

Final Fantasy II Translation Guide

by Joseph Witham

Updated to v2.0 on Dec 5, 2005

This walkthrough was originally written for Final Fantasy II on the SNES, but the walkthrough is still applicable to the PSX version of the game.

Final Fantasy IV Translation Guide

System: Super Famicom/SNES & PlayStation

By Joseph Witham

Email: josephcwitham@hotmail.com

Web Site: <http://www.geocities.com/jwfaqs>

Version 2.0 - 10/5/2001

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I. OPENING COPYRIGHT NOTICE  
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II. VERSION HISTORY  
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2.0 - 10/5/2001

- Descriptions and costs added to each translation.
- Fromat changes.

1.5 - 4/20/2001

- Mistakes corrected.

-Romaji removed.  
-Format changes made.

1.0 - 9/24/2000  
-Initial Release.

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III. TRANSLATION NOTES  
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JAPANESE TEXT: A EUC-JIS shift program is required to view the Japanese text in this guide. You can download one directly from NJSTAR's web site here:  
<http://www.njstar.com/njstar/japanese/download.htm>  
Save this document to your hard drive and then open it through NJStar Japanese WP. The document is best viewed and printed in Courier New point 10 font.

TRANSLATION: Most of the Katakana in this guide was translated phonetically. The only exceptions were words that wouldn't have made sense had they been translated phonetically. All of the Hiragana in this guide was translated as directly as possible from their Japanese names. Some of the names are based on the official US translations of Final Fantasy II and Final Fantasy Chronicles.

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IV. MAGIC  
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1. WHITE MAGIC  
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¥±¥¢¥ë - Cure

DESCRIPTION: Restores a small amount of HP.
MP: 3

¥Û;¥ë¥É - Hold

DESCRIPTION: Stuns enemy, disabling commands.
MP: 5

¥é¥ª¥Ï¥é - Peep

DESCRIPTION: Views target's HP and weakness.
MP: 1

¥¹¥í¥| - Slow

DESCRIPTION: Decreases speed.
MP: 14

¥µ¥ª¥È¥í - Sight

DESCRIPTION: Gives a wider perspective of overworld map.
MP: 2

¥ì¥ª¥° - Raise

DESCRIPTION: Restores life.
MP: 8

¥±¥¢¥ë¥é - Cure 2

DESCRIPTION: Restores a medium amount of HP.
MP: 9

¥×¥í¥Æ¥¹ - Protect

DESCRIPTION: Increases Defense Power.
MP: 9

☞·☞\$☞è - Shell

DESCRIPTION: Increases Magic Defense.
MP: 10

☞µ☞α☞i☞¹ - Silence

DESCRIPTION: Silences target, disabling the use of spells.
MP: 6

☞¨☞¹☞Ê - Esuna

DESCRIPTION: Cures all status ailments.
MP: 20

☞Ç☞£☞¹☞Ú☞è - Despell

DESCRIPTION: Removes status increasing spells.
MP: 12

☞Đ;¼☞µ☞¯ - Berserk

DESCRIPTION: Increases Attack Power.
MP: 18

☞Æ☞i☞Ý - Exit

DESCRIPTION: Warps party out of dungeon.
MP: 10

☞Ö☞è☞ó☞¯ - Blink

DESCRIPTION: Increases Evade.
MP: 8

☞³☞ó☞Ö☞â - Confuse

DESCRIPTION: Confuses target, causing it to attack enemies.
MP: 10

☞±☞ç☞è☞Ä - Cure 3

DESCRIPTION: Restores a large amount of HP.
MP: 18

☞ß☞Ë☞Đ☞à - Minimum

DESCRIPTION: Causes Mini status.
MP: 6

☞İ☞α☞¹☞È - Haste

DESCRIPTION: Increases speed.
MP: 25

☞i☞Ó☞Æ☞È - Levitate

DESCRIPTION: Causes target to float, protecting against earth attacks.
MP: 8

☞è☞Ö☞i☞¯ - Reflect

DESCRIPTION: Reflects magic attacks.
MP: 30

☞±☞ç☞è☞↵ - Cure 4

DESCRIPTION: Restores a very large amount of HP.
MP: 40

☞ç☞i☞α☞° - Arise

DESCRIPTION: Restores life with full HP.

MP: 52

ŸŮ;¼Ÿé;¼ - Holy

DESCRIPTION: Causes a large amount of divine damage.

MP: 46

2. BLACK MAGIC

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ŸŎŸêŸŧŸÉ - Blizzard

DESCRIPTION: Causes a small amount of ice elemental damage.

MP: 5

ŸµŸóŸÀ;¼ - Thunder

DESCRIPTION: Causes a small amount of electric elemental damage.

MP: 5

ŸŎŸ;ŸµŸç - Fire

DESCRIPTION: Causes a small amount of fire elemental damage.

MP: 5

Ÿ¹ŸêŸ×Ÿè - Sleep

DESCRIPTION: Causes target to fall asleep.

MP: 12

ŸÝŸµŸ°Ÿó - Poison

DESCRIPTION: Causes a small amount of poison elemental damage.

MP: 2

ŸÇŸ,ŸÇŸó - Warp

DESCRIPTION: Warps back one floor in dungeons.

MP: 4

ŸÈ;¼ŸÉ - Toad

DESCRIPTION: Causes Toad status.

MP: 7

Ÿ¹ŸÈŸÃŸ× - Stop

DESCRIPTION: Stuns enemy, disabling commands.

MP: 15

ŸÝ;¼Ÿ;¼ - Porky

DESCRIPTION: Causes target to turn into a pig, decreasing speed.

MP: 1

ŸŎŸêŸŧŸÉ - Blizzard 2

DESCRIPTION: Causes a medium amount of ice elemental damage.

MP: 15

ŸµŸóŸÀŸé - Thunder 2

DESCRIPTION: Causes a medium amount of electric elemental damage.

MP: 15

ŸŎŸ;ŸµŸé - Fire 2

DESCRIPTION: Causes a medium amount of fire elemental damage.

MP: 15

ŸĐŸµŸª - Bio

DESCRIPTION: Causes a large amount of poison elemental damage.

MP: 20

ŸçŸ¹ŸÔŸè - Aspell

DESCRIPTION: Absorbs MP.

MP: --

ŸÉŸìŸµŸÓ - Drain

DESCRIPTION: Absorbs target's HP.

MP: 18

ŸÖŸêŸŧŸ¬ - Blizzard 3

DESCRIPTION: Causes a large amount of ice elemental damage.

MP: 30

ŸµŸÓŸÀŸ¬ - Thunder 3

DESCRIPTION: Causes a large amount of electric elemental damage.

MP: 30

ŸÖŸ;ŸµŸ¬ - Fire 3

DESCRIPTION: Causes a large amount of fire elemental damage.

MP: 30

Ÿ¬Ÿ"ŸµŸ¬ - Quake

DESCRIPTION: Causes earth elemental damage to ground targets.

MP: 30

ŸÖŸìŸµŸ¬ - Break

DESCRIPTION: Causes Petrify status.

MP: 15

ŸÈŸèŸÍŸÉ - Tornado

DESCRIPTION: Greatly reduces target's HP.

MP: 25

ŸÇŸ¹ - Death

DESCRIPTION: Causes immediate death.

MP: 35

ŸÖŸìŸç - Flare

DESCRIPTION: Causes a very large amount of fire damage.

MP: 50

ŸáŸÆŸª - Meteor

DESCRIPTION: Causes a very large amount of damage to all enemies.

MP: 99

3. CALL MAGIC

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ŸÁŸçŸ³ŸÛ - Chocobo

DESCRIPTION: Causes a small amount of damage to one enemy.

MP: 7

ŸÉŸéŸ´ŸÓ - Dragon

DESCRIPTION: Causes a medium amount of damage to all enemies.

MP: 20

Ÿ·ŸÔŸ; - Shiva

DESCRIPTION: Causes a medium amount of ice elemental damage to all enemies.

MP: 30

ŸªŸÕŸÊ;ŸŸÈ - Ifrit

DESCRIPTION: Causes a medium amount of fire elemental damage to all enemies.

MP: 30

ŸéŸàŸ| - Ramuh

DESCRIPTION: Causes a medium amount of electric elemental damage.

MP: 30

Ÿ;ŸªŸ;Ÿó - Titan

DESCRIPTION: Causes a large amount of earth elemental damage to all enemies.

MP: 40

Ÿ·ŸëŸÕ - Sylph

DESCRIPTION: Absorbs HP.

MP: 25

Ÿª;ŸŸŸŸŸó - Odin

DESCRIPTION: Automatically kills entire enemy group.

MP: 45

ŸŸŸ¹Ÿé - Ashura

DESCRIPTION: Casts a random curative spell.

MP: 50

ŸêŸôŸ;ŸªŸŸ - Leviathan

DESCRIPTION: Causes a large amount of water elemental damage to all enemies.

MP: 50

ŸĐŸŸŸà;ŸŸÈ - Bahamut

DESCRIPTION: Causes a very large amount of damage to all enemies.

MP: 60

Ÿ´ŸÕŸêŸó - Goblin

DESCRIPTION: Causes a very small amount of damage to one enemy.

MP: 1

ŸÛŸà - Bomb

DESCRIPTION: Causes a large amount of damage.

MP: 10

ŸĐŸªŸóŸÉF - Mind Flayer

DESCRIPTION: Causes a medium amount of damage.

MP: 18

Ÿ³Ÿ«ŸÈŸêŸ¹ - Cockatrice

DESCRIPTION: Causes Petrify status.

MP: 15

4. NINJA MAGIC

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ªªªÈªó - Flame

DESCRIPTION: Causes fire elemental damage to all enemies.

MP: 15

ª¹ªªªÈªó - Flood

DESCRIPTION: Causes water elemental damage to all enemies.

MP: 20



α,α&α|α,α< - Holy Water

DESCRIPTION: Cures Curse status.

COST: 100

α&α-α±α· - Antidote

DESCRIPTION: Cures Poison status.

COST: 40

α&α°α¹α& - Eye Drop

DESCRIPTION: Cures Darkness status.

COST: 30

α&α&α&α&α³α&α| - Echo Herb

DESCRIPTION: Cures Silence status.

COST: 50

¥À¥α¥`¥Ã¥È¥Õ;¼¥É - Diet Food

DESCRIPTION: Cures Piggy status.

COST: 100

α&α&α&α&α - Gold Needle

DESCRIPTION: Cures Petrify status.

COST: 400

αªα&α&α&α&α&α - Maiden's Kiss

DESCRIPTION: Cures Toad status.

COST: 60

α|α&α&α&α&α³α&α&α - Hammer

DESCRIPTION: Cures Mini status.

COST: 80

α&α&α&α&α&α&α - Silver Apple

DESCRIPTION: Increases max HP by 50.

COST: --

α&α&α&α&α&α&α - Gold Apple

DESCRIPTION: Increases max HP by 100.

COST: --

¥½;¼¥&α&α&α·α°α - Soma Drop

DESCRIPTION: Increases maximum MP by 10.

COST: --

¥@¥μ;¼¥&α&α&α&α&α - Gysahl Vegetable

DESCRIPTION: Summons a Fat Chocobo in a Chocobo Forest.

COST: 50

¥@¥μ;¼¥&α&α&α&α - Gysahl Flute

DESCRIPTION: Calls Fat Chocobo.

COST: 20000

α&α&α&α&α&α&α - Miniature Bread

DESCRIPTION: Zooms out when used on overworld.

COST: --

α&α,α&α|α°α& - Emergency Exit

DESCRIPTION: Warps party out of dungeons.

COST: --



¥À;¼¥~¥P¥ç;¼ - Dark Matter

DESCRIPTION: Protects against Zeromus' attacks.

COST: --

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