

Final Fantasy II Translations

by Red Scarlet

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Final Fantasy II Translations (Sony Playstation)

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This FAQ is for anyone who has the recently released version of Final Fantasy II 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 [fhfQ [f€: Ro-doge-mu (Load Game) Continue off of a saved game from a Memory Card in either fXf fbfq: Surotto 1 (Slot 1) or fXf fbfq: 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.

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	, ©=ka	, «=ki	, =ku	, ¯=ke	, ±=ko
, ³=sa	, μ=shi	, ·=su	, ¹=se	, »=so	, ½=ta	, ¿=chi	, Â=tsu	, Ä=te	, Æ=to
, È=na	, É=ni	, Ê=nu	, Ë=ne	, Ì=no	, Í=ha	, Ð=hi	, Ó=fu	, Ö=he	, Ù=ho
, Û=ma	, Ý=mi	, Þ=mu	, ß=me	, à=mo	, â=ya		, ä=yu		, æ=yo
, ç=ra	, è=ri	, é=ru	, ê=re	, ë=ro	, í=Wa	, ð=wo	, ñ=-n	, Á=*1	◆ [

,^a=ga ,[~]=gi ,[@]=gu ,[°]=ge ,²=go ,[']=za ,[¶]=ji ,[.]=zu ,[°]=ze ,^¼=zo
,^¾=da ,^À=dzi ,^Ã=du ,^Å=de ,^Ç=do ,^Î=ba ,^Ñ=bi ,^Ô=bu ,^x=be ,^Ú=bo
,^İ=pa ,^Ï=pi ,^Û=pu ,^Ø=pe ,^Û=po ,^ÿ=a ,^ı=i ,[£]=u ,[¥]=e ,[§]=o
,^á=-a ,^ã=-u ,^å=-o ` ◆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 fJ=ka fL=ki fN=ku fP=ke fR=ko
fT=sa fV=shi fX=su fZ=se f\=so f^=ta f`=chi fc=tsu fe=te fg=to
fi=na fj=ni fk=nu fl=ne fm=no fn=ha fq=hi ft=fu fw=he fz=ho
f}=ma f~=mi f@=mu f◆=me f,=mo f,,=ya ft=yu f^=yo
f%=ra f\$=ri f<=ru f@=re f◆=ro f◆=wa f'=wo f"=-n fb=*1 ◆[
fK=ga fM=gi fO=gu fQ=gi fS=go fU=za fW=ji fY=zu f[=ze f]=zo
f_ =da fa=dzi fd=du ff=de fh=do fo=ba fr=bi fu=bu fx=be f{=bo
fp=pa fs=pi fv=pu ,Ø=pe fl=po f@=a fB=i fD=u fF=e fH=o
ff-a f...=-u f#=-o f"=v ◆B / % []

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

English

ABCDE FGHIJ
KLMNO PQRST
UVWXY Z
abcde fg hij
klmno pqrst
uvwxyz z 01
23456 789End

The O button confirms, X button cancels. Hit the Start button (same as selecting End) when you are satisfied with 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 Triangle or START button. The menu screen shows up.

Menu Screen

P Character 1's name fAfCfef@: Aitemu (Item)
i HP current/HP max ,^Ü,^Û,[¤]: Mahou (Magic)
c MP current/MP max ,[»],[¤],^Ñ: Soubi (Equip)
fXfe◆[f^fX: Sute-tasu (Status)
P Character 2's name ,^½,[¢],^ê,^Â: Tairetsu (Party Position)
i HP current/HP max ,[±],[£],^Î: Kotoba (Word)
c MP current/MP max fRf"ftfBfO: Konfigu (Config)
f◆f,ftf@fCf<: Memofairu (Memo File)
P Character 3's name fZ◆[fu: Se-bu (Save)
i HP current/HP max
c MP current/MP max
f^fCf@: Taimu (Game Time)
P Character 4's name (number) f|: Po (Number of steps)
i HP current/HP max
c MP current/MP max (number)
,[~],^é: Giru (Amount of Gil)

Current Location

fAfCfef€: Aitemu (Item Screen)

There's only 2 options in the item screen, they are:

,Â,©,¤: Tsukau (Use) ,¹,¢,£,ñ: Seiton (Organize)

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,¢,£,ñ: Seiton (Organize) arranges items automatically but in a specific order.

,Û,Ü,¤: Mahou (Magic Screen)

Use magic here. Up to 16 different spells out of 40 (so plan carefully!) can be held by each of the three main characters. The option in the bottom-right corner, with the trash can, fSf~,Î,±: Gomibako (Garbage Can), is used to throw away spells, but they are gone once thrown away.

Hit the L1 button to go back a character, R1 to go forward a character.

,» ,¤,Ñ: Soubi (Equip)

The Equip Screen looks like this:

,» ,¤,Ñ: Soubi (Equip) ,³,¢,« ,â,¤: Saikyo (Optimum)
,Û ,¤,¬ ,â ,³,¢,« ,â: Bougyosaikyo (Defense Optimum)

P Character 1's name ,Ý,¬,Ä: Migite (Right hand)
i HP current/HP maximum ,Ð,¼,è,Ä: Hidarite (Left hand)
c MP current/MP maximum , ,½,Û: Atama (Head)
,©,ç: Karada (Body)
,¤,Å: Ude (Arm)
,±,¤,°,«: Kougeki (Current attack power) fAfCfef€: Aitemu (Item)
,Û,¤,¬,â: Bougyo (Current defense power)

The L1 and R1 buttons go to the previous or next party member, respectively.

Numbers to the right of a green arrow indicate an increase in attack or defense, white indicate no change, and red indicate a reduction.

fXfe♦[f^fX: Sute-tasu (Status)

,¶,á, ,ê,ñ,Ç: Jakurendo (Skill)
P Name Fist Knife
i HP current/max Sword Staff
c MP current/max Axe Spear
Dominant hand Bow Shield

,±,¤,°,«: Kougeki (Attack Power)

,B,ç,ç,ã,ã,è,Â: Meichuuritsu (Hit %)
 ,Ú,ã,¬,â: Bougyo (Defense) ,Û,Û,ã,¶,á,,ê,ñ,Ç: Mahoujakurendo
 ,©,ç,Ð,è,Â: Kaihiritsu (Evade %) (Magic Skill)
 ,Û,Û,ã,Û,ã,¬,â: Mahoubougyo (Magic Defense)
 ,ç,©,ç: Chikara (Power)
 ,½,ç,è,â,: Tairyoku (Vitality)
 ,¹,ç,µ,ñ: Seishin (Spirit)
 ,·,î,â,³: Subayasa (Speed)
 ,ç,¹,ç: Chisei (Intelligence)
 ,Û,è,â,: Maryoku (Magic Power)

,Ý,¬,Ä: Migite (Current equip in right hand)
 ,Ð,¾,è,Ä: Hidarite (Current equip in left hand)
 , ,½,Û: Atama (Current equip on head)
 ,©,ç,¾: Karada (Current equip on body)
 ,ã,Ä: Ude (Current equip on arm)
 fAfCfef€: Aitemu (Item) Battle Item # 1
 Battle Item # 2

*-for the ,¶,ã,,ê,ñ,Ç: Jukurendo (Skill), the first number after each icon is the skill level for that weapon, followed by the experience points for it (at 100 experience, the level goes up 1).

Underneath those values is the ,Û,Û,ã,¶,á,,ê,ñ,Ç: Mahoujakurendo (Magic Skill).

fPfAf<	16-99 MP16	fz◆[fŠ◆[16- 0MP16
fufŠfUfh	8- 3 MP 8	f€fCfY	6-51MP 6
fAfXfsf<	9- 1 MP 9	fGfXfi	8-34MP 8
fwfCfXfg	4-13 MP 4	fef€f	1-46MP 1

Pretty much this is just a quick and simple way to check how much exp a spell has, which can be done in the magic menu anyway. Here's what the numbers and all mean, broken down.

fPfAf<: Kearu (Name) 16 (Spell Level)-99 (Experience of the spell; 100 for a level up) MP16 (MP cost of the spell, which is always the same as the actual level of the spell)

The L1 and R1 buttons go to the previous or next party member, respectively.

 ,½,ç,è,Â: Tairetsu (Party Position)

Change the row position of the party. You cannot move Frioniel out of position 1, all you can do is move a party member from the front or back row to the other; up to 3 people can be in the back while 1 stays up front, all 4 cannot be in the back row.

 ,±,Æ,î: Kotoba (Word)

List of the special words that must be said to certain people to proceed through the game.

 fRf`ftfBfO: Konfigu (Config)

fI [fgf^ [fQfbfg: O-tota-getto (Auto Target)
 f~fj}fbfv: Minimappu (Mini Map)
 Xf{f^f`f_bfvf...: X botandasshu (X Button Dash)
 fJ [f\fk, ç, ç, «, ``: Ka-soru ichikioku (Cursor Memory)
 fTfEf`fh: Saundo (Sound)
 f{f^f`, ^, Á, Ä, ç: Botansettei (Button Setup)
 f [fbfZ [fW, », , Ç: Messe-ji sokudo (Message Speed)
 , ^, ç, E, ñ, ^, Á, Ä, ç: Seitonsettei (Arrange setup)
 fofCfufE [fVf#f`: Baibure-shon (Vibration)
 fEfCf`fhfEfJf%[: Uindoukara- (Window Color)
 , ``, Ü, -: Omake (Extras)

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.

f~fj}fbfv: Minimappu (Mini Map) Two options are available,
 , ç, «, ã, ¢, -: Chikyuugi (Globe) and , ç, .: Chizu (Map).

Xf{f^f`f_bfvf...: X botandasshu (X Button Dash) When this option is ON, you can run in towns and dungeons while holding the X button.

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

fTfEf`fh: Saundo (Sound) Set the sound mode to either fXfefEfI: Sutereo (Stereo) or f, fmf%fk: Monoraru (Monoraul).

f{f^f`, ^, Á, Ä, ç: Botansettei (Button Setup) Change the button configuration and shortcuts. Select , µ, á, «: Shoki (Initial) to keep the default shortcuts, or choose fJfXf^fE: Kasutamu (Custom) to change them to what you want.

The defaults are:

O Button: , ^, Á, Ä, ç/, Í, È, ·/, µ, ç, x, é: Kettei/Hanasu/Shiraberu (Accept/Talk/Search)

X Button: fLfff`fZfk/f_bfvf...: Kyanseru/Dasshu (Cancel/Dash)

Start Button: Opens the Menu.

The above 3 buttons cannot be changed.

These buttons, however, can be changed.

fAfCfefE: Aitemu (Item)	L1 Button
, Ü, Û, ¢: Mahou (Magic)	Square Button
, », ¢, Ñ: Soubi (Equip)	L2 Button
fXfe [f^fX: Sute-tasu (Status)	R1 Button
, ½, ç, ê, Á: Tairetsu (Party Position)	R2 Button
, ±, E, Î: Kotoba (Word)	No button assigned
f [f, ftf@fCfk: Memofairu (Memo File)	No button assigned
fZ [fu [F Se-bu (Save)	No button assigned
f [fj... [: Menyu- (Menu)	Triangle Button
f}fbfv [F Mappu (Map)	No button assigned

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.

f◊fbfZ◊[fW,», ,Ç: Messejisokudo (Message Speed) Set the speed of the text when you talk to people. 1 is the fastest, 4 is the slowest.

,¹,ç,Æ,ñ,¹,Á,Ä,ç: Seitonsettei (Arrange setup) Set up the order of items. The default order is: Recovery Items, Attack Items, Weapons, Armor, Special Items.

fofCfufE◊[fVf+f"◊F Baibure-shon (Vibration) Set the vibration of a Dual Shock controller ON or OFF.

fEfCf`fhfEfJf%◊[: Uindoukara- (Window Color) Set the color of the 4 corners of the background (similar to FF7). Red, Green, and Blue can each be set from 0-31.

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.

fZ◊[fu◊F Se-bu (Save)

Save the game on a Memory Card.

Battle Commands

,½,½,©,¤: Tatakau (Fight) Attack a target.
,Û,Û,¤: Mahou (Magic) Cast spells.
,à,ç,à,Ï: Mochimono (Belongings) Use battle items and re-equip.
,É,°,é: Nigeru (Run) Flee from battle.

Status Changes and cures (In-Battle only; these wear off after a battle ends)

,Ç,: Doku (Poison).
Target loses HP every round.
Can be cured by the fofXfi: Basuna (Basuna) spell at Level 1 or higher.
,Ë,Ë,è: Nemuri (Sleep).
Target is asleep and cannot perform any actions.
Can be cured by the fofXfi: Basuna (Basuna) spell at Level 2 or higher.
,ç,ñ,à,: Chinmoku (Silence).
Target is unable to cast spells.
Can be cured by the fofXfi: Basuna (Basuna) spell at Level 3 or higher.
,±,Ñ,Æ: Kobito (Small Person)
Target is shrunk, reducing attack power and defense power.

Can be cured by the f~fjff}f€: Minimamu (Minimum) spell or the fofXfi: Basuna (Basuna) spell at Level 4 or higher.

,Ü,Đ: Mahi (Paralysis).

Target is unable to move or act.

Can be cured by the fofXfi: Basuna (Basuna) spell at Level 5 or higher.

,±,ñ,ç,ñ: Konran (Confuse)

Target attacks allies and enemies as one and the same.

Can be cured when hit by an ally, or use of the fofXfi: Basuna (Basuna) spell at Level 6 or higher.

Status Changes and cures (Out-of-Battle; these do not wear off after a battle ends)

,à,¤,Ç,: Moudoku (Fierce Poison).

Target loses HP every round.

Can be cured by ,Ç,,̄,µ: Dokukeshi (Antidote) or the fGfXfi: Esuna (Esuna) spell at Level 1 or higher.

,,ç,â,Ý: Kurayami (Darkness).

Target is blinded and Hit % is lowered.

Can be cured by ,β,®,·,è: Megusuri (Eyedrops) or the fGfXfi: Esuna (Esuna) spell at Level 1 or higher.

,ì,ë,¢: Noroi (Curse).

Target's attack power and defense power are greatly reduced in battle.

Can be cured by ,¶,ã,¤,¶,©◆F Juujika (Cross) or the fGfXfi: Esuna (Esuna) spell at Level 2 or higher.

,í,·,ê,é: Wasureru (Forgetful)

Cannot use magic.

Can be cured by ,Æ,ñ,©,¿: Tonkachi (Mallet) or the fGfXfi: Esuna (Esuna) spell at Level 3 or higher.

,©,ì,é: Kaeru (Frog)

Cannot use magic; attack power reduced greatly.

Can be cured by ,¨,Æ,β,ÏfLfbfX: Otome no Kissu (Maiden's Kiss) or the fGfXfi: Esuna (Esuna) spell at Level 4 or higher.

,¢,µ: Ishi (Stone)

Character cannot do anything, and is considered dead (don't let all party members become turned to stone).

Can be cured by ,«,ñ,ì,í,è: Kin no Hari (Gold Needle) or the fGfXfi: Esuna (Esuna) spell at Level 5 or higher.

◆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 ftfFfjfbfNfX,Ï: Fenikkusu no O (Phoenix Tail), the f€fCfY: Reizu (Raise) spell, or by visiting a holy statue in towns.

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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