

Final Fantasy Tactics Speed Walkthrough

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FINAL FANTASY TACTICS SPEED WALKTHROUGH - VERSION 1.0

"No...seriously...I'm a Bard"

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01 INTRO

First off, if this is your first time playing FFT, let me begin by saying that to fully appreciate this masterpiece of a game you should play through it at a leisurely pace soaking in all the wonder. So why a speed walkthrough? Two reasons: 1) Enjoy the greatest game ever in a "reasonable" amount of time, and 2) The simple challenge of it. With the following walkthrough you'll be able to enjoy this great game in under 11 hours.

02 REQUIREMENTS/STRATEGIES

A) "YOU'RE A MALE CHAUVINIST PIG"

Since you'll be playing for speed, you'll want to groom a batch of fighters. The men start off with higher strength stats and therefore make for stronger fighters. The exception to this rule is if you've got a female with low faith (under 50) and high brave (over 70), in which case you may want to consider having her in your party.

B) "RANDOM ENCOUNTERS? WHAT RANDOM ENCOUNTERS?"

For the sake of time efficiency, you'll fight only the battles you have to. This means 53 battles. So how do you avoid random confrontations? Simply save before you pass over a possible random encounter. If you happen to encounter the battle, just press SAVE, SELECT, R1, R2, L1, L2 for a quick reset.

C) "EIGHT CLASSES?! IS THAT INCLUDING GYM?"

The only job classes you'll be gaining exp. in will be the squire (lv.2), archer (lv.3), thief (lv.4), knight (lv.2), monk (lv.3), geomancer (lv.2), and chemist (earn 400 JP). You'll need the chemist job class for it's auto-potion reaction ability. The first six will lead you into the ninja job class, where you'll be throughout the second half of the game.

D) "READING IS NOT FUNDAMENTAL"

Jam that "O" button to forgo all dialogue.

E) "LESS DILLY...MORE DALLY"

Be aggressive but not careless when fighting. If the enemy is out of range, WAIT. Don't waste the turn powering up or trying to gain JP. Furthermore, focus your attacks on one enemy unit before proceeding to others.

F) "DON'T WORRY...HE'S JUST RESTING HIS EYES"

If a fighter gets knocked out, leave him be and focus on what you have to do. But be sure to quickly finish off any and all enemies, as you don't want him turning into a crystal.

G) "UNDERDOGS? YOU MEAN LIKE THE CARTOON?"

No random encounters means that you'll be at a level disadvantage (sometimes huge) when you face your opponents. Even with your opponents pumped up stats, they'll be begging you for mercy...hopefully.

03 WALKTHROUGH

I've included the job classes everyone (by everyone, I mean Ramza and the three generics) should be in before the battle. After the tutorial battle...

CHAPTER 1 - THE MEAGER

Battle 01 - Magic City Gariland

Enemies - Chemist, Squires x4

Job - Squire/Chemist

Select the two male squires and the male chemist. Just use your male members (haha, I kill me) to defeat everyone. If you're going to attack the chemist, make sure you off him before he gets a chance to use a potion. After the battle, remove all items from every character you haven't used and change Ramza and the three generic male fighters to the CHEMIST job class. Pick up 15 or so potions. Go to OPTIONS and set the message display icon to fastest.

Battle 02 - Mandalia Plains

Enemies - Red Panther, Squires x4, Thief

Job - Chemist

Choose save Albus to receive a little brave bonus. Even with everyone as chemists, this shouldn't be too tough. At Igros Castle, sell off ALL weapons (except daggers) and any extra armor. Pick up three boots and four crossbows. If you can, have your chemists learn black magic (bolt & ice) and assign it to their secondary abilities. Remove the boots from Albus and put them on Delita.

Battle 03 - Sweegy Woods

Enemies - Black Goblin, Bomb x2, Goblin x2, Red Panther

Job - Chemist

Pretty straight forward here. Before the next battle assign as many chemists to the ARCHER class (leave black magic as their secondary ability) and pick up the necessary number of cross bows.

Battle 04 - Slums of Dorter

Enemies - Archer x3, Knight, Wizard x2

Job - Archer/Chemist

Have everyone, with the exception of Ramza (have him 'wait' for two turns), climb on top of the building nearest you. Don't worry about the enemy archer perched high atop the building as Delita will chase him down. With the range of your crossbows and spells, you shouldn't have too much difficulty here. Pick up a couple potions after this fight (so that you have ~15 in your inventory). Equip Delita with the Iron Sword.

Battle 05 - Cellar of the Sand Mouse

Enemies - Archer, Knight x3, Monk x2

Job - Archer/Chemist

The archer has the ability to heal via potion so keep that in mind as you attack. If you're lucky, Albus will plug up the entrance and the enemy forces will gather up near it. This battle will be a bit tough as you'll probably have one or two ko'd fighters when it's all said and done. Afterwards, pick up 4 red hoods, 4 leather vests, and 4 long bows.

Battle 06 - Thieves' Fort

Enemies - Miluda, Priest x2, Thief x3

Job - Archer

This battle is your first real challenge (Miluda will be 3 or 4 levels higher than anyone on your squad). Take advantage of the fact that you'll only have to defeat Miluda to complete this battle. If she shows herself, have as many people attack her. Otherwise, eliminate whoever you can (preferably one or more of the priests). Consider yourself extremely talented and lucky if you can get away with having only one of your fighters ko'd. After this battle, remove all of Albus' armor and weapons (you're gonna need all the gil you can get your hands on). If Delita has enough JP, have him learn the MOVE+1 ability. Equip Delita with the best robe in your inventory and sell of the other. Head back to Igros castle.

Battle 07 - Lenalia Plateau

Enemies - Miluda, Knight x2, Wizard x2, Time Mage

Job - Archer

You'll be allowed to add 5 people in this fight so select the chemist as she can provide some healing if necessary. You're rematch with Miluda will be the exactly the same as the original encounter. All you need to do is defeat Miluda for victory. I recommend trying to eliminate one (if possible both) of the wizards on your first go 'round. Afterwards, have everyone converge on Miluda. Have Delita learn CURE and assign WHITE MAGIC as his secondary ability.

Battle 08 - Windmill Shed

Enemies - Knight, Monk x2, Weigraf, Yellow Chocobo

Job - Archer

This can be a tough fight if you're really unlucky. Make sure and line up all your archers in the back row. Have Delita learn CURE and assign white magic as his secondary ability. At the onset of the battle Delita should move one or two squares away from the party. This will lure Weigraf down. From here on out it's a crap shoot. If you're lucky enough to connect with your arrows, this'll be a short fight. Otherwise...

Afterwards, a couple of your archers may have fulfilled the JP requirements mentioned earlier. If so, teach them concentrate. Remove Delita's weapon and all his equipment (we need the money man!).

Battle 09 - Fort Zeakden

Enemies - Albus, Knight x3, Wizards x2

Job - Archer

This isn't too tough a fight but can get really annoying because of Albus' auto-potion ability. Try to get your archers to the highest point possible. Eliminate the wizards first before focusing on Albus. After the battle, everyone should have enough JP to learn the CONCENTRATE support ability which you'll be using for the remainder of the game.

Chapter one is over. Your time should read anywhere from 2:15 - 2:30 (best time: 1:50). Ramza should be ~lv.5.

CHAPTER 2 - THE MANIPULATOR AND THE SUBSERVIENT

Battle 10 - Dorter Trade City

Enemies - Archer x2, Thief x2, Wizard x2

Job - Chemist

With Gafgarion and Agrias as guests, you can switch on over to the chemist job class and work on getting the reaction ability AUTO-POTION. After the battle, remove all the equipment from the non-fighting units. DO NOT SELL OF THE ITEMS JUST YET. Pick up 4 head gears, 5 spiked shoes (one for Agrias), and make sure you have ~15 potions in stock. If any chemists have earned enough JP to learn the AUTO-POTION reaction ability, change one to the knight job class and all others to thief. Otherwise, keep them as chemists.

Battle 11 - Araguay Woods

Enemies - Black Goblin, Goblin x5

Job - Knight/Thief/Chemist

Opting to save the chocobo may result in a brave bonus, but I'm not too sure. From here on out, you're ALWAYS going to have at least one knight in your party until everyone becomes a lv.2 knight. Before the next fight, remove all of Gafgarion's equipment and change his job class to that of a chemist.

Battle 12 - Zirekile Falls

Enemies - Gafgarion, Knight x5

Job - Knight/Thief/Chemist

Delita can hold his own against the three knight's on the other side of the bridge, so don't worry about him. He will on rare occasion come over to your side. Either way this battle is going to be one of the easier ones. If at all possible, try to have any remaining chemists earn the required amount of JP (for auto-potion) here if they haven't

done so already. After this battle your first knight should be at lv.2, in which case you should change his job class to that of thief. Everybody else should now be converted to the knight class.

Battle 13 - Zaland Fort City

Enemies - Archer x2, Knight x2, Wizard x2

Job - Knight/Thief

Select "I don't want to get involved" for a small brave bonus. Line up your archers all in the front row. If Mustadio decides to go to his left, he'll be with you for most, if not all, of the battle. If he goes to the right, he'll most likely be killed after the enemies first turn. Whatever the case may be, this try to eliminate the wizards first. After the fight, pick up enough hi-potions so you've got ~15 in your inventory. Pick up 3 adamant vests. All fighters who have the AUTO-POTION reaction ability should be changed to archers for the next battle. Everyone else should be changed into knights. Make sure the only potions in your inventory are hi-potions.

Battle 14 - Bariaus Hill

Enemies - Archer x2, Knight x2, Summoner x2

Job - Archers/Knight

Two words. Summon...er. They can cast Ifrit, Shiva, and Ramuh, all of which can put a real hurtin' on your party (Ramuh will kill Ramza immediately). To make matters worse, they're positioned in areas that are not easily accessible. If you're really unlucky, the summoners will be equipped with boots (this seems to be a random occurrence), which will increase their range. All this makes for the hardest battle in the first two chapters. Try and eliminate one archer your first turn. Then ELIMINATE the summoner nearest Mustadio your second time around. Consider yourself a miracle worker if you can finish this battle with only one or two ko'd party members. After the battle, remove all of Agrias' and Ovelia's equipment. Keep you hi-potion inventory to ~15 and potion inventory ~5. Pick up 4 defense rings (for later) and make sure you have at least 4 daggers in your inventory (you can sell them off and upgrade to the platina daggers if you like). Sell of all unnecessary items. Switch over to the thief class (or chemist, if anyone hasn't learned AUTO-POTION yet).

Battle 15 - Zigolis Swamp

Enemies - Bone Snatch, Ghoul x2, Skeleton x2, Flotiball or Morbol

Job - Thief/Chemist

After the previous two battles, this is a welcomed relief. Take this opportunity to earn some vital exp. for the thief class and if necessary complete the JP requirements for the chemist class. Everyone in your party should have enough JP to learn the MOVE+1 movement ability (squire) after this fight. Sell off any potions you have remaining in your inventory.

Battle 16 - Slums in Goug

Enemies - Thief x2, Archer x2, Summoner x2

Job - Thief

You'll be allowed to have an extra party member. I recommend putting in the chocobo you helped earlier to aid in any healing. Don't worry about Mustadio. Your enemy priority should be summoner-archer-thief. Get as close to the summoners as you can in your first turn and just wait. It's a bit tricky, but you should be able to win this battle

with just the thieves (assuming, of course, your AUTO-POTION clicks in when it's supposed too). At Warjilis Trade City, you can pick up 4 green berets if you want, but you should be all right with your current armor. Equip Mustadio with the Romanda Gun, Triangle Hat, any available armor and your extra pair of spike shoes. Be sure to teach him any abilities if he's got the JP for it. Sell off all unused items except for swords, daggers, shields, and the 4 defense rings. Keep your hi-potion stock to ~25. If you've managed to train a lv.4 thief and earn 520 JP (for MOVE +2), begin training in the monk job class. Otherwise, keep your party members in the thief class.

Battle 17 - Bariaus Valley

Enemies - Archer x2, Knights x2, Wizards x2

Job - Monk/Thief

Keep Mustadio and Ramza in the first group. Your priority here should be the wizards. All in all, this battle should be fairly easy. After this fight, head back to Warjilis and pick up 4 brigadines. All your thieves should be at lv. 4 with 520 JP (MOVE+2). Regardless of whether or not they have fulfilled these requirements, switch everyone over to the monk class.

Battle 18 - Golgorand Execution Site

Enemies - Archer x2, Gafgarion, Knight x3, Time Mage x2

Job - Monk

Leave Agrias out of this battle. Keep Mustadio in Ramza's party. A cheap little trick here is to reload the game until Gafgarion's HP is under 200 (his hp fluctuates from ~175 - 260). Gafgarion and the two knights on the ground should be your initial targets. This battle shouldn't be that difficult. The next two battles will happen in succession, so prepare your self accordingly.

Battle 19 - At the Gate of Lionel Castle

Enemies - Archer x2, Gafgarion, Knight x3, Summoner

Job - Geomancer/Monk

Close quarters here so you'd better have Agrias in your party. Place all your members on the right side of the map so that you can eliminate the archer and knight closest to you in two turns. If you're lucky, Agrias will STOP the summoner with her stasis sword attack and buy you all the time you need. Whichever class you currently have Ramza in, your first priority should be to open the gate so that the others can assist him in defeating Gafgarion. This will probably take anywhere from 2-3 turns. In the meantime, kill off as many enemy units as possible. After Ramza opens the gate, have Ramza exit the building and lure Gafgarion to the outside. By the time Gafgarion reaches your troops, there should only be one or two enemy units left for you to deal with. If you catch a couple breaks, this fight can be really easy. Either way, you shouldn't have too many problems here. After this battle, equip your original 4 with the defense rings you picked up earlier. Any members who haven't met the requirements for the thief class should be changed into that job before the next fight.

Battle 20 - Inside Lionel Castle

Enemy - Queklain (~400 HP)

Job - Ninja/Geomancer/Thief

Those defense rings you picked up earlier will negate Queklain's nightmare attack. Keep Mustadio in the upper left corner of the grid.

Queklain will ALWAYS come down and cast nightmare on him. Doing so will allow you to surround him and simply pummel him into the ground. Not much strategy here, just good ol' fashion brute force.

This long chapter has finally come to an end. Your time should read anywhere from 5:15 - 5:30 (best time 4:40). Ramza should be ~lv.12.

CHAPTER 3 - THE VALIANT

By the beginning of this chapter, your fighters should have met the prerequisites for all classes listed earlier except for geomancer. Before proceeding any further, pick up 4 twisted headbands (put a green beret on Mustadio if you haven't already done so) and sell off any remaining headgear. Pick up about 20 of each elemental ball and ~20 x-potions. Make sure and keep your hi-potion inventory to ~5. Sell off all remaining weapons except for shields and swords. DO NOT sell any of your defense rings. RE-equip everyone with the spiked shoes.

Battle 21 - Goland Coal City
Enemies - Chemist x2, Mediator, Thief x3,
Job - Ninja/Geomancer

Olan is one bad mamma jamma. Galaxy Stop is all kinds'a nice. It's a shame he's not a playable character. Just imagine the havoc he could wreak. After this fight, begin training all those capable of the ninja job class. Have Mustadio learn all his snipe abilitites and MOVE+1 before changing his job class to chemist.

Battle 22 - Back Gate of Lesalia Castle
Enemies - Knight x3, Monk x2, Zalmo
Job - Ninja/Geomancer

All you need to do here is knock down Zalmo to critical status. With your ninjas Zalmo should fall in two rounds. I'd advise AGAINST picking up any weapons for your ninjas just yet. For the time being their bare hands will suffice.

Battle 23 - Underground Book Storage Second Floor
Enemies - Chemist, Lancer x3, Time Mage x2
Job - Ninja (for the remainder of the game)

Your enemy priority list should be lancers-chemist-time mage. You shouldn't have any problems as this battle is pretty straightforward.

Battle 24 - Underground Book Storage Third Floor
Enemies - Archer x2, Izlude, Knight x2, Summoner

Select your four ninjas and Mustadio. This is one of the easiest battles of the game. Just send everyone over to Izlude (you should have no problem reaching him) and show him the power of your balls. The battle will be over as soon as he hits critical status.

Battle 25 - Underground Book Storage First Floor
Enemies - Archer x2, Knight x2, Wiegraf, Wizard x1

Select your four ninjas and Agrias. This is almost as easy as the previous battle. After Wiegraf's initial attack, hit him with everything you've got (if he counters he'll most likely kill you because of the disparity in levels, but don't worry about it). Once he's put in critical status, or killed, the battle will be over. At

Dorter Trade City pick up 8 short edges, 4 power suits, and 5 germinas boots (equip the extra one on Mustard boy), ~10 magic shuriken, and ~5 hi-potions. It's going to cost you a tad over 110,000 gil so sell off any unnecessary items if you're a bit short (you should have over 100,000 gil at this point).

Battle 26 - Grog Hill

Enemies - Archer, Chemist x2, Squire x2, Thief

Mustard boy is going to be joining you in this one. Nothing out of the ordinary here. The female thief usually leaves herself exposed so finish her off first. You may want to eliminate the chemists next. After this battle, equip Mustadio with the mythrill gun. Equip Agrias with Mustadio's germinas boots.

Battle 27 - Yardow Fort City

Enemies - Malak, Ninja x3, Summoner x2

After a string of easy fights, you're in for a doozey. The summoners and ninjas should be your top priority. First off, line up all four ninjas and Agrias in the left side of the grid. During your first turn, you should be able to kill the summoner on the right side. Send two ninjas (two generics) to the highest point on the overpass. From here, one will be able to throw a water ball at the summoner on the right hand side, while the other won't. Just have him wait. Next send Ramza and your other ninja to the TOP of the right side wall and throw water balls at the summoner. This should be enough to kill her. When it's Agrias' turn, have her go under the overpass and use her stasis sword. Just continue with your attacks until no one's left standing. You'll probably have one or two ko'd members at the end of this fight (depending on the kinds of weapons the ninjas are equipped with). After this battle, remove all of Rafa's equipment and pick up 1 black hood.

Battle 28 - Yuguo Woods

Enemies - Ghoul, Gust, Revnant, Time Mage x2, Wizard x2

Have Mustadio in your party. With the ninjas range of movement and Mustard boy's seal evil, this battle should pose no real problems.

Battle 29 - Gate of Riovanes Castle

Enemies - Archer x3, Knight x3, Malak

Nothing difficult here. Have Mustard Boy in your party. IGNORE Malak and just knock off the knights and archers. After this battle, equip Ramza with the black hood you just purchased.

Battle 30 - Inside Riovanes Castle

Enemies I - Wiegraf

Enemies II - Archaic Demon x3, Velius

Oh mama! This battle is arguably the hardest of the game. Wiegraf's lightning stab does ~150-170 worth of damage and Ramza's hp (assuming you've got on the black hood and power sleeve) should be somewhere in the neighborhood of 190. What does this mean? Well, if your AUTO-POTION doesn't go off, you'll have to reset. Once you inflict ~270hp damage to Wiegraf, he'll change into Velius (~1000 hp). Ignore the three archaic demons and focus on Velius. With your group of ninjas now assisting you, you'll be able to take him out before he even gets one attack in.

Battle 31 - Roof of Riovanes Castle

Enemies - Celia, Elmdor, Lede

Celia and Lede are the reincarnation of every girl you've ever scorned, lied to, rejected, etc. Not only can they freeze you in your tracks (stop bracelet) but they also possess an instant killer (shadow stitch). When you add in Elmdor's draw out abilities, you may begin to lose control of your bodily functions. Luckily, you only have to send one of the three into critical status. In fact, with your ninjas this should be one of the easier battles in the game (assuming of course, Celia and Lede are nice enough to leave Rafa alive). The general trend here seems to be the following: Elmdor uses his muramasa draw out ability to do ~90 hp worth of damage to Rafa. One of the assassins follows this by either hitting Rafa with STOP BRACELET or casting some sort of status spell. The other assassin will make her way over to Ramza and kill him. Bring your ninjas over to the assassin that just killed Ramza and inflict enough damage to force the trio to teleport away.

We've come to the conclusion of chapter 3. Your time should read anywhere from 7:15 - 7:30 (best time 6:20). Ramza should be ~lv.17.

CHAPTER 4 - SOMEONE TO LOVE

Remove Malak's and Rafa's equipment. Equip your platoon with any black hoods and holy miters in your inventory. Pick up ~20 yagyu darkness'. Make sure your x-potion inventory is ~20.

Battle 32 - Doguola Pass

Enemies - Archer, Knight, Lancer x2, Wizard x2,

With the mobility of Mustadio and your ninjas, this should be fairly easy. Take out the wizard on the upslope first by throwing things at him. Afterwards dispose of the wizard on the lower terrain. Eliminate the remaining enemies using your own discretion.

Battle 33 - Bervenia Free City

Enemies - Archer x2, Meliadoul, Summoner x2

All you need to do is put Meliadoul in critical condition for a quick victory. Once again, have your party consist of Mustard boy and your four ninjas. Place your initial party to the left side of the grid (three ninjas) and place your second team to the back right of the grid. At the start of the battle, the female ninja will move first. Now, if you're really lucky Meliadoul will come down in front of the ninja. If she does this, you'll be able to win this battle in the first round. If, however, she stays right behind the ninja you'll have to dispose of the ninja first to clear up a pathway to throw things at Meliadoul. You'll most likely send her into critical status during your turn (by which time someone in your group will be without any armor thanks to her STARBUST PUNCH). Either way, this battle shouldn't cause you any problems.

Battle 34 - Finath River

Enemies - Random Chocobo x5, Random Chocobo or Uribo

This battle is a joke. A really, really, really bad joke.

Battle 35 - Church Outside the Town

Enemies - Oracle x2, Knight x3, Zalmo

Looks like Zalmo's back for some more punishment. Delita's gonna be helping you with this one. Have Agrias (she won't be much help but her stasis sword attack may prove usefull during this battle) and your four ninjas for this one. Remember, all you have to do here is kill Zalmo so focus your attacks on him from the get go. The only thing this battle is going to test is your patience.

Battle 36 - Bed Desert

Enemies - Archer x2, Balk, Knight x2, Wizard

Another unbelievably easy battle. Just ignore the fact that your entire party is poisoned at the onset. Balk will usually begin the battle by attacking Mustadio. After he does so, just hit him with the ninjas to send him to critical status and a fast victory.

Battle 37A - South Wall of Bethla Garrison

Enemies - Archer x2, Knight x3, Ninja, Thief

This is the easier of the two options. Your party should be Mustadio and your four ninjas. Place two ninjas on the right side of the grid and two on the left. Put Mustard boy in the middle. I recommend taking out the ninja, thief, and archers before the knights. Be wary of the knights as one hit from their sword will do serious damage to your personal. Attack them from a distance and close in on them when you knock their hp to less than 150.

Battle 38A - In Front of Bethla Garrison's Sluice

Enemies - Archer x2, Knight x4, Wizard x2

Line up your first team on the back of the grid (include Mustadio). Line your second team at the front of the grid. The two knights standing on the switches can't move so you've only got six enemies who can attack you. Not much strategy. Simply kill whoever is in your way as you ascend the terrain. After disposing of the two knights stationed on the panels, have Ramza go over to each one. After this battle you'll have the untouchable Orlandu. On your way to Germinas Peak, pick up 4 flash hats, 4 black costumes, and five 108 gems. Keep your x-potion stock to ~20 and your yagyu darkness to ~20. Remove Agrias' equipment and sell of any unnessary items if you find yourself short on money.

Battle 39 - Germinas Peak

Enemies - Archer x3, Ninja, Thief x2

I can't help but wonder what my team would be like if I had Orlandu AND Olan...

Battle 40 - Poeskas Lake

Enemies - Archer x2, Oracle, Revnant x2, Summoner

Did I mention how strong Orlandu is?

Battle 41 - At the Gate of Limberry Castle

Enemies - Apanda x4, Celia, Lede

Contrary to popular belief, you don't need angel rings here (in fact, you don't even need the black costumes). This battle is surprisingly easy if you know what you're doing. Much like the other boss battles,

knocking either Celia or Lede into critical status will win you the battle. An easy strategy here is to load everyone up on the right side of the grid. At the start of the battle have Orlandu eliminate the Apanda closest to you. Next have Ramza come towards the other party members. This will cause one of the assassins to come towards Ramza and use either shadow stitch or charm. Whatever she does, don't worry about it. Take your three ninjas and ascend the column in front of you. Have each ninja use a yagyu darkness. You should do ~300hp damage resulting in an easy, quick victory.

Battle 42 - Inside of Limberry Castle

Enemies - Celia, Elmdor, Lede

Another surprisingly easy battle. Line up all four of your ninjas in the front row and Orlandu in the back. Orlandu will get the first turn, but just have him wait. Elmdor will follow by teleporting right in the middle of the two rows and use his muramasa draw out skill which will inflict ~170hp damage. If more than one person is inflicted with confusion, reset (this seldom happens however). Celia and Lede will then take their turn and cast spells on two of your party members. When it's your turn to attack do so with three of the ninjas (two of them should be the ones who've had spells cast on them by the assassins). Your first attempt will always miss, but the second will always connect. Follow this with an attack from Orlandu. When the assassins finally cast their spell it'll kill those two party members, but it'll also take care of Elmdor. Before you engage in the next battle, equip three of you ninjas and Orlandu with the defense ring.

Battle 43 - Underground Cemetery of Limberry Castle

Enemies - Bone Snatch, Knight x2, Living Bone, Skeleton, Zalera

Another battle with a lot of bark but not much bite. Zalera is Elmdor's zodiac form. All you need to do to win this battle is defeat Zalera. Meliadoul will help the party from the back. Just let her deal with the undead. Converge all your troops on Zalera. Because you're wearing the defense rings, Zalera will almost always forgo his nightmare spell and cast flare, which will do ~160hp damage. After he casts his spell, begin your assault on Zalera. This battle shouldn't last longer than 2 rounds. On your way to Igros castle pick up 8 spell edges, 5 thief hats, and as many bracers as you can get your hands on. Sell off EVERYTHING except for your 108 gems.

Battle 44 - Inside of Igros Castle

Enemies I - Dycedarg, Knight x5

Enemies II - Adramelk

Your team for the last ten battles will consist of the 4 ninjas and Orlandu. Once again, the only requirement for victory is defeating Dycedarg, so do your best to get your fighters on the top floor. Have everyone move as close to the stairway your first turn and just wait (don't bunch them together). Dycedarg will usually counter with stasis sword or lightning stab. During your next turn, have Orlandu use his swordskill, have Ramza and the ninjas head towards the stairway, eliminating any knights that are in the way. Have Orlandu follow you towards the staircase his next turn. You'll eventually get your entire team within striking distance of Dycedarg. When he transforms into Adramelk (~1400-1700hp), just beat him into the ground. If you do it right, he won't even get an attack off. After the battle, pick up some more bracers (remember to keep your 108 Gems).

Battle 45 - St. Murond Temple

Enemies - Geomancer x2, Mediator x2, Priest, Summoner

Have Ramza and two ninjas in your first party and Orlandu and the other ninja in the second. Have Orlandu open by killing the two mediators. From there, just slash and burn as you see fit. This won't last longer than two rounds.

Battle 46 - Hall of St. Murond Temple

Enemies - Kletian, Rofel, Vormav

One could argue that this battle is the easiest in the game. Defeating ANY of the three will win this battle. Have Orlandu attack either Kletian or Rofel. Then follow with an attack from Ramza. Doesn't get much easier than that. Equip everyone with the 108 Gems before the next fight.

Battle 47 - Chapel of St. Murond Temple

Enemies - Archaic Demon x2, Ultima Demon, Zalbag

Do this right and the demons will just stand there picking their noses. Have Orlandu hit Zalbag with any armor breaking sword skill. Then attack with your 4 ninjas. Then finish him off with Orlandu. Afterwards, sell off your 108 Gems and pick up some more bracers.

Battle 48 - Underground Book Storage Fourth Floor

Enemies - Archer, Knight x3, Monk x2,

HAHA.

Battle 49 - Underground Book Storage Fifth Floor

Enemies - Rofel, Summoner x2, Time Mage, Wizard x2

This battle requires some strategy. Line up three ninjas in the front row, LEFT side of the grid. Line up one ninja (your weakest fighter) on the front row, right edge. Line up Orlandu anywhere in the back except for the right corner. Just have everyone wait their first turn. The enemy wizard will cast a spell but just ignore him. Rofel will go after the ninja on the front row, right side (hopefully with a cheesy little spell and not one of her sword ability). You should now be able to get to eliminate Rofel before the enemy gets another chance to attack.

Battle 50 - Murond Death City

Enemies - Kletian, Ninja x2, Samurai x2, Time Mage x2

Kleitian must have a death wish standing in the middle of the field like that. Have your three strongest fighters in the first group (ie. Orlandu, Ramza, and your best generic). Orlandu will get the first attack and should deplete Kletian's hp to the low hundreds. Next, the two enemy ninjas, the time mage, and Ramza will get a turn. Just finish off Kletian with Ramza.

Battle 51 - Lost Sacred Precincts

Enemies - Balk, Chemist, Dark Behemoth, Hydra, Hydra, Tiamat

This is going to be the toughest fight of the 4th chapter. Have three ninjas in your first team. At the onset of the battle, Balk will USUALLY step forward and attack Ramza. Next have Orlandu move as close to Balk as he can and wait (unless you've managed to learn Holy

Explosion). Have the remaining ninjas attack Balk (one ninja should be able to get next to him and shave off 200+ hp with his spell edges). The chemist will follow by using an x-potion on Balk (if you're really lucky, he'll only use a regular potion). After some of the monsters finish their thing, you'll get a shot in with Orlandu. Make it count! Then have your ninjas attack Balk aggressively until he goes down. You'll in all likelihood have at least one ko'd fighter at the end of this battle.

Battle 52 - Graveyard of Airships

Enemy - Hashalum

Easy battle here. After you attack with Orlandu, Hashalum (~1300hp) will cast a spell on your group of ninjas. Just have all 4 of the ninjas attack (three of them should be able to attack using their spell edges). Unfortunately for him, he'll die before he gets to cast his summon. Your time before the final battle should read anywhere from 10:30 - 10:45 (best time 8:50).

Battle 53 - Graveyard of Airships

Enemies I - Altima I, Ultima Demon x4

Enemy II - Altima II

Altima is a real lightweight (~1300 hp). Ignore the demons and just attack her. As in the Hashalum battle, you should be able to surround Altima with three of your ninjas and defeat her during your first wave of attacks. Once you defeat Altima, you'll face her second form (~3300 hp). Before Altima II gets an attack in, you should be able to shave off ~2000 hp. Knocking off the remaining 1300hp shouldn't be too hard (it'll be really easy if she decides to stay put and attack someone in your party).

Congratulations! You've finished this masterpiece in under 11 hours.

04 FASTEST TIMES/FINAL THOUGHTS

I've been told that there have been people who've finished this game in 7 hours WITHOUT a gameshark. I have, however, been unable to verify these times.

Here are the general stats for my team right before the last fight:

Ramza

CLASS: Ninja

LV: 28-29

HP: 266-274

MP: 20-22

WEAPONS: Spell Edge (2)

HEAD ARMOR: Thief Hat

BODY ARMOR: Black Costume

ACCESSORY: Bracer

ABILITY: Throw

ABILITY: none

REACTION ABILITY: Auto-Potion

SUPPORT ABILITY: Concentrate

MOVEMENT ABILITY: Move +2

Generic Male fighter

CLASS: Ninja
LV: 23-26
HP: 258-270
MP:16-20
WEAPONS: Spell Edge (2)
HEAD ARMOR: Thief Hat
BODY ARMOR: Black Costume
ACCESSORY: Bracer
ABILITY: Throw
ABILITY: none
REACTION ABILITY: Auto-Potion
SUPPORT ABILITY: Concentrate
MOVEMENT ABILITY: Move +2

Orlandu
CLASS: Holy Swordsman
LV: 30-31
HP: 384-388
MP: 56-60
WEAPONS: Excalibur
SHIELD: Crystal
HEAD ARMOR: Thief Hat
BODY ARMOR: Crystal Mail
ACCESSORY: Bracer
ABILITY: All Swordskill
ABILITY: none
REACTION ABILITY:
SUPPORT ABILITY: Equip Change/Defend
MOVEMENT ABILITY: Move +1

My fastest completion time has been just under 9 hours. Most of games take anywhere from 9:15 - 9:45. The following is a list of the time it takes me to complete each chapter:

CHAPTER I: 1:50 - 2:00
CHAPTER II: 2:50 - 3:10
CHAPTER III: 1:40 - 1:50
CHAPTER IV: 2:30 - 2:45

The CHAPTER II length is quite bothersome (only 11 battles in the chapter, yet it's the longest of the game) but I can't see any way around it. If anyone has any helpful tips/suggestions or questions regarding this walkthrough, please feel free to email me at babo07052@hotmail.com.

Special thanks to my alpha reader/script consultant/left foot man/tissue buddy thefool for reminding me how great this game is and for his helpful tips on efficient nose picking.

05 DISCLAIMER

FFT is the © of Squaresoft. This walkthrough was written for public consumption and digestion. I am a quasi-professional writer and will pursue any scoundrel who attempts to use any part of this walkthrough for financial gain. Actually, the truth of the matter is I'm a lazy SOB and I'll drink ostrich urine (mmm...ostrich urine) before pursuing any legal action. But I'm asking you politely to play nice, okay? If you wish to post this walkthrough on your site just email me at

babo07052@hotmail.com and simply let me know.

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