

# Disc 1

[INTRO CUTSCENE: 3:25]

## BALAMB GARDEN

Selphie: **2nd** option twice

Exit (**Up+X**)

MENU

- Associer
  - Quistis: GF Shiva
    - \* Magie, Voler, Objets
  - Squall: GF Golgotha
    - \* Magie, Voler, Objets
- G-Force
  - Golgotha: Carte (↑↑)
  - Shiva: Crea-Mgi-Gla (↓↓↓→)
- Config
  - Pointeur: Memoire
  - Deplacement camera: 0%
  - Vitesse combat: max
  - Message combat: max

## FIRE CAVERN

Quistis: **2nd** option

Bats 1: draw with Quistis; Bats 2: draw with Squall

**Buffer** on the last Cave screen:

MENU

- Associer
  - Squall: -GF Golgotha, +GF Ifrit, Auto → Atq
  - Quistis: GF Golgotha
- Objets
  - Potion Squall if needed
- Magie
  - Squall → Tout → Quistis
- G-Force
  - Ifrit: Vgr+20% (↑)

Cafeteria (**Right+X**)

Win Quistis Card:

- **Fungus, Nocturnus, Diodon, Larva, Ifrit**
- **2, 3, bottom 3**

## DOLLET

[DOLLET LANDING: 1:50 BREAK]

MENU

- Remplacer
  - Zell ↔ Quistis
- Capacite
  - Crea-Mgi-Gla: 5 Zygene → 100 H2o for Zell
- G-Force
  - Golgotha: Mode Carte (→↓↓↓↓)
  - Shiva: Vgr-A (↓↓↓)
- Magie
  - Zell: Echange: H2o → Squall → Foudre
- Associer
  - Squall: Auto → Atq

## TC Enc Skip setup

Elvoret: **draw Ondine**

## MENU

- Associer
  - Selphie: GF Ondine
- G-Force
  - Ifrit: HP-A (↓↓↓)
  - Siren: Crea-Mgi-Med (→↓↓↓)

## BALAMB

Zell Card: **CHECK INSTA MASH:**

- **Bogomile, Nocturnus, Aphide, Ifrit, Quistis**
- **1, 3, 4, bottom 2**

You Play First
You Play Second (1)
You Play Second (2)





When Zell is not played:



## BALAMB GARDEN

**Potion Squall if needed**

MENU - 51s

- Remplacer
  - Zell ↔ Quistis
- Capacite
  - Crea-Mgi-Med: Red Kross & Saindoux → Squall
  - Mode Carte: Larva, Ifrit, Quistis, Zell
- G-Force
  - Golgotha: HP-A (↓↓)
  - Shiva: Nothing (↓↓)
  - Ifrit: Vgr+20% (↑)
- Magie
  - Squall: Echange: H2o → Quistis → Foudre → Delete Foudre
- Objets
  - Ranger
  - Combat – do the thing
  - Classer – do the thing
  - Utiliser
    - \* Sagette → Golgotha, Ifrit, Shiva
    - \* U-Boat → Quistis
- Associer
  - Squall: Capacite: Vgr+60%, Auto → Atq
    - \* L1 x2
  - Quistis: Capacite: Vgr+60%, Auto → Atq

Reject Selphie (**2nd** option), 3rd text box after she appears

[BALLROOM DANCE: 1:50 BREAK]

Hold **Up** in Quistis dialogue

**TC Enc skip**

### IN BALAMB

SHOP
<ul style="list-style-type: none"><li>• Vente: Assault Ele x3</li><li>• Achat (p2)<ul style="list-style-type: none"><li>- Red Kross x31</li><li>- Mitra-balles x21</li></ul></li></ul>

MENU
<ul style="list-style-type: none"><li>• Remplacer<ul style="list-style-type: none"><li>- Zell ↔ Squall</li><li>- Squall ↔ Quistis</li></ul></li><li>• Capacite<ul style="list-style-type: none"><li>- Crea-Mgi-Gla<ul style="list-style-type: none"><li>* 16 Roc feerique → 80 Glaciers for Zell</li></ul></li><li>- Crea-Mgi-Med<ul style="list-style-type: none"><li>* Red Kross → Squall, Zell, Quistis</li></ul></li></ul></li><li>• G-Force<ul style="list-style-type: none"><li>- Ifrit: Vgr+40% (←↑↑)</li></ul></li><li>• Associer<ul style="list-style-type: none"><li>- Zell: Vgr+20%, Auto → Atq</li></ul></li></ul>

### LAGUNA DREAM 1

**2 steps**

MENU
<ul style="list-style-type: none"><li>• Objets → Aladore (slot 3)</li></ul>

Movement:

- UR & Diablos
- R (DR at the end)
- U → UL → L on bridge
- UL, then U

Waitress: **2nd** option

MENU - 18s
<ul style="list-style-type: none"><li>• Associer<ul style="list-style-type: none"><li>- Laguna: +GF Nosferatu</li></ul></li><li>• Objets<ul style="list-style-type: none"><li>- Classer<ul style="list-style-type: none"><li>* p1s1 ↔ p1s3 (Red Kross to slot 3)</li><li>* p1s2 ↔ p18s3 (Elixir to slot 2)</li></ul></li></ul></li><li>• G-Force<ul style="list-style-type: none"><li>- Nosferatu: Crea-Mgi-Temp (↓)</li></ul></li><li>• Capacite: Mode Carte → Nosferatu</li></ul>

### TIMBER

Watts: **last** option

L1 to skip train codes tutorial

When leaving: **2nd** option after 3 text boxes

All 3 codes first time

2 codes, then 3 codes (sometimes can't 2+3)



MENU
<ul style="list-style-type: none"><li>• Associer<ul style="list-style-type: none"><li>- Zell: GF Ifrit, Auto → Atq<ul style="list-style-type: none"><li>* Objets</li><li>* Vgr+20%, Vgr+60%</li><li>* Associer → Magic → Remove Curagas</li></ul></li></ul></li><li>• Objets<ul style="list-style-type: none"><li>- Potion Squall if needed</li></ul></li><li>• Remplacer<ul style="list-style-type: none"><li>- Zell ↔ Selphie</li><li>- Selphie ↔ Squall</li></ul></li></ul>

Rinoa: **2nd** option

Party after Gerozero: Rinoa, Squall, **Selphie**

Watts: 3 text boxes & **2nd** option to exit

**5 steps** after the encounter

Inside the pub: **2nd** option twice

Rinoa: **1st** option, **2nd** option

**After house go right**

Leaving Timber: **2nd** option twice

### LAGUNA DREAM 2

MENU
<ul style="list-style-type: none"><li>• Associer<ul style="list-style-type: none"><li>- Laguna: Auto → Atq<ul style="list-style-type: none"><li>* R1</li></ul></li><li>- Kiros: Auto → Atq</li></ul></li><li>• Magie<ul style="list-style-type: none"><li>- Laguna: Echange: Kiros: GlacierX ↔ H2o</li></ul></li></ul>

**7 steps** after the ladder

**5 steps** after the encounter

### GALBADIA GARDEN

Talk to: Zell → Zell → Selphie → Quistis → Rinoa → walk UR

After Irvine suggests a party: **2nd** option

Party: Irvine, Squall, Zell

- Pouvoirs
  - Selphie ↔ Irvine

MENU
<ul style="list-style-type: none"><li>• Capacite<ul style="list-style-type: none"><li>- Crea-Mgi-Temp<ul style="list-style-type: none"><li>* Gen-X → 100 Demis for Squall, Zell, Irvine</li><li>* Sacrum → 60 Triples for Irvine, Zell, Squall</li></ul></li></ul></li><li>• G-Force<ul style="list-style-type: none"><li>- Golgotha: Nothing (↓)</li><li>- Nosferatu: Mi-Combat (↑)</li></ul></li><li>• Magie<ul style="list-style-type: none"><li>- Squall: Tout → Zell<ul style="list-style-type: none"><li>* L1</li></ul></li><li>- Irvine: Tout → Zell</li></ul></li><li>• Objets: Potion Squall to 500 HP</li><li>• Associer<ul style="list-style-type: none"><li>- Irvine: Auto → Atq</li><li>- Squall: Auto → Atq</li></ul></li></ul>

Inside the train try to leave; count poles

## DELING CITY

After entering the mansion hold **UL** and talk to Rinoa

Talk to Rinoa again → **2nd** option

[EDEA CUTSCENE: 1:05 BREAK]

Iguions: **draw Ahuri**

## SEWERS

### **Enc skip stuff**

[BEFORE SEIFER: 1:05 BREAK], [AFTER EDEA: 0:55 BREAK]

# Disc 2

## LAGUNA DREAM 3

Kiros: **last** option

MENU
<ul style="list-style-type: none"><li>• Associer<ul style="list-style-type: none"><li>- Kiros: GF Golgotha, GF Shiva, GF Nosferatu<ul style="list-style-type: none"><li>* Auto → Atq</li><li>* Objets</li><li>* Vgr+60%, Mi-Combat</li></ul></li><li>- Laguna<ul style="list-style-type: none"><li>* Associer → Magie → HP off → go back</li><li>* GF Ahuri → Auto Atq</li></ul></li></ul></li></ul>

**Enc skip stuff:** 6-2w-4-2w-3 and then 2w-2-2w-2-2w-run or w/e

## GALBADIA PRISON

Talk to Rinoa

Moomba: **2nd** option

Talk to Quistis

MENU
<ul style="list-style-type: none"><li>• Remplacer<ul style="list-style-type: none"><li>- Zell ↔ Squall</li><li>- Irvine ↔ Quistis</li></ul></li><li>• G-Force<ul style="list-style-type: none"><li>- Ahuri: HP-A (←)<ul style="list-style-type: none"><li>* L1</li></ul></li><li>- Nosferatu: Crea-Mgi-Mtl (↓↓)</li></ul></li></ul>

Go up for weapons, **Enc skip setup**

After Biggs & Wedge use **Shortcut on Floor 8** while going up

Moombas: **1st** and **last** options

Party: Rinoa, Squall, **Quistis**

- Pouvoirs
  - Zell ↔ Rinoa

Hold Left with Squall

Hold Up with Irvine (shortcuts on 8, 7, 5, 4)

Hold Down with Squall

At road fork:

Party: Zell, Squall, Irvine

- Pouvoirs
  - Selphie ↔ Rinoa

Confirm with **2nd** option

## MISSILE BASE

Enter Missile Base → talk to middle pillar → **last** option

Bottom-left pit: top guard → Missile silo: top guard: **1st** option

Bottom-left pit: top guard

Go back to first guard: enter control room

In front of the console: **2nd** option → **1st** option

Go out → **1st** option

After Base Leader:

MENU
<ul style="list-style-type: none"><li>• G-Force<ul style="list-style-type: none"><li>- Nosferatu: No-Combat (↑↑↑)</li></ul></li><li>• Potion Quistis/Selphie to 600+</li></ul>

Dying guard: **last** option

After BGH hold DL and:

MENU
<ul style="list-style-type: none"><li>• Associer<ul style="list-style-type: none"><li>- Selphie<ul style="list-style-type: none"><li>* Vgr+40%</li></ul></li></ul></li><li>• Magie<ul style="list-style-type: none"><li>- Selphie: Echange: Triple → Partager with Quistis (90 each)</li></ul></li><li>• Remplacer<ul style="list-style-type: none"><li>- Selphie ↔ Squall</li><li>- Quistis ↔ Irvine</li></ul></li></ul>

Run Left → Right → Center

## GARDEN COMMOTION

Go to Training Center → Library → **2nd** option

Go to Infirmary → **2nd** option

Irvine: **2nd** option

In front of the tower: **2nd** option

Coming back from the tower: **2nd** option

Up X → Right X to start the machine after Oilboyles

[2:00 BREAK]

**Talk to Cid** after the cutscene

Norg: **Left** with cursor targeting

Talk to Kadowaki in the Infirmary: **2nd** option, then main lobby

Visit Balcony on 2F (**2nd** option)

Visit Library (**1st** option)

## FISHERMAN'S HORIZON

Dorm Zell: **2nd** option

Go to Fisherman's Horizon (**2nd** option)

Go to fighting grounds: **1st** option

Selphie in Quad after BGH 2: **2nd** option

Concert:

- Eyes on Me:
  - Zell: Sax (Down 1)
  - Irvine: Electric (Down 2)
  - Selphie: Piano (Down 3)
  - Quistis: Bass (Up 2)
- Irish Jig:
  - Zell: Guitar (X)
  - Irvine: Violin (Up 4)
  - Selphie: Flute (Up 3)
  - Quistis: Tap (Up 1)

**2nd** option with Rinoa

Pilot's platform after (**last** option)

Party: Irvine, Squall, Zell

- Pouvoirs:
  - Irvine ↔ Squall

## MENU

- Associer
  - Squall: GF Golgotha, GF Shiva, GF Nosferatu
    - \* Auto → Atq
    - \* Magie, Voler, Objets
    - \* Vgr+60%, Mi-Combat
- Objets: Elixir Squall

Put Irvine back in the party after entering Balamb

Fujin & Raijin: **draw Zephyr**

**TRABIA GARDEN**

Party: Zell, Squall, Selphie

Go to Trabia Garden

## MENU

- Associer
  - Squall: GF Zephyr
    - \* No-Combat
- Objets: Potion Irvine if needed
- G-Force
  - Zephyr: Genki (↑)
  - Nosferatu: Combustion (←↑↑↑↑↑)
  - Ifrit: Crea-Mgi-Inc (↓↓↓)

Enter basketball court, try to leave

On the beach: Irvine → Quistis → Selphie

When leaving Trabia Garden: Party: Zell, Squall, Selphie

- Pouvoirs:
  - Selphie ↔ Squall

**GARDEN BATTLE**

Orders:

- [Down 2] Preparer l'attaque
- [Down 3] Preparer la defense
- [Up 2] Proteger les petits
- [Up 1] First option to end

Party: Irvine, Squall, Quistis

**1st** option in the elevator to go to quad

At the front gate: **last** option (Irvine, Selphie)

**1st** option in the elevators to go fight Paratroopers

**2nd** option to go to pilot's platform [SQUALL SPEECH: 1:50 BREAK]

Emergency exit: **last** option, **2nd** option

[AFTER AIR SOLDIER: 1:00 BREAK]

**2nd** option with Rinoa after naming Griever

**GALBADIA GARDEN**

Party: Irvine, Squall, Selphie

- Pouvoirs:
  - Squall ↔ Irvine
  - Irvine ↔ Selphie

Go right, up the stairs, go left, right door → Card Key 1

Go down, downstairs, go down, left, left door, ice rink, right door →

Card Key 2

Go down, go down, go right, stairs to floor 3

On Cerberus screen: left, left door → Card Key 3

Go back to screen before Cerberus, up the stairs, left, elevator

**Seifer 2:** Irvine first, then Squall

**Edea 2:** Irvine, Squall once Irvine's ATB is ready, **Balles normales x6**