Fam: ダイヤのうでわ - daiyanoudewa - Diamond Bracelet

NES: Opal (Bracelet)

FFO: DiamondArmlet

DoS: Diamond Armlet

Fam: かわのたて - kawanotate - Leather Shield

NES: Wooden (Shield)

FFO: Leather Shield

DoS: Leather Shield

Fam: パックラー - bakkura- - Buckler

NES: Buckler

FFO: Buckler

DoS: Buckler

Fam: てつのはたて - tetsunotate - Iron Shield

NES: Iron (Shield)

FFO: Iron Shield

DoS: Iron Shield

Fam: ミスリルのはたて - misurirunotate - Mithril Shield

NES: Silver (Shield)

FFO: Mythril Shield

DoS: Mythril Shield

Fam: アイスシールド - aisushi-rudo - Ice Shield

NES: Ice (Shield)

FFO: Ice Shield

DoS: Ice Shield

Fam: ほのおのはたて - honoonotate - Flame Shield

NES: Flame (Shield)

FFO: Flame Shield

DoS: Flame Shield

GBJ: げんじのはたて - genjinotate - Genji Shield

DoS: Genji Shield

Fam: ダイヤシールド - daiyashi-rudo - Diamond Shield

NES: Opal (Shield)

FFO: Diamond Shield

DoS: Diamond Shield

GBJ: クリスタルのはたて - kurisutarunotate - Crystal Shield

DoS: Crystal Shield

Fam: イージスのたて - i-jisunotate - Aegis Shield

NES: Aegis (Shield)

FFO: Aegis Shield

DoS: Aegis Shield

GBJ: えいゆうのはたて - eiyuunotate - Hero's Shield

DoS: Hero's Shield

PPJ: マスターシールド - masuta-shi-rudo - Master Shield

PSP: Master Shield

GBJ: そよかぜのマント - soyokazenomanto - Soft Wind (Zephyr) Mantle/Manteau
DoS: Zephyr Cape

Fam: まもりのマント - mamorinomanto - Protective Mantle/Manteau
NES: ProCape (Protective Cape)
FFO: Protect Cloak
DoS: Protect Cloak

GBJ: エルフのマント - erufunomanto - Elven Mantle/Manteau
DoS: Elven Cloak

Fam: かわのぼうし - kawanoboushi - Leather Cap
NES: Cap
FFO: Leather Cap
DoS: Leather Cap

GBJ: ねじりはちまき - nejirihachimaki - Twisted Headband
DoS: Twist Headband

GBJ: さんかくぼうし - sankakuboushi - Tri-cornered Hat
DoS: Wizard's Hat

GBJ: はねつきぼうし - hanetsukiboushi - Feathered Cap
DoS: Feathered Cap

GBJ: しさいのぼうし - shisainoboushi - Meditation Cap
DoS: Sage's Mitre

GBJ: くろずきん - kurozukin - Black Hood
DoS: Black Cowl

GBJ: レッドキャップ - reddokyappu - Red Cap
DoS: Red Cap

GBJ: タイガーマスク - taiga-masuku - Tiger Mask
DoS: Tiger Mask

PPJ: シャドウマスク - shadoumasuku - Shadow Mask
PSP: Shadow Mask

Fam: リボン - ribbon - Ribbon
NES: Ribbon
FFO: Ribbon
DoS: Ribbon

Fam: かぶと - kabuto - Helmet
NES: Wooden (Helmet)
FFO: Helmet
DoS: Helm

Fam: おおかぶと - ookabuto - Great Helmet
NES: Iron (Helmet)
FFO: Grand Helm
DoS: Great Helm

Fam: いやしのかぶと - iyashinokabuto - Helmet of Healing
NES: Heal (Helmet)
FFO: Healing Helm

DoS: Healing Helm

Fam: ミスリルかぶと - misurirukabuto - Mithril Helmet

NES: Silver (Helmet)

FPO: Mythril Helm

DoS: Mythril Helm

Fam: ダイヤのかぶと - daiyanokabuto - Diamond Helmet

NES: Opal (Helmet)

FPO: Diamond Helm

DoS: Diamond Helm

GBJ: げんじのかぶと - genjinokabuto - Genji Helmet

DoS: Genji Helm

GBJ: クリスタルヘルム - kurisutaruherumu - Crystal Helm

DoS: Crystal Helm

Most of the various gloves/gauntlets are called "kote" (こて) in Japanese, which is a gauntlet used in kendo. Since there is one that's actually called "Gauntlet" (ガントレット), I've called them all gloves in my translation.

Fam: かわてぶくろ - kawatebukuro - Leather Gloves

NES: Gloves

FPO: Leather Gloves

DoS: Leather Gloves

Fam: せいどうのこて - seidounokote - Bronze Gloves

NES: Copper (Gauntlet)

FPO: Bronze Gloves

DoS: Bronze Gloves

Fam: はがねのこて - haganenokote - Steel Gloves

NES: Iron (Gauntlet)

FPO: Steel Gloves

DoS: Steel Gloves

Fam: ガントレット - gantoretto - Gauntlets

NES: Zeus (Gauntlet)

FPO: Gauntlets

DoS: Gauntlets

Fam: きょじんのこて - kyojinnokote - Giant's Gloves

NES: Power (Gauntlet)

FPO: Giant's Gloves

DoS: Giant's Gloves

GBJ: とうぞくのこて - touzokunokote - Thief's Gloves

DoS: Thief's Gloves

Fam: ミスリルのこて - misurirunokote - Mithril Gloves

NES: Silver (Gauntlet)

FPO: Mythril Gloves

DoS: Mythril Gloves

Fam: ダイヤのこて - daiyanokote - Diamond Gloves

NES: Opal (Gauntlet)

FPO: DiamondGloves

DoS: Diamond Gloves

GBJ: ゲンジのこて - genjinokote - Genji Gloves

DoS: Genji Gloves

GBJ: クリスタルのこて - kurisutarunokote - Crystal Gloves

DoS: Crystal Gloves

GBJ: てんしのゆびわ - tenshinoyubiwa - Angel's Ring

DoS: Angel's Ring

(Not possible to get without cheating?)

Fam: まもりのゆびわ - mamorinoyubiwa - Protective Ring

NES: ProRing (Protective Ring)

FFO: Protect Ring

DoS: Protect Ring

GBJ: クリスタルリング - kurisutaruringu - Crystal Ring

DoS: Crystal Ring

[2.D] Items:

These are arranged by the GBA's sort order.

Fam: ポーション - po-shon - Potion

NES: HEAL (Potion)

FFO: Potion

DoS: Potion

GBJ: ハイポーション - haipo-shon - High Potion

DoS: Hi-Potion

GBJ: エクスポーション - ekusupo-shon - X-Potion

DoS: X-Potion

GBJ: エーテル - e-teru - Ether

DoS: Ether

GBJ: エーテルターボ - e-teruta-bo - Ether Turbo

DoS: Turbo Ether

GBJ: イーテルドライ - i-terudorai - Ether Dry

DoS: Dry Ether

GBJ: エリクサー - erikusa- - Elixer

DoS: Elixer

GBJ: ラストエリクサー - rasutoerikusa- - Last Elixer

DoS: Megalixer

GBJ: フェニックスのお - fenikkusunoo - Phoenix Tail

DoS: Phoenix Down

Fam: どくけし - dokukeshi - Antidote

NES: PURE (Potion)

FFO: Antidote

DoS: Antidote

GBJ: めぐすり - megusuri - Eyewash

DoS: Eye Drops

GBJ: やまびこそう	- yamabikosou	- Echo Herb
DoS: Echo Grass		
Fam: きんのはり	- kinnohari	- Golden Needle
NES: SOFT (Potion)		
FFO: Gold Needle		
DoS: Gold Needle		
GBJ: ばんのうやく	- bannouyaku	- Medicine of All
DoS: Remedy		
GBJ: ひじょうぐち	- hijouguchi	- Emergency Exit
DoS: Emergency Exit		
Fam: ねぶくろ	- nebukuro	- Sleeping Bag
NES: TENT		
FFO: Sleeping Bag		
DoS: Sleeping Bag		
Fam: テント	- tento	- Tent
NES: CABIN		
FFO: Tent		
DoS: Tent		
Fam: コテージ	- kote-ji	- Cottage
NES: HOUSE		
FFO: Cottage		
DoS: Cottage		
GBJ: くものいと	- kumonoito	- Spider's Thread
DoS: Spider's Silk		
GBJ: しろいきば	- shiroikiba	- White Fang
DoS: White Fang		
GBJ: あかいきば	- akikiba	- Red Fang
DoS: Red Fang		
GBJ: あおいきば	- aoikiba	- Blue Fang
DoS: Blue Fang		
GBJ: ひかりのカーテン	- hikarinoka-ten	- Light Curtain
DoS: Light Curtain		
GBJ: あかいカーテン	- akaika-ten	- Red Curtain
DoS: Red Curtain		
GBJ: しろのカーテン	- shironoka-ten	- White Curtain
DoS: White Curtain		
GBJ: あおいカーテン	- aoika-ten	- Blue Curtain
DoS: Blue Curtain		
GBJ: つきのカーテン	- tsukinoka-ten	- Lunar Curtain
DoS: Lunar Curtain		
GBJ: エルメスのくつ	- erumesunokutsu	- Hermes' Shoes
DoS: Hermes' Shoes		
GBJ: バンパイアのきば	- banpaianokiba	- Vampire Fang

DoS: Vampire Fang

GBJ: コカトリスのつめ - kokatorisunotsume - Cockatrice Claw

DoS: Cockatrice Claw

GBJ: きょじんのくすり - kyojinnokusuri - Giant's Medicine

DoS: Giant's Tonic

GBJ: ようせいのくすり - yoseinokusuri - Fairy's Medicine

DoS: Faerie Tonic

GBJ: ちからのくすり - chikaranokusuri - Power Medicine

DoS: Strength Tonic

GBJ: プロテスドリンク - purotesudorinku - Protect Drink

DoS: Protect Drink

GBJ: スピードドリンク - supi-dodorinku - Speed Drink

DoS: Speed Drink

GBJ: きんのリンゴ - kinnoringo - Golden Apple

DoS: Golden Apple

GBJ: ぎんのリンゴ - ginnoringo - Silver Apple

DoS: Silver Apple

GBJ: ソーマのしずく - so-manoshizuku - Drop of Soma

DoS: Soma Drop

GBJ: パワーアップ - pawa-appu - Power Up

DoS: Power Plus

GBJ: スタミナアップ - sutaminaappu - Stamina Up

DoS: Stamina Plus

GBJ: マインドアップ - maindiappu - Mind Up

DoS: Mind Plus

GBJ: スピードアップ - supi-doappu - Speed Up

DoS: Speed Plus

GBJ: ラックアップ - rakkuappu - Luck Up

DoS: Luck Plus

[2.E] Special Items:

Fam: リュート - ryu-to - Lute

NES: LUTE

FFO: Lute

DoS: Lute

Fam: クラウン - kuraun - Crown

NES: CROWN

FFO: Crown

DoS: Crown

Fam: すいしょうのめ - suishounome - Crystal Eye

NES: CRYSTAL

FFO: Crystal Eye

Kan: 水晶の目

DoS: Crystal Eye

Fam: めざめのくすり - mezamenokusuri - Awake Medicine

NES: HERB

FFO: Jolt Tonic

Kan: 目覚めの薬

DoS: Jolt Tonic

Fam: しんぴのかぎ - shinpinokagi - Key of Mystery

NES: KEY (Mystic Key)

FFO: Mystic Key

Kan: 神秘の鍵

DoS: Mystic Key

Fam: ニトロのかやく - nitoronokayaku - Nitro Gunpowder

NES: TNT

FFO: Nitro Powder

Kan: ニトロの火薬

DoS: Nitro Powder

Fam: スタールビー - suta-rubi- - Star Ruby

NES: RUBY

FFO: Star Ruby

DoS: Star Ruby

Fam: ロゼッタいし - rozettaishi - Rosetta Stone

NES: SLAB

FFO: Rosetta Stone

Kan: ロゼッタ石

DoS: Rosetta Stone

Fam: アダマンタイト - adamantaito - Adamantite

NES: ADAMANT

FFO: Adamantite

DoS: Adamantite

Fam: つちのつえ - tsuchinotsue - Earth Staff

NES: ROD

FFO: Earth Rod

Kan: 土の杖

DoS: Earth Rod

Fam: ふゆうせき - fuyuuseki - Floating Stone

NES: FLOATER

FFO: Levistone

Kan: 浮遊石

DoS: Levistone

Fam: チャイム - chaimu - Chime

NES: CHIME

FFO: Bell

DoS: Chime

Fam: ねずみのしっぽ - nezuminoshippo - Rat's Tail

NES: TAIL

FFO: Rat's Tail

GBJ: ネズミのしっぽ

Kan: ネズミの尻尾

DoS: Rat's Tail

Fam: ワープキューブ - wa-pukyu-bu - Warp Cube
NES: CUBE
FFO: Warp Cube
DoS: Warp Cube

Fam: ようせいのビン - yoseinobin - Bottled Fairy
NES: BOTTLE
FFO: Bottled Faerie
Kan: 妖精の瓶
DoS: Bottled Faerie

Fam: くうきのみず - kuukinomizu - Water of Air, Atmospheric Water
NES: OXYALE
FFO: Oxyale
Kan: 空気の水
DoS: Oxyale

Fam: カヌー - kanu- - Canoe
NES: Canoe
FFO: Canoe
DoS: Canoe

(On the Famicom/NES version the Canoe does not show up in your items, but it was at least intended to at some point. A Game Genie code can put it there.)

GBA/PSP-only Items:

GBJ: べっこうあめ - bekkouame - Special??? Candy
Kan: べっこう飴
DoS: Carobo

GBJ: オカリナ - okarina - Ocarina
DoS: Ocarina

GBJ: ときのはぐるま - tokinohaguruma - Clock Gear
Kan: 時の歯車
DoS: Cogwheel

GBJ: つるはし - tsuruhashi - Pickaxe
DoS: Pickaxe

GBJ: ネリクのサイン - nerikunosain - Nerrick's Autograph
DoS: Autograph

GBJ: まじよのひやく - majonohiyaku - Witch's Secret Medicine
Kan: 魔女の秘薬
DoS: Witch's Brew

GBJ: スミスのどうぐ - sumisunodougu - Smith's Tools
Kan: スミスの道具
DoS: Smyth's Tools

GBJ: いえのかぎ - ienokagi - House Key
Kan: 家の鍵
DoS: House Key

GBJ: ネコのひげ - nekonohige - Cat's Whisker
Kan: ネコの髭
DoS: Cat's Whisker

GBJ: うでのパーツ - udenopa-tsu - Arm Parts

Kan: 腕のパーツ
DoS: Arm Parts

GBJ: かたのパーツ - katanopa-tsu - Shoulder Parts
Kan: 肩のパーツ
DoS: Shoulder Parts

GBJ: AIチップ - AIchippu - AI Chip
DoS: A.I. Chip

GBJ: あたまのパーツ - atamanopa-tsu - Head Parts
Kan: 頭のパーツ
DoS: Head Parts

GBJ: どのパーツ - dounopa-tsu - Frame Parts
Kan: 胴のパーツ
DoS: Torso Parts

GBJ: おんせいかいろ - anseikairo - Voice Circuit
Kan: 音声回路
DoS: Audio Circuit

GBJ: あしのパーツ - ashinopa-tsu - Leg Parts
Kan: 足のパーツ
DoS: Leg Parts

GBJ: ガイブソウコウ - gaibusoukou - Outer Armor
Kan: 外部装甲
DoS: Exoskeleton

GBJ: バッテリーかいろ - batteri-kairo - Battery Circuit
Kan: バッテリー回路
DoS: Battery Circuit

GBJ: エネルギーチップ - enerugi-chippu - Energy Chip
DoS: Energy Chip

[2.F] Black Spells:

Something to note about the spells: Almost all of them are English words (in Katakana), but a lot of them are corrupted. Many of them have suffixes (or prefixes) to indicate spell progression, or for seemingly no reason at all. On the other hand some are not whole words, probably so they'd fit within the 4 character limit.

About the suffixes: The second spell in a series has the "ra" suffix. The most powerful spell in a series has the "ga" suffix. So we have Blizzard (normal), Blizzara (more), and Blizzaga (most).

Fam: ファイア - faia - Fire
NES: FIRE
FFO: Fire1
DoS: Fire

Fam: スリプル - suripuru - Sleep
NES: SLEP (Sleep)
FFO: Sleep1
DoS: Sleep

Fam: シェイプ - sheipu - Shape

NES: LOCK
FFO: Focus1
DoS: Focus

Fam: サンダー - sanda- - Thunder
NES: LIT
FFO: Bolt1
DoS: Thunder

Lev 2:

Fam: ブリザド - burizado - Blizzard
NES: ICE
FFO: Icel
DoS: Blizzard

Fam: ダクネス - dakunesu - Darkness
NES: DARK
FFO: Fog
DoS: Dark

Fam: ストライ - sutorai - Strike?
NES: TMPR (Temper)
FFO: Steel
DoS: Temper

Fam: スロウ - surou - Slow
NES: SLOW
FFO: Slow1
DoS: Slow

Lev 3:

Fam: ファイラ - faira - Fira
NES: FIR2 (Fire2)
FFO: Fire2
DoS: Fira

Fam: ホールド - ho-rudo - Hold
NES: HOLD
FFO: Bind
DoS: Hold

Fam: サンダラ - sandara - Thundera
NES: LIT2
FFO: Bolt2
DoS: Thundara

Fam: シェイラ - sheira - Shara
NES: LOK2 (Lock2)
FFO: Focus2
DoS: Focara

Lev 4:

Fam: スリプラ - suripura - Sleepra
NES: SLP2 (Sleep2)
FFO: Sleep2
DoS: Sleepra

Fam: ヘイスト - heisuto - Haste
NES: FAST
FFO: Haste

DoS: Haste

Fam: コンフュ - konfyu - Confuse

NES: CONF (Confuse)

FFO: Muddle

DoS: Confuse

Fam: ブリザラ - burizara - Blizzara

NES: ICE2 (Ice2)

FFO: Ice2

DoS: Blizzara

Lev 5:

Fam: ファイガ - faiga - Figa

NES: FIR3 (Fire3)

FFO: Fire3

DoS: Firaga

Fam: クラウダ - kurauda - Cloud

NES: BANE

FFO: Poison

DoS: Scourge

Fam: テレポ - terepo - Teleport

NES: WARP

FFO: Warp1

DoS: Teleport

Fam: ラスロウ - rasurou - RaSlow

NES: SLO2 (Slow2)

FFO: Slow2

DoS: Slowra

Lev 6:

Fam: サンガー - sanga- - Thunga

NES: LIT3

FFO: Bolt3

DoS: Thundaga

Fam: デス - desu - Death

NES: RUB

FFO: Reaper

DoS: Death

Fam: クエイク - kueiku - Quake

NES: QAKE (Quake)

FFO: Quake

DoS: Quake

Fam: スタン - sutan - Stun

NES: STUN

FFO: Stun

DoS: Stun

Lev 7:

Fam: ブリザガ - burizaga - Blizzaga

NES: ICE3 (Ice3)

FFO: Ice3

DoS: Blizzaga

Fam: ブレイク - bureiku - Break
NES: BRAK (Break)
FFO: Break
DoS: Break

Fam: セーバー - se-ba- - Saber
NES: SABR (Saber)
FFO: Saber
DoS: Saber

Fam: ブライン - burain - Blind
NES: BLND (Blind)
FFO: Blind
DoS: Blind

Lev 8:
Fam: フレアー - furea- - Flare
NES: NUKE
FFO: Flare
DoS: Flare

Fam: ストップ - sutoppu - Stop
NES: STOP
FFO: Stop
DoS: Stop

Fam: デジョン - dejon - Dezone?
NES: ZAP!
FFO: Banish
DoS: Warp

Fam: キル - kiru - Kill
NES: XXXX
FFO: Doom
DoS: Kill

[2.G] White Spells:

White spells have a few more suffixes and prefixes, and no single pattern to all of them. You can find "a" for the second spell, and "da" for the second or third spell, or both a prefix and suffix (ReHeala = strongest Heal spell). The "ja" suffix seems to have been made up for the English versions. The "na" suffix is for curing status ailments (Stona cures Stone). The "ba" prefix must mean barrier, as all the Ba spells protect you from one or more elements.

Fam: ケアル - kearu - Care
NES: CURE
FFO: Cure1
DoS: Cure

Fam: ディア - dia - Dia (Spanish for Day/Daylight)
NES: HARM
FFO: Dial
DoS: Dia

Fam: プロテス - purotesu - Protect
NES: FOG
FFO: Shld1

DoS: Protect

Fam: ブリンク - burinku - Blink

NES: RUSE

FFO: Blink

DoS: Blink

Lev 2:

Fam: プラナ - burana - Blina

NES: LAMP

FFO: Lamp

DoS: Blindna

Fam: サイレス - sairesu - Silence

NES: MUTE

FFO: Silence

DoS: Silence

Fam: バサンダ - basanda - BaThunder

NES: ALIT (AntiLit)

FFO: NulBolt

DoS: NulShock

Fam: インビジ - inbiji - Invisi

NES: INVS (Invis)

FFO: Invis1

DoS: Invis

Lev 3:

Fam: ケアルア - kearua - Carea

NES: CUR2 (Cure2)

FFO: Cure2

DoS: Cura

Fam: アディア - adia - ADia

NES: HRM2 (Harm2)

FFO: Dia2

DoS: Diara

Fam: バファイ - bafai - BaFire

NES: AFIR (AntiFire)

FFO: NulFire

DoS: NulBlaze

Fam: ヒール - hi-ru - Heal

NES: HEAL

FFO: Heall

DoS: Heal

Lev 4:

Fam: ポイズナ - poizona - Poisona

NES: PURE

FFO: Esuna

DoS: Poisona

Fam: フィアー - fia- - Fear

NES: FEAR

FFO: Fear

DoS: Fear

Fam: バコルド - bakorudo - BaCold
NES: AICE (AntiIce)
FFO: NulIce
DoS: NulFrost

Fam: ボキヤル - bokyaru - Vocal
NES: AMUT (AntiMute)
FFO: Vox
DoS: Vox

Lev 5:

Fam: ケアルダ - kearuda - Careda
NES: CUR3 (Cure3)
FFO: Cure3
DoS: Curaga

Fam: レイズ - reizu - Raise
NES: LIFE
FFO: Life1
DoS: Life

Fam: ダディア - dadia - DaDia
NES: HRM3 (Harm3)
FFO: Dia3
DoS: Diaga

Fam: ヒーラ - hi-ra - Heala
NES: HEL2 (Heal2)
FFO: Heal2
DoS: Healara

Lev 6:

Fam: ストナ - sutona - Stona
NES: SOFT
FFO: Stone
DoS: Stona

Fam: ダテレポ - daterepo - DaTeleport
NES: EXIT
FFO: Warp2
DoS: Exit

Fam: プロテア - purotea - Protea
NES: FOG2
FFO: Shld2
DoS: Protera

Fam: インビア - inbia - Invia
NES: INV2 (Invis2)
FFO: Invis2
DoS: Invisira

Lev 7:

Fam: ケアルガ - kearuga - Carega
NES: CUR4 (Cure4)
FFO: Cure4
DoS: Curaja

Fam: ガディア - gadia - GaDia
NES: HRM4 (Harm4)

FFO: Dia4
DoS: Diaja

Fam: バマジク - bamajiku - BaMagic
NES: ARUB (AntiRub)
FFO: NulMgc
DoS: NulDeath

Fam: ラヒーラ - rahi-ra - RaHeala
NES: HEL3 (Heal3)
FFO: Heal3
DoS: Healaga

Lev 8:
Fam: アレイズ - areizu - ARaise
NES: LIF2 (Life2)
FFO: Life2
DoS: Full-Life

Fam: ホーリー - ho-ri- - Holy
NES: FADE
FFO: Holy
DoS: Holy

Fam: バオル - baoru - BaAll
NES: WALL
FFO: NulAll
DoS: NulAll

Fam: デスペル - desuperu - Dispel
NES: XFER
FFO: Dispel
DoS: Dispel

[2.H] Enemy Special Attacks:

In most versions of the game many enemy attacks will have the same name. Every ice-elemental attack is called Snowstorm, and a variety of different attacks all fall under the name Glare or Poison Gas. In the NES version, these all had different names.

Fam: ほのお - honoo - Flame
NES: BLAZE
FFO: Blaze
DoS: Blaze

Fam: ふぶき - fubuchi - Snow Storm
NES: BLIZZARD
FFO: Icestorm
DoS: Icestorm

Fam: じしん - jishin - Earthquake
NES: CRACK
FFO: Earthquake
DoS: Earthquake

Fam: ほのお - honoo - Flame
NES: CREMATE
FFO: Blaze

DoS: Blaze

Fam: にらみ - nirami - Glare

NES: DAZZLE

FFO: Gaze

DoS: Gaze

Fam: フラッシュ - furasshu - Flash

NES: FLASH

FFO: Flash

DoS: Flash

Fam: ふぶき - fubuchi - Snow Storm

NES: FROST

FFO: Icestorm

DoS: Icestorm

Fam: にらみ - nirami - Glare

NES: GAZE

FFO: Gaze

DoS: Gaze

Fam: にらみ - nirami - Glare

NES: GLANCE

FFO: Gaze

DoS: Gaze

Fam: にらみ - nirami - Glare

NES: GLARE

FFO: Gaze

DoS: Gaze

Fam: ほのお - honoo - Flame

NES: HEAT

FFO: Blaze

DoS: Blaze

Fam: ほのお - honoo - Flame

NES: INFERNO

FFO: Blaze

DoS: Blaze

Fam: スミ - sumi - Ink

NES: INK

FFO: Ink

DoS: Ink

Fam: かくこうげき - kakukougeki - Nuclear Attack

NES: NUCLEAR

FFO: Nuke

DoS: Nuke

Fam: どくガス - dokugasu - Poison Gas

NES: POISON (stone)

FFO: Toxin

DoS: Poison Gas

Fam: どくガス - dokugasu - Poison Gas

NES: POISON (damage)

FFO: Toxin

DoS: Poison Gas

Fam: ほのお - honoo - Flame

NES: SCORCH

FFO: Blaze

DoS: Blaze

Fam: はないき - hanaiki - Snort, Nasal Breathing

NES: SNORTING

FFO: Snort

DoS: Snort

Fam: にらみ - nirami - Glare

NES: SQUINT

FFO: Gaze

DoS: Gaze

Fam: にらみ - nirami - Glare

NES: STARE

FFO: Gaze

DoS: Gaze

Fam: どくばり - dokubari - Poison Stinger

NES: STINGER

FFO: Poison Darts

DoS: Poison Darts

Fam: つなみ - tsunami - Tsunami

NES: SWIRL

FFO: Tsunami

DoS: Tsunami

Fam: いなずま - inazuma - Lightning

NES: THUNDER

FFO: Thunderbolt

DoS: Thunderbolt

Fam: たつまき - tatsumaki - Tornado

NES: TORNADO

FFO: Twister

DoS: Cyclone

Fam: どくガス - dokugasu - Poison Gas

NES: TOXIC

FFO: Toxin

DoS: Poison Gas

Fam: マインドブラスト - mindoburasuto - Mind Blast

NES: TRANCE

FFO: Mind Blast

DoS: Mind Blast

GBA/PSP-Only:

GBJ: タイダルウェイブ - taidaruueibu - Tidal Wave

DoS: Tidal Wave

GBJ: ゆびさき - yubisaki - Fingertip

DoS: Ray

GBJ: エクスカリパー - ekusukaripa- - Excalipur

DoS: Excalipur

GBJ: かまいたち - kamaitachi - Whirlwind Cut

DoS: Wind Slash

GBJ: コメット - kometto - Comet

DoS: Comet

GBJ: ワームホール - wa-muho-ru - Wormhole

DoS: Wormhole

GBJ: はどうほう - hadouhou - Surge/Wave Cannon

DoS: Wave Cannon

GBJ: さんせいう - sanseiu - Acid Rain

DoS: Acid Rain

[2.I] Battle Commands:

Fam: たたかう - tatakau - Fight, Battle, Attack

NES: FIGHT

FPO: Attack

DoS: Attack

Fam: まほう - mahou - Magic

NES: MAGIC

FPO: Magic

DoS: Magic

Fam: くすり - kusuri - Medicine

NES: DRINK

WSC: N/A

FPO: N/A

DoS: N/A

(All the remakes combined this into the Item command.)

Fam: N/A

NES: N/A

WSC: そうび - soubi - Equipment

FPO: Equip

DoS: Equip

(This command didn't exist in the original.)

Fam: もちもの - mochimono - Belongings

NES: ITEM

WSC: アイテム - aitemu - Item

FPO: Items

DoS: Items

Fam: にげる - nigeru - Escape

NES: RUN

FPO: Flee

DoS: Flee

[2.J] Status Ailments:

Kan: 戦闘不能 - sentoufunou - Battle Incompetency

NES: Slain

FFO: KO

DoS: KO

(This is not shown in the game, so these are according to the instructions.)

Fam: くらやみ - kurayami - Darkness

Kan: 暗闇

NES: Dark

FFO: Dark

DoS: Darkness

Fam: ちんもく - chinmoku - Silent

Kan: 沈黙

NES: Mute

FFO: Mute

DoS: Silence

Fam: どく - doku - Poison

Kan: 毒

NES: Poison

FFO: Poison

DoS: Poison

Fam: ねむり - nemuri - Sleep

Kan: 眠り

NES: Sleep

FFO: Sleep

DoS: Sleep

Fam: いし - ishi - Stone

Kan: 石化

NES: Stone

FFO: Stone

DoS: Stone

Fam: まひ - mahi - Paralysis

NES: Stun

FFO: Prlyz

DoS: Paralysis

[2.K] Stats:

Fam: レベル - reberu - Level

NES: LEV

WSC: LV

FFO: LV

DoS: Lv.

GBJ: まほうLV - mahouLV - Magic Level

DoS: Magic Level

Fam: けいけんち EP - keikenchi EP - Experience EP

NES: EXP. POINTS (Experience Points)

WSC: いまのけいけんち - imanokeikenchi - Current Experience

FFO: Current EXP

DoS: Current EXP

Fam: つぎのレベルまであと - tsuginoreberumadeato - Until Next Level

NES: FOR LEV UP (For Level Up)

WSC: つぎのLVまであと - tsuginolvmadeato - Until Next Level

FFO: Next level
DoS: Next Level

Fam: ちから - chikara - Power/Strength
NES: STR.
FFO: STR
DoS: STR
PSP: Strength

Fam: すばやさ - subayasa - Agility/Dexterity/Speed
NES: AGL.
FFO: AGL
DoS: AGL
PSP: Agility

Fam: ちせい - chisei - Intelligence
NES: INT.
FFO: INT
DoS: INT
PSP: Intelligence

Fam: たいりよく - tairyoku - Physical Strength/Stamina
NES: VIT. (Vitality)
FFO: END (Endurance)
DoS: STA (Stamina)
PSP: Stamina

Fam: こううん - kouun - Luck
NES: LUCK
FFO: LCK
DoS: LCK
PSP: Luck

Fam: ウェポン - uepon - Weapon
NES: DAMAGE
WSC: こうげきりよく - kougekiryoku - Attack Power
FFO: ATK
DoS: ATK
PSP: Attack

Fam: めいちゅうりつ - meichuuritsu - Hit Rate
NES: HIT %
FFO: ACC
DoS: ACC
PSP: Accuracy

Fam: アーマー - a-ma- - Armor
NES: ABSORB
WSC: ぼうぎょりよく - bougyoryoku - Defense Power
FFO: DEF
DoS: DEF
PSP: Defense

Fam: かいひりつ - kaihiritsu - Evade Rate
NES: EVADE %
FFO: EVA
DoS: EVA
PSP: Evasion

[2.L] Classes:

Fam: せんし - senshi - Warrior/Soldier/Fighter

Kan: 戦士

NES: FIGHTER

FFO: Warrior

DoS: Warrior

Fam: シーフ - shi-fu - Thief

NES: THIEF

FFO: Thief

DoS: Thief

Fam: モンク - monku - Monk

NES: Bl.BELT (Black Belt)

FFO: Monk

DoS: Monk

Fam: あかまじゅつし - akamajutsushi - Red Magician

Kan: 赤魔術士

NES: RedMAGE

FFO: Red Mage

DoS: Red Mage

Fam: しろまじゅつし - shiromajutsushi - White Magician

Kan: 白魔術士

NES: Wh.MAGE (White Mage)

FFO: White Mage

DoS: White Mage

Fam: くろまじゅつし - kuromajutsushi - Black Magician

Kan: 黒魔術士

NES: Bl.MAGE (Black Mage)

FFO: Black Mage

DoS: Black Mage

Fam: ナイト - naito - Knight

NES: KNIGHT

FFO: Knight

DoS: Knight

Fam: ニンジャ - ninja - Ninja

Kan: 忍者

NES: NINJA

WSC: にんじゃ - ninja - Ninja

FFO: Ninja

DoS: Ninja

Fam: スーパーモンク - su-pa-monku - Super Monk

NES: MASTER

FFO: Master

DoS: Master

Fam: あかまどうし - akamadoushi - Red Wizard

Kan: 赤魔道士

NES: RedWiz (Red Wizard)

FFO: Red Wizard

DoS: Red Wizard

Fam: しろまどうし - shiromadoushi - White Wizard

Kan: 白魔道士

NES: Wh.Wiz (White Wizard)

FPO: White Wizard

DoS: White Wizard

Fam: くろまどうし - kuromadoushi - Black Wizard

Kan: 黒魔道士

NES: Bl.Wiz (Black Wizard)

FPO: Black Wizard

DoS: Black Wizard

[2.M] Auto-names:

The GBA and PSP versions have 10 names for each class that can be selected randomly. These are all taken from other games in the series. In many cases, the English name was taken from the English version of the game the name came from. For example: In the Japanese FF6, Edgar briefly used the alias "Jeff". In the English version, the name was Gerad (an anagram of Edgar). In this game, the Japanese name is Jeff, and the English name is Gerad.

Warrior:

GBJ: アーガス - a-gasu - Argus

DoS: Argus

GBJ: アルス - arusu - Arus, Alus, Als, Arse

DoS: Arus

GBJ: バナン - banan - Banon

DoS: Banon

GBJ: バロン - baron - Baron

DoS: Baron

GBJ: デッシュ - deshu - Desh

DoS: Desh

GBJ: ドマ - doma - Doma

DoS: Doma

GBJ: ジオット - jiotto - Giott

DoS: Giott

GBJ: レオ - reo - Leo

DoS: Leo

GBJ: サスーン - sasu-n - Sasoon, Sasuun

DoS: Sasuun

GBJ: ゼザ - zeza - Zeza

DoS: Zeza

Thief:

GBJ: バクー - baku - Baku

DoS: Baku

GBJ: ビッグス - biggusu - Biggs

DoS: Biggs

GBJ: ブランク - buranku - Blank

DoS: Blank

GBJ: ダリル - dariru - Daryl

DoS: Daryl

GBJ: ジェフ - jefu - Jeff

DoS: Gerad

GBJ: ケルガー - keruga- - Kelga

DoS: Kelga

GBJ: パック - pakku - Puck

DoS: Puck

GBJ: サリサ - sarisa - Sarisa

DoS: Sarisa

GBJ: ツース - tsu-su - Tuss

DoS: Tuss

GBJ: ウェッジ - uejji - Wedge

DoS: Wedge

Monk:

GBJ: ジュン - jun - Jun

DoS: Arvis

GBJ: シナ - shina - Cinna

DoS: Cinna

GBJ: ドルガン - dorugan - Dorgan

DoS: Drogan

GBJ: ダンカン - dankan - Duncan

DoS: Duncan

GBJ: ゴーン - go-n - Gorn, Gon

DoS: Gorn

GBJ: マディン - madin - Madin

DoS: Maduin

GBJ: マーカス - ma-kasu - Marcus

DoS: Marcus

GBJ: シュン - shun - Shun

DoS: Owain

GBJ: アウザー - auza- - Owzer

DoS: Owzer

GBJ: ウォルス - uorusu - Walz, Walse

DoS: Walz

Red Mage:

GBJ: デイーン - di-n - Dean

DoS: Duane

GBJ: ミナ - mina - Mina

DoS: Elayne

GBJ: ギード - gi-do - Geed, Gido
DoS: Gill

GBJ: クルーヤ - kuru-ya - KluYa
DoS: KluYa

GBJ: コリオ - korio - Coleo, Korio
DoS: Kory

GBJ: ラリボー - raribo- - Lalibo
DoS: Lalibo
PSP: Tomok

GBJ: ローラ - ro-ra - Laura, Lola
DoS: Lola

GBJ: ミド - mido - Mid
DoS: Mid

GBJ: トット - tutto - Tot
DoS: Tot

GBJ: ユラ - yura - Yura
DoS: Yura

White Mage:

GBJ: エリア - eria - Elia
DoS: Elia

GBJ: ジェニカ - jenika - Jenica
DoS: Jenica

GBJ: モルル - moruru - Molulu
DoS: Kuku

GBJ: ルカ - ruka - Luca
DoS: Luca

GBJ: ミコト - mikoto - Mikoto
DoS: Mikoto

GBJ: ノア - noa - Noah
DoS: Noah

GBJ: ルビィ - rubii - Ruby
DoS: Ruby

GBJ: サラ - sara - Sara, Sarah
DoS: Sara

GBJ: サリーナ - sari-na - Sarina
DoS: Sarina

GBJ: シェルコ - sheruko - Shelko, Sherko
DoS: Sherko

Black Mage:

GBJ: デリラ - derira - Delila
DoS: Delila

GBJ: ジル - jiru - Jill
DoS: Gilles

GBJ: ガンホー - ganho- - Gungho
DoS: Gungho

GBJ: ホマク - homaku - Homac, Homack
DoS: Homac

GBJ: ククロ - kukuro - Kukuro
DoS: Kokkol

GBJ: ココ - koko - Koko
DoS: Koko

GBJ: ニーナ - ni-na - Nina
DoS: Nina

GBJ: ステラ - sutera - Stella
DoS: Stella

GBJ: トパパ - topapa - Topapa
DoS: Topapa

GBJ: ゾック - zokku - Zok
DoS: Zok

[2.N] Characters:

Fam: (not named)

NES: Arylon

FFO: (not named)

DoS: (not named)

(The dancer in Cornelia was only given a name in the NES version.)

Fam: バハムート - bahamu-to - Bahamut

NES: Bahamut

FFO: Bahamut

DoS: Bahamut

Fam: ビッケ - bikke - Bikke, Vikke

NES: Bikke

FFO: Bikke

DoS: Bikke

Fam: N/A

NES: N/A

WSC: (not named)

FFO: (not named)

GBJ: だいじん - daijin - Cabinet Minister

Kan: 大臣

DoS: Chancellor

(The Chancellor did not exist in the original game.)

Fam: (not named)

NES: Darryl

FFO: (not named)

DoS: (not named)

(The mermaid who grew legs was only given a name in the NES version.)

Fam: (not named)

NES: (not named)

FFO: (not named)

GBJ: ドクター - dokuta- - Doctor

DoS: Healer

Fam: がくしゃのウネ - gakushanoune - Scholar Une

NES: Dr. Unne

FFO: Dr. Unne

DoS: Dr. Unne

(When other people mention him in the Japanese versions, it's just "Une".)

Fam: 4ひきのカオス - 4hikinokaosu - Chaoses of the Four Forces?

NES: Four Fiends of Elements

FFO: Four Fiends of Chaos

DoS: Four Fiends

Fam: ジム - jimu - Jim

NES: Jim

FFO: Jimm

GBJ: ワッツ - wattsu - Watts

DoS: Watts

Fam: こくおう - kokuou - King

NES: King

FFO: King

Kan: 国王

DoS: The King

Fam: コペ - kope - Kope

NES: Kope

FFO: Koppe

DoS: Koppe

Fam: ひかりのせんし - hikarinosenshi - Light Warriors

NES: Light Warriors

FFO: Light Warriors

DoS: Warriors of Light

Fam: ルフェインじん - rufeinjin - Lufeinish Man/Person/People

Kan: ルフェイン人

NES: Lefeinish [people]

FFO: Lufenians

DoS: Lufenians

Fam: ルカーン - ruka-n - Lukahn

NES: Lukahn

FFO: Lukin

DoS: Lukahn

Fam: マトーヤ - mato-ya - Matoya

NES: Matoya

FFO: Matoya

DoS: Matoya

Fam: ネリク - neriku - Nerrick

NES: Nerrick

FFO: Nelic

DoS: Nerrick

Fam: おうじ - ouji - Prince

Kan: 王子

NES: Prince

FFO: Prince

DoS: The Prince

Fam: セーラ - se-ra - Sara

NES: Sara

FFO: Sarah

DoS: Sarah

Fam: ジェーン - je-n - Jane

NES: Jane

FFO: Jayne

DoS: Jayne

Fam: サーダ - sa-da - Sarda

NES: Sarda

FFO: Satta

DoS: Satta

Fam: てんくうびと - tenkuubito - Sky People

NES: Sky Warriors

FFO: Sky People

DoS: Sky People

Fam: スミス - sumisu - Smith

NES: Smith

FFO: Smyth

DoS: Smyth

Fam: きょじん - kyojin - Giant

NES: Titan

FFO: Titan

DoS: Giant

Fam: 12にんの けんじゃ - 12ninno kenja - Twelve Sages

NES: Twelve Sages

FFO: Twelve Sages

DoS: Twelve Sages

Fam: アンダーヒル - anda-hiru - Underhill

NES: Underhill

FFO: Underhill

DoS: Underhill

GBA Only:

GBJ: シド - shido - Cid

DoS: Cid

GBJ: チューレ - chu-re - Chule?

DoS: Thule

GBJ: ダークバハムート - da-kubahamu-to - Dark Bahamut

DoS: Dark Bahamut

[2.0] Shops:

Fam: やどや - yadoya - Inn

Kan: 宿屋

NES: INN

FFO: Inn

DoS: Inn

Fam: きょうかい - kyokai - Church

Kan: 教会

NES: CLINIC

FFO: Sanctuary

DoS: Sanctuary

Fam: ぶきや - bukiya - Weapon Shop

Kan: 武器屋

NES: WEAPON

FFO: Weapons

DoS: Weapons

Fam: ぼうぐや - bouguya - Armor Shop

Kan: 防具屋

NES: ARMOR

FFO: Armor

DoS: Armor

Fam: どうぐや - douguya - Supply Shop

Kan: 道具屋

NES: ITEM

FFO: Items

DoS: Items

Fam: くろまほうや - kuromahouya - Black Magic Shop

Kan: 黒魔法屋

NES: BMAGIC

FFO: B.Magic

DoS: B. Magic

Fam: しろまほうや - shiromahouya - White Magic Shop

Kan: 白魔法屋

NES: WMAGIC

FFO: W.Magic

DoS: W. Magic

Fam: キャラバン - kyaraban - Caravan

NES: OASIS

FFO: Caravan

DoS: Caravan

[2.P] Locations:

The Famicom FF1+2 map sometimes has the name written differently, or even a completely different name, these are marked "(map)".

Fam: コーネリアのまち - ko-nerianomachi - Cornelia Town

Kan: コーネリアの町

NES: Coneria Town

FFO: Cornelia

DoS: Cornelia

Fam: コーネリアじゅう - ko-neriajou - Cornelia Castle
Kan: コーネリアの城
NES: Coneria Castle
FFO: Castle Cornelia
DoS: Castle Cornelia

Fam: カオスのしんでん - kaosunoshinden - Temple of Chaos
Kan: カオスの神殿
NES: Temple of Fiends
WSC: カオスしんでん - kaosushinden - Chaos Temple
Kan: カオス神殿
FFO: Temple of Chaos
DoS: Chaos Shrine

Fam: (not named)
NES (not named)
WSC: はねばし - hanebashi - Jump/Splash Bridge
Kan: 跳ね橋
FFO: Bridge
DoS: Drawbridge
(A title appears when the bridge is built. The scene and the title didn't exist in the original game.)

Fam: マトーヤのどうくつ - mato-yanodoukutsu - Matoya's Cave
Kan: マトーヤの洞くつ (map)
Kan: マトーヤの洞窟
NES: Matoya's Cave
FFO: Matoya's Cave
DoS: Matoya's Cave

Fam: みなとまちプラボカ - minatomachipuraboka - Port Town Pravoka
Kan: 港町プラボカ
NES: Pravoka
FFO: Pravoca
DoS: Pravoka

Fam: アルディのうみ - arudinoumi - Aldi Sea, Sea of Aldi
NES: Aldi Sea
FFO: Aldean Sea
DoS: Aldean Sea

Fam: エルフのまち - erufunomachi - Elven Town
Kan: エルフの町
NES: ElfLand
FFO: Elfheim
DoS: Elfheim

Fam: エルフのしろ - erufunoshiro - Elven Castle
Kan: エルフの城
NES: Castle of Elf
FFO: Elven Castle
DoS: Elven Castle

Fam: ドワーフのどうくつ - dowa-funodoukutsu - Dwarven Cave
Kan: ドワーフの洞くつ (map)
Kan: ドワーフの洞窟
NES: Dwarf Cave
FFO: Mt. Duergar
DoS: Mount Duergar

Fam: にしのしろ - nishinoshiro - Western Castle
Kan: 西の城
NES: Northwest Castle
FFO: Western Keep
DoS: Western Keep

Fam: ぬまのどうくつ - numanodoukutsu - Marsh Cave
Kan: 沼の洞くつ (map)
Kan: 沼の洞窟
NES: Marsh Cave
FFO: Marsh Cave
DoS: Marsh Cave

Fam: メルモンドのまち - merumondonomachi - Melmond Town
Kan: メルモンドの町
NES: Melmond
FFO: Melmond
DoS: Melmond

Fam: アースのどうくつ - a-sunodoukutsu - Earth Cave
Kan: アースの洞くつ (map)
Kan: アースの洞窟
NES: Earth Cave
FFO: Terra Cavern
DoS: Cavern of Earth

Fam: 巨人のとうげ - kyoujinnotouge - Giant's Mountain Pass
Kan: 巨人の峠
NES: Titan's Tunnel
WSC: きょじんのどうくつ - kyojinnodoukutsu - Giant's Cave
Kan: きょじんの洞窟
FFO: Titan's Cave
DoS: Giant's Cave

Fam: けんじゃのどうくつ - kenjanodoukutsu - Sage's Cave
Kan: 賢者の洞くつ (map)
Kan: 賢者の洞窟
NES: Sarda's Cave
FFO: Sage's Cave
DoS: Sage's Cave

Fam: クレセントレイクのまち - kuresentoreikunomachi - Crescent Lake Town
Kan: クレセントレイクの町
NES: Crescent Lake
FFO: Crescent Lake
DoS: Crescent Lake

Fam: グルグかざん - gurugukazan - Gurugu Volcano
Kan: グルグ火山
NES: Gurgu Volcano
FFO: Mount Gulg
DoS: Mount Gulg

Fam: こおりのどうくつ - koorinodoukutsu - Ice Cave
Kan: 氷の洞くつ (map)
Kan: 氷の洞窟
NES: Ice Cave
FFO: Ice Cavern
DoS: Cavern of Ice

Fam: リュカーンさばク - ryuka-nsabaku - Ryukahn Desert
Kan: リュカーン砂漠
NES: Ryukahn Desert
FFO: Lykion Desert
DoS: Ryukahn Desert

Fam: ドラゴンのどうくつ - doragonnodoukutsu - Dragon Caves
Kan: ドラゴンの洞くつ (map)
Kan: ドラゴンの洞窟
NES: Cardia Islands
FFO: Dragon's Cave
DoS: Dragon Caves

Fam: しれんのしろ - shirennoshiro - Castle of Ordeals
Kan: 試練の城
NES: Castle of Ordeal
FFO: Citadel of Trials
DoS: Citadel of Trials

Fam: ガイアのまち - gaianomachi - Gaia Town
Kan: ガイアの町
Kan: 山頂の町 - sanchounomachi - Summit Town (map)
NES: Gaia
FFO: Gaia
DoS: Gaia

Fam: オンラクのまち - onrakunomachi - Onlac Town
Kan: オンラクの町
NES: Onrac
FFO: Onlak
DoS: Onrac

Fam: キャラバン - kyaraban - Caravan
NES: Caravan
FFO: Desert Caravan
DoS: Caravan

Fam: かいていしんでん - kaiteishinden - Undersea Temple
Kan: 海底神殿
NES: Sea Shrine
FFO: Sunken Shrine
DoS: Sunken Shrine

Fam: たきのうらのどうくつ - takinouranodoukutsu - Cave Behind Waterfall
Kan: 滝の裏の洞くつ (map)
Kan: 滝の裏の洞窟
NES: Waterfall
FFO: Waterfall Cavern
DoS: Waterfall Cavern

Fam: ヤーニクルムさばク - ya-nikurumusabaku - Yahnikurm Desert
NES: Yahnikurm Desert
FFO: Yanikulum Desert
DoS: Yahnikurm Desert

Fam: ルフェインじんのまち - rufeinjinnomachi - Lufeinish Town
Kan: ルフェイン人の町
NES: Lefein
FFO: Lufenia
DoS: Lufenia

Fam: ミラージュのとう - mira-junotou - Tower of Mirage
Kan: 蜃気楼の塔 - shinkirounotou - Tower of Mirage (map)
NES: Mirage Tower
FFO: Tower of Mirage
DoS: Mirage Tower

Fam: ふゆうじょう - fuyuujou - Floating Castle
Kan: 浮遊城
NES: Sky Castle
FFO: Flying Fortress
DoS: Flying Fortress

Kan: 過去のカオスの神殿 - kakonokaosunoshinden - Temple of Chaos of the Past
NES: Temple of Fiends Revisited
FFO: Temple of Chaos Past
(This dungeon isn't actually given a separate name in the game, so I've listed the names used in strategy guides, maps, etc.)

GBA/PSP-only:

GBJ: だいちのめぐみのほこら - daichinomeguminohokora - Small Shrine of Earth's Blessing
Kan: 大地のめぐみのほこら
DoS: Earthgift Shrine

GBJ: もえさかるひのおおあな - moesakaruhinooana - Big Hole of Burning Flourishing Fire
Kan: 燃えさかる火の大穴
DoS: Hellfire Chasm

GBJ: いやしのみずのどうくつ - iyashinomizunodoukutsu - Cave of Healing Water
Kan: いやしの水の洞窟
DoS: Lifespring Grotto

GBJ: かぜのささやくどうけつ - kazenosasayakudouketsu - Grotto of Wind's Whisper
Kan: 風のささやく洞穴
DoS: Whisperwind Cove

PPJ: ときのめいきゅう - tokinomeikyu - Labyrinth of Time
Kan: 時の迷宮
PSP: Labyrinth of Time

[2.Q] Misc:

Fam: ふな - funa - Ship
Kan: 船
NES: Ship
FFO: Ship
DoS: Ship

Fam: ひくうせん - hikuusen - Flying Sky Boat
Kan: 飛空艇
NES: Airship
FFO: Airship
DoS: Airship

Fam: ギル - giru - Gil
NES: G (Gold)

FFO: Gil
DoS: Gil

Fam: クリスタル - kurisutaru - Crystal
NES: Orb
FFO: Crystal
DoS: Crystal

Fam: ラリホー - rariho- - Rally-ho! / Lali-ho!
NES: Hurray!
FFO: Rally-ho!
DoS: Lali-ho!

Fam: ルフェインご - rufeingo - Lufeinish language
Kan: ルフェイン語
NES: Lefeinish [language]
FFO: Lufenian language
DoS: Lufenian language

Fam: ル...パ...ガミ...ド? - ru...pa...gami...do? - Lu...pa...gami...do?
NES: Lupa? Lupa?
FFO: Lu...pa...gamhi...dho?
DoS: Lu...pa...gamhi...dho?

Section 3:

[3.A] Thanks:

Square-Enix for making these games.
Nintendo Power and Bradygames' strategy guides for help when I needed it.
AD&D Monstrous Manual for some of the monster names.
JWPce for its Japanese dictionary and Kanji lookup.
Matt Luckcuck for info about the PAL version of FFO.
Marcelo X for info about the FOMA/CDMA, MSX, PSP, and Japanese & PAL
Playstation versions.
ie for some editing suggestions.

[3.B] FAQ History:

:ver 4.0 1/23/2009:

I added info about the PSP version and the Brazilian NES release, fixed some things, rearranged the charts, and numbered the monster chart.

:ver 3.01 6/17/2005:

I fixed a few typos from the previous version, changed and rearranged some descriptions, and added a couple of things.

:ver 3.0 1/1/2005 New Years Edition:

I did a lot of maintenance, rearranged a lot of stuff, added the thanks section, and added info about the FOMA/CDMA and GBA versions.

:ver 2.1 4/21/2003:

I reformatted some more charts, added some descriptions, moved a few things around, added some Kanji to some charts, added and rearranged some sections, and added info about the Playstation versions.

:ver 2.01 9/19/2002:

I added a couple of things I forgot in 2.0.

:ver 2.0 9/18/2002:

I changed the format of most of the lists, fixed an error or 2, added something I missed, and added more to the descriptions.

:intermediate versions 3/19/1999-9/2/2002:

A few hundred minor updates over the course of 3 years added info about the FF1&2 Famicom multicart, the WSC version, monster spells, place names, shops, characters, classes, and ailments. The last of these was when I finally realized that "dia" was Spanish for "day" or "daylight".

:ver 3/18/1999:

The first version listed the differences between the NES and Famicom versions of FF1. It only had enemies, weapons, armor, items, magic, and battle commands. It was reasonably complete for what it was, but several names were still a mystery to me.

-end-

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