

Final Fantasy I Translations

by Red Scarlet

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Final Fantasy I Translations (Sony Playstation)

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This FAQ is for anyone who has the recently released version of Final Fantasy I for the Sony Playstation, and needs to know what the heck all the names of items, magic, characters, or monsters are. I assume you already know the game, so there are very few actual strategies in this FAQ. There are already a few at Gamefaqs already made, so view one of those if you need direction on where to go. The newest updates will always be at Gamefaqs.

In pretty much all of the lists, the order of what things are in will be: Japanese Kana that appears onscreen/romanized version/my translation/name in the US version of FF1 on the NES, if it is different.

Enjoy!

First up are the options at the title screen.

fjf...[fQ[f€: Nyu-ge-mu (New Game) Starts a new game.
f[fQ[f€: Ro-doge-mu (Load Game) Continue off of a saved game from a Memory Card in either fXf[fbfg: Surotto 1 (Slot 1) or fXf[fbfg: Surotto 2 (Slot 2).
f[f,ftf[fCf<: Memofairu (Memo File) Load a game that was saved into the Playstation's memory. Note that when the system is turned off that the Memory File will be gone.

If you are starting a New Game, there are two modes you can play the game in. Choose either fC[fW[f, [fh: I-ji-mo-do (Easy Mode) or fm[f}f<f, [fh: No-marumo-do (Normal Mode). After doing that, you will arrive at the Character Select screen. Choose your four characters out of the six different types:

,¹,ñ,µ: Senshi (Warrior)/Fighter
fV[fT: Shi-fu (Thief)
f,f`fN: Monku (Monk)/Bl Belt

, , ©, Ü, ¶, ā, Â, µ: Akamajutsushi (Red Mage)
 , µ, ë, Û, ¶, ā, Â, µ: Shiromajutsushi (White Mage)
 , , ë, Û, ¶, ā, Â, µ: Kuromajutsushi (Black Mage)

 When the naming prompt appears, use this chart to pick the name you want (or just use the English letters).

Hiragana

, =A	, ç=I	, α=U	, =E	, " =O	, í=Wa	, ð=wo	, ñ=-n		
, ©=ka	, «=ki	, =ku	, ¯=ke	, ±=ko	, ^a=ga	, ¬=gi	, @=gu	, °=ge	, ^2=go
, ^3=sa	, µ=shi	, ·=su	, ^1=se	, »=so	, ´=za	, ¶=ji	, , =zu	, °=ze	, ^¼=zo
, ^½=ta	, ¿=chi	, Â=tsu	, Ä=te	, Æ=to	, ^¾=da	*=di?	, Å=du	, Å=de	, Ç=do
, È=na	, É=ni	, Ê=nu	, Ë=ne	, Ì=no	, Î=ba	, Ñ=bi	, Ò=bu	, ×=be	, Û=bo
, Í=ha	, Ð=hi	, Ó=fu	, Ö=he	, Ù=ho	, Ï=pa	, Ò=pi	, Õ=pu	, Ø=pe	, Û=po
, Û=ma	, Ý=mi	, Þ=mu	, ß=me	, à=mo	, ÿ=a	, ¡=i	, £=u	, ¥=e	, \$=o
, â=ya	, ä=yu	, æ=yo		, Á=*1	, á=-a	, ã=-u	, å=-o		
, ç=ra	, è=ri	, é=ru	, ê=re	, ë=ro	`	◆B	◆I	◆H	◆[

*1=Used for a double consonant. Example: , µ, Á, Û: Shippo. Use , Á before the letter to be doubled.

Katakana

fA=A	fC=I	fE=U	fG=E	fI=O	f◆=wa	f'=wo	f"=-n		
fJ=ka	fL=ki	fN=ku	fP=ke	fR=ko	fK=ga	fM=gi	fO=gu	fQ=ge	fS=go
fT=sa	fV=shi	fX=su	fZ=se	f\=so	fU=za	fW=ji	fY=zu	f [=ze	f]=zo
f^=ta	f`=chi	fc=tsu	fe=te	fg=to	f_ =da	*=di?	fd=du	ff=de	fh=do
fi=na	fj=ni	fk=nu	fl=ne	fm=no	fo=ba	fr=bi	fu=bu	fx=be	f (=bo
fn=ha	fq=hi	ft=fu	fw=he	fz=ho	fp=pa	fs=pi	fv=pu	fy=pe	f =po
f)=ma	f ~ =mi	f € =mu	f ◆ =me	f , =mo	f @ =a	f B =i	f D =u	f F =e	f H =o
f „ =ya		f † =yu		f ^ =yo	f b =*1	f f -a	f … =-u	f F =-e	f ‡ =-o
f % =ra	f Š =ri	f ‹ =ru	f € =re	f ◆ =ro	`	◆B	◆I	◆H	◆[

*1=Used for a double consonant. Example: fVfbf| -: Shippo. Use fb before the letter to be doubled.

English

ABCDE abcde
 FGHIJ fg hij
 KLMNO klmno
 PQRST pqrst
 UVWXY uvwxy
 Z0123 4567z
 89/@' . End

The O button confirms, X button cancels. Hit the Start button (same as selecting End) after creating a name for each character, then hit Start again after all 4 party members have been named.

As soon as the game starts, hit the START button. The menu screen shows up.

 Menu Screen

Character 1's name Type fAfCfef€: Aitemu (Item)

Pic HP current/HP max Level MP
 ,Ü,Û,¤: Mahou (Magic)
 ,» ,¤,Ñ: Soubi (Equip)
 fXfe [f^fX: Sute-tasu (Status)
 ,½,ç,ê,Â: Tairetsu (Party Position)
 Character 2's name Type
 f f,ftf@fCf<: Memofairu (Memo File)
 fRf`ftfBfO: Konfigu (Config)

Pic HP current/HP max Level MP

Character 3's name Type
 Party's current location.
 Current fMf<: Giru (Gil)

Pic HP current/HP max Level MP
 f^fCf€: Taimu (Playing time)
 f|: Po (Steps taken)

Character 4's name Type
 The four Elemental Crystals

Pic HP current/HP max Level MP

fAfCfef€: Aitemu (Item Screen)

There's only 3 options in the item screen, they are:

,Â,©,¤: Tsukau (Use) ,¹,ç,Æ,ñ: Seiton (Organize) ,¾,ç,¶,È,à,ì: Daijinamono
 (Key Items)

To arrange items in the order you want, just point at the item you want to move and hit the O button, and then move the pointer to the spot you want to move it to. ,¹,ç,Æ,ñ: Seiton (Organize) arranges items automatically but in a specific order.

,Ü,Û,¤: Mahou (Magic Screen)

The 2 options in the magic screen are:

,Â,©,¤: Tsukau (Use) ,í,·,ê,é: Wasureru (Forget)

Use ,í,·,ê,é: Wasureru (Forget) if you want to drop a spell so you can buy a different one. Hit the L2 button to go back a character, R2 to go forward a character.

,» ,¤,Ñ: Soubi (Equip Screen)

The Equip Screen looks like this:

,» ,¤,Ñ: Soubi (Equip) ,³,ç,« ,â,¤: Saikyo (Optimum) ,Í,·,·: Hazusu (Remove)

Name	Level	,Ô ,«: Buki (Weapon)	Current weapon equipped
Pic		,½ ,Ä: Tate (Shield)	Current shield equipped
Type		, ,½,Û: Atama (Head)	Current helm equipped
		,©,ç,¾: Karada (Body)	Current armor equipped
HP current/maximum		,¤,Â: Ude (Arm)	Current glove equipped

, ±, ¢, °, «, è, à, ¢, : Kougekiryoku (Attack Power)
 , ß, ¢, ç, ã, ¢, è, Â: Meichuuritsu (Hit %)
 , Ú, ¢, ¬, à, ¢, è, à, : Bougyouryoku (Defense
 Power)
 , ©, ¢, Ð, è, Â: Kaihiritsu (Evade %)

The L2 and R2 buttons go to the previous or next party member, respectively.

Numbers in yellow indicate an increase, white indicate no change, and grey indicate a reduction.

 fXfe [f^fX: Sute-tasu (Status)

Name Type
 Pic Level , ¢, Ü, Ì, ¢, ¢, ñ, ç: Ima no keikenchi (Current Experience)
 , Â, ¬, ÌLV, Ü, À, ¢, Æ: Tsugi no LV madeoto (Exp for Level-up)

HP current/max

MP

LV1 c/m

LV2 , ç, ©, ¢: Chikara (Power) , ±, ¢, °, «, è, à, ¢, : Kougekiryoku (Attack Power)
 ...^ , ß, ¢, ç, ã, ¢, è, Â: Meichuuritsu (Hit %)
 LV3 , ·, Î, à, ¢: Subayasa (Agility) , Ú, ¢, ¬, à, ¢, è, à, : Bougyouryoku (Def Power)
 ...^ , ©, ¢, Ð, è, Â: Kaihiritsu (Evade %)

LV4 , ç, ¹, ¢: Chisei (Intelligence)
 ...^ , Ô, «: Buki (Current weapon equipped)

LV5 , ½, ¢, è, à, ¢: Tairyoku (Vital) , ½, ¢, Ä: Tate (Current shield equipped)

LV6 ...^ , , ½, Ü: Atama (Current helmet equipped)

LV7 , ±, ¢, ¢, ñ: Kouun (Luck) , ©, ¢, ¾: Karada (Current armor equipped)

LV8 ...^ , ¢, À: Ude (Current glove/ring equipped)

The L2 and R2 buttons go to the previous or next party member, respectively.

 , ½, ¢, è, Â: Tairetsu (Party Position)

Change the order of the party.

 f [f, ftf@fCf<: Memofairu (Memo File)

Save the game right at the exact point you are at. Be aware that it is not a permanent save, as soon as the power is shut off, the information is lost. The information is kept during a soft reset (L1+R1+L2+R2+Select+Start), however.

 fRf`ftfBfO: Konfigu (Config)

fGfNfXfgf%, ¹, Á, Ä, ¢: Ekusutora settei (Extra Setup)

fJ [f\ f<, ¢, ç, «, ¢, : Ka-soru ichikioku (Cursor Memory)

f [f]bfZ [fW, », , Ç: Messe-ji sokudo (Message Speed)

fEfCf`fhfEfJf% [: Uindoukara- (Window Color)

fL [fRf`ftfBfO: Ki-konfigu (Key Config)

fTfEf`fh: Saundo (Sound)

fOfCfufE[fVf+f": Baibure-shon (Vibration)
,",Ü,¯: Omake (Extras)

fGfNfXfgf%,¹,Á,Ä,ç: Ekusutora settei (Extra Setup)

For the Extra Setup, you can either play in
fIfŠfWfif<: Orijinaru (Original Mode) or
fGfNfXfgf%: Ekusutora (Extra Mode)

Original Mode is closer to the original 8-bit version in certain aspects, while the Extra Mode adds some updated changes. The different options are:

fI[fgf^fQfbfg: O-tota-getto (Auto-Target) When Auto Target is ON, if two characters attempt to attack the same monster and one character kills it, the other character will attack a different monster. When Auto Target is OFF, the second character will attack air, wasting their turn.

Xf_fbVf...: X Dasshu (X Button Dash) When this option is ON, you can run in towns and dungeons while holding the X button.

fOfgf<,Ü,¶,â: Batoruhojo (Battle Aid) When this option is ON, several spells and items that could not be used/had no effect in battle in the original version now do. Examples are: fEfCfY: Reizu (Raise)/Life, fAfEfCfY: Areizu (Arise)/Lif2, fXfgfi: Sutona (Stona)/Soft, and the ,«,ñ,ì,í,è: Kin no Hari (Gold Needle)/Soft item.

fOfgf<fI[fwf<fv: Batoruki-herupu (Battle Key Help) When this option is ON, the game gives you informational messages about spells (how much damage/recover a spell does on average), etc.

fJ[f\<,ç,¿,«,": Ka-soru ichikioku (Cursor Memory) You can set the battle cursor in battle to either be set to ,µ,â,«: Shoki (Initial) or ,«,": Kioku (Memory-set to the last command chosen).

ffbfZ[fW,»,ç: Messe-ji sokudo (Message Speed) Set the speed of the text when you talk to characters.
1 is the fastest (,í,â,ç: Hayai), 4 is the slowest (,","µ,": Osoi).

fEfCf`fhfEfJf%[: Uindoukara- (Window Color) Set the color of the background. Red, Green, and Blue can each be set from 0-31.

fI[fRf`ftfBfO: Ki-konfigu (Key Config) Select fm[f]f<: No-maru (Normal) to keep the default shortcuts, or choose fJfXf^fç: Kasutamu (Custom) to change them to what you want.

The defaults are:

O Button: ,¯,Á,Ä,ç/,í,È,·/,µ,ç,×,é: Kettei/Hanasu/Shiraberu
(Accept/Talk/Search)

X Button: fLfff`fZf</f_fbVf...: Kyanseru/Dasshu (Cancel/Dash)

Triangle Button: fffj...[: Menyu- (Menu)

The above 3 buttons cannot be changed.

These buttons, however, can be changed.

Square Button: fAfCfef€: Aitemu (Item)

R1: ,Û,Û,¤: Mahou (Magic)

L1: ,» ,¤,Ñ: Soubi (Equip)

No button assigned: fXfe [f^fX: Sute-tasu (Status)

No button assigned: ,½,¢,ê,Â: Tairetsu (Party Position)

R2: f [f,ftf@fCf</fy [fW, ",,è: Memofairu/Pe-ji okuri (Memo File Page Open)

L2: fRf"ftfBfO /fy [fW, ",,è: Konfigu /Pe-ji okuri (Config Page Open)

Hit the Start button after changing the buttons to what you want.
The Select button will bring all keys to their defaults, while the X button will go out of the Key Config screen.

Battle Commands

,½,½,©,¤: Tatakau (Fight)

,Û,Û,¤: Mahou (Magic)

fAfCfef€: Aitemu (Item)

,» ,¤,Ñ: Soubi (Equip)

,É,°,é: Nigeru (Flee)

Status Changes and cures

,Ë,Ð,è: Nemuri (Sleep).

Target is asleep and cannot perform any actions.

Wears off over time in the battle. Also cured when the battle ends.

,,Ç,â,Ý: Kurayami (Darkness).

Target is blinded and Hit % is lowered.

Can be cured by the fuf%fi: Burana (Lamp) spell. Also wears off when the battle ends.

,ç,ñ,à,: Chinmoku (Silence).

Target is unable to cast spells.

Wears off when the battle ends.

,Û,Ð: Mahi (Paralysis).

Target is unable to move or act.

Wears off over time in battle, also when the battle ends.

,Ç,: Doku (Poison).

Target loses HP every round and 1HP per step taken on the field.

Can be cured by ,Ç,,¯,µ: Dokukeshi (Antidote) or the f|fCf]fi: Poizona (Poisona) spell.

,¹,«,©: Sekika (Stone).

Target is turned to stone. Same as being dead (no experience gained; game over if all are dead/stone).

Can be cured by ,«,ñ,Ì,Í,è: Kin no Hari (Gold Needle) or the fXfgfi: Sutona (Stona) spell.

❖í"~·s"\: Sentoufunou (Dead).

Target is unable to fight in battle. No experience gained; game over if all party members are dead/stone.

Can be cured by visiting a Reviver in a town, or the fEfCfY: Reizu (Raise)/fAfEfCfY: Areizu (Arise) spells.

That's it for now, unless I get enough emails about anything else or any additions/changes. Thank you for reading my FAQ and email with any

questions (akaiscarlet@hotmail.com) or if you just want to talk to someone about any of the Final Fantasy games, or any other games I have written FAQ's for.

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