

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

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

LAGUNA DREAM 1

2 steps

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

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

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

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

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

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

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

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

Dying guard: **last** option

After BGH hold DL and:

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

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**