

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

IN BALAMB

SHOP

- Vente: Assault Ele x3
- Achat (p2)
 - Red Kross x31
 - Mitra-balles x21

MENU

- Remplacer
 - Zell ↔ Squall
 - Squall ↔ Quistis
- Capacite
 - Crea-Mgi-Gla
 - * 16 Roc feerique → 80 Glaciers for Zell
 - Crea-Mgi-Med
 - * Red Kross → Squall, Zell, Quistis
- G-Force
 - Ifrit: Vgr+40% ()
- Associer
 - Zell: Vgr+20%, Auto → Atq

LAGUNA DREAM 1

2 steps

MENU

- 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

- Associer
 - Laguna: +GF Nosferatu
- Objets
 - Classer
 - * p1s1 ↔ p1s3 (Red Kross to slot 3)
 - * p1s2 ↔ p18s3 (Elixir to slot 2)
- G-Force
 - 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

- Associer
 - Zell: GF Ifrit, Auto → Atq
 - * Objets
 - * Vgr+20%, Vgr+60%
 - * Associer → Magic → Remove Curagas
- Objets
 - Potion Squall if needed
- Remplacer
 - 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

- Associer
 - Laguna: Auto → Atq
 - * R1
 - Kiros: Auto → Atq
- Magie
 - 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

- Capacite
 - Crea-Mgi-Temp
 - * Gen-X → 100 Demis for Squall, Zell, Irvine
 - * Sacrum → 60 Triples for Irvine, Zell, Squall
- G-Force
 - Golgotha: Nothing ()
 - Nosferatu: Mi-Combat ()
- Magie
 - Squall: Tout → Zell
 - * L1
 - Irvine: Tout → Zell
- Objets: Potion Squall to 500 HP
- Associer
 - 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

