

FINAL FANTASY VI

PLAYSTATION VERSION

UNOFFICIAL STRATEGY GUIDE

by xandermac05

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I. GAME VERSION INFORMATION

This guide was created using the 2002 Sony PlayStation re-release of FINAL FANTASY VI as the main reference. This does not mean that it will not be relevant to the English version of the original Super Nintendo Entertainment System (SNES) release of FINAL FANTASY III*; the only real differences are the change of control pad, some altered names, and a couple of new bookending video sequences. The table below compares the control pad buttons.

PlayStation button	Super NES button
X	A
SQUARE	Y
TRIANGLE	X
R1	R
L1	L

The 2002 PAL release is identical to the one that makes up 50% of the north American “Final Fantasy Anthology” double-pack of Final Fantasy V and FINAL FANTASY VI.

A second port of the game was released for the Nintendo Game Boy Advance in 2006. Unlike the PSX port, which was practically identical to the original SNES release, the GBA version addressed several issues with the game's programming. In particular, the infamous Vanish/Doom glitch – which allows almost any enemy in the game to be defeated by casting the Vanish and Doom (or X-Zone) spells one after the other – was corrected. At no point in this guide will I suggest that the player exploit this glitch, because it makes the entire game far easier than it should be. There are a whole host of other changes to the game, however, so some of the things this guide refers to will be different (e.g. Cyan's "SwdTech" skill had its name restored to the original Japanese "Bushido" in the GBA version).

* FINAL FANTASY VI was the third Final Fantasy title to be released in north America (after Final Fantasy and Final Fantasy IV) and was retitled FINAL FANTASY III accordingly. It only regained its original (Japanese) title when it was recently ported to other consoles.

ii. FOREWORD

Well, hi there. I art xandermac05, and I'm your guide for today. And many days to come, unless you're: A) Superhuman, and B) Some sort of time-compressing mad scientist. I can't be particularly bothered with a long-winded and probably pointless introduction, so without further ado (or further clichés), let us get wired into the weird and wonderful (sorry!) world of FINAL FANTASY VI.

I've incorporated most of what you really need to know into the main walkthrough (including all boss fights and treasure locations), but there is additional information in the second chunk of this guide regarding topics such as characters' special skills.

Ah, yes... and if you intend to use this guide without printing (see the **Disclaimer** for details), you'll want to frequently make use of Ctrl+F, lest ye suffer the tortures of endless scrolling.

iii. WALKTHROUGH KEY

RANDOM ENEMIES

Each time I reach a location, I will include a **bold** list (under the location heading) of all the previously unencountered enemies that may appear in random battles there. This is mainly for the purposes of making it possible to check you've encountered every available enemy for you leave, thus ensuring that you have the full potential use of the Veldt and can collect every single one of Gau's Rage skills if you so desire.

ITEMS

Items in **blue and bold** text can be found and taken free of charge, and it is recommended that you do so.

Items in **blue and bold on a grey background** can either be stolen or won from a boss creature.

Items in **blue** can be stolen or won from an enemy you may come across in a random encounter (or find in a chest, as a "monster-in-a-box"). In the case of multiple items, only the recommended item will be highlighted in blue.

Items in **red** can be bought from a shop or won at the Colosseum, and it is recommended that you do so. I will specify shopping lists less and less frequently as the walkthrough progresses, since you should be able to judge what equipment to buy without me telling you after you've been playing the game for a while.

Items in black can be found, stolen, won or bought, and it is either optional or unrecommended for you to obtain them (or they are not available to obtain at the time they are mentioned).

BOSSSES

Boss fight info is highlighted on a grey background, with the name of the boss in **BOLD UPPERCASE**, followed by the number of hit points (**HP**) the boss has and any **items** that can be obtained from them by Stealing or winning the battle. Below this, a brief strategy and any extra info will appear in plain text.

In addition to this, I will highlight in particular the names of the **EIGHT DRAGONS** in white text on a black bar, so that they can be easily located throughout the guide. Instead of the standard "BOSS" tag, the name of each dragon will be preceded by it's number according to the order I recommend tackling the dragons in (e.g. DRAGON #1: STORM DRGN).

1. WALKTHROUGH

PART ONE: THE WORLD OF BALANCE

The Star Wars geeks among you will greatly appreciate the names of the two Magitek-clad Empire soldiers that share the screen space with the currently nameless sorceress; if you've played Final Fantasy games before, you'll more than likely have noticed that these two pop up a lot. Note: if that made no sense to you, ignore it. It didn't happen. Anyway, take in what these guys are saying, then sit through the two sets of credits (the original SNES title credits, then the brand new Playstation intro video) and prepare for one of the most perfect RPG adventures of your gaming life.

NARSHE

Enemies: Guard, Lobo, Vommamoth, Repo Man, Were-Rat, Vaporite (in the Esper's cave)

Before you go anywhere, access the main menu and select Config. Change the Msg. Speed setting to 1, and change Cursor from Reset to Memory. It's a preference thing really, but it will be helpful later on.

Go straight up and into the mines, fighting off the weak guards as you go (use ??????'s Magitek Bio Blast to take them out fast, while topping up your health with Heal Force).

Take the first left and use the save point via the menu, then move on up (Note: avoid Bio Blast now, since it will heal the Were-Rats; use TekMissile and/or Fire Beam instead). You'll now face your first boss battle.

BOSS: WHELK
1600 HP
Win: nothing

Attack Whelk's head with Fire Beam and TekMissile, but **do not attack the shell**. Doing so will trigger the very strong Mega Volt attack. When the head disappears ("Gruuu... .." is a warning), heal up and wait for it to reappear, then attack again until the battle ends.



Continue straight upwards and you'll reach the first Esper of the game. After a short scene, you'll awaken in a house back in Narshe. You may now name your first playable character, known by default as Terra Branford.

Before you go anywhere, head left and inspect the clock to receive an **Elixir**. Now go up through the bedroom and out the back door, going left across the bridge and back into the mines. Note: it's a good idea to stick to the Fight command for attacking in here; save your Magic for healing. Save your game at the save point then continue onward.

Ignore the chest to the top right: if you leave it alone for now it will contain a much more valuable item when you return later (its PhoenixDown becomes a much rarer Pod Bracelet). Continue left. Again, **ignore the chest**. This one contains a Sleeping Bag that will later become an Elixir. Head towards the top right and you will be intercepted by guards, causing you to fall through a weak spot in the floor. After a bit of background, you'll meet your second character, Locke Cole, who then shows up to save the day. You now have to use three separate parties to defeat a string of enemies. The best idea is probably to use the two moogle groups to get rid of the pawns, then **unequip Mog** and move Locke's group to the front to defeat the boss (equip him with Mog's Mythril Shld first). Don't worry if some moogles end up dead, it's not important: you won't need them again (except Mog, maybe, but that's much later).

BOSS: MARSHAL (plus Lobo x2)
420 HP (not including Lobos)
Steal: MythrilKnife
Win: nothing



First off, make sure you use Locke's Steal command to nick Marshal's MythrilKnife, because you won't get another one for a while. Otherwise, have your moogles take out the two Lobos then wipe out Marshal once you've stolen from him.

Equip Locke with the stolen MythrilKnife. You might also want to swap his shield with Terra's, since her defense will be naturally lower otherwise. Before leaving, speak to the scholar in front of the door to your left and have a look around inside and chat to some of the other scholars about the game's ins and outs. You can use the bucket in the hallway to recover your HP and MP fully.

The chest in the top right room contains a Lobo which may or may not drop a **Tonic**, whilst the pot to the right side of the room contains a **Tincture**. Use the save point if you wish (although you can save outside in a minute or two), then go back into the hallway and head left. The middle room contains a chest holding a **Sleeping Bag**, and the leftmost room contains a chest that holds a **Tonic**. When you're satisfied, leave the building and head downwards out of Narshe.

Enemies: Leafer, Dark Wind, Areneid (desert), Sand Ray (desert)

Head south-west, through the forest and across the desert, until you reach Figaro Castle. You can steal Tonics from the Leafers you'll encounter on the way, although it'll mean fighting with Terra's weaker physical attack. Save your game outside, then enter.

FIGARO

Enemies: M-TekArmr

Go straight up to the throne room to meet your third playable character, King Edgar Roni Figaro. Back outside the throne room, head up through either doorway and pick up a **PhoenixDown**. Go back down and enter the door to the right, picking up a **Tonic** and an **Antidote** from the two chests. Make sure you buy a **NoiseBlaster** and a **Bio Blaster**, two Tools Edgar can use in battle, from the merchant in this room. There's a **Soft** in the chest in the room on the other side of the hallway, where you can also purchase some basic items. It shouldn't really be entirely necessary at this point, but it's rarely a bad idea to go on the safe side. When you're done, head down to the pair of double-doors and go through the left one, then go downstairs and across the sand to the door on the left. Go in and speak to the old woman to get some background on Edgar and his twin brother – your fourth playable character, Sabin Rene Figaro. Make your way back to the throne room and speak to Edgar; you will be rudely interrupted by Kefka Palazzo, a crazed Empire clown who is to become your sworn enemy.

Equip Edgar with the Mythril Pike you took from Mog to boost his attack power considerably, then speak to the two guards before addressing Kefka. When he leaves, go up and speak to Locke and you'll be transferred back to Terra. Follow Locke to the right tower to continue.

Back in the role of Edgar, speak to Kefka again then address the soldier at the top door to prepare your escape. You'll be attacked by M-TekArmr, so have Edgar use the AutoCrossbow Tool while Edgar and Terra attack (Terra should also heal if necessary).

Ride the chocobo southwards to a cave that rests in a small alcove in the mountains. Dismount, equip Edgar's MythrilBlade to either Terra or Locke (perhaps Terra, so that you can strengthen her attacks while Locke steals). Save your game, then enter the cave.

FIGARO CAVE

Enemies: Bleary, Crawly, Hornet (all are later unavailable)

Go straight upwards and make use of the recovery spring at the entrance, then exit the screen through the doorway on the bottom right. Keep fights short with AutoCrossbow, making sure Terra keeps the HP up. Feel free to steal some Tonics. **Ignore the stairs on the left** here, they lead to a chest that will hold a much better item at a later time; head right instead. Down here, also **ignore the chests on the right and left** (for the same reason) and go right up the stairs in the middle of the passage. Continue straight on an exit the cave.

Enemies: Rhodox, Rhinotaur, GreaseMnk

Save, then make your way south-east to the town of south Figaro. It would be a very good idea to steal at least one **Mythril Claw** from the Rhinotaurs in the area, either before or after your visit.

SOUTH FIGARO

First off, grab some – but **not all** – of the stuff lying around outside: a **Green Cherry** in the middle crate to the right of the stable (it will turn into a Tent later, but the current item is unavailable elsewhere at this point) and a **Warp Stone** (later PhoenixDown) in the middle barrel to the southwest of the upper level. Now go through the house to the northwest and out the back door (to the right) and take a **PhoenixDown** from the bottom barrel. From here, go up and around the back of the building to find a hidden door to the basement (downwards). Take an **Elixir** from the clock then go back round and into the house, heading upstairs this time. Go through the first door you come to on the upper floor and walk behind the bookcase to the left to find a hidden passage.

After going down the two staircases, head straight downwards at the left/right intersection into yet another hidden passage that will take your downstairs to a **Hyper Wrist** and a pair of **RunningShoes**. Go back up the stairs to the intersection and turn right, entering the door to the far right. Empty the chests to find **500 GP**, **1000 GP**, and **1500 GP** respectively (the chest against the far right wall is empty and will remain that way). In the middle room you'll find a save point, which you can use if you wish. Go back up the stairs and exit the house.

If you go up the steps to the east and explore the house there, you'll find a **Tonic** in a bucket in the basement downstairs. You can exit via the door down there.

Have a look round the shops. I recommend buying the following items from the arsenal store: a **RegalCutlass** and **Cotton Robe** for Terra, a **Kung Fu Suit** for Locke, **two Heavy Shields** (for Locke and Edgar), and **three Plumed Hats**. Give Locke the MythrilBlade now if you had previously equipped it on Terra. If you want, you can sell the other old gear; you won't be needing it again (unless you want to keep a Buckler for a new party member you're soon to encounter). From the relic store, it would be a good idea to pick up **three Star Pendants**, because you'll be needing them to protect you from the poisonous monsters up ahead. You'll probably want to buy at least one of some of the other items available there, too: **Sprint Shoes**, a **Jewel Ring** and a **True Knight**. If you can't afford this (which is perfectly understandable at this point) you might want to go back outside and fight a few battles to pick up the extra cash. Failing that, you're going to find a free True Knight soon anyway, and you're unlikely to need the Jewel Ring for a while yet (by the time you do you should have access to another item that does the same job anyway). You shouldn't need the Goggles at all; due to a bug in the game, the Evade % stat has no effect (all evasion is based on the MBlock % stat) so as a result the Dark status effect is meaningless. The Sprint Shoes will be very handy, however.

In the Pub you'll find a mysterious chap in dark armour who turns out to be a mercenary named Shadow. He'll join you later on a rather temporary basis, but he won't even speak to you at the moment. Other than that, the townsfolk will talk about a famous martial artist named Duncan. Once you've had enough of their stories, feel free to leave town (you may ride a chocobo, but this will deprive you of battles – and, therefore, experience – on your way to Mt. Kolts). Remember to equip any new equipment you've bought before you leave.

Before you go to Mt. Kolts, stop by the small cottage to the north. You'll find a **Tonic** in the bucket beside the stove, and you can rest here for free. Inspect the various objects lying around to get comments from Edgar hinting at the presence of somebody he knows well. As you leave, he'll confirm this by naming his brother, Sabin. Speak to the old man outside for more information. You can now either head back to south Figaro to pick up any relics you may have missed beforehand (or perhaps a chocobo), or hurry onward to Mt. Kolts in the east. From now on, I won't generally be telling you when to save your game; so remember to do so frequently, whether I specify it or not.

MT. KOLTS

Enemies: Brawler (caves), Tusker (caves), Cirpius (on mountain), Trilium (on mountain)

This is the first point at which the difficulty level of the battles takes a definite jump, so be careful. You might want to wander around outside south Figaro or the northern cottage, levelling up, before you continue.

Follow the path round and outside again, then go through the opening to go back inside. From here, go down to the right and out the doorway to the bottom right of the screen to find the **Guardian**, a good weapon for Locke. Go back in and head upwards into the cavern. Before you cross the bridge, follow the right wall to an **Atlas Armlet**. Return to the path and continue over the bridge.

Chase the black-cloaked figure along the mountain path, making sure to explore the next opening you come to and discover a chest containing a **Tent**. Continue onward to a cavern housing a save point, which you should most certainly use – you're about to do battle with another boss. Heal with Sleeping Bags or a Tent if you need to, then move on.

Take the winding route round to the cloaked figure you've been following, and you'll discover that he is in fact Vargas, Duncan's son... and he's decidedly edgy. Address him to engage in battle.

BOSS: VARGAS (plus Ipooh x2)
11600 HP (excluding Ipoohs)
Steal: Mythril Claw/Tonic
Win: nothing

Obviously, get rid of the hairy goons shielding Vargas to begin with. Edgar's Bio Blast will speed up the process somewhat, including damaging Vargas once the goons are gone. Eventually Sabin shows up, only to be hit by Vargas' Blizzard Fist (which also blows your current party away in the process). Vargas will then hit Sabin with Doom Fist, which gives you approximately 60 seconds to defeat him using Sabin alone. The



best way to do this is with Sabin's Blitz command. Select it, then key in LEFT, RIGHT, LEFT, X. This will trigger Sabin's first Blitz attack, Pummel, which will send a stunned Vargas to his doom.

Pick up the **Tent** on your way out, then descend the stairs to the exit.

Head north and enter the pathway in the mountains to the right to reach the Returners' Hideout.

RETURNERS' HIDEOUT

Go into the opening in the rock and follow the Returner that greets you to meet with Banon. Afterwards, you are free to roam the hideout as Terra, so take advantage of it. There's a **PhoenixDown** in the room you wake up in, so grab it. Speak to Locke, then exit the room. To your right, above the table, there is a statue. To the right of it is a pot that contains a **Green Cherry**. If you inspect the table at the spot just below the statue you'll find a piece of paper; throw it away, or leave it there and get an amusing reaction from Banon later. Speak to Sabin while you're here, then open the chest in Banon's room for a **Potion** and speak to Edgar. Use the save point here if you want (it's a good idea to use it to heal). There's also an item shop out in the lobby (beside Sabin) if you want to pick up a few things.

Now speak to the Returner at the doorway and exit the hideout to find Banon outside. Speak to him and he'll ask if you've decided to join the Returners. You have a couple of options here: accept immediately and he'll give you a Gauntlet, refuse three times and get a much more useful Genji Glove, or refuse twice then accept to get the Genji Glove as well as a brief meeting with the group afterwards. The latter option is almost certainly the most desirable, so go for it. Once you've refused twice, go and speak to the guy in the northern storage room (right above the entrance) to get your **Genji Glove**. While you're in here, empty the three chests for an **Air Lancet**, a **PhoenixDown**, and a **True Knight** (glad you didn't buy it earlier?). Against the north wall sit a bucket containing an **Antidote** and a pot holding a **Tincture**, so swipe those too. Before you leave, crawl in behind the crates and boxes to the top right of the room to find a secret passage that leads to a **White Cape**. Now you can exit the room and finally accept Banon's offer.

After the meeting, disaster strikes, and the team has to split up (handily leaving you with a team of four, the game's maximum allowance). Locke sets out for south Figaro, leaving your team (including Banon, temporarily) to take a raft ride down Lete River. You'll find that Locke has left all of his equipment with you, for some reason. Equip yourself then get going, moving Banon into the back row (he's going to be your healer, and you need to keep him alive at all times). It'd be handy to have Sabin equip the Genji Glove, and use it to dual-wield a Mythril Claw and MetalKnuckle, boosting his attack power hugely. Jump on the raft when you're ready.

LETE RIVER

Enemies: Exocite, Nautiloid, Pterodon

All the battles in this area are easily won with the same basic formula: have Banon use Heal, Edgar use AutoCrossbow, and Sabin and Terra attack. With the cursor set to Memory, you can actually hold down the X button the whole way through this without having to worry about losing, due to Banon's Heal ability.

At the first junction, go straight. You can't do anything between battles, so when you hit some land (and a save point) put it to good use before moving on.

At the second junction, go left to continue on. However, you also have a rather useful opportunity to build levels without any effort whatsoever if you go right. With the cursor on memory, and with a turbo controller, holding down the X button will continue to build levels by winning battles effortlessly and continually selecting "Right", looping you round the same stretch of water until you decide to move on. Without the turbo controller you'll have to keep hammering X at the junction, however. Of course, if you do this, you'll make the rest of the World of Balance rather stupidly easy, so if you want a challenge, don't bother. Either way, you need to go left eventually. You'll hit a second save point, so use it. You've got a potentially difficult boss battle coming up.



BOSS: ULTROS
3000 HP
Win: **Dried Meat**

This guy is one hell of a piece of work. Just keep blasting him with physical attacks from Terra and Sabin (his Pummel probably won't be as strong as his double-handed Fight command) as well as Edgar's AutoCrossbow (or his physical attack, if it proves stronger, but it's unlikely at this point). Have Banon keep Healing. If you want, you can have Terra cast Fire to speed up the damage count, and if Sabin has AuraBolt already, use it. If you're having trouble, shove the people who're getting wounded into the back row. Don't be bothered by his use of Ink – remember that Dark has no effect, thanks to a strange programming bug.

Eventually he'll go down with an almighty splash, but Sabin gets carried away and dives in after the giant water fiend. The other three go on without him as he drifts downstream in the opposite direction.

-

At this point, you must chose which order you wish to play through the next three scenarios. You have three choices: see how Locke's getting on in south Figaro, check up on Sabin, or stay on the path of Terra, Edgar and Banon. It doesn't matter which order you tackle them in, but there are definite differences in terms of difficulty. I'm going to go with the most linear and practical (equipment-wise) route. If you're more concerned with getting as many special skills for a character you're about to meet, at the earliest possible opportunity, do Sabin's scenario last instead of Locke's.

- TERRA, EDGAR AND BANON'S SCENARIO -

LETE RIVER

You'll rejoin the group back on the raft on Lete River, so fight off the monsters that attack you along the rest of the way.

-

Upon exiting the river, bear NW (around the lake) and enter Narshe for a second time (it's a mountain path in the rock face).

NARSHE

Enemies: Wild Rat, 1st Class (both in the cavern past the one you fought Marshal in); Dark Side, Rinn, Spectre (all only available if you muck up the light-mimic cavern)

Go right on in and you'll soon discover that you are distinctly unwelcome. There's no way of getting past the guards, so you have to find another way in.

Remember that secret entrance Locke showed you the first time you were here? Go left past the educational building and examine the rock face to the top of the little alcove to clear the way. Follow the path up out of the mine, then head left and back in through another opening. Continue onwards and you'll come across a save-point-like light that moves in a specific route through the scattered rocks. You must mimic this route exactly to get through this area. If you can't do it, then: 1. You suck; 2. Go left, up one block, right one block, up one, right one, down two, right, up two, left one, then up and out. You'll probably want to deliberately muck up before doing it properly, though, because the monsters you'll fight are only available here.

In the next area, go through the first door you come to and you'll eventually end up at the moogles' cave. They don't have anything particularly intellectual to say – unless you count “Kupo... .. po!” from the stationary one at the top right – so go up through the door on the top left. **Ignore the chest** in this hallway unless you'd rather have a mildly useful sword (the Rune Edge) than a relic that prevents all major status effects (the Ribbon, available here later). Move on, **still ignoring the other chests in this area**, and exit the cavern via the opening on the bottom right (past the save point). Cross the bridge and go down to enter Arvis' house. You're done, so if you want you can remove some relics from Terra and Edgar to use on your other characters (most useful are the Sprint Shoes). Walk out of the bedroom to speak to Arvis and end the scenario.

- SABIN'S SCENARIO -

?

You start off near a small house, so have a nosey and you'll meet the mercenary you bumped into earlier on: Shadow. Welcome him into your party (temporarily; don't equip him with anything overly valuable, like the Genji Glove). If you want, you can give his Ninja Gear to Sabin. Have a look inside the house to find an old guy who's lost his marbles, but keep what he says in mind (particularly when you examine the stove). Talk to the chocobo rider outside to stock up on supplies: you might want to get a couple more **Plumed Hats**, and possibly some throwing weapons for Shadow to use with his Throw command. The Inviz Edge and Shadow Edge won't really prove too useful, so concentrate on some **Shurikens** (50 or so should last a while, and they're dirt cheap).

-

Enemies: Beakor, Rhobite, CrassHoppr (forest), Stray Cat (forest)

When you're ready, move out and head south-east until you reach a small patch of desert beside a bridge. Save before walking up to the bridge.

IMPERIAL CAMP/DOMA CASTLE

Enemies: Soldier, Doberman (if you kick the chest instead of hitting it), Telstar (in a chest), Templar

Walk down a couple of steps to trigger a scene in which you'll meet your fifth permanently playable character, Cyan Garamonde of Doma. You'll want to equip him with a Plumed Hat before you go downwards and talk to the commander to enter combat.

BOSS: LEADER

275 HP

Win: Black Belt

Just hammer this guy with the first technique on Cyan's SwdTech bar (Dispatch) until he expires. If you need to heal, do so, but you should only need to use one or two Dispatches to kill him.



The scene now switches back to Sabin and Shadow at the camp. Wait for the prowling soldier to move to the left, then run round into the tent to the right of the screen. To the top right of it is a chest containing a **Star Pendant**, but the lid is stuck. Hit it to open it, and you'll hide when a sentry comes to check out the noise; kick it and you won't hide fast enough, so you get thrown into battle with the otherwise unavailable Doberman enemy/enemies. Once the sentry leaves, open the chest and move down to the next area.

After a short scene you'll have to fight Kefka. Just hit him with a physical attack and he'll run, so follow him. Before you move too far left, though, check the tent to the top left of this screen to find a MythrilGlove (right side) and a relatively tough battle with a Telstar that will drop a very valuable **Green Beret** (left side). As far as Telstar goes, you might want to use a couple of Shurikens to speed things up, and if you're really struggling put an Inviz Edge to good use once Telstar is gone and left you to fight two Soldiers. Also, jump off the top of the wall at the back of this tent for a **Barrier Ring** in the tent down there. Once you're done, talk to Kefka again and hit him with another physical attack to make him run again, then talk to him once more and he'll throw some Templars and Soldiers your way. Kill them. Now watch as Doma falls to Kefka's poisonous plot, and you'll be transferred back to Cyan. Go through the door and walk downstairs to find the king dying in his throne room, then leave the room and go down. Through the door on the right there is a pot containing a **Remedy**, so grab it. Finally, enter the room on the top right to find Cyan's family lying dead.

Cyan now runs off in a fit of fury, and gets himself into some bother. Back in the role of Sabin/Shadow, talk to him to help him out by taking out the barrage of soldiers. Afterwards, you'll grab some Magitek armour; use it to Bolt Beam the string of M-TekArmrs and Fire Beam the Soldiers. Take advantage of Heal Force to avoid using up items. Head right, then up and out of the camp.

Go west across the bridge, south, then east across the next bridge. Make sure you've fought a Stray Cat, because it'll be handy later. Continue south until you reach the forest. Don't waste items healing before you go in, because there's a free healing spring up ahead.

PHANTOM FOREST

Enemies: Ghost, Poplium

Move to the right and go through the opening at the top of the screen to reach a recovery spring (which looks more like a lake to me, but whatever). You use it automatically. Continue to the right and go down through the opening to find yourself at a junction. Go right and use the upper path, not the lower one, then continue rightward.

You will come to what appears to be an ancient railway station. Walk left to enter the Phantom Train.

PHANTOM TRAIN

Enemies: Whisper (outside), Bomb (outside), Hazer (inside), StillGoin (inside), Over-Mind (inside after jumping across the carriages)

Walk down to the doorway to find you're stuck. Firstly, go right to the back of the train and through the door. In here, there's an Impresario who can tell you more about the train, a switch (top right corner) Sabin can pull to torment an uptight Cyan, and a save point. Check the top left corner of the room to find a hidden **Tent**. You can speak to the ghost outside the room to get him to temporarily join you for the battles you're about to encounter; his/her Possess command can instantly kill an enemy, but will also make the ghost leave your party. Now move left through the train carriages, being careful who you speak to along the way. Some ghosts will join you, but others will engage in combat. Others still will sell you items.

Eventually you will find yourself trapped in a carriage which is swarming with ghosts. Speak to the one at the door to trigger your escape, which involves fighting one or more Ghosts then climbing the ladder to the top of the carriage. From here, jump across to the left then enter the carriage you fall into and flick the switch to detach the rear carriages. Now go back in and flick the switch a second time to open up the path forward. Use the save point then continue left. In the next car, sit at the middle table to be served food that will replenish your HP and MP for free. After using this facility, leave the car, then go round the outside of it and in the back door to open a chest containing a pair of **Earrings**. The first room in the next carriage contains a chest that will trigger the arrival of a man who claims to be legendary swordsman Ziegfried. Unfortunately for him, he's not.



BOSS: ZIEGFRIED
100 HP
Win: Green Cherry

Yes, that's right, folks: 100 HP. This guy is a joke, so hammer him once and he's dead meat. If you're lucky, he might attack Shadow and have it blocked, only to have Interceptor show up and Wild Fang his ass straight to Hell... which is amusing, since it means you don't even have to act to beat him.

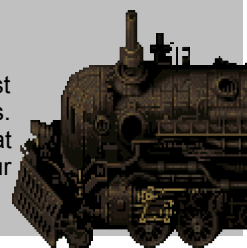
No matter how the fight goes, he'll steal the contents of the chest. Don't bother trying to make things otherwise, because you can't. Move on.

Check the top left corner of the next room to find another hidden **Tent**, then move on to the next car. The first room is empty, so ignore it. The next, however, contains four chests: (left to right) they contain a Specter, which drops a **Hyper Wrist**; a **PhoenixDown**; a **Sniper Sight**; and another **PhoenixDown**. If there's a Ghost in your party when you fight the Specter, you might as well have it Possess it, because in a moment it will leave your party anyway.

The next car contains another save point. Use it. If you haven't already fought a Bomb, try and find one now (outside). You'll probably want to use it later on to gain a new ability for a character you've yet to meet. Otherwise, move onwards to the engine room. Flick the two outside switches, then go outside and press the switch at the very front of the train to stop it.

BOSS: GHOSTTRAIN
1900 HP
Win: Tent

Despite this guy being a boss, he is – like most of the other enemies here – undead. This, as most avid Final Fantasy nerds will know, means that he can be damaged by curative magic or items. Since a PhoenixDown usually gives life, using one on this enemy will defeat it in one turn. If that seems too easy, or you don't fancy using up a PhoenixDown, then just hammer him with your strongest attacks and he'll eventually pack his bags.



Wander around a bit after the scene and the screen eventually fades to black. Head south, then hook eastward round the mountains and head north to reach Barren Falls. Before entering, you should probably unequip Shadow: he's just about to leave your party.

BARREN FALLS

Enemies: Piranha (note: no Rage)

Head up to the edge of the cliff and leap off when you're ready for a string of fights. Once you've defeated about 13 Piranhas, you'll face Rizopas.

**BOSS: RIZOPAS**

774 HP

Win: **Remedy + Tonic**

Just hit him with straightforward strong attacks and he'll go down pretty fast. Dispatch will speed things up a bit, as will Sabin's attacks if he has the Genji Glove.

You'll be washed up on a grassy shore, where you are discovered by FINAL FANTASY VI's sixth playable character: Gau. This guy is the reason you made sure to fight a Bomb earlier. Follow him offscreen and you'll find yourself on a plain known as the Veldt.

THE VELDT

Head south-east then hook round the mountains and head north-east to find Mobliz. On the way, you're almost sure to bump into Gau after a battle or two; you can't do anything about him yet, so just attack him and he'll take a hissy fit then flee.

MOBLIZ

Before you do anything else, buy some Dried Meat from the item shop in the north-east part of town, because you'll need it to get Gau into your party. As the rather comedic description hints ("Eat when hungry"), you can throw this to Gau when he pops up after battles in the Veldt to fuel his hunger. It can also be used as a cheaper, better value-for-money substitute for the Potion.

Stock up on gear at the arsenal store, then head for the house to the northwest. The injured soldier here requests that you read his letters for him. If you continually read his letter, leave, post his response, sleep at the inn, then return and repeat, he will reward you with a **Tintinabar**. Also make sure to swipe the **Elixir** from the clock in the mail guy's house.

While you're doing this, wander the Veldt until you run into Gau again, then toss him the Dried Meat. He'll join your party. Equip him accordingly. Before you leave the Veldt, try to have Gau learn the Stray Cat, Ghost and Bomb Rages using Leap. If you can find Telstar around here, you'll get another **Green Beret** each time you defeat it. Also be aware of the free bed in the back of the Mobliz relic shop. Once you're satisfied, head south to reach Crescent Mountain.

CRESCENT MOUNTAIN

Head up then right and down to find Gau's "treasure": a diving helmet you can use to get to Nikeah (although fitting three heads in there at once seems like an extraordinarily unpleasant idea). You'll dive into Serpent's Trench automatically.

SERPENT'S TRENCH

Enemies: Anguiform, Actaneon, Aspik

Make sure you choose to go right twice in here. After your first right, you can head right to grab an **X-Potion** before moving on. After the second, go through the door at the top, then go down and stand on the switch to drain the water. Jump into the hole and pop the chest for a Green Beret, then go out the door at the bottom.

NIKEAH

Head up into town and find an **Elixir** in the clock at the top right of the inn. Have a shop around, then hop on the ferry to south Figaro.

- LOCKE'S SCENARIO -

SOUTH FIGARO

Enemies: HeavyArm (if you talk to the guards), Commander, VectorPup

Immediately equip Locke to the hilt, as he stupidly left all his gear behind at the hideout. The Tintinabar and Sprint Shoes would be a wise relic combination here. Once you're ready, go into the item shop and speak to the merchant on the left of the clock (**do NOT** address any of the soldiers in brown or in Magitek armour, or they'll attack you when you're basically helpless and you'll start the scenario again). This will initiate combat. Instead of trying to kill him, use Steal until you manage to somehow strip his clothes from him, reducing to his "B.Day Suit" – oh dear, Square, oh dear – and put them on yourself. You'll also nab a [Plumed Hat](#) in the bargain.

Now enter the house down the stairs south of the item shop, and speak to the old man at the table to hear him eloquently complain of a lack of cider. Poor chap. Head downstairs and speak to the boy, who'll let you past now that you look like a merchant (who the hell lets strangers into their house because they're selling things?). Exit via the back door, climb the northern stairs, and speak to the officer in green to the west of town to fight him. As before, reduce him to his birthday suit by stealing his clothes (and a [Tonic](#)). **CALLING ALL STAR WARS FANS:** pay attention to Locke's comment that his uniform is a little too big. You'll know what I mean in a moment.

If you want to do some quick shopping, now's the time. It is, however, unlikely that you'll need to: there's nothing new here.

Go back down the steps and speak to the soldier south of the large north-western house (not the one at the door, the one below the guy in Magitek armour) to prompt the lazy twat to bugged off, letting you go to the basement of the pub and speak to the merchant there. The true treasure vulture, however, will want to make a pit stop at the inn and nab a second [Plumed Hat](#) or [Guardian](#) off the merchant in the right-side room here, along with his clothing (to do this, make a warm and generous offer to pound his face). Either way, speak to the merchant in the pub basement when you're ready to move on, stealing his clothes too (plus another [Plumed Hat/Guardian](#)) and you'll take the cider from the table. You don't have to take his clothes, but it gets you the item.

Of course, your next job is to take the cider back to the old guy in the house by the item shop, so do that now. He'll thank you and tell you to speak to the young boy again to access a secret passage to "the rich guy's house". Unfortunately, he apologetically admits to having forgotten the password you'll need to give the boy. If you could smack him in the skull with that cider bottle to jog his memory, you would, but you can't. Sadly. Luckily, though, the password is pretty obvious – "Courage" – so spit it out and the young fella opens the secret passage for you. You can go right on in, but there's something else you scavenging scoundrels might want to do first. The item you'll get is rather crap, but there is also another incentive. **CALLING ALL STAR WARS FANS:** this is the reason I pointed out the significance of Locke's "little too big" complaint earlier. Go back out the back door again and speak to the officer prowling around outside the inn/pub to fight him and – you guessed it! – steal his uniform (along with a [Tonic](#)). Now go back and tell the kid the password again and use the secret passage he opens for you.

You'll wind up in the basement of the north-western house, so it'll be familiar. You already took the Elixir from the clock, and there's nothing else new here, so go upstairs, round the corner and in the back door of the house. Make your way upstairs and down the back of the bookcase in the room behind the first door – which should be familiar – then go all the way downstairs and choose to keep your uniform on. You don't have to to progress, but it ruins the bit of fun you Star Wars geeks are about to have. Go right and have a look through the window in the first door you come to to trigger a short scene. You are now introduced to Celes Chere, your seventh playable character. **CALLING ALL STAR WARS FANS:** your fun is about to begin.

You salute the soldier leaving the room (if you chose to remove the uniform, you panic, then hide). Enter the room and take note of the perky guard soldier, then remove Celes' chains. And now, Star Wars fans, relish the next words spoken by Celes and Locke. Sigh. What a proud moment for fantasy fiction! (Note: yes, kids, I'm a Star Wars geek too.)

Celes now joins your party, advising you to take something important from the sleeping guard. You'll find that he has a Clock Key. Take it, and enjoy the reaction you get for doing so.

Check your equipment then leave the room and enter the one to the far right of the corridor. Use the Clock Key to wind the clock at the top right of this room. Go through the door that appears and start making your way through the maze of hidden passages.

First, head right through the wall, then down to grab some [Iron Armor](#). Go through the top of the right wall. From there, go up and through the right wall at the very top, then go down and open the two closed chests for a [Heavy Shld](#) and [RegalCutlass](#). Now go back to the previous visible block and head straight down through the bottom wall for three steps, then go left three steps, then down to find a staircase. Go down it.

Below you lies a chest holding an [Ether](#), and there is one holding an [X-Potion](#) to the upper right. After you get the X-

Potion, walk directly downwards from the chest and press X while facing the bottom wall to find a very craftily-hidden **Ribbon**, which will prove invaluable throughout the entire game. Go back up the stairs and return to the cavity in the wall you entered this area from, but this time go all the way downwards and take a pair of **Earrings** from the chest on the left. You can now go up the stairs to the right of the screen and escape through the door. Note: don't worry about the staircase below the one you use, it's a dummy that you can't reach no matter how hard you try.

Following your escape, head up and out of south Figaro and make your way north-west to Figaro Cave.

FIGARO CAVE

Enemies: Primorde, Trilobite, Gold Bear

When you come out at the top of the steps into the main cave, you can now go down them and up the steps to your left, then move leftwards to open one of the chests you originally left alone (it now contains an **X-Potion**). This is the only one you should open on this visit, though: the other two will improve yet again when you come back later still.

Go back down the steps and head upwards and left to exit this cavern through the top door (to the right of the steps). After hearing a noise, use the recovery spring (press X in the middle of the little plateau, facing up towards the water) and head down to face TunnelArmr.

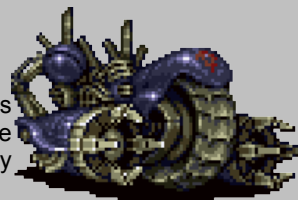
BOSS: TUNNELARMR

1300 HP

Steal: **Air Lancel**

Win: **Elixir**

Take Celes' advice and use Runic to absorb this thing's magic attacks, whilst Locke batters away with Steal and Fight. It really isn't the sort of battle you can lose easily. If you use the Black Belt, this could be made even faster: you'll counterattack when TunnelArmr physically attacks you.



When the battle ends, you'll leave the cave automatically (which is why I chose to cover this scenario last: you can't remove equipment from Locke and Celes after the battle to give it to other characters, and doing so before the fight is a disadvantage to Locke and Celes).

NARSHE

Enemies: BountyMan, Trooper, Fidor, HeavyArmr (if you didn't fight one during Locke's scenario), Rider

After the scene, you'll have to complete a large-scale battle that is basically a more advanced version of the moogle interception of the Empire's troops at the very start of the game, in the mines. This time, though, you've no moggles to help you out, and the fight is far longer and much more relentless. Check everyone's equipment, then tell Banon you're ready. You'll know split the team into three parties. If you want to up the ante, though, try doing this with just one active party (leaving the other two to stand at the back).

If you choose to use only one party, the best option is probably a union of Sabin, Edgar, Celes and Cyan, since these will probably be your most powerful characters this early on (Gau might also be a wise choice if you spent some time collecting a strong hoarde of Rages for him). It's entirely up to you though, of course, O Mighty One. One thing I will say, though, is not to equip Terra with your best relics. She's about to leave for a while. You may even want to swap her Mythril Shld for a Heavy Shld and give the Mythril Shld to someone like Celes, although you can buy more Mythril Shlds in a few minutes.

Once you've bugged the pawns, move in on the guy zipping back and forward to fight a Rider. Even if he's not in your main party, try and have Locke Steal a **Mythril Vest/Elixir** if you can (if it helps, he's got 1300 HP and is weak against poison and fire). Both are of very high value at this point in the game. Afterwards, finally close in on Kefka and address him to open combat (if Locke isn't in your main party, don't worry; the Ether you can steal isn't really worth the effort of fighting this battle with two men).



BOSS: KEFKA

3000 HP

Steal: **Ether**

Win: **Peace Ring**

Bio Blaster, Dispatch, Sabin's Genji Glove physical, and Runic will work like a treat here. Just keep bangin' away and he'll drop like a bag of bricks. Unfortunately, though, he escapes.

The team meets the Esper Tritoch after the fight, and Terra gets a bit excited... silly Terra! Because she's pissed off and left the rest of the chums in a right state, they decide to split up, with some of them going after her and some staying in Narshe. Do what you wish, but Gau is relatively useless right now, and Locke is pretty essential. I'd recommend taking Locke, Edgar, Sabin, and Celes to look for Terra. In any case, make sure you don't leave any good equipment (mainly relics) tied up with people left in Narshe. Note: if you only take three people, you'll be able to recruit Shadow once you reach Kohlingen... for a 3000 GP fee. In my opinion, it really isn't worth it right now, though.

Once you're ready, have a shop around and find a bunch of treasures in the building to the south-east of where you start: **Earrings**, a **ThiefKnife**, a **Hyper Wrist**, a **Sneak Ring**, a **WallRing**, and **5000 GP**. The locked chest will be dealt with later. Check the Elder's house (north-west, on the ledge) for an **Elixir** in the clock.

First stop: Figaro Castle in the south-west. Make sure you have Edgar at the top of the party, because the merchants here will hack half the price off everything if you do.

FIGARO CASTLE

To start with, head straight for the shops and buy two new tools for Edgar – the **Flash** and the **Chainsaw** – then go through the double-doors to the left of the courtyard and accept the offer of a rest in the room there. You'll now see a cutscene about the Figaro brothers' past.

You're done here, so go down to the symmetrical pair of staircases at the entrance and descent the left one, telling the old chap that you want to leave for Kohlingen. Exit the castle once you shift to a new desert.

Enemies: Vulture, Red Fang, Over-Grunk (forest), FossilFang (desert... warning: very strong), Iron Fist, MindCandy

Head north-west to reach Kohlingen.

KOHLINGEN

I hope you brought Locke, because you'll find out some backstory on him if you take him to the north-western house here. After this, nab an **Elixir** from the clock and leave. Now go downstairs in the north-eastern house and speak to the mildly insane old guy to continue the tale.

Go round the back of this house and go down through the back door to grab a **Green Beret** from the chest hidden on the left, then feel free to have a shop around before moving on. It's worth buying some elemental skeans for Shadow, even if you don't have him in the party at the moment.

Speak to the locals. The guy wandering aimlessly at the front of the inn will tell you that he saw Terra go southwards, in the direction of Jidoor, so that's your next main destination.

Just before you move on down to Jidoor, make sure you explore an eccentric elderly gentleman's solitary cottage to the north. There's a **Hero Ring** in the pot on the left. Back on the world map, you can go into the middle of the forest to the west of the house to hire a chocobo, which will make the painfully long journey to Jidoor much less of a hassle.

JIDOOR

Banter with the locals to find that Terra's gone toward Zozo, to the northeast. There's a lot of shopping to do here, but concentrate on catering for your current party: you'll be coming back as soon as you finish in Zozo. You might as well grab the **Tincture** in the pot to the north-east of the northern mansion before you go, though.

ZOZO

Enemies: HadesGigas (outside), Gabbldegak (outside), SlamDancr (inside), Harvester

This place is dangerous, as its only honest citizen will tell you. Be careful wandering the streets; they're crawling with powerful random enemies. If you come across a SlamDancr, you'll want to make use of Runic... otherwise, you're

probably going to be destroyed.

First, go to the “inn” to the north. There's a clock here that needs reset, but you'll have to use a process of elimination by remembering that any clues the locals will tell you are false. Of course, I'm going to tell you the solution anyway, which is **6:10:50**. Go up the stairs that appear to find the **Chain Saw**, one of Edgar's best Tools. west of this building, you'll find a chest in the “armour shop” containing a **Tonic**, and if you explore the storeroom above the “pub” (south-east of town) you'll find another chest holding a **Tincture** – go through the right door upstairs from the “pub”, then the right door again at the top of the outside steps. The door to the left of the one the Tincture lies behind is “rusted shut”; remember this, it's important much later in the game.

Now head south to the “relic shop” and climb the stairs to a **Thief Glove**, then head down a few floors and jump through the window on the left. Jump across to the left once more, and head through the door. Go up to the second opening to the left, and head through it to grab the contents of the top two pots (a **Tincture** and a **Potion**). Go back outside through the door to the south of the pots and continue upwards, jumping across through the windows when necessary, and go through the next door to find a Fire Knuckle for Sabin. Go back out and speak to the guy upstairs to initiate combat.

BOSS: DADALUMA (plus Iron Fist x2)
3270 HP (excluding Iron Fists)
Steal: Jewel Ring/Sneak Ring
Win: Head Band/ThiefKnife



Just use your strongest attacks and heal when you need to; you know the Drill by now (insert clichéd drum fill here). He'll call for help eventually, so kick the crap out of them if you want, then finish him off. If Sabin has Fire Dance, it'll come in handy. If you ignore the goons and take out Dadaluma, though, you'll win anyway.

Go through the door at the top of the stairs and open the chests at either side of the large room for some **RunningShoes** and an **X-Potion**, then head straight up to find Terra. She's got company. (Note: Ramuh's comment that Terra has an “odd” name is perhaps a bit confusing, considering that odd names are basically the norm in Final Fantasy games. However, in the original Japanese version of FINAL FANTASY VI, her name is Tina... which kinda explains the old chap's surprise.)

After a history lesson, you'll receive your first useable Espers (score!), so grab all the Magicite. You're about to change party members, so strip off the relics then go down to speak to the team members you left in Narshe to trigger your departure. You'll now have to restructure your party again. Celes and Locke go by default, so pick out another two characters to accompany them. Gau's still fairly kak, so you might want to keep one of the other members you took with you before and probably take the other guy you left in Narshe, since he'll be behind in experience (so will Gau... but never mind). Before you leave Zozo, try and Steal a pair of **DragoonBoots** from a Harvester; they'll let you use the Jump command in battle. Check your gear, then head back to Jidoor.

This is where the real strategy of the character-building system in FINAL FANTASY VI begins. Espers shape the abilities of your team, so use them wisely. At the moment, it would be wise to learn Bolt and – if possible – Bolt 2, because most of the enemies in the Magitek facility are robotic and therefore weak against lightning. If you want a few pointers on failsafe ways to use Espers' stat bonuses, see the **Character Statistics** section.

JIDOOR

Buy any of the stuff you might not have been able to afford the first time you came here, then head north and speak to the people in the mansion to discover that Celes very closely resembles an opera singer named Maria. Maria is going to be kidnapped at her next show by the only guy on the planet who has an airship (Setzer Gabbiani, your eighth playable character); the team therefore decides to have Celes dummy for Maria in order to save Maria and get access to the airship in the bargain.

Head south-east of Jidoor to the Opera House and talk to the Impresario to trigger a long sequence. Make sure you have Sprint Shoes equipped on someone other than Celes.

OPERA HOUSE

Enemies: Vermin, Sewer Rat (both in the rafters)

Go out the bottom of the hall once the opera starts and speak to Celes in the dressing room to the far right. When you gain control of her, read the score and take in what it says: you'll need it in a minute. Once you've done this, head behind the curtain and onto the stage.

When you're prompted, enter the following lines (from the score's instructions) as quickly as possible, or Celes will do a "la-la-la" job and make a right arse of herself:


1. Oh my hero
2. I'm the darkness
3. Must I...

Next, you have to follow the stage directions you were given. Follow Draco and address him when he stops, then grab the flowers he drops and go up to the balcony to throw them off.

Back in control of Locke, go down to the door to find a letter from Ultros. Wonderful. Go back to the opera hall to speak to the Impresario in the audience, and you'll find that Ultros intends to do a Looney Toons and drop a conveniently-placed 4-tonne weight on Celes' head. Better yet, it will take him exactly five minutes to shove it off the edge of the rafters.

Hurry against the clock to the upper-right and speak to the guy in there to let you flick the rightmost switch. Now back round and go to the upper left, into the rafters, finishing the rat battles quickly (kill the yellow Vermin first, because the grey Sewer Rats will be replaced by more if you take them out first).

Address Ultros to initiate combat.

	BOSS: ULTROS (second time) 2550 HP Steal: nothing (so don't waste a turn trying)
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Just batter him with your strongest attacks as usual, focusing on the use of lightning spells (Bolt and Bolt 2) and Fire spells to exploit his two weaknesses. AVOID CHAIN SAW, because it will randomly attempt to instantly kill Ultros, which won't work. Instead, use Drill. Your Ribbon, Peace Ring and White Cape will all come in handy here, because he will cast L.3 Muddle and Imp Song.

You'll now end up on Setzer's airship, as planned. Speak to Setzer to continue. Don't worry about re-equipping; Setzer stays onboard anyway.

Enemies: FossilFang (if you didn't fight one already, find one now in the desert), Bug (desert), ChickLip (forest), WeedFeedr, Ralph, Joker, Wyvern

Before you go northward to Vector, make a few pit stops. It doesn't really matter which order you do them in, but the one that follows is probably the most convenient. You're parked right next to Albrook, so have a visit there first.

ALBROOK

The pot in the weapon shop contains a **Tincture**, so dig it out of there then do some shopping. You can ignore both of the chests in the armour shop, because they're both empty, and will always remain that way. The clock upstairs in the relic shop is holding an **Elixir**, and the front barrel outside the inn contains a **Potion**.

As far as equipment goes, you should definitely pick up some **Amulets** at the relic shop to upgrade from your Star Pendants (it adds Zombie protection). Upgrade your weapons and armour and buy anything else that takes your fancy, then leave, heading north-west then south-west.

There are plenty of goodies to nab from the enemies around here. Make sure you try for **two Tiger Masks** (for Sabin and Gau) from the Ralphs, as well as some DragoonBoots from a Wyvern if you didn't get them in Zozo (or if you want more anyway). However, I usually only carry two pairs of DragoonBoots – one for Edgar, and one for another spear-wielding character you'll regain permanently later on – and you'll find a pair in the Magitek factory. You can also get free Green Berets from the Jokers. Don't be put off if you keep getting Tonics, keep pluggin' away.

MARANDA

Go west of the entrance and examine the bottom crate for a **Revivify**, then have a look around.

The armour shop has some particularly good **Mythril Mail** and **Mythril Helms**, so you'll want to get some for Cyan and Edgar (and perhaps Locke, although it will lower his speed; the two women are better off in White Dresses and Mage Hats). Note that the Mythril Helm only boosts defence by 1 over the Green Beret, and considerably cuts the Evade %

stat; however, remember that the Evade % stat is meaningless.

You'll maybe want to purchase a **Trident** from the weapon shop, for that other pike-user I mentioned a moment ago. Once you're satisfied, grab the **Remedy** in the lower crate south of the eastern exit and leave, moving back the way you came until you reach Vector then going north. (See note below, however.)

TZEN

You don't really have to come here at all if you don't want to, but it acts as a pit stop before you enter Vector. You can use it to stock up on Amulets if you didn't get enough earlier, but the shops aren't as good as those in Maranda (I've a feeling you're meant to come here first, but by this point you know not to waste money on Mythril Vests when the Mythril Mail is just down the road). There's no treasure at all here, either. Boo.

Grab a chocobo from the stable in the eastern forest and head back south to Vector, the town in the middle of the continent that you've walked past at least twice already. This is your next major destination, and you can't come back to the Magitek Facility within it at a later time, so make sure you grab everything in here. It would also be a good idea to use the free restoration facilities at the airship (the guy on the left when you go in the door) before you enter.

VECTOR

Firstly, head left and talk to the old woman in the small hut, telling her that you DO NOT pledge your allegiance to the Empire. You'll get chucked into a ridiculously easy fight, then she'll heal you for free if you talk to her again.

Now all there's left to do is head for the Magitek facility. Go right and talk to the old guy behind the crates to plot your break-in, then follow his instructions while enjoying the show. When you land on the tracks, head up to enter the facility.

MAGITEK FACTORY

Enemies: Garm, Commando, Pipsqueak, ProtoArmor (note: no Rage), Flan (beside Ifrit and Shiva), Trapper (on stairs after Ifrit and Shiva), General (on stairs after Ifrit and Shiva)

This is a fairly complex place, and you don't want to miss a single thing in here because you won't be coming back. If you follow the instructions below, however, you'll be fine. Assuming, of course, that you don't get yourself slaughtered in a random battle.

Follow the path down the first two sets of stairs then go through the pipe on the left and roll down the conveyor belt to a **Flame Saber**. Grab the moving hook to get over to the main platform, and go through the opening on the right hand side (moving down) to a **Tincture**. You've cleaned out this screen, so climb back into the pipe, head left two "steps", then go down to move down a ladder onto another belt. You'll come out beside a chest containing an **X-Potion**, so grab that, then hop onto the belt to your right; this takes you over to a **ThunderBlade** and – down from that – a **Remedy**. Jump on the bottom conveyor belt to move forward to the next screen.

Carefully avoiding the conveyor belt on your right, ascend the stairs at the top of the screen and go right through the middle of the crates, into the pipeline behind the wall. Go down it and turn off right when you can to get to two chests that hold a **Zephyr Cape** and a **Blizzard** (sword). Return to the pipe and continue downwards to fall back to the spot you were dropped off at by the last conveyor belt, which incidentally should be about fifty feet or so to the left of where it somehow is. Nice one, Square!

This time, go down between the two belts and then left, opening a chest on a pair of **DragoonBoots** beside the stairs here. Now ascend these stairs, and the ones after those, to find a **Gold Shld** behind the door at the top. Go back downstairs and head downwards to two more doorways. It doesn't matter which you take, but I'm using the left one, so for the sake of directions, do the same. Follow the path round to a **Tent**, then descend the steps and go straight down through a door in the bottom wall. Walk left, face up at the end, and press X to receive a suit of **Gold Armor**, then leave the room. Go left, then down through another door to find a chest containing a **Gold Helmet**. Leave the room and go up the stairs almost directly (slightly to the right) above you, and return to the same spot you already got dropped at twice (first by a conveyor belt, then by the fall from the pipe).

Back at the conveyors, finally walk onto the belt on the right to move onto the next main area. Walk down to encounter Kefka, who is being a naughty boy yet again. He's really getting dangerous now, though... he's going to destroy (... ..) the Statues! Gasp! O, the humanity! Anyway, after the scene plays out, head down the conveyor those two Espers just got thrown down (if you've played Final Fantasy games before, you should instantly recognise them as Ifrit

and Shiva).

Immediately go through the door on the left to find a save point, which you should obviously use. Heal up if necessary (even if it doesn't seem that necessary, in fact; you'll be fighting for a while yet) then go out and speak to Ifrit, the Esper on the left.



BOSS: IFRIT + SHIVA
3300 HP + 3000 HP
Steal: nothing
Win: nothing (not directly after the battle, at least)

This is an unorthodox fight, because these two will jump in and out of the battle when they feel like it. If you know anything about elements, you'll not need me to tell you to use Ice on Ifrit and Fire on Shiva – and absolutely not the reverse – but what the hell; I just did.

It's worth noting that Sabin's AuraBolt will do bugger all against Ifrit, for some reason.

If you do enough damage to Ifrit, you won't even get/have to fight Shiva at all, which is quite boring, but quite handy nonetheless. Celes' Ice spells and Edgar's Drill should do the trick.



After the fight, speak to Ifrit again to prompt he and his chum to turn into Magicite, which you should of course take. If I were you, I'd now head back to the save point and work out what you're doing with your Esper configuration, then heal up and save again.

Now that Shiva's a goner, you can go through the door she was blocking and up the rather long string of stairs to the lab.

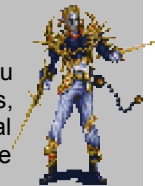
MAGITEK RESEARCH FACILITY

Enemies: Gobbler, Rhinox, MagRoader (two types, both on mine cart ride), Chaser (after mine cart)

Go left along the pathway, but go straight down just before the end (hugging the fence) then head left along a hidden passage. You'll find a **Break Blade** at the end (face up, press X). Go back to the main path and continue on. Talk to the guy with the doggy skin condition (he's standing in your way, you can't miss him) to start a fight. However, kids, don't try this at home; it may constitute bullying.

BOSS: NUMBER 024
4777 HP
Steal: Rune Edge
Win: Blizzard

If you're a bit of a gambler, you'll love the fact that this gentleman changes his elemental weakness as you cast elemental spells on him... without, obviously, telling you what his new weakness is. For the rest of us, though, there's a more foolproof approach: beat the living crap out of him with physical and non-elemental attacks (Drill is your friend!). He'll drop rather quickly. If you're lucky, you might get a few Bolt 2s in before he uses WallChange; those will be likely to hack off about 1.5k each, depending on the caster's magic stats.



Walk through the doorway and enjoy some music that will seem very familiar if you've played Final Fantasy VII. You'll quite probably want to unequip some things from Celes (mainly relics/Esper), because she's about to leave you for a while. Head on up when you're ready and snap the switch down to change all the imprisoned Espers in the lab into Magicite, which you then have at your disposal. This is the most Magicite you'll ever receive in one go (six pieces), and it's also the point at which your Esper strategy becomes a major part of the general gameplay. If you put a bit of thought into how you want each character to be in terms of abilities, the game will be altogether more rewarding.

Follow Cid to your escape, making sure to use the save point at the bottom of the lift before talking to him again. Doing so will throw you into a string of uninterrupted battles, with a boss at the end. Both types of MagRoader along the way will fall quickly to a single Fire Dance, so don't be too worried about them.

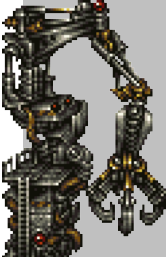


BOSS: NUMBER 128 + LEFT BLADE + RIGHTBLADE
3278 HP + 400 HP (regenerates) + 700 HP (regenerates)
Steal: Tempest + Bolt Edge + Water Edge
Win: Tent

Just keep battering away at the main body (the arms regenerate, so don't worry about killing those). However, make sure you Steal the Tempest from the main body, because it's the best weapon Cyan will see for a while. There isn't anything overly interesting to nab from the arms, just some everyday skeans; I wouldn't bother with them, to be perfectly honest, since getting the hell out of this place is your main


concern.

Use the save point you land near then continue down and left. Setzer will meet you and take you back to the airship, where you'll be attacked by two Cranes, courtesy of Kefka.



BOSS: CRANE + CRANE (NOT two of the same enemy, however)
1800 HP + 2300 HP
Steal: nothing
Win: nothing

The one on the left is weak against water – which isn't of much use to you – whilst the right is vulnerable against water and lightning – which is very handy indeed. Unload a couple of quick Bolt 2s to wipe out the right Crane, then turn your attention to the left one and hammer it with Drill, AuraBolt and physical attacks. Under no circumstances should you cast Bolt or Bolt 2 on this guy, though, because he'll absorb it into his HP.



Once you beat the dual Cranes, you'll visit Terra for some info on her past. You gain control of an Esper named Maduin (familiar?), and you must go out of the house you start in and head north to rescue the young woman who lies at the gate. Have a chat with the Espers to get an idea of what their views on humanity are, then speak to the girl you brought to the house (she's in the bed above you).

In the morning, have a wander and a banter with the locals, then head through the gate to speak to the girl again to trigger a truly bizarre little sequence that was probably intended to represent sexual chemistry.

When you gain control again, speak to the Elder to persuade him to bugger off, then speak to the Esper that sprints to the door, blocking your path. After a bit of a tussle, you can leave the building and head back to the gate again to end the sequence with a dramatic climax. What tragedy. Unless, like me, you find the way Madonna is swept out of the gateway highly amusing. Enjoy the conversational fruits of Gestahl's evil, too... ("YOU HAVE NO CHANCE TO SURVIVE MAKE YOUR TIME... HA HA HA HA..." – sorry, sorry, it had to be done).

After all this, you're free to roam the globe in the airship Blackjack.

Enemies: Intangir (on NE triangular island; kill with Rhodox Rage to avoid Meteo counter), Grenade (forest west of the Veldt); Chimera (forest), Cephalea, Baskervor (all three on the only continent you've yet to visit)

Your destination is Narshe, but there's nothing stopping you doing pretty much whatever the hell you want before you go there. Except for the small issue of there not really being a great deal you *can* do right now, of course, other than wander around fighting enemies to train up yer buddies or find and learn Rages. Note that two of the enemies on Crescent Island hold very valuable items: the Chimera drops [Gold Armor](#) and you can Steal [Gaia Gear](#) (the best defensive armour you'll find for a very long time) from the Baskervor. You can also nab some [Hyper Wrists](#) from the Chimeras if you feel like it.

NARSHE

Move on up to be summoned by Banon, and a conversation will play out in which it is decided that the gate to the Esper world must be opened. Afterwards, go and check out the south-eastern house you found a crapload of treasure in previously, and meet a thief named Lone Wolf. Well, that's hopefully not his real name. Follow him out of the building (the previously locked chest is empty... you'll know why in a moment) and up into the mines. Observe the furry white chap who pokes his head out of an opening up at the top right of the screen; you can't do anything with him now, but you can return for him later.

Once you're into the mines, take the first right and follow the path to the top of the snow fields, where Tritoch remains frozen. You'll find Lone Wolf, who has taken a moogles hostage for some odd reason. Take his advice and stay put, and Mog will break free of the thief's grip. Unfortunately the struggle throws the two apart, and they dangle precariously from opposite sides of the cliff. If you save Lone Wolf, you'll get the Gold Hairpin he's holding onto (from the locked chest, presumably); save the moogles and it'll join you as a permanent playable character. Note that you can get both of these things later, but that getting Mog (the moogles) now is the only way to use its abilities to the full: the Dance skill Water Rondo can only be learned in the World of Balance, and your next opportunity to get Mog is in the World of Ruin. If you're wondering what the Gold Hairpin does, it halves MP costs for the wearer, thus allowing twice the amount of magic to be cast off one rest. It's entirely up to you, but I strongly recommend taking Mog now. If you do so, you'll also get the added bonus of Lone Wolf chucking himself off a cliff, apparently with a view to deprive you of an item. He's some guy, that Lone Wolf. Or perhaps he was...

When you've made your decision, feel free to have a shop around. If you didn't manage to pick up that Trident I mentioned at Maranda, now is the time; the reason I suggested buying one was Mog. You can also pick up a [Poison Rod](#)

that nobody can use yet, but that will be handy for another new character. The armour shop will be of interest, because you can upgrade some of your armour to Gold quality (helmets and shields), as well as getting your hands on some Power Sashes. Once you're done, leave Narshe and board the Blackjack.

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Before we move on, take a moment to check everybody's gear as usual, especially Mog (if you took my advice). It's also a prime opportunity to pick up some more of Gau's Rage skills, and have a bit of a train-up before you go to the gate to the Esper world. Note that fights on the Veldt will still give you Magic Points (MP) despite not giving experience, so your Espers will still process spells for your characters. Regarding Mog: now is as good a time as any to go and get that Water Rondo skill I mentioned a minute ago. There are a number of ways to do this, but the one I generally use is by far the quickest and easiest.

OPTIONAL BUT RECOMMENDED: Getting Mog's Water Rondo

You might want to take Gau with you, since you'll pass through the Veldt. Mog, of course, is mandatory.

Land at Nikeah (on a plateau south-west of Narshe) and grab a chocobo from the stables to the north-east of town. Ride the chocobo all the way to Barren Falls and jump off the edge. You'll be taken to the Veldt as before. Now go south to the cave at the bottom of the Veldt and go round to the other side of it to dive off the edge into the Serpent's Trench. The fights in here are underwater, and will therefore teach Mog the Water Rondo Dance. Go left twice this time, since you should have already got the treasure here. You'll come out of the Trench at Nikeah... where your airship awaits you.

The rest of Mog's Dances – save for one that can only be learned in the World of Ruin – can be learned by fighting with Mog in a number of places on the map. Refer to the section on **Character Ability Guides** for info on what terrain to fight on for each Dance.

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Once you're ready, head to the gash in the mountains east of Vector and Albrook to reach an Imperial Base.

IMPERIAL BASE

This place is deserted, so just head up the stairs and right through and continue to the cave that leads to the sealed gate. Ignore the locked building in the middle of the base; you'll return to it later.

CAVE TO THE SEALED GATE

Enemies: Apparite, Coelecite, Lich (all three in first two caves); Zombone, Ing

You might want to make use of a few White Capes in here, since some of the enemies will attempt to turn your party into Imps. Lich is powerful at times, so the Wall Ring can also prove crucial. Head right when you enter to grab an **Assassin**, which is a handy instant-death weapon for Locke and Shadow. Once you've got it, continue down into basement 1 (don't equip it yet, because it will fully replenish the HP of the undead enemies in the area). Here you'll find a chest down the left steps holding a **Tempest** for Cyan, which will be wonderfully deadly when paired with the one you stole earlier (via a Genji Glove). Go back up then move on down the right stairs.

This next screen takes a certain degree of caution to complete. Firstly, move rightwards along the first bridge and down to prompt another bridge to appear. Head right along this one to the middle platform. From here, first head down and to the left to find a chest holding a **Coin Toss**, then return to the middle platform and head up and right to grab an **X-Potion**. Once you've got both, follow the bridges down and go on to the third basement.

First head right along the upper level and get an **Ether** at the end of the path, then return to the doorway and head down to the lower level. After you pass under the top level, go down to the bottom of the screen and ascend the large semi-staircase (it's more of a vaguely graduated slope). Hit the switch in the centre of the bridge to the right to cause it to drop out from under your feet, whilst also completing another bridge to the upper left (from where you're dropped) that leads to a previously inaccessible chest containing a **Genji Glove**. Return to the spot you were dropped at and go back up to the top level again via the steps to your right.

The completionist will want to hit the switch on the right to trigger an attack from a Ninja, despite the only real benefit of this being that you'll be able to nab an item or two (you can Steal a **Cherub Down** and he might drop a **Ninja Star**). This guy won't appear on the Veldt for mechanical reasons that I won't go into here (see the **References** section at the end for a more in-depth Rage guide). You'll meet Ninjas a lot later on, though. If you'd rather play safe (it's a potentially tough fight, depending on the strength of your team) then don't bother. Either way, flick the switch on the left to open a path to a

Tent and a save point.

Continue rightwards, flipping the switch on the bridge as you go (it opens up the next set of steps). There's an **Inviz Edge** hidden on the floor one step left of the bottom of the steps, and if you walk six steps southwards you'll find a hidden **Soft** (which is mistakenly identified as a Remedy). From where you now stand, walk right four steps then up four steps to unearth a Water Edge (although it's called a "Water Skean" for some stupid reason). Go round the path in the rock at the bottom of the steps to swipe an **Ether**, then walk three steps up from the back of the chest to find **292 GP** (which claims to be a much more desirable 2000 GP, just to follow the trend of mucked-up name tags) hidden in the ground.

Now finally go through the opening on the right to find yourself in a hollow area of the rock. Make your way up and out then grab the **Elixir** below you. Ignore both of the switches you come to – and the chest above them, since all it contains is another switch – and head down the steps, standing on the switch in the middle of the rock platform across the left bridge. This will open up a doorway above you, so go through it and open the four chests in here for (l to r) some **Magcite**, an **Ether**, more **Magcite**, and the invaluable **Atma Weapon**.

Go back outside the room and make your way up across the bridges to the top right. Hit the switch you come to, to align the next part of the path, ignore the next switch, and use the bridge to the upper right. Grab the **Magcite** in the chest that's teetering over the lava, then go through the doorway on the bottom right. Follow the pathway up and out of the large hole in the rock to reach the sealed gate.

Naturally, Kefka soon shows up to wreak havoc... smack him with a physical attack or two to try and hold him off as Terra attempts to get through the gate. Alas, do not fear, tight-fisted equipment stinges! As always, things don't exactly go to plan, so you'll keep Terra around.

Thanks to the wonders of our old pal, Nonsensical Game-Physics, a doorway will pop open at the bottom of the final room of the cave so you can take a convenient shortcut back to the entrance and make your way back to the Blackjack. You'll find that the Espers that came through the gate are a bunch of grumpy buggers, and have decided to maul Vector for no apparent reason. The Blackjack also gets more than its fair share of abuse, so prepare for a somewhat brisk meeting with the ground.

Your next destination, understandably, is Vector. Get your party together, grab a chocobo if you like, then head to the northeast.

VECTOR

Enemies: Mega Armr (if you talk to the guard on the left of the main entrance), Sp Forces (if you choose to fight the officers)

Make sure somebody's wearing Sprint Shoes, then head to the Imperial Palace at the top of Vector and follow the remarkably slow trooper to Emperor Gestahl (you can easily loop round the stairs twice before this guy makes it through the door if you're in Sprint Shoes... and believe me, I have). The Emperor gives you the unenviable task of speaking to as many soldiers as possible – in order to convince them that the war should be ended – before a banquet starts in four minutes. If you speak to everybody, you'll be well-rewarded. So get yer skates on! Note: unless you have Sprint Shoes equipped and you're pretty damn fast in the fingers, PLEASE do not try and pick up all the treasure during this mad rush, because it's pointless: you can come back for it afterwards.

First, head down and talk to the four soldiers in the corridor, then go down out the door and left. Go through the door and up the stairs, opening the chests behind the first door for a **Back Guard** and an **X-Potion**. The door on the second level contains a total of six soldiers, five of whom are wandering around aimlessly, one of whom will demand to fight you. The chest on the right holds a **Tincture**. You should now have spoken to ten men. Go through the door at the back and defeat the chap who appears to be preparing to take a dump, then go back out to the stairs and go through the door on the top level to speak to a twelfth soldier before moving out to the rooftop.

Go to the top-left corner of the lower tier and speak to the soldier back there, then talk to the Magitek-clad warrior on the left side of the steps. Climb the steps and talk to the two guys on either side of the door, then go through it and defeat the Commando inside. Total so far: 17.

Now go back out of the room and talk to the guy on the right of the stairs, then go through the door beside him. Head downstairs and into the first room you come to and you'll find another two soldiers, plus a chest holding a **Gale Hairpin**. Go through the door to the bottom left of the room to find another bog-ridden chap and a chest housing a **Revivify**, then head back out to the stairs and make your way right outside (don't bother with the room at the bottom of the stairs, it only contains an imprisoned Kefka, who'll waste your precious time).

Speak to the Magitek soldier on the right, then the one on the left (who'll fight you as a Mega Armr), and finally the soldier on the bottom left of the platform to gain the maximum total of 24 as the clock ticks out its final seconds. If you have time,

be sure to enjoy taking the piss out of Kefka before the time runs out (he's in the room at the bottom of the right stairs, in the leftmost cell).

At the banquet, Gestahl's conversation with you is important. Say the right things and he'll be impressed enough to chuck some more valuables your way after the meal. The following responses are the most appropriate:

TOAST: To our hometowns...

KEFKA: Leave him in jail...

DOMA: That was inexcusable.

CELES: CELES is one of us!

When he prompts you, ask all three of the available questions, one after the other (but make sure to remember which question you asked first) before talking about the Espers. Then continue the call and response:

ESPERS: Yes, the Espers have gone too far.

QUESTION: (Answer with the first question you asked him a moment ago)

REST: Yes, let's take a break.

Now speak to one of the guards on Gestahl's side of the table and accept their challenge in order to beat the living crap out of them within the fairly generous 2-minute time limit. You may now head outside and pick up any treasure you may have missed earlier, as well as taking a moment to annoy the hell out of Kefka in his cell if you didn't already (left cell, room at the bottom of the right-side stairs). The more disturbed ones amongst you will also be delighted that you can actually take a crap in any of the toilets round here by pressing X whilst facing one. What joy.

Anyway, make sure you unequip anything important from everybody but Terra and Locke, since they'll be going it alone in a minute. Once you're happy, head back to the banquet and return to your seat to continue the call and response thing with Gestahl:

REQUEST: That your war's truly over.

FAVOUR: Yes

Your party is now reduced to Terra and Locke, so gear 'em up and head out. Before you leave, one of Gestahl's cronies will give you some prezzies based on how well you performed (oh, I say!) throughout the palace scenario. If your work was top-notch, you'll get the Empire's troops pulled out of south Figaro and Doma, the locked building in the Imperial Base opened up (it's a goldmine), a **Tintinabar**, and a **Charm Bangle**.

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Before you head to Albrook docks, you should really make a quick stop by the Imperial Base to see what that charming trooper at Gestahl's place was on about...

IMPERIAL BASE

(optional, but you'd be stupid to miss it)

Now that the "weapons chamber" (basement of the locked building in the middle) is open, you'll want to go straight there and raid it for the following orgasmic hoarde of glory: an **X-Potion**, a **Cherub Down, 8000 GP**, an **Ether**, a **Wall Ring, 13000 GP**, **RunningShoes**, an **Elixir, 20000 GP**, a **Cure Ring**, a **Back Guard**, a **Flame Sabre** (in the stove), and another **Elixir** in a chest hidden in the far right corner of the bottom wall. Unfortunately, there are no horse tranquilisers nor mind-altering substances lying around anywhere, so you'll have to calm down all by yourself.

ALBROOK

Grab the Warp Stone from the crate right at the entrance to the dock before boarding the boat and speaking to General Leo. Note that all the characters other than Locke and Celes have been stripped of their gear, which is why I didn't specify things like taking the Break Blade off Edgar to give to Celes etc. You'll be reintroduced to two old chums (although Shadow is hardly the chummy sort), then Leo tells you to rest. Do so at the inn (free!), and you'll get a truly heart-wrenching exchange between Locke and Celes in the middle of the night. You automatically leave Albrook on the boat in the morning.

Have a gab with Leo on the boat and Terra will pour her soul into his skull, saying that she wants to know what love is, now. Aww. Shadow even pops round to stick his nose in and offer a morsel of advice.

Speak to Leo again, then to Locke. You'll land on the edge of the forest, a bit south-west of Thamasa.

-

Don't even move until you've equipped Shadow suitably (a Genji Glove wouldn't go amiss). Before you enter Thamasa, you'd be wise to have a wander around outside if you haven't already done so, to see if you can relieve some of the enemies of Gold Armor (Chimera, in the forest) and Gaia Gear (stolen from Baskervor). Otherwise, there's bugger all to do but go in. Note: if you're not having much luck, you should be able to afford paying for these items inside Thamasa thanks to your raid on the Imperial Base. The Gaia Gear is the most even defence available right now because it has much higher Mag. Def than the Gold Armor and only slightly lower Defense (it will also absorb Earth elemental attacks, which comes in handy a lot later on).

THAMASA

Enemies: Balloon

Seems like ages since the last good boss fight, doesn't it? Sadly, the one coming up is devastating. Anyway... moving on.

You'll notice as you wander around this place that some of the locals can apparently use magic... but refuse to admit it. Stick yer head into the Arsenal store and pick up some stuff (ignore the Fire Rod and Ice Rod, you're about to get them for free). Now it's treasure-huntin' time.

Going clockwise from the bottom left: the top barrel to the right of the inn hides a **PhoenixDown**; the top barrel to the left of the north-west house contains an **Echo Screen**; the barrel outside the northern house holds a **Green Cherry**; the bottom one to the right of the relic shop holds a **Soft**; and there's an **Eyedrop** in the middle one beside the item shop.

You're not completely done yet, but you need to move on before you can continue grabbing the freebies. Go into the house you found the Green Cherry beside and talk to the old codger inside to have him continue Thamasa's tradition by lying through his teeth about magic and Espers. His granddaughter comes downstairs in the middle of the conversation and blurts something about using magic. She also seems to have an odd connection with Shadow's dog, Interceptor...

Before you continue your exploration, head back into the house and find a **Saf(e)ty Ring** hidden in the western wall of the upstairs bedroom, which you can find if you face left whilst standing beside the small round table.

You might want to strip any important relics from Shadow, since he leaves in a moment. Now that you've spoken to Strago Magus (the old guy), rest at the inn for the discounted price of 1 GP and he'll rush in during the night to tell you his granddaughter, Relm Arrowny, is trapped in a burning house. Your job is, of course, to save her. Speak to Strago outside the burning building and you'll see that he and the other residents can indeed use magic after all. You'll then enter the building with Strago in tow, so gear him up (a Gaia Gear, Magus Hat and possibly Poison Rod would be good upgrades) and dive in. The Blizzard sword (of which you should have two by now, at least) will be very effective here, so use it.

Go straight and try to avoid the moving flames if at all possible (you'll be ridiculously lucky if you miss all of them, and there's a decent chance you'll hit every single one), moving through the path until you reach a hallway with two doors. The first one merely throws you into a pincer battle with four Balloons, so don't bother opening it. Go through the second one to continue to another two doors. Again, go through the one on the right, which will take you to a **Fire Rod** that you absolutely **DO NOT** want to equip on Strago yet. Go back out and this time use the left door to get to yet another pair of doors, and again you want to use the right first (for an **Ice Rod** you absolutely **DO** want to equip) then the left.

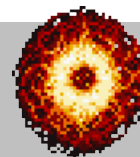
Go straight after that last door to reach the first boss you've fought in ages.

BOSS: FLAMEEATER (plus regenerating Balloons and a Grenade)

8400 HP (excluding Ballons and Grenade)

Steal: Flame Sabre

Win: nothing



As you should expect, don't worry about the wee annoyances and just hammer the big guy at the back.

The most effective strategy for this one is to go into battle with everyone wearing Wall Rings (if possible), then casting Ice 2 on your entire party to reflect it back at the enemy three times over.

Shadow shows up as things get really nasty and saves the day (or night, as the case would seem to be).

Go outside to find Shadow, who insists that his act of heroism was in fact nothing of the sort. Leave Thamasa after the short scene.

Head south-west then north through the forest to a cave that has randomly decided to appear out of nowhere (it didn't

exist before the events in Thamasa). Hmm.

?

Enemies: Slurm, Admancht, Abolisher (all three in caves); Mandrake, Insecare (both on mountain slopes)

The first chest you see holds a Heal Rod, so swipe that then head to the right into a semi-concealed pathway and out the doorway (ignore the other two openings, because they'll lead you round in circles). And yes, that was Relm that ran past at the corner of the screen. Bring back the status-protecting relics out here, 'cause the Insecares will poison you and the Mandrakes will petrify you if you're not careful.

Follow the path to find the statues of three magical goddesses. Inspect them in a left-to-right direction to get a bit of a history lesson, then move on to be attacked by Ultros for the third time.

BOSS: ULTROS (third time)

22000 HP

Steal: White Cape

Win: nothing



Hit your old chum with a few Fire 2s and Bolt 2s (his weaknesses) and eventually he'll cast Shell and Safe on himself. From then on it's basically a case of "anything goes" for a while. It definitely wouldn't be a bad idea to cast Dispel, of course. Whatever you do, avoid Aqua Rake...

Eventually, Relm shows up and shows off her artistic abilities by destroying Ultros with a Sketch.

Relm joins the party after the fight. She's your eleventh permanent party member (counting Mog), and the last one you'll get unless you actively seek the remaining three.

Equip Relm then go out the doorway to the top left and use the save point. Down the steps, there are three weak points in the floor that you will fall through if you stand on them; doing so for all three will get you a variety of prizes. Firstly, step on the one on the far right and follow the path to the right to find an X-Potion, then return to where you fell and hop off the end of the broken bridge to the main path near the very start of the cave. Make your way all the way back to the room with the weak floor.

Now step on the weak point at the top and fall through, following both of the available paths to find a **Chocobo Suit** (top path) and a Tabby Suit (bottom left path). Hop back over from the broken bridge at the bottom and make your way back again, using the save point a second time if you wish. Finally fall through the leftmost hole and follow the pathway straight up and out to reach the recently-arrived Espers.

-

Kefka shows up again, claiming to be acting under Gestahl's command, and kills the Espers to collect their Magicite. He then decides he doesn't like the look of Thamasa and starts mauling it. When you gain control of Leo, speak to Kefka to start battle. The powerful Shock command will end the fight very quickly (it should only take a maximum of three Shocks to end the battle).

Unfortunately for the General, the thing he was fighting wasn't actually Kefka: it was merely a projected dummy. The real Kefka turns up and swiftly kills him. Oh well. (Note: at least we know Kefka really is a loon... "Hate...hate...HATE!!" isn't widely accepted as an intelligent statement.)

When you get into the Blackjack, Kefka starts messing about with the three goddess statues, thus effectively driving the delicate balance of the planet into the ground and causing a hefty chunk of Crescent Island to burst out of the surface and float in the air. Somehow the terrain changes completely as well. How odd.

You now have the ultimate destination of the Floating Continent, but before you go, there are a few things you can and should do first (in no particular order):

TZEN

There's a man wandering around in the trees to the north-east who'll sell you the **Sraphim** Esper for 3000 GP. Although you can buy it for a much lower price later, it's much more useful to you if you grab it as early as possible, which is now.

JIDDOOR

Head to the auction house and choose to bid on items until two particularly special items are auctioned: the Espers **Golem** (20000 GP to win) and **ZoneSeek** (10000 GP to win). It might take a while for them both to come up, so don't give up when they don't immediately appear, ya faithless bugger. To reset the auction, simply leave the building then re-enter. For the record: if I ever see that talking chocobo again, its life will end immediately.

DOMA CASTLE

All there is to do here is raid the place for treasure. Some of it you can get later, but some of it you can't.

Go in the front entrance, then through the first door on the left, then through the leftmost door again. Check the clock for an **Elixir** and empty the chest for an **Ether**, then leave and return to the main hall. Now go further up and enter the upper door on the right to Cyan's room, where you'll find an **X-Potion** in a chest.

Finally, go back out into the hall again and go down through the door there, then go down along the top of the wall to find a storage room which holds two chests containing a **PhoenixDown** and some **Beads**. Leave.

This is also a good time to visit the Veldt, because you won't have access to it for a pretty long time afterwards (you'll get one more chance, but it's after a long hike and you have to play through the entire long hike again if you choose to go back).

And one more thing: make absolutely certain you have plenty of throwing weapons (**especially Bolt Edges**), and all of Shadow's best equipment. Yes, he's meant to be dead... but you never can tell. If it helps, you're doing well if you have:

- Blossom
- Assassin
- Mythril Helm
- Gaia Gear
- enough Bolt Edges to build a house with (although 20 or 30 should cover you pretty well).

Before you head out, have THREE characters ready for business. Out of the three, make sure one of them is Locke. If you don't take Locke, I'll send a tall dark man in a black suit to erase your memory then break your legs. I will. Really. It would also be wise to take Sabin and/or Edgar, since those have the most powerful physical(ish) attacks available and you're in for one helluva ride.

Now you can safely choose to find the Floating Continent.

ON-BOARD THE BLACKJACK

Enemies: Sky Armor, Spit Fire

You'll be attacked by a seemingly endless stream of flying soldiers before you are finally thrown into a boss battle with Ultros. AGAIN. (Note: you need to go all the way to the right to enter this fight. Prepare yourself well before you do, because you have three bosses in a row without a break...)

BOSS: ULTROS (fourth time)

17000 HP

Steal: **Dried Meat**



Use strong spells that exploit his weaknesses (namely, Fire 2 and Bio) along with beefy physical attacks to beat him down fairly fast. Hell, if you have Sabin, equip him with the Genji Glove, a Fire Knuckle and a Poison Claw to weaken him enough to prompt the arrival of the next stage of the fight (if you're relatively well-trained it could do anything around the 6000 mark per turn). Unfortunately, though, he's brought a chum this time:

BOSS: CHUPON

10000 HP

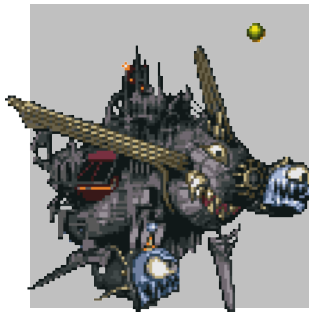
Steal: **Dirk** (but it's so utterly pointless and crap that there's little need to waste a turn on it)

Win: nothing (since the battle ends with Sneeze)



It's really not that hard a fight; just pummel him with Ice 2 and/or Aqua Rake until he Sneezes you to the

other end of the ship and into a much more annoying encounter with yet another boss. Careful though, Fire attacks will heal him.



BOSS: AIRFORCE +LASERGUN (left) + MISSLEBAY (right) + SPECK (regenerates)
6000 HP + 3300 HP + 3300 HP + 420 HP
Steal: Elixir + X-Ether + Debilitator + Amulet (same order as above)
Win: Czarina Ring

This guy would be excruciatingly easy if he didn't have three very desirable items to steal that treasure-hunters like yours truly will actually keep him alive for... you should probably be able to swipe them all first-try if you've got a Sneak Glove equipped though. All three parts are weak against both Thunder and Water elements, so exploit that if you wish. Also watch out for the Speck he'll create, which has the same effect as Celes' Runic. You'll also be pleased to note that you start the battle fully restored.

THE FLOATING CONTINENT

Enemies: Apokryphos, Ninja, Dragon, Misfit, Brainpan, Behemoth, Gigantos (in treasure orb), Naughty (in escape sequence; no Rage)

That save point you land near is your hero.

Grab Shadow (Gasp! He's alive!) and get him geared up to the max, then save again. The random battles here are hard as nails until you get used to them.

BATTLE TIPS:

- Apokryphos is weak against Thunder and Water, but to be perfectly honest basic physical attacks are perfectly sufficient. The Assassin has a pretty high success rate on these, so you'll usually be able to kill 'em in one strike.
- Ninjas can quickly take down your HP, but they have a weakness to Thunder. Have Shadow hit them with a Bolt Edge then use a physical attack on each one if necessary to take them out fast.
- The Dragon is a formidable foe, but also has a weakness to Thunder. If you can hold it off for a while, be sure to try and Steal a [Genji Glove](#) – it's the only way you'll be able to get any more than the two you found already and one more you've yet to find. It might take quite a while to find a Dragon with a Genji Glove (most carry a Potion). If it helps, by the way, Dragons have 7000 HP.
- Misfits and Brainpans can be annoying because of their undead status: if Shadow or Locke is using the Assassin, you don't want to be attacking either of these guys with it. Also, don't use Fire spells on the Misfits.
- The fairly uncommon WireyDrgn can become a problem if you bump into it early on. A weakness to both Thunder and Ice can be put to good use, however.
- Behemoths are utter monstrosities, and can use some rather irritating attacks. Be particularly wary of casting magic on these beasts, because they'll most likely counter with Meteo, an attack that can easily wipe out a character immediately. On the bright side, they only have 5800 HP, sometimes drop X-Potions, are weak against Ice, and let you know what a dragon might look like if it was on a strict diet of anabolic steroids. The Assassin will also be able to instantly kill it pretty often...

Anyway, back to the directions. Follow the path the only way it can go til you get to a "dead end" above the steps. Walk right into it and it opens up, so continue down to another bit like that and move onwards. You'll soon see a blue orb in the wall: this is the equivalent of a treasure chest. Take it out of the wall to receive a rather sexual [Murasame](#) for Cyan and go down to the lower right through another blockage to find a second orb. Prepare for battle before grabbing at it: it chucks you into a fight with an extremely powerful enemy called Gigantos.

Beat him and he'll shower you with a truly phenomenal 7550 experience points (which is about 2.5 times that of a Dragon, in case the number on its own doesn't seem too amazing) as well as dropping a highly tremendous weapon for Shadow, the [Hardened](#). Watch out for Throat Jab, it really is a killer... (Handy info: he's got 6000 HP, an [X-Potion](#) you can nab, and a weakness to Poison.)

If Gigantos keeps owning you, then there are a few things you can try. Possibly the most straightforward and effective strategy is to put everybody in the back row, have Reflect status on everyone (use Wall Rings or Carbunkl), then cast Ice 2 on all party members. He'll drop like a sack of tatties. You just have to hope you can survive his Throat Jabs until he does...

...But on the other hand, you'll notice that Throat Jab and a basic physical attack are all this genius can pull out of the bag. This is good news. Equipping the Phantom Esper then summoning at the start of the fight (RunningShoes are your friends!) will make your party invisible, therefore invincible, to Gigantos' offenses. Now that he can't hurt you, batter him with Ice 2 (reflected, if you wish).

...But there's more. This guy is strangely susceptible to instant-death attacks, including the generally useless L. 5 Doom! Chances are, if you equip someone with RunningShoes and Phantom, have them summon Phantom, then have someone (else) cast a death spell such as Break, you'll knock this big bugger on his arse with a single strike.

You'd be perfectly sensible to save again once you've beaten Gigantos, so feel free. Make your way to the top of the little hill above the spot where you fought Gigantos. You'll be shifted to another section of the island. Go down the two sets of steps and step on the switch on the right, then head right and down the next steps. Walk right past the next set of steps to a transporter, then (once you're moved) use the transporter to the bottom left.

Go down and stand on the switch to the left, then go up to the left and hit another switch. You can no go leftwards and make your way right round on the lower level until you come to a fairly complex-looking area with a switch on it. Don't hit the switch yet; go all the way to the right and grab an orb containing a **Beret**, then come back and go down the steps to the right to reach a save point via the transporter. I don't think I need to tell you that you really need to make use of it...

Before you move on, you'll want to be absolutely certain you're happy with the number of Genji Gloves you've got. If not, nab some from Dragons close to the save point. Once you're ready to rawk (oh, sweet Jesus...) go up to the left and hit the switch to reveal another transporter. Jump into it and follow the path to be given an opportunity to return to the Blackjack. This is a great idea if you're a Veldt-fiend, because it's the very last point at which you can go back and use it before the planet is reduced to ruins. You might also want to go back and change your party members (you can swap out Locke if you want, but there is a very slim chance that you might Steal a Ribbon from a boss that soon stands in your way). **WARNING:** if you return to the airship, you'll have to go all the way through the Floating Continent again. Also note that Shadow will leave your party when you return to the airship, then rejoin you when you return to the Floating Continent.

Once you're satisfied, continue forward. Address the monstrous hulk blocking the path to enter battle with the terribly powerful AtmaWeapon...

BOSS: ATMAWEAPON

24000 HP

Steal: Elixir/Ribbon (both very good items, but the Ribbon is MUCH rarer)

Win: Elixir

It would be a rather good idea to enter this fight wearing four Gaia Gear, because if you do so you'll absorb this guy's Earth-elemental Quake spell into your HP. He may also use an attack called Mind Blast that will cast a very unpleasant plethora of negative status ailments on you, so you might want to make use of a Ribbon (although you'll only have one by this point). Other than that, remember a Sneak Ring on Locke if you want that Ribbon (you might still need to reset the game and go from the previous save point to the fight until you get the Ribbon rather than the Elixir).



The quadruple-Wall Ring strategy I mentioned earlier is generally a good bet with any boss fight, so you might want to put that into play here to ward off some of this guy's nasty bag of tricks whilst beefing up your own offence. However, this guy has no elemental weaknesses (though you can cast Slow on him), very high defences, and a crapload of HP. All you really can do is shut your eyes, take a run at him and hope for the best...

Shadow buggers off after the fight, saying that he doesn't deserve your company now that he's sold his service to the Empire. You now get a brief opportunity to turn on yer heels and head back to the airship or save at the previous save point, and if you just got a Ribbon I highly recommend doing one or the other. There are VERY few of these items available in the entire game, and none of them are very easily acquired.

Up ahead, you'll find that Kefka is up to no good yet again: this time he's misaligning the three statues, threatening to destroy the world as we know it. It gets better, though... he's got company (who is – now that he has no way to survive – making his time). Your old pal Celes pops by to conveniently fill the empty party slot left by Shadow – who also pops by again, to buy you some time – then you head out again.

You have approximately six minutes, so get the hell out of there. The ground will crumble beneath you as you go, but don't let it phase you. You'll be attacked by enemies called "Naughty" (oh dear, Square) so kill 'em quick. The path is obvious (and the camera pans to show you it beforehand) so you won't have any trouble following it... **HOWEVER**, when you see a treasure orb, **DO NOT WALK STRAIGHT TO THE RIGHT** or the floor will drop out and you won't be able to access it. Instead, walk down first, then up and left and up the steps to find that the orb holds an **Elixir**.

Continue on until you find what looks like a save point. Address it to trigger the final "boss" battle of the balanced world...



BOSS: NERAPA
2800 HP
Steal: nothing
Win: nothing

Perhaps due to the time limit, the guy really is a joke (a success, then, in his eyes?) so just batter him with beefy attacks and he'll drop like a brick. I mean, for Christ's sake, look at his HP... plus, he's weak against (get this:) Ice, Thunder, AND Pearl (e.g. AuraBolt).

About the only halfway useful thing about this guy is that he uses Condemned, a Lore skill that can be learned and used by Strago. If you don't have Strago around though, don't worry about it; it doesn't exactly turn out to be a heavily useful ability anyway.

After the fight, continue to the right and you'll find the airship hovering below. A word of warning before you get all excited and dive off the edge of the Floating Continent onto the Blackjack one final time: when given the option, make absolutely sure you choose to wait for Shadow. He turns up as the clock hits the 5-second mark (if you're any good, you'll have something like 3 or 4 minutes to hang about like a prat). If you dive off without stopping to wait, you'll never see the noir-clad assassin again.

Say goodbye to a happy planet and make a leap of faith...

PART TWO: THE WORLD OF RUIN

SOLITARY ISLAND (CELES)

Ah, sweet chaos.

You regain control in the role of Celes, who has been kept in health through a year-long coma by none other than Grampaw Cid.

When you learn that Cid is ill himself, you trade places in a mildly disturbing manner and he jumps into bed while you go out looking for some fish to feed him. Head out of the house and left to find your way onto the world map screen, then save your game. Once you've done that, go back into the location and head down to find the seaside. You now have a few options...

SCENARIO A: You carefully select only the most lively fish (those moving at fast pace) and catch them by approaching them then pressing X. Take them back to Cid one by one until the process finally ends.	OUTCOME: CID RECOVERS. He thanks Celes for her efforts, then shows her a raft that he's been working on in the basement and urges her to use it to get the hell off of the island (presumably he intends to stay there and rot).
SCENARIO B: You catch any fish you can get your hands on.	OUTCOME: CID DIES. A despairing Celes chucks herself off a cliff, only to be nursed back to health by... a seagull. (Ahem.) The gull is holding onto a bandana that looks rather familiar... She heads back to the house again to find a note from Cid (who apparently rose from the dead to write it for her while she was trying to kill herself) talking about the raft he's been working on. You find the raft in the basement and use it, leaving ol' Gramps' stiffened corpse behind.
SCENARIO C: You don't bother catching any fish, and instead, go outside for a wander and try your hand at fighting the local freaks.	OUTCOME: CID DIES. See the outcome for Scenario B for further details.

Since it has absolutely ZERO bearing on the outcome of the game – that is, **IT MAKES NO DIFFERENCE WHATSOEVER** – whether Cid lives or dies, I don't really see much point in going through the tedious process of running back and forward to thrust raw fish down his throat. Plus, the other sick and twisted bastards out there will agree that it is far more satisfying to watch the stupidly-dressed old bugger die (and Celes' best attempt to get the soap-writers' attention is hardly a kick in the teeth, either). This particular incarnation of Cid just ain't as likeable as most of the others, anyway... The only minor benefit of catching fish here is that you'll get some more "rare" items (fish are rare?) that are absolutely useless to you.

Whatever happens, it isn't exactly a bad idea to have a look around outside before you leave.

-

Enemies: Peepers, ErthGuard (desert), BlackDrgn (desert)

You might want to use the Atma Weapon here, despite it not working with Runic, as it's the best weapon available. There are some pretty tough fights out here, so watch your step (especially since you're entirely alone). Of particular note is the BlackDrgn, which can spell I-N-S-T-A-N-T-G-A-M-E-O-V-E-R unless you come equipped with an Amulet/Ribbon and a pretty respectable slab of HP. These guys are zombies, so obviously the usual stuff works, and they also have a weakness to Ice. All three of the mosters roaming the area can be cleared as Rage skills later, though.

Once you're done, grab a raft ride to the mainland. You land near Albrook, so hook round to the left and go in.

From this point on, FINAL FANTASY VI becomes much less linear. Rather than being forced onto the "correct" path, you are merely given hints by the townsfolk in the settlements you stumble upon. Talk to everyone to get as much information about the post-apocalyptic world as you can. As far as this guide goes, I'll cover events in the order I see as the most practical for the fullest enjoyment of the game; you do not, therefore, have to necessarily go through the rest of the game in the order I suggest. To begin with, though, missing out the following few locations would be nothing but plain silly...

ALBROOK

There ain't a great deal to do here. Just have a quick shop about and talk to some locals. Amongst various other things, they'll tell you that they saw somebody (Locke, presumably) head north towards Tzen. Head out.

-

Enemies: Lunaris, Osprey, GiganToad (rocks), Chitonid (rocks), Mesosaur (mainly, forest), Gilomantis (NE)

Go north-west and enter Tzen. Make sure you're ready for a fight. In preparation, you'd be wise to get your Sprint Shoes on (literally) in tandem with a Ribbon.

TZEN (SABIN)

Enemies: Scorpion, HermCrab, PmStalker

When you attempt to move into the town, it is struck by the now all-powerful Kefka's Light of Judgement, causing a building containing a young child to buckle. You find Sabin holding the entire structure up (oo-er). Go in to save the child before Sabin's strength fails; you have six minutes.

QUICK BATTLE TIPS:

- Use Fire 2 on the groups of HermCrabs and PmStalkers to wipe them out instantly.
- Absolutely do not use the Fire 2 treatment on Scorpions, because it will hardly scratch their thick skin. Instead, pick them off individually with physical attacks, or simply run (but make sure you beat at least one group if you want to find them on the Veldt later on).

First, go up and get a **Heal Rod** from the chest, then head left and down into the first room you come to to find a chest holding a **Pearl Rod**. Continue down and out of the room then move left, grabbing a **Hyper Wrist** from the chest to the south-west corner.

Now head upwards to the staircase and go down, ignoring the chest at the side. Go up and find a piece of **Magicite** in the north-eastern chest, then go left and address the child at the fireplace to get her to join you. Make your way to the south-west end (ignoring the chest to the left of the child which contains a monster formation you're about to find upstairs anyway) to find a **Drainer** in another chest.

Retrace your steps back up to the first floor. Ragehunters will want to open the chest by the stairs now, because it contains a group of four PmStalkers that will later appear on the Veldt. Head up from the staircase to grab a **Tincture** from the north-western chest before leaving.

Grab Sabin, equip him, shop around, banter with the locals, then leave. Some folk will mention a place called Mobiliz, which lies to the east. Follow the lead.

Enemies: Delta Bug, Buffalax, Lizard, Bloompire

On Serpent's Trench, which is now above sea level, you'll find some new monsters... Veldt fiends, enjoy. If Sabin's got Air Blade, it'll prove very handy here. Note: if you haven't already done so, now would be a pretty good time to teach both Celes and Sabin the Bio spell, because you're about to meet a great big hunk of ugly that happens to be weak against the Poison element. If you're a lazy shitbag, you could always just equip Sabin with the PoisonClaw and hope for the best.

Make your way to the north-eastern arm of the trench and enter Mobliz.

MOBLIZ

Enter the first house you come to and go downstairs to find Mother Terra (oh, aren't I clever?) in the basement. Unfortunately she ain't ready to rejoin you, but nag her when she walks away to hear her out.

Get ready for battle, then go outside to be introduced to the owner of a face that shares the beauty of a bulldog's arse. A couple of Wall Rings might be handy, as is often the case.



BOSS: PHUNBABA
28000 HP
Win: nothing

Terra can't win, so don't try. Once she cops the whack, Celes and Sabin jump into the picture.

A barrage of Bio spells and/or PoisonClaw attacks should ruin this supremely grotesque ogre's day in a hurry, so let 'em rip... If you're using Wall Rings/Rflect, the Bolt 2 spells won't bother you, however the Blow Fish attack will.

As you leave, one of the kids gives you the **Fenrir** Magicite. Return to the surface and nab a **PhoenixDown** from the top barrel to the right of the south-west house before you move out. There's a free rest to the top of the ruined relic shop, so use it if you want, then head out again (Terra ain't coming, yet) to the northern tip of the Serpent's Trench. There's a chocobo stable in the forest south of Mobliz (hidden in the western corner).

NIKEAH

Explore the pub to meet with a gang of thieves who are set to ransack Figaro Castle. Talk to everybody, then head out to the market area to find a chap who looks just like Edgar but insists his name is Gerad.

After a spot of shopping, follow Gerad and his chums to the harbour. You'll play stowaway on the ship to south Figaro.

SOUTH FIGARO

The time finally cometh to clear this place of all the treasure you left alone when you were here before!

The upper crate right above the entrance to the docks holds a **Remedy** and the barrel above it contains a **Tent**. Go left and grab an **Elixir** from the crate to the west, then go up to find a **Revivify** in the upper barrel to the left of the chocobo stable. In the east, you can lift an **X-Potion** from the barrel between the two entrances to the Arsenal store.

Once you've cleaned out the streets and the shops, find "Gerad" at the top of the pub. Follow him and his merry men out to Figaro Cave in the west.

Enemies: Nohrabbt, Latimeria (forest), Maliga (desert), SandHorse (desert)

Fight your way past some new monsters then enter Figaro Cave in pursuit of "Gerad".

FIGARO CAVE

Enemies: Humpty, NeckHuntr, Cruller, Dante

You bump into the REAL Ziegfried here. Ignore what he says about staying put. Go through the cave til you reach the area with steps to your left; ignore them and head right, where you can now empty that chest you left alone before to get an **Ether**. Move on up and climb the north-west steps to find another chest you previously left, which now contains a **Hero Ring**. Continue to the room with the recovery spring.

Follow the thieves by hopping onto the turtle when it reaches the middle of the recovery spring, then continue left past a string of emptied chests to enter Figaro Castle.

FIGARO CASTLE (EDGAR)

Enemies: Drop (engine room)

Go up out of the entrance basement and then down the stairs on the left until you find yourself in a hallway with multiple doors. The bottom right room holds a **Crystal Helm** and **Gravity Rod**, while the left one has an **X-Potion** and **Ether**. Head up and then up the stairs and through the door, where you'll find a **Regal Crown**. Go back down then up out the middle doorway.

Talk to "Gerad" in the Engine Room to enter a boss fight.

BOSS: TENTACLE + TENTACLE + TENTACLE + TENTACLE (not four identicle enemies)

5000 + 7000 + 4000 + 6000 HP

Win: nothing

The top two have no weaknesses, but the bottom-left one is weak against Fire and the bottom-right is weak against Ice and Water. Thus, use suitable spells or elemental weapons (Fire Knuckle) on the bottom ones, and tools/physical attacks on the top ones. Avoid using Fire spells on the bottom-right one, because they heal it.



Go up into the treasury and check the statue in the middle of the room to receive the **Soul Sabre**, then move out. Go back upstairs to the level just below the top and talk to the old guy to have him move the castle to Kohlingen desert.

Enemies: Harpiiai, Muus, Deep Eye (forest), Bogy (North) (also BlackDrgn in the desert if you didn't find one before)

Don't waste too much time wandering for fights, because you're about to complete your party. Head for Kohlingen in the northwest.

KOHLINGEN (SETZER)

Find a somewhat discontented Setzer in the pub. Chat to the townsfolk as usual, and shop around as usual. This place is full of highly useful gear, all with highly expensive prices to match (nothing new other than two weapons for Setzer, but the armor is so pricey you probably won't have been able to afford all of the stuff you want beforehand). Tip: don't bother with any more than 3 DiamondArmor, 1 Diamond Vest, 2 Diamond Helm and 4 Diamond Shld.

Pay attention to the old lady to the bottom left, who tells you that there's a guy looking for a Striker at the Colosseum...

When you're done, head south-west to Daryl's Tomb.

DARYL'S TOMB

Enemies: Orog, Osteosaur (both only in first room); PwrDemon, Exoray, Mad Oscar

Bear in mind not to equip the Doom Darts on Setzer or use Chain Saw, 'cause they refresh the zombies in here.

Walk down to a large(ish) room and go through the upper right door, examining the tombstone to open a door at the back. Go through and flip the switch to let water into the tomb, then go back to the hallway and down to the lower right door. Swipe the **Genji Helmet** (best headwear in the game, arguably) then go back to the hallway.

This time use the lower left door. Take the **Crystal Mail** from the top of the stairs then descend to find a **Czarina Gown**.

Now, you have two options here. One involves me just telling you the location of a hidden item, which I've been doing and will continue to do anyway, but the other involves the item being revealed to you as a reward for completing a very simple puzzle. It's your call, so if you'd rather do the puzzle, ignore the following paragraph (I won't highlight the item until later, during the puzzle part).

Walk to a point one step up from the bottom of the right wall, then go right through it into a hidden passage. There's an Exp. Egg at the end of it.

Go up into the room above the Czarina Gown and hit the switch to open a door above you. Now make your way back to the main hall and use the door in the centre of the bottom wall. Use the turtle to go further down to another door.

Here comes the first bit of the optional puzzle thing I mentioned: in the room directly downwards from the door you just came through are four tombstones that are inscribed with the following (clockwise from top right): "ISSQ", "THEW", "ORLD", "UARE". If you now return to the main hall and go through the upper left door, you'll find a blank tombstone. If you carve the letters from the other four stones in the right order, you'll be given a message from Square that tells you the location of a hidden **Exp. Egg** (it's at the end of a hidden passage that can be accessed through the right wall of the room with the Czarina Gown). By the way, if you are somewhat intellectually challenged, the solution is "THEW", "ORLD", "ISSQ", "UARE", in that order ("the world is Square"). Return to the room above the one with the four tombstones once you're done.

Hit the switch beside the door to make the water rise further, and ride the turtle across to the door on the top right. Go through it to find a save point and two chests. First off, save. The chest on the left contains a monster that is apparently classed as a boss... You can skip this guy if you want, but it's strongly unrecommended since he drops Sabin's second-best weapon in the entire game.



BOSS: PRESENTER
9845 HP
Win: **Dragon Claw**

This guy look familiar at all? He's basically an upgraded version of Whelk, the very first boss in the game. I hope you remember the strategy you used on him: avoid attacking the shell, and instead attack the head when it reappears...

However, Giga Volt isn't really that much of a worry, since the shell also uses Magnitude8 (which you can, mind you, absorb with Gaia Gear or avoid with Cherub Down/Float) and Blow Fish. To be honest, you're just as well attacking the shell part to end the fight fast. He's weak against Fire, too.

Save again after beating Presenter, 'cause there's another boss to come. The chest to the right of the room holds a powerful **Man Eater** dagger, so take it before going through the door at the top. In the final room, examine the coffin to be thrust into another boss fight.

BOSS: DULLAHAN
23450 HP
Win: nothing

You might want to make use of Runic to absorb his spells (rendering him pretty helpless since he tends to only use magic) while everyone else attacks.

...That could take a while, though. Like most of the enemies in this place, he's got a weakness to Fire; take advantage of it for a quick victory.



Go through the door that opens at the back of the room and follow Setzer down the long staircase to learn about his past. After the scene ends, you receive Setzer's inheritance: Daryl's airship, the Falcon.

You spot a carrier pigeon, and Celes feels certain that the team should follow it, so you do. It leads you to Maranda.

Enemies: Crawler, Cactrot (desert), Hoover (desert); ReachFrog, Geckorex, Sprinter, Spek Tor, Mantodea (all five in the Jidoor area); Tumbleweed (outside Dinosaur forest and outside Duncan's house)

There are a bunch of new Rageable monsters you can defeat around here, so you might want to make a start on that before entering Maranda (Hoovers will very likely kill you, though, unless you run).

MARANDA

The townsfolk here give you quite a lot of information about some of the side-quests of FINAL FANTASY VI, and one woman will help you locate Narshe, Doma, and the Veldt. A few people will mention, in particular, a knight who recently visited...

This place is also home to some of the best equipment you can buy, so make use of it. The armour shop is full of **Crystal armour**, as well as the **Dark Gear** and **Oath Veil**; in the weapon shop, you'd be very wise to pick up at least one (but preferably more) **SwordBreakers**, as well as some **Falchion** swords.

When you go to the northeast house and speak to the girl inside, she'll tell you that she's still sending letters back and forward to her boyfriend... but you know by this point that he's dead. What's this about, then? Do her a favour and mail her letter.

The pigeon outside takes Lola's reply from you, then flies off with it towards Zozo. Before you follow, though, there are a couple of things you should deal with.

One very important thing to take note of is the presence of the globe-wandering DoomGaze, a boss that will randomly attack the Falcon as you explore the skies. Since these fights (yes, plural) can take place at any time from now on, I'll deal with them now.



BOSS: DOOMGAZE
55555 HP
Steal: nothing
Win: Bahamut

DoomGaze (a.k.a. Death Gaze, Deathgaze, and – to Final Fantasy IX fans – Deathguise) is FINAL FANTASY VI's wandering menace. If you've ever played Final Fantasy VII, you'll immediately liken him to Ultima WEAPON, another boss that wanders around and attacks you when you bump into him in the airship, dropping an extremely valuable piece of equipment upon its defeat.

You won't defeat this guy in one fight unless you exploit the infamous Vanish/Doom glitch. He escapes from battle after he has lost a sizeable chunk of HP, and you will have to wait until the next random encounter to fight him again. So do as much damage as possible, as fast as possible.

He's weak against Fire and Pearl elemental attacks, so use both.

DUNCAN'S HOUSE

Take a few minutes to visit Duncan (Sabin's trainer) at his house in the middle of a cross-shaped tree formation north of Narshe. He's very much alive, despite Vargas' claims early in the game. Sabin and he start sparring with each other, and in the process, Duncan teaches Sabin his most powerful Blitz attack: Bum Rush. Note: it was originally called Beat Rush (much like Tifa's Limit Break in Final Fantasy VII...) but the staff at the USA's branch of Squaresoft apparently felt the need to give it a somewhat runnier title.

SOLITARY ISLAND

Go into the area where Cid's house is and visit the beach to find the Magicite **Palidor**. If you killed Cid, you can have a peek into the house and discover that he's still there. Must be reekin'.

In any case, find Zozo north of Maranda and go in.

ZOZO

Address the bird at the entrance and watch where it flies. Walk round to the north-west and speak to the guy in front of the "inn" (same guy who told you this place was dangerous last time) to have him try to sell you some Rust-Rid that will dissolve the rust jamming the left door at the top of the "pub" shut, letting you into a new area. Take his offer (assuming you have 1000 GP) and make your way to the door.

MT. ZOZO (CYAN)

Enemies: Borrax, Punisher, Ursus (all inside); Scrapper, Luridan (both outside)

A mountain, sitting on top of a skyscraper, that nobody seems to notice. Who knew, eh?

Head left and nab an **Ice Shld** from the chest to the left of the steps, then go down them and grab a **Red Cap**. Go down through the opening and follow the path to a chest sitting in a spotlight that contains a **Thunder Shld**. Move forward. Grab an **Aegis Shld** then go out the left exit to find a **Gold Hairpin** (the very item you once considered taking over Mog... shame on you!) before going out the right exit to continue.

There's a save point in the next cavern and you should use it right away. After doing so, you may step on the switch to the top right to release the first of the eight legendary dragons... Walk back towards the save point to have him fly into you.

DRAGON #1: STORM DRGN

42000 HP

Steal: nothing

Win: **Force Armor**

He's got a Thunder weakness; use it. Wall Rings all round, Bolt 2 on party, etc. If you're really struggling, you'll maybe want to leave him alone for now and come back when you have Terra (or Cyan, if he's enough).



Follow the path to find Cyan out on the cliff edge. After a chat (which ends with Cyan suggesting that Gau will be on the Veldt), return outside to where he was standing and nick the key to his locked treasure chest, then use it to open the chest on two useless-but-rare books.

Warp or simply walk back out to the world map.

Talk to Cyan on the Falcon and make a party of three, then head to the Veldt (North of Mobliz). Wander until you find Gau. (Note: you can also take Cyan back to speak to the girl in Maranda, but it won't really do much other than get you an amusing scene involving him wanting to keep his identity hidden from her.)

The next place you're really meant to go to is the cave at the bottom of the Veldt. On the other hand, there are two stops I recommend making before that. Firstly, you can go back and grab Terra; you also have the opportunity to grab a Steal-able character. There are always valuable items to swipe, and often from bosses that you can only fight once...

MOBLIZ (TERRA)

The kids in the basement of the main house tell you that Katrin has run off somewhere. Go into the western house and find a hidden staircase behind the bookcase that leads to Kartin, as well as Terra. Phunbaba attacks again, so you have to fight him again. Take a sec to dig an Ether out of the pot to the top left of the room first, though.



BOSS: PHUNBABA (second time)

26000 HP

Steal: nothing

Win: nothing

Same drill as before: Bio, reflected for faster success. Phunbaba blows two of your men away. This time, however, it's Terra's turn to save your ass.

Now you've got Terra, take the Falcon to the triangular island in the northeast and land, making sure you've got a strong team with you. Take three people if you want to have immediate use of the new character you're about to get. Wander around until you find an enemy called ZoneEater, then **wait until it swallows your entire party**. You will be transported to a secret dungeon...

? (GOGO)

Enemies: Karkass, Woolly, TapDancer, Covert, Ogor, Wart Puck

Go down. Head left onto the first bridge then hop up onto the second. The idea here is to avoid the guys running back and forth, jumping across to the next bridge when they're out of the way. Firstly, though, let one knock you off: it'll drop

you beside an **Ether** and a **Red Jacket**. Hit the switch, go back upstairs and actually try to get through the bridges area, picking up a **Genji Armor**, **Magical Brsh** and **FakeMustache** in the process.

Move on to a save point and use it. The next room has a murderous ceiling; you have to dodge the rock roof as it drops by walking under the holes in it, otherwise you get mashed. You'll pick up another three chests on the way; they contain a **Zephyr Cape**, a **Hero Ring**, and a **Tack Star**. Go through to the next semi-complex cavern.

In here, jump onto the first open chest to bounce over to the middle platform, then bounce up the screen. First of all, go down to the right and hop down to stand on the switch, which will add more mini-bridge platforms. Use the one to your right to go back to the side path, then go round to the left and up to grab a **Thunder Shld** from the chest. Now return to the bridge just above where you hit the switch, and this time go left and bounce on the chest to reach a door. You'll find a very valuable secret character inside: the mimic, Gogo.

This guy/woman/whatever is the most adaptable character (skill-wise) in the game. He can use any of the other characters' special battle commands, which you select at the Status screen, and can use his own special skill – Mimic – to copy the last action taken by the rest of the party without reducing the inventory (with Item commands) or his own MP (with Magic). For now, though, you'll want to go straight to Gogo's Status screen and give him the Steal command, along with two others of your choice (a meaty offensive like Blitz might be in order, because Gogo's Fight strength is forever low).

You can Warp out of here if you like, but first I recommend using your new chum to Steal some gear: the Ogors here carry **Murasame**, which will be a welcome addition to the one Cyan should already have. If you don't want to or can't (WHY?!) use Warp, then return to cavern you started in and go up to the top to crawl your way out. Besides, you can always try and nab a Murasame from a boss you'll meet in a few minutes...

Now that you can Steal again, it's time to go to the cave at the south of the Veldt.

VELDT CAVE

Enemies: ToeCutter, Rhyos, Allo Ver (in a chest; no Rage)

You'll spot Interceptor in the entrance cavern, so follow him. You'll come to a cave in which there is a chest holding a **Rage Ring**, as well as a cluster of four men who'll give you hints about getting Gau back in case you're too daft to work it out yourself. Pay attention to the guy to the right of the fire, though: he mentions "a frightful dragon" that dwells in the first north of the Veldt. He actually means "a frightful dinosaur" (mistranslation); right enough, that forest is full of the strongest enemies on the world map. Don't even think of going there any time soon.

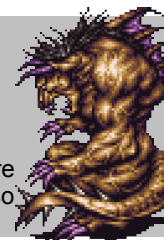
Move on. When you go through a tunnel of sorts, make sure you walk to the (very visible) left area first to open a chest on a strong monster called Allo Ver. It's weak against Fire and Pearl, the only thing you can nab from it is a Tonic, and it'll drop Sabin's most powerful weapon when it dies: the **Tiger Fangs**. Just, for God's sake, watch out for its Doom spells...

Continue forward and you'll eventually reach an area where a right-bound path is blocked. Go down through the door and continue down to get a **Striker** from a chest, then go back up and hit the switch beside the door to open up the path to the right. Use it. You soon see Shadow and Interceptor on a ledge, so follow the path round to the right, save your game, and go out to see them.



BOSS: SRBEHEMOTH + SRBEHEMOTH
19000 + 19000 HP
Steal: **Murasame**, nothing
Win: **BehemothSuit** + **Chocobo Brsh**

These guys can be irritating. Batter the first with Fire spells from start to finish, and make sure to nab the Murasame for Cyan if you don't have two already. The second one is undead, so feel free to chuck a PhoenixDown or whatever.



You fly Shadow back to Thamasa in the Falcon and find out some backstory on him through a dream he has. He won't join you yet, though... Note: Shadow will occasionally have a dream when you sleep in an inn. There are five dreams in total; they appear at random.

Leave Thamasa and head to the northwest corner of the map to reach the Colosseum. Save and get one character ready to fight before going in.

COLOSSEUM (SHADOW)

Go in and talk to the guy in the middle of the top wall, saying you want to fight. Wager the Striker you found in the cave on the Veldt and you'll fight none other than Shadow himself. If and when you win, Shadow returns to the party, and you get the Striker back as well.

Before you move on, you'd be wise to try another few wagers to see if you can get some pretty good gear. Here's the stuff I generally attempt to get at this point:

Item wagered	Opponent	Prize
Assassin	Test Rider	SwordBreaker
BehemothSuit (if you use Gau or Mog over Strago or Relm)	Outsider	Snow Muffler
Bone Club	Test Rider	Red Jacket
Chocobo Suit	Veteran*	Moogles Suit
Czarina Gown	Sky Base*	Minerva
Falchion (bought from Maranda)	Outsider	Flame Shld
Genji Glove (if you have extra)	Hemophyte	Thunder Shld
Heal Rod	Pug*	Magus Rod
Ice Shld	Innoc	Flame Shld
Magus Rod (you get one later... although if you want, you can wager two Heal Rods and keep one Magus Rod for now)	Allosaur*	Strato
Moogles Suit	Madam	Nutkin Suit
Ninja Star (bought from Thamasa)	ChaosDrgn*	Tack Star
Nutkin Suit (you can get more soon)	Opinicus	Genji Armor
Regal Crown	Opinicus	Genji Helmet
Rising Sun (if you stole this instead of the Bone Club from the Punisher)	Allosaur*	Bone Club
Thunder Shld	Outsider*	Genji Shld
Tintinabar	DarkForce	Exp. Egg

* Casts Doom or similar instant-death attack. Fight with Shadow, wearing a Safty Ring, or come back when you've got the Safety Bit from the Fanatics' Tower. The other option is simply to wear a Wall Ring and have the spell reflected back for a possible instant win... but this will only work for direct spells such as Doom. Veteran's Roulette attack, for example, will bypass the Rflect status.

JIDOOR (RELM)

Enemies: Niteshade (in flower painting), Dahling (in woman painting), SoulDancr, Crusher, Wild Cat, Vindr, StillLife

To remind you of why you should be looking for Nutkin Suits (other than them being one of the best armours for Relm and Strago) I'll point out the flow of items through the Colosseum that can take place involving them:

Chocobo Suit -> Moogles Suit -> Nutkin Suit -> Genji Armor (best armour in the entire game).

Head for the mansion at the top of town (Owzer's house) and enter. Walk straight upwards and hit the lights first, then go left to the area with the paintings (if you try to move upstairs without turning the lights on you'll be stopped, and a diary will appear on the table to give you a few hints about the state of the house).

Several of these paintings will come alive, attacking you with monsters that can only be fought this way. The one of the flowers to the top right will attack as three Niteshade enemies, from which you can Steal (using Gogo) very useful [Nutkin Suits](#) if you're determined enough. If it's helpful, they have 2200 HP each and a weakness to Fire, and you might have to be at a fairly high level to be successful since they're all level 37 and Steal works through a comparison of levels. On the other hand, you'll be able to get at least another four or five Nutkin Suits without directly Stealing them here.

After the fight, go left to the painting of Emperor Gestahl and examine it twice to receive a letter. This letter tells you that there is hidden treasure "where the mountains form a star": it refers to Phoenix Cave, which is where we'll be going next. For now, though, continue downwards and inspect the painting of a woman to the bottom left to fight two Dahling, from which you can steal [Moogles Suits](#).

A door opens up after the fight, so use it. The left painting downstairs attacks you as a SoulDancr and four Wild Cats

then lets you access a **Mooglee Suit** through the left door. Note that you can Steal more **Mooglee Suits** from the SoulDancer (which also appears in random encounters) and **Tabby Suits** (not in the Genji Armor chain) from the Wild Cats.

The right door continues the path through to a trio of moving doors; before you use them, go into the little alcove behind them to find a hidden **Relic Ring**. Ignore the two doors on the right and go through the left one to move on (the other two just drop you back at the start of the house).

If you walk under the treasure chests floating above, they'll drop, attacking you. You get a few rather confused items from them afterwards, but they're basically worthless: **239 GP** that is supposedly 2000 GP, a **Tonic** that reckons it's a Potion, a **Tincture** that claims to be an Ether, and a delusional **Soft** that's certain it's a Remedy.

Examine the painting in the middle to continue (it attacks you with StillLife, which you can nab a **FakeMustache** from if you want). Save at the point given then go through the right door (not the left, because it drops you back near the start again). You find Relm working on a painting that has apparently been possessed by a demon...

BOSS: CHADARNOOK
30000 HP
Steal: nothing
Win: nothing



This bloody thing keeps alternating between two forms, so the hit points take a while to knock off. Both parts are weak against Fire and Pearl, so use that to your advantage. The Wall Ring Thing will help speed things up a bit, as usual.

Relm rejoins you after the fight, and you pick up the Magicite **Starlet**.

NARSHE (MOG + UMARO)

Enemies: Red Wolf, Nastidon, TestRider (all outside); MagRoader, MagRoader (both in the first two caverns of the mines); Wizard, Psychot (both in the mines)

Enemies in Umara's hidden cave: Pugs (in chest; Rage unavailable without cheat hack), Ceritops, Poppers, Kiwok, Pug (rare), TombThumb (in Umara's room)

Leave a space in the party for another member to join. Go through the hidden entrance to the mines and make your way to the Moogles' cavern. Mog is at the top right, standing still at the wall. Talk to him and he'll join you, mentioning something about a yeti you should find somewhere in the mines. Inspect the wall directly behind where Mog was standing to find a **Mooglee Charm**, then equip it to Mog and leave via the top left opening (you won't have any more random battles for now).

You can now open the chest in the hallway for a **Ribbon**, then grab the contents of the two chests in the next cavern for an **Elixir** (left side) and a **Pod Bracelet** (right side).

Taking Mog's hint about "yeti muscle", make your way northwards into the mines, looping round to the right and up into the snow fields. Here you'll find the wandering Ice Dragon. I'd recommend dodging it for now, and making your way up to the save point first. Once you're healed and saved, feel free to take a run at the second dragon. Note: if you'd rather wait until you have the strongest version of the basic Fire spell (Fire 3), go and do the Phoenix Cave event first, then do this next section when you come back with Locke (however you get all three third-level magic spells during this scenario...)

DRAGON #2: ICE DRAGON



24400 HP
Steal: nothing
Win: **Force Shld**

I'm sure you don't need me to tell you to bash him with Fire spells and strong physical attacks. Just keep your HP up and you'll be fine.

Save again when you win, then head left for another fight. Approach the frozen Esper to engage in combat.

BOSS: TRITOCH
30000 HP
Steal: nothing
Win: nothing (not directly after battle, anyway)



Again, this thing is weak against Fire. Although you'd think it'd be grateful for melting that annoying ice

it's covered in... It's also extremely resistant to physical attacks, so avoid them unless they ignore this defence (e.g. Drill, Atma Weapon).

If you examine the ground directly behind where **Tritoch** was sitting, you'll find its Magicite. Removing it creates a hole that looks like it leads into a new area of the mines. Jump in.

You'll probably want to take off the Moogle Charm to face some new enemies in here. Avoiding the dark patches in the floor (they drop out if you stand on them), head through the middle doorway. You can go through the left one to fight a monster-in-a-box (it's technically three) called Pugs, but these level 99 maniacs are very likely to be way over your head for now.

Anyway, out the door in the middle of the main room, go left and grab an **X-Ether**, then continue on to the right and down some steps. There's a **Gauntlet** to the left side of the room (upper level), so take it. Now go right and up to the next area.

Walk past the first switch, ignoring it entirely, and hit the second switch (across the bridge) to be dropped even further into the mines.

Examine the bone carving in here and remove the **Terrato** Magicite from it. Just as you do so, the chap who lives in here walks in on you nicking his shiny stone (sigh) and points out that he isn't too pleased with you doing so.



BOSS: YETI
17200 HP
Steal: nothing
Win: nothing

Surprise! Fire weakness! Use it.

If you keep him alive long enough to do so, he'll use a Green Cherry on himself. Unfortunately for you (at least right now), this somehow boosts his strength to ridiculous heights. Watch out.

When you win, Mog puts the gargantuan yeti in his place and convinces him to join the team. You just received your second secret character, Umaro, who also happens to be the fourteenth and final main playable character of FINAL FANTASY VI. Leave through the top door to take a shortcut back to the mines. Leave Narshe.

A quick note on Terrato: it teaches two insane unfocused attacks that will damage ALL targets, both ally and enemy. However, one of them is Earth-elemental. If you have all your men equipped with Gaia Gear and use Quake, it'll damage the enemy and heal your party at the same time.

FANATICS' TOWER (STRAGO)

Enemies: Magic Urn (in Air Anchor room)

You'll find this place in the middle of the Serpent's Trench. Take both Relm and Mog (still wearing the Moogle Charm) with you. Talk to Strago and snap him out of his daze to get him to rejoin the team.

Climb the tower, exploring the rooms as you come to them. The first one contains a **Safety Bit**. Once you grab that, go to the right of the chest and press X while facing the top wall to open a secret door on the floor below. Go down and take the **Air Anchor**, Edgar's last Tool. Briefly remove the Moogle Charm in here and find a battle with the Magic Urn, because it won't hurt you and it is one of the most useful Rage skills in the game.

Continue onward and upward (the clichés never end!) to the next room, which contains a **Genji Shld**, and to the next, which contains the **Stunner** – Shadow's best weapon – and the White Drgn.

DRAGON #3: WHITE DRGN

18500 HP
Steal: nothing
Win: Pearl Lance (after the fight, on the field screen)

You can easily leave this one til later, but it drops a very powerful lance and shouldn't be too hard to defeat. You might want to do The Wall Ring Thing to beef up your offenses (you can't use Fight in here, only Magic), although he'll cast Pearl on you and it'll heal him if it's reflected. But if Pearl does too much damage on your end, leave the Wall Rings out of the picture.

Don't panic when he casts Dispel; it won't take down your Reflect barriers, if you have them.

For some reason, this chap appears on the Veldt, and has a learnable Rage... and it's a bloody good one. If you use Gau



at all, use this Rage well: instant-death protection and Pearl absorption are both worthy reasons.

The second-last room of the tower holds a suit of **Force Armor**. Grab it, then get the hell back to the Falcon.

THAMASA

With both Strago and Relm still in the (full) party, head to their homeland. Keep Mog around as well, for the sake of the Moogle Charm, because the place you're about to go to is easy to get lost in. Random enemies jumping up your arse every time you take a step can be extremely frustrating when you have no idea where you are...

Go right in and an old pal of Strago's – named Gungho – tells you that an old monster nemesis beat the crap out of him. Strago decides that he must do something about it... alone.

...But this is a lot of crap, of course. You can, and absolutely should, do this side-quest with a full party of four. Head to Ebot's Rock, which is directly east of Thamasa.

EBOT'S ROCK

Enemies: GloomShell, Harpy, Prussian, Eland, Cluck, Warlock, Slatter, Displayer, Hipocampus, Opinicus

Walk up and stand on the transporter to move to another cavern, then walk up to meet a talking chest that demands to be fed Coral before you can get past. This Coral he speaks of is found in every single chest inside Ebot's Rock.

Use the transporters to be shunted around the caverns at random, picking up Coral from the chests as you go. Once you have about 25 pieces or so, attempt to return to the talking chest. Feed it the Coral and it'll move, letting you walk up and face Hidon.



BOSS: HIDON + HIDONITE + HIDONITE + HIDONITE (variations)

25000 + 3500 + 3500 + 3500 HP

Steal: Warp Stone/Thornlet

Win: Warp Stone

DO NOT DEFEAT HIDON UNTIL HE USES GRANDTRAIN, because it is Strago's ultimate offensive Lore and Hidon is the only creature to use it. This spell will basically serve as a poor man's Ultima, until you get the Ultima spell itself. You must defeat all three Hidonites for GrandTrain to be used.

Going clockwise from the top right Hidonite:

Hidonite 1 is weak against Earth and uses a Poison attack.

Hidonite 2 is weak against no element, and absorbs all of them bar Earth; it uses a Confusion attack.

Hidonite 3 is weak against Fire and Pearl, and uses a Zombie attack.

Hidonite 4 is weak against all elements and uses a strong physical attack... but it has Rflect status!

To be perfectly honest, if you're wearing Ribbons and/or other status protection, then use defense-ignorant physicals like Drill and Atma Weapon, magic will never be necessary.

After he uses GrandTrain, feel free to chuck a Revivify or PhoenixDown at him (or use Life, whatever) to wipe him out... he's undead! You might want to nab his Thornlet, but it's really quite useless since it drains your HP when you equip it.

You're shifted back to Thamasa afterwards, but there's nothing to do here other than use the 1 GP inn.

OPERA HOUSE

Getcher Gaia Gear out and head for the Opera House. If you don't have enough Gaia Gear, or are determined to use people who can't equip it, use Cherub Down instead.

Go upstairs to the theatre and talk to the Impresario to hear that there is a dragon onstage. What fun! Go into the room to the top right and hit the second-from-right switch to drop onto the stage.

DRAGON #4: DIRT DRGN

28500 HP

Steal: nothing

Win: [Magus Rod](#)

This one's weak against Wind and Water, but the former won't be all that useful to you. Aqua Rake... Water Edge... whatever. When he uses Quake/Magnitude8/Slide you'll absorb it to your HP instead of damage, thanks to the Gaia Gear (if you're using Cherub Down instead, you'll escape it because you're Floating).



DOMA CASTLE/CYAN'S DREAM

Enemies: Critic, Pan Dora, Allosaur, Parasite (all in first part of dream sequence); Barb-e, Samurai, Suriander, Rain Man (all on train); Io, PluteArmr, Sky Cap (in caverns)

Take Cyan, obviously, or this won't work. You'll find Doma on a little island of its own, west of the Veldt.

Head in the front door and go through the bottom-left door, then through the right door in the next corridor. Choose to rest in this room.

Unfortunately, it looks like the entire team has decided to partake in some LSD-chugging rather than actually sleeping. The party is dumped in a crazy maze of granite-grey platforms, with everyone split up. Before you move: THE RIBBON IS YOUR FRIEND. =D

Right... take your first character left and use the leftmost door. Note: if you took the Ragnarok Esper instead of the sword, you can Metamorph the Barb-e and Pan Dora into Ribbons from time to time. Anyway, grab yer second party member and go out the door to the right.

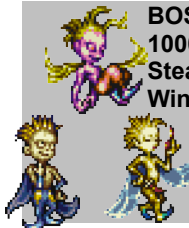
Use the higher door rather than the lower one, then the right door in the next area. Grab your third and final (for now) party member then go out the door. In the next area, use the door on the far left. Prepare for battle, then open the last door to fight the three amusingly-named Dream Stooges...

BOSS: LARRY (back) + CURLEY (top) + MOE (front)

10000 + 15000 + 12500 HP

Steal: nothing

Win: nothing



Immediately wipe out Curley with Ice and/or Water spells, because he can revive his pals. Once he's dust, have your muscle-men scud Moe to buggery and your mages incinerate Larry with Fire spells. Straightforward enough.

You end up plonked on the Phantom Train again after the fight. Head left to a save point. In the next car along you'll find the last [Genji Glove](#) of the game in a chest (hit the switch to the right of the crates twice to get to the chest). Move on.

To access the next chest, you have to first get a "[Lump of Metal](#)" from the chest by the door and put it in the open chest that keeps moving to block your path to the one containing a [Flame Shld](#). Move back to the left and read the open book to get a hint that refers to the six chests here; hit the switch to shut three of them. Remember which ones close.

Use the switches in the next carriage to navigate. Firstly, open the chest that's trying to hide in the bottom-right corner of the furniture to get an [X-Potion](#), then go under the crates to the left and nab an [Ice Shld](#) from the other chest. Now hit the first switch and head left to hit another switch. Go back and hit the first switch again, then hit the one to the right of the (larger) table, then return to hit the first yet a third time. Finally, hit the third switch again and go left along the bottom of the carriage to a formation of six chests that looks somewhat familiar. Close the same ones that closed in the last car with this same six-chest formation and hit the switch above them the open up the path forward.

Use the save point in the next car, then head to the engine room and hit the first and third switches, then exit to find yourself in what looks like a bugged version of the Narshe mines. Ride your Magitek armour along the path, following Cyan. Be careful here, because the screen skips about (presumably because it's jumbled and vague in Cyan's head... or something) after a certain point.

Go down to the second screen, then right and up to the next. When you reach the third screen, however, turn around and walk back the way you came to somehow reach the next area. From there, go over the bridge to your left to cause it to collapse and dump you back at Doma.

Cyan's wife appears and pleads with you to save Cyan by defeating a lecherous menace named Wrexsoul. You'll find him in the throne room.

BOSS: WREXSOU + SOULSAVER x2

23066 HP (exluding SoulSavers)

Steal: **Safy Ring** (but you already have two, and only two characters can equip them)

Win: nothing



WrexSoul immediately possesses... somebody's... body. I'm not entirely sure whose it's meant to be, and I don't quite get that he can apparently split into three, but whatever.

You have two pretty effective methods at your disposal here, unless you aren't using Magic or you're just crap and haven't learned X-Zone.

Method 1: Wound a member of your own party and WrexSoul will reappear (if he doesn't, Wound a different person). Ice magic at the ready... attack!

Method 2: Cast X-Zone, cross your fingers, and hope it takes both of the SoulSavers in. Chances are, it will; and if it does, you win, for some reason.

Cyan achieves his best SwdTech, Cleave, afterwards. You'll also get his **Aura** blade. Before you go anywhere, go back to the king's room and lift the **Alexandr** Magicite. Leave Doma.

UNDERGROUND CAVES/ANCIENT CASTLE

Cave enemies: Enuo, Goblin, Figaliz, Master Pug (in first chest; no Rage)

Castle enemies: LethalWpn, BoxedSet, KatanaSoul (in chest; no Rage)

Make sure you're confident with the strength of your team before you do this next part, because the enemies here really are steroid-influenced behemoths (...lowercase B, lowercase). The cave enemies shouldn't be a problem, but the LethalWpns outside the castle might be. They have 9200 HP and use some potentially devastating attacks... although these can be partially or fully blocked by gear like the Minerva. Bear in mind that they're weak against both Water and (of course) Thunder.

Go to Figaro Castle and speak to the old guy down the left stairs at the entrance, telling him you want to move the castle. There is a disturbance en route, and you are given the option to go outside to see what the score is. Do so (select "Stop"). Go back upstairs, then down the right one and out the door at the top right of the basement. You find yourself in a cave.

Firstly, go down (on either the upper or lower level) and grab the **Wing Edge** at the bottom left, then head right and grab an **Ether**. Exit via the bottom-right door. In here you'll find a monster-in-a-box named Master Pug, which will drop the **Graedus** upon defeat (this is the best multi-character dagger in the game). Look out for Step Mine... Also, try to avoid elemental attacks, because he uses WallChange (remember that?) to alter his weakness and absorption.

Return to the first cave, this time going out the middle doorway (access it from the left side; the path is partially concealed by the corner of a wall). Follow the path round and head downstairs to take the **Trump** from the chest to the right, then go back up the steps and head offscreen at the top left corner. Open the chest at the bottom of the next cavern to swipe some **Magicite**, then nab an **X-Potion** from the one to the left. Go down the steps to a save point.

After saving, go up the steps to the left to reach an ancient castle. After a short scene, head through the door to the right of the main entrance to find the **Punisher**, then explore the room under the arches to the left of the main doorway to find a second monster-in-a-box: KatanaSoul. This chap can be rather difficult, but you should manage fine at this point (he's weak against Poison... just don't cast magic on him when he "power up" without reflecting it off your party). He drops the **Offering**, a one-of-a-kind relic that lets a character attack four times per turn.

Head in through the main doors and address the petrified **Odin** in the throne room to receive his Magicite, then head out under the arches to the top right to grab a **Blizzard Orb** and a **Gold Hairpin**.

Return to the throne room and stand in front of the right throne. Walk downwards for five steps, then press X to create a staircase in the room to the middle-right. Go there now and inspect the sparkling thingy in the bookcase to find the Queen's diary, which furthers the story on Odin. Check the bucket to the top right for an **X-Ether** before leaving the room. Descend the stairs to find the Blue Drgn.



DRAGON #5: BLUE DRGN

26900 HP

Steal: nothing

Win: **Scimitar**

Being a Water-elemental creature, this dragon is weak against Thunder. Use Bolt 2, or Bolt 3 if you've learned it already. He should drop pretty fast.

You now have an annoying choice (albeit not as annoying as the Ragnarok vs Ragnarok debate). The Odin Esper is the only one in the game capable of boosting the characters' Speed stat, which you might be keen to utilise; Speed, unsurprisingly, increases the speed at which a character gains a new turn. On top of this, Odin teaches the spell Meteor, a very strong non-elemental attack on all enemies (it may not be as strong as Ultima, but it is pretty damn mean). If all of this seems extremely appealing to you, get the hell out of here and return to the Falcon now. If not, read on...

If you walk up to the petrified Queen and address her, the Odin Magicite has some sort of mystical reaction to her and transforms into **Raiden**. This guy teaches the Quick spell, which allows two actions per turn for the character it is cast on. Raiden is also the second and final Esper (after Bismark) to boost the Strength stat by 2 per level. Of course, if you liked the sound of all that so much it made you pee a little, feel free to walk right up to the frozen-faced Queen and get Raiden right away, before you leave. On the other hand, you can always come back later (i.e. once you're certain you're done with Odin).

Whatever your decision, prepare your men for a potentially arduous journey (although it's probably easier than what you just did) and head out. The Blizzard Orb you just found may prove handy... Oh, and by the way, don't agonise over the two inaccessible chests you can see if you go out the middle-left door of the throne room, because they're just that: inaccessible.

PHOENIX CAVE (LOCKE)

Enemies: Aquila, ChaosDrgn, Trixter, Necromancr, Phase, Parasoul, SeaFlower, Uroburos

Following the description in the letter from Gestahl's portrait in Jidoor, find a star-shaped mountain formation north of Tzen and "land" the Falcon in the middle of it. You are prompted to form two separate parties, then you jump in.

All of this is basically a rehearsal for the final dungeon. You must use your separate parties in cooperation with each other in order to get through the cave, picking up any goodies on the way. There is the easy-as-pie approach – shove Mog with the Moogle Charm in the weaker party to avoid all enemy resistance to that party – and there is the good old fashioned grit-yer-teeth and grind 'em approach. I generally prefer to take the latter. Your choice.

PARTY 2 will do a bit more wandering around, but PARTY 1 will be the one to face the Red Drgn (unless you choose to ignore him for now). If you're using Umaro in here, stick him in PARTY 1 with the Blizzard Orb.

Important note: the Aquila enemies here hold a relic called **Economizers**, that reduce all MP costs to 1. This is the only place you can get them relatively easily, so make sure you do. It doesn't matter which party Gogo's in, either one could bump into the Aquilas.

Another important note: use Amulets and Ribbons. There are zombie scoundrels about. That Flame Shld you found earlier is also extremely useful, as are the Red Jackets you should have for Edgar and Sabin: they all absorb the abundant Fire attacks in here. The Minerva will block (but not absorb) such attacks.

Yet another important note: you can't Warp out of here. The only way to get out other than completing the scenario is by jumping onto the hook outside the entrance to be lifted back to the Falcon.

PARTY 1: Go into the cave and stand on the switch you come to. Halt.

PARTY 2: Use the newly-opened doorway to your left and try to get the chest you see. The floor will open up and drop you on your arse. There's a door down there (bottom of the screen) to get you back up, so use it, and step on a switch to create a bridge to the chest you just attempted to get. It holds a **Wing Edge**. Go right and step on the switch above the one your first party is standing on.

PARTY 1: Go through the now open right doorway and stand on the switch.

PARTY 2: Go round to the right and step on the switch.

PARTY 1: Go right and open the chest to the bottom right for a **Warp Stone** (the upper one is empty). This area, by the way, is where you'll find Aquila. Try and get some Economizers before you leave (if Gogo is in this party). Descend the stairs. First move left (empty chest ahoy!) to hit a switch, then move right until you reach a dead end (past another

empty).

PARTY 2: If this is Gogo's team, try and Steal some Economizers before you go. Return to the lower level via the left-side stairs and this time go right across the newly-formed rock steps. Loop back across over more stepping stones and hit the switch on this platform.

PARTY 1: Go up through the opened pathway then down the stairs to your left, standing on another switch.

PARTY 2: Walk up the stairs above you and step on the switch.

PARTY 1: Go up across the freshly-lowered spikes and down the stairs. Hop round the whole area, via the stepping stones, using the far-right path when given the choice (the first one leads to another empty chest). Climb the stairs and yank the switch. The lava in the room you just left cools and hardens... good news.

PARTY 2: Use the save point down from the switch you're on, then move left and stand on another switch.

PARTY 1: Walk down and enter battle with the fourth of the eight dragons.

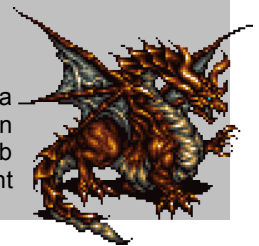
DRAGON #6: RED DRAGON

30000 HP

Steal: nothing

Win: Strato

Being a Fire-based creature, this thing is very weak against both Water and Ice. Water Edge, Aqua Rake, Ice 2... whatever, just slam him with the lot. It should be over in no time, as long as you can survive his Fire attacks. Edgar and Sabin's Red Jackets can come in handy here, since they absorb the Fire element. The Wall Ring Thing shouldn't be necessary, but you can use it if you want obviously.



Grab a **Dragon Horn** from the chest above then backtrack up the path, but now go up the stairs on the left and step on the upper switch.

PARTY 2: Go leftwards and downstairs to the lava cavern, opening the chest in the middle to get a **Ribbon**. Ascend the stairs to the upper left of the cave, then go down and hop over to the same platform party 1 is on. Step on one of the lower switches.

PARTY 1: Step on the other bottom switch.

PARTY 1 OR PARTY 2: Walk down to the next cave to find Locke and end the event. You could unequip the stationary party of relics and Espers now to save yourself some time later. The scene shifts to...

KOHLINGEN

Locke uses the Phoenix Magicite he found in the cave to briefly revive Rachel, proving Mary Shelley and every zombie film ever made wrong by showing us that it's perfectly acceptable to wake the dead. Moving on...

Yer old chum returns to your service, handing over all the stuff he took from the cave: an **X-Potion**, a "Fenix Down" (**PhoenixDown**, the name quoted is a remnant of the old SNES translation), an **X-Ether**, an **Elixir**, a **Flame Shld**, the **ValiantKnife**, and of course the **Phoenix** Magicite. Now you know why so many of those chests were empty.

Now you have Locke, you have a means of access to the locked doors back in...

NARSHE

I should probably stop that; I'm beginning to sound like a certain Austin Powers scene. Anyway, there are a number of things to do here. Before you get stuck in, you might want to check that you've got Mog in the party, because what should be his final Dance is only available here. You can always come back later for the sole purpose of learning Snowman Jazz, but it seems pointless.

Visit the chap in the back of the weapon shop to face the most difficult decision of the game (in my opinion): he's found a piece of Magicite, but reckons it would pack one hell of a punch if he crafted it into a sword. Unfortunately, either option is very desirable. The **Ragnarok** sword is one of the best in the game. It randomly casts Flare, and uses a certain amount of MP to add extra bite to its cut... but that's not all; it can be wagered at the Colosseum for the fabled Illumina, which is by far the best weapon in the whole game (it also randomly casts Pearl). On the other hand, the Ragnarok Esper allows you to Metamorph enemies into items, once per battle, and can be used to retrieve some very valuable kit (such as a

seemingly endless supply of Ribbons in a location we're soon to visit)... but that's not all; it also teaches the wearer the Ultima spell, an insanely powerful, unblockable, multi-target, non-elemental magic attack that obliterates all high-end magic competition.

But you can learn Ultima without Ragnarok.

If you drop by the house to the left of the item shop, you'll find someone who gives you the **Cursed Shld**. They ain't kiddin' when they call it "cursed", either: it has no defence bonuses at all, actually REDUCES all other attack-related stats by 7 points, and inflicts a ridiculous array of negative status effects on the wearer by default. The latter, of course, can be taken care of by a Ribbon (blocks Muddled, Berserk, Seizure, and Mute) and a Safety Bit (lifts Condemned), although only the Ribbon should really be necessary. This shield is not at all what it seems, however, and Final Fantasy IV fans will rejoice at its true nature...

The player who endures 256 consecutive battles whilst wearing the Cursed Shld – without the wearer being Wounded at any point – will be grandly rewarded by the curse being lifted from the shield, turning it into the **Paladin Shld**. This baby not only surpasses the previously untouchable Genji Shld in terms of all-round defence (it nullifies every element under the sun by either absorbing or blocking), it also teaches the wearer the Ultima spell without the need for an Esper. Oh, hell yes. Plus, lazy shites will be pleased to hear that equipping both the Ragnarok Esper and the Paladin Shld results in a doubled learning rate for Ultima... although, of course, lazy shites are highly unlikely to uncurse the Cursed Shld to begin with.

So, that said, make your decision. Will you take the game's ultimate weapon and plod your way through a potentially agonising 256 fights to receive a top-class shield and the ultimate magical offensive, or will you take an Esper that offers an instant-death spell capable of turning your foes into useful items whilst teaching the very same ultimate spell? If you think you can handle the 256-fight pledge, then I recommend taking the Ragnarok sword over the Esper. My only major reason for taking the Esper over the sword was to Metamorph Ribbons for the party members who didn't have them; however, you should really have plenty to serve your needs quite suitably, especially in conjunction with your other status-protecting relics (Amulets in particular). It's entirely up to you, of course. And I'll probably get hate mail merely for voting for the sword... it would appear that the Ragnarok vs Ragnarok rivalry is a pit-fight to the death that never quite seems to end.

By the way, the guy in the weapon shop lets you rest for free.

OPTIONAL, EXTREMELY BORING, BUT HIGHLY RECOMMENDED: Lifting the curse from the Cursed Shld

The long-winded (albeit probably intended) method of doing this is simply to fight 256 battles within the course of your main game without the wearer of the shield being Wounded. However, this is – quite simply – tedious, irritating, and downright suicide-inspiring. But there is, of course, an alternative. It's no less boring, but it sure as hell won't take as long and probably won't grind on your very sanity quite as much.

Return to Solitary Island and pick a spot away from the desert (one step above it works well, because you can go from side to side that way). The enemies here are extraordinarily puny, and will die almost immediately; they also give hardly any experience or magic points. For these reasons, they are perfect Paladin Shld-making material.

Have a couple of characters (preferably ones with a lot of HP) equipped with True Knight relics, as well as Cure Rings. On your shield-bearing character, make absolutely certain that there is a Ribbon, and also give someone (anyone) a Back Guard for added security (although there is very little chance of you needing it, due to the complete lack of threat here). Also, DO NOT ATTEMPT TO UNCURSE THE SHIELD WITH GOGO: he can't lift the curse, for some reason.

Now prance back and forth like a thing possessed, fighting terrible battle after terrible battle. The Memory setting on the cursor will be handy here for speed of selection (just hold X). Your "True Knights" will take any damage directed at the party, and the lost HP will then be replenished by the Regen status induced by the Cure Rings. If you find that the HP is still somehow getting a tad low, chuck the whole party into the back row and weep quietly to yourself as you realise that you fail at life (in general).

The end result will be an end-of-battle message reading "Dispelled curse on shield", resulting in a Paladin Shld, and/or an indefinite stay at the nearest psychiatric institution. Enjoy.

OPTIONAL BUT RECOMMENDED: Empower the imp!

One of the popular facets of the Japan-only Final Fantasy III (yes, the actual third game in the series as opposed to the US version of FINAL FANTASY VI) was the opportunity it gave to make the weakest character class in the game into the most ridiculously powerful entity imaginable. It did this through painfully rare equipment, dropped at random by some of the game's strongest random enemies, that was equippable by only the Onion Knight (a.k.a. OnionKid) class.

Unfortunately, this concept was removed entirely from the Nintendo DS remake of the game, in which the Onion Knight was available only as an unlockable secret class (instead of being the default one at the start of the game).

In FINAL FANTASY VI, Square revisited this interesting power-switch idea, but this time the legendary equipment involved was equippable by any character that could equip weapons and armour... but the gear would only power up to its maximum potential if the equipping character was under the influence of the Imp status effect. Many players even go to the extent of using a Rename Card (from the Colosseum) to rename the Imp character "Kappa", after the tutorial imp seen early in the game (in the PSX and GBA versions, however, his name is simply "Imp").

Thankfully, the imp equipment is nowhere near as difficult to find as the Onion gear in Final Fantasy III.

Equipment	Stolen from...	Won from...
Imp Halberd	Mantodea (around Narshe/Jidoor)	Tyrano (dinosaur forest)
TortoiseShld	Geckorex (around Narshe/Jidoor)	Geckorex (around Narshe/Jidoor)
Titanium	Tumbleweed (around Duncan's house and outside the dinosaur forest)	
Imp's Armor	Tyrano (dinosaur forest)	Sprinter (around Jidoor/outside dinosaur forest)

Other than fighting, you can also get some of this stuff at the Colosseum (although it usually involves trading one piece of it for another):

Item wagered	Opponent	Item won
Aegis Shld	Borras	TortoiseShld
Imp's Armor	Rhyos	TortoiseShld
TortoiseShld	Steroidite	Titanium

Once you have all the gear, you can gleefully transform one of your characters into an imp and suit them up. However, be careful who you pick: since imps can only use items, physical attacks and the Imp spell, somebody with a high Vigor (and perhaps a fairly useless special command) is the most sensible choice. I generally use Locke, since he is a generally strong character and his Steal command can always be given to Gogo when you need it. Another decent bet would be someone like Cyan, who by default has very poor Magic skill but very high physical power. Avoid using Sabin, though, no matter how high his Vigor is; Blitz is invaluable.

If you want a Rename Card, wager an Elixir at the Colosseum.

You now have a character with the highest Bat. Pwr, Defense and Mag. Def stats available. Boost the Vigor and this guy's a practically invincible powerhouse. Just don't give him a White Cape or a Ribbon...

OLD MAN'S HOUSE

This is totally optional and functionally useless, but it gives you an amusing scene involving Gau and his father.

Take Gau and Sabin to the old loony's house northeast of the Veldt to savour a family reunion of sorts. The reason I suggest doing it now is that you have all of the characters, and they are all involved in the scene.

FANATICS' TOWER

Enemies: L. 10Magic, L. 20Magic, L. 30Magic, L. 40Magic, L. 50Magic, L. 60Magic, L. 70Magic, L. 80Magic (none of which have Rage skills!)

The Fanatics' Tower is, O Mighty One, your final main stop before you head off to conquer Kefka.

There are two ways of doing this:

- **THE PARANOID-NEUROTIC METHOD** – Use the Moogle Charm. Making sure you have the charm unequipped somewhere along the line so you can encounter the available enemies and learn up your magic (the enemies here give no experience but a lot of magic points). First go to the very top of the tower, grab the Gem Box, then go outside again and fight MagiMaster; then go all the way down the tower, heal (if you want or need to), save, then return to the tower and fight the random enemies here using the Gem Box if you wish. Pussy.
- **THE HARDCORE METHOD** – Simply climb the tower, without the aid of the Moogle Charm, nabbing the Gem

Box and fighting the MagiMaster at the top.

I'm gonna go with the hardcore method, for the purposes of linearity. And because I'm hardcore. Obviously.

The random battles here can be tough. You can't use the Fight command, so you are instead restricted to Magic. Your old chum the Wall Ring is invaluable, though; use it to reflect back almost every attack in this place. Clever use of Osmose makes a world of difference, and can allow you to survive her pretty much infinitely.

Move up the tower to the very top and swipe the Gem Box from the chest in the top room. Prepare for battle (Wall Rings all round, check yer Espers, etc.) then go outside to face the MagiMaster.



BOSS: MAGIMASTER

50000 HP

Steal: Crystal Orb

Win: Megalixir

First things first: cast Life 3 on everyone, because upon defeat, this bastard will hit you with Ultima. Life 3 revives your team when they fall. You won't survive Ultima unless you have over 6000 HP, which is rather unlikely unless you've already spent days in the dinosaur forest.

Once you're safe, start battering him with non-elemental magic attacks like Flare, Meteor, and Ultima. If you're using Umarmo, then he'll do his own thing as usual (but he's highly useful here because he can use physical attacks). Avoid elemental magic, because MagiMaster uses WallChange.

-

Well, that's you. You've finished every side-quest available. All that's left to do now is decide if you're satisfied with your characters' abilities and work out three strong teams to use in the final dungeon. Training-wise, nowhere dolls out experience like the dinosaur forest, and you can get fast magic-learning boosts at the Fanatics' Tower. As for your three teams... that's up to you. You have no choice but to miss out at least two characters (due to the secret two being "extra"). I usually go in with at least one or two teams of only three, in order to make the whole thing a bit more of a challenge; let's face it, by this point you're going to have a lineup of absolute tanks, unless you've really been twatting about or you're deliberately trying for a low-level and/or single-character game.

Tie up any loose ends, including making sure you've turned Odin into Raiden at the ancient castle. Prepare your three parties (I'll give you hints on that in case you want them), save your game, then "land" the airship on top of Kefka's Tower...

KEFKA'S TOWER

Enemies: Brontaur, EvilOscar, Vectagoyle, Vectaur, GtBehemoth, Land Worm, Doom Drgn (all in the ruins); DarkForce, Didalos, Mover, Madam, Outsider, Steroidite, Veteran, Dueller, Fortis, Sky Case, Retainer, Hemophyte, Innoc, Scullion, Junk, IronHitman (all inside)

Here's the deal: all three parties have to face boss fights, which are all potentially tough. If you know what to expect, however, they don't have to be impossible.

PARTY 1 will face Dark Force and Doom, both of which are invaluable foes for Lore-getting... if you use Strago at all, bring him in this team. Lastly, if you now have that ridiculously strong imp character I suggested getting, bring him in this group too; equip him with both the DragoonBoots and Dragon Horn relics, so that he may Jump and attack continuously to do a very large amount of damage.

PARTY 2 will face Atma and the Gold Drgn. Water attack users and Gaia Gear-equipppers are useful for this path.

PARTY 3 will face Inferno and the Skull Drgn. Obviously, Ice and Fire users are handy, as are Ribbons.

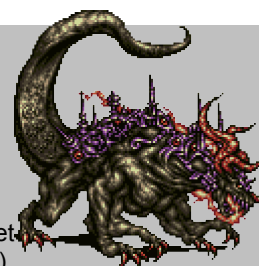
Either PARTY 2 OR PARTY 3 will face the Guardian and Poltrgeist; the party that does not will face the Goddess.

At one point, the three parties converge, and you must choose which party to take forward to fight the Guardian. Otherwise, you have no chance to move people around after you pick your teams at the start. You can, however, Warp out of here... so technically you could use one strong party against all of the bosses if you were willing to Warp in and out to swap your teams about. I find it utterly stupid and boring, but do it if you want. Just don't expect any mercy from the tall, dark man I send to your front door with a hacksaw and some ropes.

Start by taking PARTY 2 down and left to the next screen, then go up and left to find a second **Minerva**. Walk downwards and enter the door the the top left here to grab a **Tack Star**, then go down through the other door. Atma waits

in the leftmost cell.

BOSS: ATMA
55000 HP
Steal: Drainer/Crystal Orb
Win: nothing



This is why you want to use those Gaia Gear: he casts Quake.

If you have any doubts about your ability to hack off 55000 HP quickly, use Life 3. Otherwise, get movin'. Physical and non-elemental attacks are your best bet (he absorbs a lot of magic), although Edgar's Debilitator can change that.

The Crystal Orb is a relic that boosts the wearers MP by 50%... in other words, don't bother if you have Economizers or even the Gold Hairpin. Plus, you'll get one in a minute.

Use the save point that appears in Atma's place, then move on down. The DarkForce enemies here use all but two of Strago's Lores, so make use of that. You can find the Sterodite in the next room, from which you can nab Thunder Shlds to (if you want) wager for Genji Shlds at the Colosseum.

Head left and up the stairs to move through the door to the next area, then crawl into the leftmost pipe. **WARNING:** don't enter the pipe area if all of your characters are at a level that divides by 5, since L.5 Doom is about. Outside, grab the Force Shld to the left then go down and curve round to the left to find some Force Armor. Go back up the way you came and use the door to your left, step on the switch here, grab a **Ribbon** from the chest, then go back out and use the door on the right.

Continue forward to reach the Gold Drgn.

DRAGON #7: GOLD DRGN

32400 HP
Steal: nothing
Win: Crystal Orb



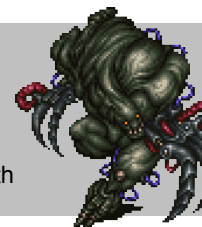
This guy is surprisingly crap. Like the Dirt Drgn, it's easy enough to protect against every attack he has: Thunder Shlds. If you don't have enough to go round, don't worry, 'cause he's not very powerful anyway. Just bash away with Water attacks if you've got them, or anything else if you don't (other than Thunder, of course).

Go through the doorway to your left and move on. Follow the path to another floor switch and stand on it. **Switch to PARTY 3.**

Move down and left to nab a **Red Cap** from the chest, then go through the door there. There's a **Nutkin Suit** and **Gauntlet** at the end of the path. Return to the outside area and go down to reach another door. Go through it and head left.

Grab the **Hero Ring** then go round to the path underneath the conveyer belt and walk straight down when you're standing on the rightmost tile of the path. You'll walk into a hidden path, at the end of which lies an **Aegis Shld**. Come back out (taking care not to walk too far when retracing your steps) and jump onto the conveyer belt at the top of the room. Use the save point in the next room, then go left and attempt to walk down the stairs.

BOSS: INFERNO + STRIKER (right side) + ROUGH (left side)
30800 + 11000 + 8000 HP
Steal: Ice Shld + Flame Shld + Flame Shld (from arms)
Win: nothing



This un' sports a weakness to Thunder (main body, not arms). Just batter the main body of Inferno with Bolt 3 and strong physicals and it'll be over in no time.

You might want to save again, so feel free. Go downstairs and outside, then follow the path. There's a **Megalixir** to the right after you walk over the (stationary) grey conveyer belt. Move along to the left and inspect the open chest with the red light in it; this opens a full pathway for PARTY 1. Go up the conveyer belt above this chest to find a normal one holding the **Rainbow Brsh**, then go all the way back to the bottom and through the door. You find the last of the eight dragons in the next room. Equip Ribbons before facing him.

**DRAGON #8: SKULL DRGN**

32800 HP

Steal: nothing

Win: **Muscle Belt**

Don't be fooled into thinking he's a zombie; Life/PhoenixDown/Revivify won't work.

Bash him with Fire and/or Pearl attacks to win (Illumina is your best pal here).

You receive the Magicite **Crusader** afterwards, for beating all eight dragons. It's the last Esper you'll receive.

Follow the path outside to a point symmetrically opposite to where PARTY 2 stands (on a second floor switch). **Switch to PARTY 1.**

Walk round to the **Coronet**, then enter the door. The **Fixed Dice** are in a chest behind the next door. Move on until you reach the outside of the tower again. Head up and grab the **Tack Star** to the left, then go rightwards to reach the room in which PARTY 2 and PARTY 3 stand. Go through the open door.

In this next area, walking to the left will mean PARTY 3 fight the Guardian; walk right and it's up to PARTY 2. Either way, head down. **Switch to PARTY 2 OR PARTY 3** (whichever one IS NOT going to fight the Guardian) and move them off their switch, then **switch back to PARTY 1** and shove the weight onto the switch. Walk up and stand on the switch above.

Switch back to the party you just moved and have them walk through the main door and mirror the movements of PARTY 1 to reach the weight above the remaining party. **Switch to the party still on a switch** and move them, then have **the party above** drop the weight and go back through the door to stand on their switch.

Switch back to the remaining party and walk them down onto the middle balcony, stepping on the switch to reveal two new doors (one on each of the side balconies). Now go up through the main door, standing on the final switch to open a new doorway. Go through it.

BOSS: GUARDIAN

60000 HP

Steal: **Force Armor/Ribbon**

Win: nothing

This guy can sometimes be a bit of a bitch. Belt him with Bolt 3 and Ultima/Meteor/GrandTrain, whatever you've got. If it uses Barrier and/or Safe, break it down with Dispel immediately.



Save and continue on. When you're outside again, go into the left side of the little two-tile alcove in the bottom wall, face down, and press X to find a hidden **Ribbon**. Now walk up to encounter the first of the three Statues.

**BOSS: POLTRGEIST**

58000 HP

Steal: **Red Jacket**Win: **Aura Lance**

This thing has one massive weakness: Stop. Cast it immediately to render the monster helpless for a few turns. Pelt it with all you've got, then cast Stop again when it resumes activity. Whoda thought, eh?

Of course, you can happily hammer away as normal if you reckon the Stop thing is too easy...

Go up through the door and save, then drop through the hole and stand on the switch. **Switch to PARTY 1.**

Walk down and go through the new door to the left of the balcony, then through the next two doors as well. Continue up to face the second Statue.

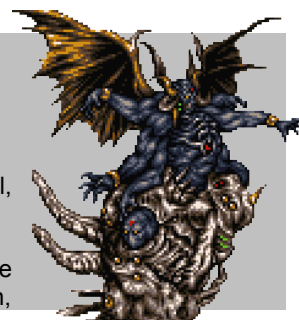
BOSS: DOOM

63000 HP

Steal: **Safety Bit**Win: **Sky Render**

He might cast N. Cross right away, freezing you. You can't avoid this. He's weak against Pearl, so use it. If you brought your imp behemoth, have him Jump repeatedly throughout.

When his "aura begins to shake", stop casting Pearl and switch to an unblockable spell like Ultima; otherwise, it'll be reflected back. The other solution is to cast Dispel. If you have Sabin,



Bum Rush is really handy here. Doom will now cast Force Field to render Pearl useless... incidentally, this is Strago's last Lore.

Save and go up to step on the second of the last three switches. **Switch to your last party.**

Walk down to the balcony and go through the right door, then the next two doors (as with the previous team). Continue up to face the final Goddess.



BOSS: GODDESS
44000 HP
Steal: **Minerva**
Win: **Excalibur**

This bitch is an irritance. She uses something called Overcast, which counts down with a 20 second timer before turning everyone into Zombies. It can't be prevented by protective relics. Belt her with non-elemental magic like Flare and Ultima throughout and she'll fall pretty fast. Also, watch out for her Love Token...

Yep, definitely the most irritating cow in the game (although certainly not the most difficult).

Save... and **HALT!** This is your **LAST CHANCE** to Warp out of the tower. Completionist Gau fans rejoice; you can now return to the Veldt and get the last of the Rages in the game. Do whatever you want, then find your way back here again (it'll be far easier, especially since you now have all the best gear the game has to offer).

THE FINAL BATTLE

Prepare yourself one last time. The only real hints I'm going to give you are as follows:

- **RIBBONS/AMULETS.** Ribbons, Ribbons, Ribbons. And, y'know, more Ribbons. The Amulet is a decent substitute for this particular case. The main reason for this is a Zombie attack used by one of the enemies. If you're quick, however, you won't really need to protect against this, and you'll be able to use the much more useful...
- **SAFTY RINGS/SAFETY BITS.** One of the bosses uses instant-death attacks like they're going out of fashion. You'll probably want to protect against them as much as possible.
- **MAGIC.** Magic is **ULTIMATELY** (cough) more useful than single-target physical attacks in these, and most other, battles.
- **HEAL.** It really is not possible to overstate this. Life 2 and Cure 3 constantly, especially if you want to keep at least some of your original team instead of moving to the lower-priority characters.
- **OSMOSE.** Use it often to make sure you never run out of MP.
- **GEM BOX + QUICK.** If you haven't already discovered this little trick by yourself, then I highly recommend equipping your most formidable mage (mine is generally Terra) with the Gem Box, and starting each fight by casting Ultima, then Quick. The Quick spell immediately gives the character a further two turns, and with the Gem Box, that results in a maximum total of five Ultima spells per Quick spell. It really ain't too shabby, especially considering you got all that out of a single turn... and if it's your best mage, the Ultimas should be doing 9999 HP damage each time.

On top of that, casting Quick on Cyan gives him instant access to his Cleave SwdTech.

- **FIRE SHLDS/RED JACKETS.** If you have learned Merton, it certainly wouldn't be a bad idea to equip Fire Shlds to your non-Minerva and non-Paladin Shld characters. This will mean that the attack does massive damage to the enemy, and heals your party at the same time. Genius.

Go up and step on the final switch. You will be teleported to Kefka directly.

You are prompted to select your warriors in a prioritised list. If somebody is Wounded, their place in the battle is no longer existent and they are replaced by the next person down on the list. The replacement happens in the transition to a higher tier on the "pillar" of bosses, of which there are four.

None of the first three tiers have any named targets; the enemy name list is blank. The fourth and final tier, however, has only one enemy target, and he *is* named: Kefka.

FINAL BOSS STAGE 1

30000 (head) + 33000 (right arm) + 27000 (left arm) HP

Steal: Elixir + Elixir + Elixir

It begins.

The head is weak against fire, the right arm (left on the screen) is weak against Wind, and the left arm (right on the screen) is weak against Water. This left arm is your priority target, because it uses the strongest attacks; get rid of the head next, because it will unleash cataclysmic Earth attacks if you take out the other arm before it. Get blasting.

FINAL BOSS STAGE 2

30000 (left) + 24000 (middle) + 28000 (top right) + 30000 (bottom right) HP

Steal: Elixir + Elixir + Elixir

The guy on the far left is a mage. The one at the front uses only physical attacks, which are ultimately far less dangerous.

The tiger-like figure at the front is weak against Ice, so use that if you wish. It might use a Zombie-inducing attack, but your Ribbons will save you from that little inconvenience; it's N. Cross you should be worried about. Take this guy out first.

In the centre, there is another humanoid figure. This one uses mechanical-type attacks, and is weak against Thunder. It won't be much of a problem.

FINAL BOSS STAGE 3

9999 (left) + 40000 (right) HP

Steal: Ragnarok + Atma Weapon

Watch out for W Wind.

If you Steal either or both of the amazing swords this boss holds, you can either equip them from the Item menu by going up (like you access Espers from the Magic menu) or Throw them. The latter is probably more useful at this point.

Take out the left one first, with non-elemental attacks (it will absorb anything else), because it can cause major problems otherwise. It'll have a go at wiping out a couple of characters when it dies, as well... but if you're wearing protection, you don't have to worry. And no, that wasn't meant to sound like it did.

FINAL BOSS STAGE 4: KEFA

62000 HP

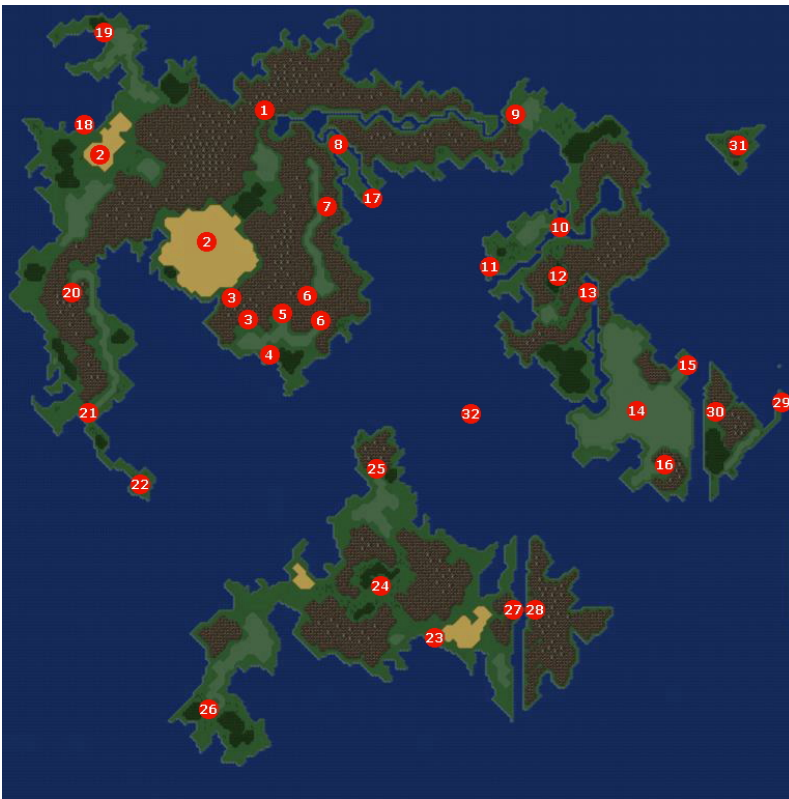
There isn't really a great deal I can say here that would help you, but it doesn't really matter. It's a straightforward fight as long as you don't let it drag on long enough for him to totally slay you. There's only one thing to watch out for, really: make sure you heal immediately when he uses the Fallen One attack, since shears everybody's HP down to 1. Otherwise...

... Give 'im hell, kid.



2. WORLD MAPS

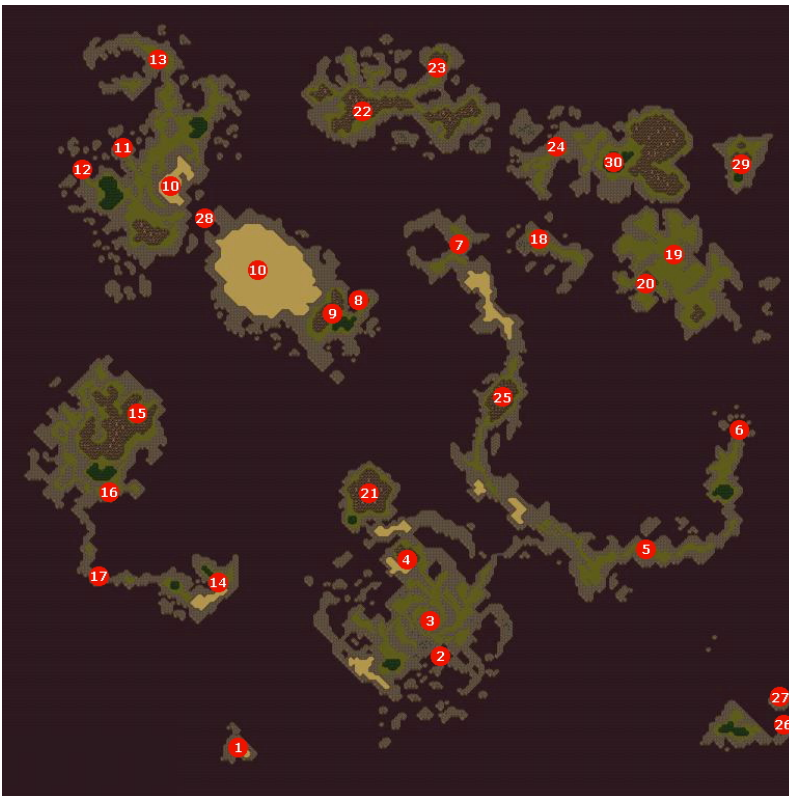
THE WORLD OF BALANCE



1. Narshe
2. Figaro Castle
3. Figaro Cave
4. South Figaro
5. Sabin's House
6. Mt. Kolts
7. Returners' Hideout
8. Lete River
9. Old Man's House
10. Imperial Camp
11. Doma Castle
12. Phantom Forest
13. Baron Falls
14. The Veldt
15. Mobliz
16. Crescent Mountain
17. Nikeah
18. Kohlingen
19. Colosseum Man's House
20. Zozo
21. Jidoor
22. Opera House
23. Albrook
24. Vector
25. Tzen
26. Maranda
27. Imperial Base
28. Cave to the Sealed Gate
29. Thamasa
30. Esper Cave
31. Triangle Isle
32. Serpent's Trench

Source: <http://figarocastle.homemade-websites.com/ff6/images/maps/WoB-locations.jpg>

THE WORLD OF RUIN



1. Solitary Island
2. Albrook
3. Kefka's Tower
4. Tzen
5. Serpent's Trench
6. Mobliz
7. Nikeah
8. South Figaro
9. Figaro Cave
10. Figaro Castle
11. Kohlingen
12. Daryl's Tomb
13. Colosseum
14. Maranda
15. Zozo
16. Jidoor
17. Opera House
18. Doma Castle
19. The Veldt
20. Veldt Cave
21. Phoenix Cave
22. Narshe
23. Duncan's House
24. Old Man's House
25. Fanatics' Tower
26. Thamasa
27. Ebot's Rock
28. Ancient Castle
29. Triangle Isle
30. Dinosaur Forest

Source: <http://figarocastle.homemade-websites.com/ff6/images/maps/WoR-locations.jpg>

Maps appear courtesy of Figaro Castle (copyright © Chad Cook 2003 – 2007).

3. CHARACTER ABILITY GUIDES

I. Terra – Morph

Terra's Morph temporarily switches her to her Esper form, powering up her stats to make her more powerful for a short period of time. Her time bar (the one that usually indicates when she will have her turn in battle) turns green, and indicates when her Morph period will end as the bar empties.

II. Locke – Steal/Capture

Locke's Steal ability allows him to snatch items from an enemy in battle.

Most enemies carry one of two possible items, and one is usually much more valuable than the other. If you Steal from the Rider enemy toward the end of the battle of Narshe in the World of Balance, for example, you will (eventually) get either a temporarily useful Mythril Vest or a much rarer Elixir.

In addition, equipping Locke with the Thief Glove relic will change the Steal command to Capture, which physically attacks and steals an item, effectively combining the Fight and Steal commands. The Fight command will still be available, but Steal will not.

III. Cyan – SwdTech

The SwdTech command allows access to a plethora of powerful attack techniques Cyan can use in battle. When SwdTech is selected during a fight, a numbered progress bar appears that slowly fills up as time passes. As the bar fills, the numbers are highlighted one by one. Press the X button to stop the bar and use the sword technique represented by the number you've reached.

Although he only knows four SwdTechs when he first becomes available to the player, Cyan can eventually use a total of eight different techniques. New, more powerful SwdTech abilities will become available as Cyan gains experience and increases in level; the only exception is the final attack, Cleave, which is gained at the end of a scenario at Doma Castle in the World of Ruin.

The following table names and describes all of Cyan's SwdTech skills, in order of their corresponding number on the SwdTech progress bar:

Level	#	SwdTech	Effect
(Initially available)	1	Dispatch	Powerful physical attack on a single target
(Initially available)	2	Retort	Queues an automatic counterattack that will be triggered the next time the user is hit
(Initially available)	3	Slash	Reduces a single target's HP to 50%; may also attempt to induce Seizure status
15	4	QuadraSlam	Randomly attacks any enemies a total of four times
24	5	Empowerer	Drains HP and MP from a single target and transfers them to the user
34	6	Stunner	Attacks all enemies; attempts to induce Stop status
44	7	QuadraSlice	Randomly attacks any enemies a total of four times; twice as powerful as QuadraSlam
(Found)	8	Cleave	Attempts to instantly defeat enemies

IV. Shadow – Throw

Throw allows Shadow to toss any spare weapons from the player's inventory at an enemy, usually causing considerably more damage than a normal attack with the Fight command. In addition, certain Rods will cast a spell instead of attacking physically; the Poison Rod, for example, casts Poison.

There are also some weapons that exist solely for the purpose of being thrown, and as such can only be used this way. Here is a list of all such weapons, including a brief description of their effects when thrown:

Weapon	Throw effect
Shuriken	Physical attack on a single target
Ninja Star	Physical attack on a single target; stronger than Shuriken

Weapon	Throw effect
Tack Star	Physical attack on a single target; stronger than Ninja Star
Inviz Edge	User disappears, becoming impervious to physical attacks but weak against magic (equivalent to the Vanish spell)
Shadow Edge	Creates a false image of the user to alleviate damage
Fire Skeep	Fire-elemental attack on all enemies
Bolt Edge	Thunder-elemental attack on all enemies
Water Edge	Water-elemental attack on all enemies

V. Edgar – Tools

Edgar's Tools menu accesses an arsenal of exclusive heavy weaponry that will have various effects in battle. These weapons cannot be equipped, but must remain in the inventory if they are to be available for use. Magic-based Tools will be affected by the user's Mag. Pwr stat, rather than their Vigor and/or Bat. Pwr.

The following table lists all of Edgar's Tools and their uses in battle.

Tool	Effect
AutoCrossbow	Physical attack on all enemies
NoiseBlaster	Attempts to induce Muddle status on all enemies (equivalent to the Muddle spell)
Bio Blaster	Poison-elemental attack on all enemies (equivalent to the Bio spell)
Drill	Physical attack on a single target, ignorant of defence
Flash	Attacks all enemies; attempts to induce Dark status
Chain Saw	1. Physical attack on a single target, ignorant of defence (stronger than Drill) 2. Attempts to instantly Wound a single target
Debilitator	Creates a random elemental weak point in a single target
Air Anchor	Delayed self-destructive instant defeat of a single target, triggered by any attempt to act

VI. Sabin – Blitz

As Final Fantasy's first and last minor flirtation with the fighting game genre (unless you count Kingdom Hearts), Blitz uses a number of martial arts-related techniques that may either damage enemies or heal allies. To use Blitz, select the command in battle, then input a specific string of commands to unleash a corresponding ability, then confirm with X.

Blitz is similar to Cyan's SwdTech in that it accesses eight abilities that are gradually gained as the user's level increases. Also like SwdTech, is the fact that the strongest ability is the only exception to the level-up rule: Bum Rush is gained through an encounter with Sabin's trainer, Duncan. Below is a list of all eight Blitzes, including their effects and their input combinations on a standard Playstation controller. Note that in the case of a diagonal (e.g. DOWN/LEFT), either of the two buttons involved can be pressed instead (so DOWN, DOWN/LEFT, LEFT = DOWN, DOWN, LEFT = DOWN, LEFT LEFT). I've also listed the level at which each technique is learned, like I did earlier with Cyan's SwdTech.

Level	Blitz	Input combination	Effect
(Initially available)	Pummel	LEFT, RIGHT, LEFT	Physical attack on a single target, ignorant of defence
(Initially available)	AuraBolt	DOWN, DOWN/LEFT, LEFT	Pearl-elemental attack on a single target
(Initially available)	Suplex	TRIANGLE, SQUARE, DOWN, UP	Powerful physical attack on a single target (low success rate)
15	Fire Dance	LEFT, DOWN/LEFT, DOWN, DOWN/RIGHT, RIGHT	Fire-elemental attack on all enemies
23	Mantra	R1, L1, R1, L1, TRIANGLE, SQUARE	Sacrifices some of the user's HP and transfers it to all other allies
30	Air Blade	UP, UP/RIGHT, RIGHT, DOWN/RIGHT, DOWN, DOWN/LEFT, LEFT	Wind-elemental attack on all enemies
42	Spiraler	R1, L1, TRIANGLE, SQUARE, RIGHT, LEFT	Sacrifices all of the user's HP and transfers it to all other allies
(Found)	Bum Rush	LEFT, UP/LEFT, UP, UP/RIGHT, RIGHT, DOWN/RIGHT, DOWN, DOWN/LEFT, LEFT	Continuous physical attacks on a single target

VII. Celes – Runic

Celes' Runic ability causes her to draw any magic cast – on any target(s) – and absorb it as MP. This includes curative magic cast by the player, so be careful how you use it. The effect will last until a spell is absorbed or Celes reaches a new turn.

Runic will absorb more MP depending on Celes' weakness to the element of the spell cast. For example, if she is equipped with a piece of equipment that makes her weak against fire, then Runic will absorb double the default MP from any fire-spell cast during the Runic period.

VIII. Setzer – Slot/GP Rain

The Slot command sets off a three-wheel slot machine that will have a different battle effect depending on how the wheels are stopped.

Slots	Result
Three 7s	Instantly wipes out the enemy party
Two 7s and one BAR	Instantly wipes out both parties
Three BARs	Casts a random Esper (same effect as Magicite item)
Three airships	Physical attack on all enemies (hydrogen bomb)
Three chocobos	Physical attack on all enemies (chocobo stampede)
Three dragons	Sun Flare (physical attack on all enemies)
Three diamonds	Non-elemental attack on all enemies (light)
Any other “losing” combination	Restores a small amount of HP to all party members and removes all status ailments

As well as the Slot command, Setzer can also use the special skill GP Rain if he is equipped with the Coin Toss relic. This simply involves throwing a specified amount of GP at the enemy to do damage equal to the number of GP thrown (so 1000 GP will incur a loss of exactly 1000 HP on the target).

IX. Mog – Dance

The optional character Mog learns new abilities, called Dances, by fighting battles in different environments. The following table lists all the Dance abilities Mog can learn, along with the terrain they can be learned on and the results they may have when used in battle. There is a guide to getting the often elusive Water Rondo incorporated in Part One of the main walkthrough, so I won't repeat it here.

Dance	Environment(s)	Possible results	Effect of results
Wind Song	Open plains (including the Veldt); airship deck	Wind Slash Sun Bath Plasma Cockatrice	Wind attack, all HP restore, all Thunder attack Defence-ignorant attack
Forest Suite	Forest (including in the Phantom Forest)	Rage Harvester Elf Fire Wombat	Non-elemental attack, all Status recovery, all Fire attack + Muddle Powerful defence-ignorant attack
Desert Aria	Desert	Sand Storm Wind Slash Antlion Kitty	Wind attack, multi Wind attack, multi Removes an enemy Haste, all
Love Sonata	Town (i.e. Zozo, or Narshe in the World of Ruin)	Elf Fire Snare Specter Tapir	Fire attack + Muddle Removes an enemy Muddle Status recovery, all
Earth Blues	On mountains (e.g. Mt. Kolts)	Land Slide Sun Bath Sonic Boom Whump	Powerful def-ignr. Earth attack HP restore, all Halves HP then gradually drains Powerful physical attack

Dance	Environment(s)	Possible results	Effect of results
Water Rondo*	On water (Lete River) or underwater (Serpent's Trench)	El Nino Specter Plasma Wild Bear	Water attack, all Muddle Thunder attack Large HP restore, multi
Dusk Requiem	Cave (including Narshe's mines)	Cave In Elf Fire Snare Pois. Frog	Non-element, multi Fire attack + Muddle Removes an enemy Strong Poison attack
Snowman Jazz**	On snow (i.e. Narshe in the World of Ruin)	Snowball Snare Surge Ice Rabbit	Halves HP then gradually drains Removes an enemy Ice attack, all HP restore, all

* Since both the locations Water Rondo are learned at are only accessible in the World of Balance, the Dance cannot be learned in the World of Ruin. If you fail to rescue Mog in the World of Balance, or fail to learn Water Rondo before the birth of the World of Ruin, you have forever lost the opportunity to learn this Dance at all.

** Since the only snow fields in the world are in Narshe, and enemies only appear here in the World of Ruin, Snowman Jazz cannot be learned in the World of Balance.

X. GAU – Leap/Rage

While Gau is in the Veldt area in either the World of Balance or the World of Ruin, the Leap command will become available. This causes him to jump across the battlefield onto the enemies' side, ending the battle. If the player continues to fight on the Veldt, Gau will eventually reappear after a battle to join the party.

When Gau returns after using Leap, he will have learned new abilities from the enemies he Leapt into and those he returned from. These abilities will appear under the Rage menu on Gau's skill list on the battle screen and Skills menu in the main menu, listed under the names of the creatures they were learned from. Like Mog's Dances, the outcome of a Rage attack is random, within a specific range of possible results. When a Rage ability is selected during battle, Gau will start attacking randomly with that Rage's set of skills, and accept any related positive status effects. He will, however, be uncontrollable for the rest of the battle.

What follows is a list of all 252 Rage abilities available to Gau, as they appear on the Skills screen (not including those only accessible through the use of cheating devices, which were only partially removed from the game). Since so many Rages are available, I provide this table only as a kind of checklist against which to verify which Rages you have gained and which you have still to get; if you desire something better, an impressively comprehensive guide is listed in the **References** section below.

Guard	Soldier	-	Pipsqueak	Vectaur	Wyvern	Pm Stalker	Hemophyte
Templar	Ninja	M-TekArmor	Sky Armor	Zombone	Dragon	Sp Forces	Nohrabbt
Samurai	Orog	Telstar	Lethal Wpn	Brontaur	Allosaurus	Wizard	Scraper
Mag Roader	Retainer	Vaporite	Flan	Cirpius	Sprinter	Ceritops	Commando
Hazer	Dahling	Ing	Humpty	Gobbler	Harpiai	Opinicus	Poppers
Rain Man	Brawler	Brainpan	Cruller	GloomShell	Drop	Lunaris	Garm
Apokryphos	Dark Force	Cactrot	Repo Man	Mind Candy	WeedFeedr	Vindr	Kiwok
Whisper	Over-Mind	Harvester	Bomb	Luridan	ToeCutter	Nastidon	Rinn
Osteosaur	Commander	StillLife	Boxed Set	Over Grunk	Exoray	Insecare	Vermin
Rhodox	Were-Rat	SlamDancer	HadesGigas	Crusher	Uroburos	Mantodea	Bogy
Ursus	Rhinotaur	Pug	Magic Urn	Primordite	Sky Cap	Prussian	Black Drgn
Steroidite	Leafer	Mover	Figaliz	Cephaler	Maliga	Adamanycht	Dante
Stray Cat	Lobo	Buffalax	Aspik	GiganToad	Geckorex	Wirey Drgn	Dueller
Doberman	Vommammoth	Ghost	Crawler	Cluck	Land Worm	Psychot	Muus
Fidor	Baskervor	Sand Ray	Areneid	Test Rider	PlutoArmor	Karkass	Punisher
Suriander	Chimera	Actaneon	Sand Horse	Tomb Thumb	HeavyArmor	Balloon	Gabbldegak
Behemoth	Mesosaur	Dark Side	Mad Oscar	Chaser	Scullion	GtBehemoth	Scorpion
Pterodon	FossilFang	Crawly	Bleary	Poplium	Intangir	ChaosDrgn	Spit Fire
White Drgn	Doom Drgn	Marshal	Trooper	Misfit	Eland	Vectagoyle	Lich
Brachosaur	Tyranosaur	General	Covert	Enuo	Deep Eye	Osprey	Mag Roader

Dark Wind	Beakor	Ogor	Warlock	GreaseMonk	NeckHunter	Bug	Sea Flower
Vulture	Harpy	Madam	Joker	Grenade	Critic	Fortis	Abolisher
HermitCrab	Trapper	Iron Fist	Goblin	Pan Dora	SoulDancer	Aquila	Junk
Hornet	CrassHoppr	Apparite	PowerDemon	Gigantos	Mag Roader	Mandrake	1 st Class
Delta Bug	Gilomantis	Displayer	Vector Pup	Spek Tor	Parasite	Tap Dancer	Necromancr
Trilium	NightShade	Peepers	Sewer Rat	EarthGuard	Coelecite	Borras	Mag Roader
Tumbleweed	Bloompire	Slatter	Rhinox	Anemone	Hipocampus	Wild Rat	Gold Bear
Trilobiter	-	Rhobite	Wild Cat	Spectre	Evil Oscar	Innoc	Trixter
Nautiloid	Exocite	Red Fang	Bounty Man	Slurm	Latimeria	Red Wolf	Didalos
Anguiform	Reach Frog	Tusker	Ralph	StillGoing	-	Woolly	Veteran
Lizard	ChickenLip	Chitonid	Wart Puck	Phase	Outsider	Sky Base	IronHitman
Hoover	Rider	Rhyos	SrBehemoth	Barb-e	ParaSoul	lo	

The gaps indicated by “-” are the spaces that would have been filled by the three now-unavailable Rages.

XI. STRAGO – Lore

This old hack is descended from ancient mage warriors that were at the forefront of the War of the Magi so many years ago. His magical inheritance is dramatically watered-down due to the many generations of dilution, but he does retain a specific ability to learn magical skills used by monsters in battle.

If a Lore-compatible ability is used during a fight, that ability will then become available to Strago for use in future battles (from the Lore command menu on the battle screen). Lore can also be learned if Relm uses her Sketch or Control commands to direct an enemy skill at Strago, and similarly, Gau's Rage abilities often have Lore incorporated into them.

Since Lore is technically a magic-using skill, much like the standard Magic command, its techniques consume MP like any other spells.

Below is a detailed list of all of the 24 Lore spells Strago can learn and use throughout the game.

Lore	Effect(s)	User(s)
Condemned	Incurs a countdown to an attempt to cause instant death on a single target	Critic, DarkForce, Nerapa, Still Life, Veteran, Zombone
Roulette	Randomly selects a single target from all allies and enemies, and attempts to cause instant death	Critic, DarkForce, Pipsqueak, Veteran
CleanSweep	Creates a tsunami that attempts to remove all enemies	Atma, BlueDrgn, DarkForce, Enuo
Aqua Rake*	Powerful Water/Wind attack on single or multiple target(s); damage increases for a single target	Actaneon, Anguiform, BlueDrgn, Chimera, DarkForce, Enuo, Rhyos, Suriander, Vectagoye
Aero	Powerful Wind attack	DarkForce, DoomGaze, Harpai Harpy, Poltrgeist, Rhyos, Sprinter, Storm Drgn, Tyrano
Blow Fish	Reduces a single targets HP by exactly 1000	Brainpan, Cactrot, DarkForce, KatanaSoul, Mover, Phase, Phunbaba, Presenter
Big Guard	Casts Shell and Safe on all party members	DarkForce, ErthGuard, Guardian, Mover
Revenge*	Deals damage to a single target that is equal to the HP the caster has lost (ergo damage to target = caster's max. HP – caster's current HP)	Borras, DarkForce, Dragon, Gigantos, Pan Dora
Pearl Wind	Restores HP to all party members. Total HP restored = caster's current HP	Abolisher, Curley, DarkForce, Ogor, Peepers, Sprinter, Storm Drgn, Vectaur
L.5 Doom	Instantly kills all enemies whose levels are divisible by 5	DarkForce, Didalos, Dueller, Goblin, SkyBase, Trapper
L.4 Flare	Powerful non-elemental attack on all enemies whose levels are divisible by 4	Apokryphos, DarkForce, Dueller, Goblin, MagRoader, Trapper
L.3 Muddle	Attempts to incur Muddled status on all enemies whose levels are divisible by 3	Apokryphos, Dante, DarkForce, Goblin, Trapper
Rflect???	Adds Dark, Mute and Slow status to an enemy with Rflect status	DarkForce
L.? Pearl	Pearl-elemental attack on all enemies whose levels are divisible by the first digit of the player's current GP figure	Critic, DarkForce, Dullahan, Innoc

Lore	Effect(s)	User(s)
Step Mine	Damages a single target in accordance with the formula: steps walked / 32	Bracosaur, Crawler, DarkForce, GreaseMnk, Intangir, Master Pug, Mesosaur, Pug, TombThumb
Force Field	Randomly nullifies certain attacks. Improves each time it is used.	DarkForce, Doom
Dischord	Reduces a target's level by 50%	Chaser, Crawler, DarkForce, Figaliz, IrnHitmn, Lizard, Pipsqueak, Scullion
Sour Mouth	Attempts to cause Mute, Imp, Poison, Dark, Sleep, and Muddled status on a single target	DarkForce, EvilOscar, MadOscar
Pep Up	Sacrifices the caster to restore an ally to maximum HP and MP as well as curing them of all negative status effects	DarkForce, Flan, Intangir, Junk, Muus
Rippler**	Swaps various status attributes with a single target	BlueDrgn, DarkForce, ReachFrog
Stone*	Causes damage to a single target and attempts to case Muddled status; if the caster's level is the same as that of the target, the damage is increased by a factor of 8	1 st Class, Brawler, DarkForce, Guardian, IronFist, Poppers
Quasar	Very powerful non-elemental attack on all enemies, ignorant of defence	DarkForce, Goddess
GrandTrain	Extremely strong non-elemental attack on all enemies, ignorant of defence	Hidon
Exploder	Sacrifices the caster's HP to damage a single target for an equal number of HP	Balloon, Bomb, DarkForce, Grenade, Junk, Pipsqueak, Repo Man, Scullion, Wart Puck

* Available by default.

** Can be dangerous, because it is plagued by glitches that swap the wrong things (e.g. Shadow's dog, Interceptor).

XII. RELM – Sketch/Control

When you select Relm's Sketch command in battle, she summons a temporary clone of a single target that will randomly use one of the target's attacks against random enemies and/or allies. Relm must Sketch each turn if the player wants to continue using enemy skills, since the Sketched dummy only lasts for the turn it is used in.

If, however, Relm is equipped with the FakeMustache, the Sketch command changes to a new command called Control. This allows Relm to control a single enemy's actions until either Relm or the target is defeated. Since this means that Relm can select from the enemy's attacks, Control can be used to trigger skills in battle that can be learned as Lores by Strago (provided he is in the party).

XIII. GOGO – Mimic/Skill Swap

Selecting Gogo's Mimic command in battle will cause him to exactly copy the last action taken by a party member, regardless of MP costs or inventory stocks. If, for example, Shadow Throws an item that the player only has one of, Gogo can endlessly Mimic this action and throw the item even though it is no longer in the inventory. Similarly, if the last action taken by the player was a double-cast Ultima (via Gem Box), Gogo can use Mimic to cast two Ultimas per turn, at no MP cost whatsoever.

If a character's turn is skipped, Gogo will Mimic the action taken by the character before him/her. This makes it possible to continuously use a chosen action over and over again by skipping the other party members' turns and having Gogo repeatedly Mimic.

Another interesting ability Gogo has is based in his Status screen in the main menu. While the Status screen usually lets the player see a character's stats, status and battle command list, Gogo's Status screen actually allows the player to select which battle commands Gogo can use. This is invaluable. The entire list of commands is available, including all character-specific special commands (such as SwdTech and Blitz). Mimic, however, cannot be removed from Gogo's command list.

XIV. UMARO – Sasquatch Rage

Once in battle, UmARO cannot be controlled by the player at all. He simply bludgeons random enemy targets with an infinite stream of physical attacks until his status prevents him from doing so.

However, there are two relics that only UmARO can equip. The Rage Ring beefs up his attacks by adding a second, more powerful ability to his string of random offenses that involves throwing another party member at an enemy. Similarly, the Blizzard Orb allows him to randomly cast a powerful Ice-elemental attack - at no MP cost.

4. CHARACTER STATISTICS

All characters (including enemies) have individual sets of statistics that relate to how well they perform in battle. The stats for playable characters can be viewed from the Status screen in the main menu.

One of the main ways in which FINAL FANTASY VI allows its players to customise the playable team is by boosting the base stats of each character to cater for their needs and/or tastes. Some stats are altered by equipping the character with weapons and armour (in the short term), while others are permanently changed via the use of certain Espers. In this section, I will deal mainly with the latter.

ESPER BONUSES

Other than in-battle Esper summonings and progressive magic-learning for all non-secret characters, Espers have another invaluable use: level-up bonuses. These allow the player to specialise or generalise the abilities of their characters as they see fit, by increasing the values for some of the standard character statistics.

If a character gains a level while equipped with an Esper that offers such a bonus, a specific stat for that character will be boosted by a set amount. Not all Espers have this added bonus; those that do have level-up information listed under their spell list in the Espers section of the Skills screen.

Level-up bonuses are as follows:

Esper	Stat bonus	Esper	Stat bonus	Esper	Stat bonus
Ramuh	Stamina +1	Phantom	MP +10%	Terrato	HP +30%
Siren	HP +10%	Bismark	Vigor +2	Starlet	Stamina +2
Stray	Mag. Pwr +1	Golem	Stamina +2	Bahamut	HP +50%
Ifrit	Vigor +1	ZoneSeek	Mag. Pwr +2	Odin	Speed +1
Maduin	Mag. Pwr +1	Fenrir	MP +30%	Crusader	MP +50%
Shoat	HP +10%	Tritoch	Mag. Pwr +2	Raiden	Vigor +2

The highlighted Espers/bonuses are the ones that are of greatest interest to the player, for reasons explained below. HP/MP boosts are generally a waste of a level-up, since both naturally increase with the characters' levels anyway.

WHAT THE STATS MEAN

Permanent Stats

These are the stats that can be permanently altered by Espers. They can also be altered in the short-term by equipment.

The maximum limit for permanent stats is 128, lower than that for temporary stats, since characters cannot exceed level 99.

VIGOR is a factor in the calculation that determines how much damage is dealt by a physical attack, usually triggered by the Fight command in battle. High Vigor = high physical strength.

Note: stat bonuses from equipment **cannot** boost Vigor above 128, so permanently boosting the Vigor stat up to the 128 maximum is a waste of time. Building any higher than 110 is generally pointless.

STAMINA was intended to act as a defence mechanism, but somewhere along the line its role became blurry. As it stands, the Stamina stat serves mainly to affect the rate of HP increase when the character is under the influence of the Regen status in battle or is wearing the Tintinabar relic in the field. As stats go, Stamina is the most useless. It can, however, protect from instant-death attacks to a certain degree.

SPEED determines how quickly the character reaches a new turn in battle. High Speed = more turns per battle. Only one Esper can boost Speed – Odin – and it can do so by only one point. In my opinion, boosting the Speed stat over Vigor or Mag. Pwr is a waste of a level, partially because of the low boost potential and partially because Speed does not affect the power of the characters' attacks.

MAG. PWR is a factor in the calculation that determines how much damage (or healing) is dealt by a magical attack, usually triggered by the Magic command in battle. High Mag. Pwr = high magical strength.

Note: in contrast with Vigor, stat bonuses from equipment **can** boost Mag. Pwr above the 128 level-imposed limit, so building Mag. Pwr all the way to 128 can be beneficial.

Temporary (equipment-altered) Stats

The maximum limit for these stats is 255.

BAT. PWR is another major factor in the physical damage calculation, working in conjunction with Vigor. This stat is changed mainly by the weapon(s) equipped by the character.

DEFENSE determines how much HP will be lost as a result of a physical attack, and is altered mainly by the character's equipped armour (including shields and helmets).

EVADE % was intended to determine how often the character would dodge physical attacks targeted at them. However, in the original version of the game, there is a notorious bug that results in the Evade % stat being completely redundant. This effectively means that the Dark status is also meaningless, since it works via a calculation involving the Evade % stat. This same bug is also present in the PlayStation port of the game, but was finally corrected for the Game Boy Advance port.

MAG. DEF determines how much HP will be lost as a result of a magical attack, and is altered mainly by the character's equipped armour (including shields and helmets).

MBLOCK % determines how often the character will block magical attacks targeted at them. However, this stat is tied into the same bug that affects Evade %: since Evade % is redundant, MBlock % also determines how often physical attacks will be evaded. So essentially, MBlock % is a universal evasion stat. In the Game Boy Advance port, this issue has been fixed due to the correction of the Evade % bug.

CHARACTER-SPECIFIC STRATEGY SUGGESTIONS

TERRA

Base stats:

Vigor	31
Speed	33
Stamina	28
Mag. Pwr	39

Terra is intended to be, for the most part, a Mage. If this is what you want her role to be, use ZoneSeek and/or Tritoch to boost her Mag. Pwr.

However, Terra is capable of being rather a formidable physical fighter. Most notably, she can equip the Atma Weapon, which increases in power as the user's HP increases. For this reason, it would be wise to boost her Vigor as well, although I certainly wouldn't recommend specialising her as a physical fighter.

LOCKE

Base stats:

Vigor	37
Speed	40
Stamina	31
Mag. Pwr	28

Locke is not especially gifted in either the Vigor or Mag. Pwr department. However, his inherent "job class" is that of a Thief, despite his objections to the term. The Steal command relies mainly on Locke's level, not on any of the above statistics. However, since his secondary purpose is physical combat (as is supported by the Capture command), I recommend boosting his Vigor.

On top of this, if you plan to use Locke as a super-imp on a permanent basis (as described towards the end of the main walkthrough) his physical strength is of paramount importance.

CYAN

Base stats:	Vigor	40
	Speed	28
	Stamina	33
	Mag. Pwr	25

Cyan is a Knight. Knights are physical warriors. Boost his Vigor to the heavens.

SHADOW

Base stats:	Vigor	39
	Speed	38
	Stamina	30
	Mag. Pwr	33

Essentially a Ninja, Shadow is mainly a physical fighter. However, the elemental skeans he can use with the Throw command rely on Mag. Pwr rather than Vigor. It would be wise to boost both, with Vigor taking precedence.

EDGAR

Base stats:	Vigor	39
	Speed	30
	Stamina	34
	Mag. Pwr	29

Like Cyan, Edgar is basically a Knight, as evidenced by his heightened Vigor (although his tendency to use spears is more reminiscent of the Dragoon). However, like Shadow, his special skills incorporate the Mag. Pwr stat as well: the Flash and Bio Blaster Tools are magic-based. While not necessarily crucial, it is perhaps wise to even out Edgar's physical and magical stats in order to allow for a multi-enemy physical attack (AutoCrossbow) as well as a roughly equal-strength magical attack (Flash). This means that Edgar can respond to imbalances in an enemy's defences: if an enemy has low Defense, use AutoCrossbow; if it has lower Mag. Def, use Flash.

Edgar is capable of equipping the best weapons in the game, most notably the fabled Illumina sword. Since Edgar has access to Flash and Bio Blast, you may find (even late in the game, if you keep his stats boosted) that there is little need for him to spend MP on standard magic attacks. This makes him the perfect candidate for the Illumina, which spends MP to ensure critical hits with physical attacks and randomly casts the powerful Pearl spell. The only other characters capable of equipping Illumina are Locke, Terra, and Celes; spending your Mages' precious MP is never a good idea.

SABIN

Base stats:	Vigor	47
	Speed	37
	Stamina	39
	Mag. Pwr	28

Sabin has more in common with his brother than physical appearance. While Sabin is, and will most probably remain, the strongest physical attacker available to the player, his Blitz techniques rely much more on his Mag. Pwr than on his Vigor. Even the ones that look like physical attacks... yes, that includes Bum Rush.

Like the Monk of earlier Final Fantasys, Sabin can use healing techniques that don't necessarily cost him MP. These Blitzes (Mantra and Spiraler) are entirely reliant on Mag. Pwr. But this isn't the main reason for which I suggest boosting Sabin's magic stat: ALL of his more useful Blitzes use Mag. Pwr instead of Vigor. The only two Blitzes that use Vigor are Pummel and Suplex.

CELES

Base stats:

Vigor	34
Speed	34
Stamina	31
Mag. Pwr	36

Celes may be an ex-General, but she's a Mage at heart. Boost her Mag. Pwr, whilst bearing in mind that she can equip the game's best weaponry and boosting her Vigor a little as well.

SETZER

Base stats:

Vigor	36
Speed	32
Stamina	32
Mag. Pwr	29

This guy is perfectly cast as a gambler; using him is always a gamble in itself. He can be a very powerful physical offender when equipped with Dice and/or Fixed Dice, but the results are unpredictable since they rely on a fairly random outcome.

It is for this reason that I suggest turning Setzer into a magic-user. Although his base stats do not lean this way, it's easily changed.

MOG

Base stats:

Vigor	29
Speed	36
Stamina	26
Mag. Pwr	35

Mog starts off as a rather powerful character, if you get him at the earliest opportunity. However, later on, he becomes less useful as a fighter as his weapons reveal themselves to be something of a disadvantage. I'd recommend making him a Mage. You can boost Vigor a bit if you like, but I don't think it's really worth it.

GAU

Base stats:

Vigor	44
Speed	38
Stamina	36
Mag. Pwr	34

Since the majority of the special attacks built into Gau's Rage techniques are magic-based, it makes sense to boost his Mag. Pwr. However, he does have some terrifyingly powerful physical Rages too (Stray Cat being the main one), so a Vigor boost would also be very welcome.

STRAGO

Base stats:	Vigor	28
	Speed	25
	Stamina	19
	Mag. Pwr	34

This guy's a Mage. There're really no two ways about it. None of his Lores rely on Vigor, and his weapons are consistently weak.

RELM

Base stats:	Vigor	26
	Speed	34
	Stamina	22
	Mag. Pwr	44

Like her grandpaw, Relm is never gonna be a musclebound monstrosity. Boost her Mag. Pwr... it'll go through the roof in no time, and she can easily turn into your best Mage by miles.

GOGO

Base stats:	Vigor	25
	Speed	35
	Stamina	20
	Mag. Pwr	26

Gogo can't equip Espers, therefore you cannot boost his permanent stats. As a result, he may eventually become redundant, no matter how adaptable his skill set is.

UMARO

Base stats:	Vigor	62
	Speed	33
	Stamina	46
	Mag. Pwr	37

Like his fellow secret character Gogo, Umario cannot equip Espers and so you cannot boost his stats. He starts off as a terror-inspiring freight train of colossal power, but may eventually become one of your least useful characters.

iv. AFTERWORD

Well, folks, I hope that was as helpful for you as it will surely be for me. Yes, that's right: I created this document for ME, the solitary perfectionist that I am. How truly selfish.

If you've got any feedback, let me hear it at xandermac05@gmail.com and I'll try to respond (where suitable) as soon as possible. I'm keen to improve this guide in any way possible, so even if it's just a stupid typo or a monster's name I spelled wrongly, don't hesitate to let me know. And if you send me hate mail, I'll burn your house. Note to homeless readers: an alternative method of punishment will be arranged due to your exceptional circumstances.

Before I leave you to ponder my sanity (or, indeed, lack of it) I must thank a few people, many of whom I've never met in my life. So here goes.

Thanks to:

- **Chad Cook of Figaro Castle**, for kindly letting me use both of his world maps in this guide.
- **Everybody who wrote FINAL FANTASY VI game guides that I later used or stole from** (see the **References** section below), for obvious reasons. **Corundum's** treasure checklist, in particular, was easily the single most useful resource during the creation of this guide.
- **All at Square Enix (including those from the Squaresoft days)**, for conceiving some of the best games in existence.

Extra-special seksi-thanks to:

- **Nobuo Uematsu**, for composing some of my favourite music of all time.
- **Testsuya Nomura** and **Yoshitaka Amano**, for creating some terribly wonderful characters, as well as some wonderfully terrible ones.
- **Whoever keeps making a complete twat of the English translations of the Final Fantasy games** (I refuse to believe it's more than one person). This guy are sick. He makes my life complete.
- **A-Jenova**, for making the best web video ever.
- **Jenova-BITCH**, for pretending to care about this project while it was originally in progress and giving it its first test drive.
- **Sir Skedalot**, for actually acknowledging that Final Fantasy IX is a great game.
- **Gruntus Maximus**, for eventually deciding to give some Uematsu a go. And also for having a supreme hairdo.
- **Master Heartless**, for sticking around.
- **Batman**, for being awesome.

v. REFERENCES

My motive in creating this walkthrough was the fact that I couldn't find one anywhere that dealt with the finer details of the game in a definitive way whilst remaining user-friendly and easy to navigate. However, although I couldn't locate a guide that was as suitable as I would like, I did find a number of resources that were useful when used in conjunction with each other:

Caves Of Narshe's Final Fantasy VI walkthrough (<http://www.cavesofnarshe.com/ff6/walkthrough.php>, written by **Darrk Phoenix**) and boss data section (<http://www.cavesofnarshe.com/ff6/enemies.php?type=bosses>);

Chad Cook's partial Final Fantasy VI walkthrough (<http://figarocastle.homemade-websites.com/ff6/walkthrough.php>),
... world maps, as seen above (<http://figarocastle.homemade-websites.com/ff6/maps.php>)
... Lore guide (<http://figarocastle.homemade-websites.com/ff6/lores.php>)
... Colosseum wagers list (<http://figarocastle.homemade-websites.com/ff6/coliseum.php>)
... and Steal suggestions (<http://figarocastle.homemade-websites.com/ff6/stealingguide.php>);

Corundum's Final Fantasy VI Treasure Checklist (<http://www.gamefaqs.com/console/psx/file/197336/40362>);

Djibriel's Final Fantasy VI Rage Guide (<http://www.gamefaqs.com/console/psx/file/562865/35118>).

vi. VERSION HISTORY

The newest version of this guide will always be available at www.xandermac05.homecall.co.uk/ff6

1.0.3 (December 21st, 2007) – Disclaimer permissions updated; sent in to the [Final Fantasy Compendium](#).

1.0.2 (December 20th, 2007) – More minor tweaks; Disclaimer further improved. Uploaded to www.xandermac05.homecall.co.uk/ff6.

1.0.1 (December 19th, 2007) – Minor tweaks, numerous enough to merit a new upload; improved Disclaimer, numbered pages, re-spaced accordingly.

1.0.0 (November 24th to December 19th, 2007) – First complete draft written and uploaded to MediaFire.

vii. DISCLAIMER

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