Final Fantasy V Any% Glitchless BS1A

by Tojju



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Acknowledgements

Giru (ギル), Zinfogel, MrTyton

World One

Onfig **Onfig** **Onfig** **O(1)** Bat.Mode: Active (アクティヴ)* **O(2)** Bat.Speed: 1* **O(3)** Msg.Speed: 1* **O(4)* Cmd.Set: Short (たんしゆく)* **O(7)** Cursor: Memory (きおく)* **O(8)** Reequip: Empty (すべてはずす)* **Goblin x2** **Round 1 (Onward)* **OBartz: Fight** 1. Name Bartz "あ": (↓)(A)(↑)(2→)(A) **Goblin x2 (x2)**

2. Enter the cave

• Round 1 (Onward)
• Bartz: Fight

3. Deny the pirate when he offers to help (2nd)

Wind Shrine

```
White Snake (5 EXP)

• Don't flee buffer
• Round 1
• Faris: Fight
```

 ${\bf 1}. \ \ {\bf Grab \ the \ } {\bf Broadsword} \ \ {\bf next \ to \ the \ hidden \ passage}$

After Getting the First Set of Jobs

```
    Job

            Faris: Black Mage (3←)
            Bartz: Thief (2→) Optimize
            Lenna: Blue Mage (2←) Optimize
            Galuf: Blue Mage (2←) Optimize
```

2. Exit via the newly opened passage

3. Deny the chocobo when he offers to help (2nd)

Wind Shrine Encounter

Any single enemy encounter will suffice

Tule

- 1. Head to the Beginner's House
- 2. Grab the following chests: Tent, Potion, Ether, Phoenix Down, and 100 Gil
- 3. Head upstairs and open the monster chest

● Round 1 (Onwards) • Bartz: Fight → Bartz • Lenna: Fight → Bartz • Blank: slot 1 + 3 ボーション : 4 フェニックスのお: 2 フェニックスのお: 2 ・サイフ : 1 エーテル : 1 ・ Wait until he uses Goblin Punch • Galuf: Fight

- 4. Head to Zokk's house
- 5. You can optionally grab the Tent in the crate next to the bridge
- 6. Grab the Potion in the barrel
- 7. Grab the Phoenix Down in the bush behind the house
- 8. Head to the Magic Shop after the cutscenes

Tule Magic Shop • Buy ○ (1) Fire (ファイア) ○ (3) Bolt (サンダー) ○ (4) Cure (ケアル)

9. Reminder that you can dash with the ship

```
● Job  

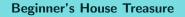
Galuf: Black Mage (3←)
Lenna: Black Mage (3←)
Bartz: Black Mage (3←)

● Row  

Everyone: Backrow
```

Karlabos

```
• Round 1 (Onwards)
• Everyone: Black (\langle 3 \sharp \& 7 \rangle \rightarrow Bolt (# \vee \% -)
```





Menu Here



Shipyard

- 1. Grab the 990 Gil in the crate with the skull
- 2. In this room, take the bottom door
- 3. Grab the Potion in the chest on the broken floor (right side)

```
    Round 1

            Faris: Defend
            Everyone: Blue (あおまほう) → Goblin Punch (ゴブリンパンチ)

    Round 2

            Be careful if she used Haste
            Faris: Wait

                    If Siren kills someone → Phoenix Down (フェニックスの尾)
                    Otherwise → Defend
                    Everyone: Blue (あおまほう) → Goblin Punch (ゴブリンパンチ)
```

North Mountain

- 1. You can use a Tent during the upcoming menu to save a Phoenix Down if necessary
- 2. Head to Carwen first
- 3. Grab the hidden Ice Rod
- 4. Make your way to North Mountain

Before Entering North Mountain

```
    • Item
    ○ Potion (ポーション): If necessary
    • Job
    ○ Bartz: Black Mage (3←)
    ○ Lenna: Black Mage (3←)
```

5. Fight one encounter

```
    Pon't flee buffer
    Round 1

            Faris: Defend
            (Hold R+A)
            Lenna: Black (くろまほう) → Fire (ファイア) → RockGarter
            (←)(3A)
            Galuf: Defend
            (Hold R+A)
            Bartz: Black (くろまほう) → Fire (ファイア) → RockGarter
            (←)(3A)
```

GalaCat

- Don't flee buffer
- Round 1

```
o Faris: Item → Equip Dagger (ダガー) → Fight → GalaCat o Lenna: Black (くろまほう) → Fire (ファイア) → GalaCat
```

- o Only need one more attack from here
- o Galuf: Blue (あおまほう) → Goblin Punch (ゴブリンパンチ) → GalaCat
- o Bartz: Black (くろまほう) → Fire (ファイア) → GalaCat

GalaCat & RockGarter x2

- Don't flee buffer
- Round 1

```
\circ Faris: Item \rightarrow Equip Dagger (\mathcal{I}\mathcal{I}\mathcal{I}) \rightarrow Fight \rightarrow GalaCat
```

- o Lenna: Black (くろまほう) → Fire (ファイア) → All
- o Galuf: Blue (あおまほう) → Goblin Punch (ゴブリンパンチ) → GalaCat
- o Bartz: Black (くろまほう) → Fire (ファイア) → All

Blocks x2 & RockGarter x2

- Don't flee buffer
- Round 1
 - o Faris: Defend
 - o Lenna: Black (くろまほう) → Bolt (サンダー) → All
 - o Galuf: Defend
 - o Bartz: Black (くろまほう) → Fire (ファイア) → RockGarter
- Round 2
 - o Faris: Defend
 - Lenna: Black (くろまほう) → Fire (ファイア) → RockGarter

```
● During Her Opening Attack

• Ice Rod: slot 1 → Knife: slot 3

「こうなりのロッド 1 ポーション : 61 フェニックスのお: 3 ネブロンズアーマー: 1 フェニックスのお: 3 ネヴガー : 1

• If Magisa Kills Faris

• Bartz: Item → Phoenix Down (フェニックスの尾) → Faris

• Galuf: Item → Equip Ice Rod (こおりのロッド) → Break

• If Magisa Kills Anyone Else

• Faris: Item → Phoenix Down (フェニックスの尾) → Whoever died

• Anyone: Item → Equip Knife (ナイフ) → Fight → Whoever died

• Anyone: Item → Equip Ice Rod (こおりのロッド) → Break
```

Walse

1. Fly to Walse Castle

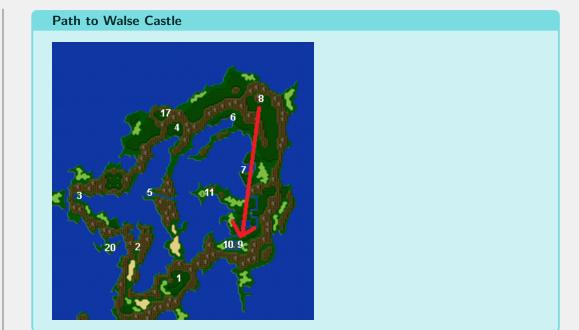
- 2. You can optionally loot the castle storage room for a Tent, 490 Gil, and a Phoenix Down
- 3. Enter the throne room
- 4. Head northwest to Walse Tower
- 5. Grab the Ether in the bottom right corner on the last floor

After Entering the Wind Crystal Shrine

- Job
 - o Faris: Knight (A)
 - ∘ Galuf: Blue Mage (2←) Optimize
 - ∘ Lenna: Blue Mage (2←) Optimize
 - o Bartz: Blue Mage (2←) Optimize
- <u>Item</u>
 - o Potion (ポーション): Faris (twice)

Garula

- Round 1 (Onwards)
 - o Faris: Guard (まもる)
 - 。 Everyone Else: Blue (あおまほう) → Goblin Punch (ゴブリンパンチ)





Before Picking Up the Crystals • Job • Bartz: Thief (2→) !Black (くろまほう) Optimize

Karnak

- 1. Make your way to Karnak
- 2. Head to the Armory

```
● <u>Sell</u>

○ <u>Everything Except</u>

* Tent (テント)

* Knife (ナイフ)

* Phoenix Down (フェニックスの尾)

* Potion (ポーション)

● <u>Buy</u>

○ (5) Ice Rod (こおりのロッド) x1
```

- 3. Exit the castle
- 4. Return to the Armory

```
Karnak Armory

■ <u>Buy</u>
□ (5) Ice Rod (こおりのロッド) x5
```

5. Enter the steamship

Steamship

```
* Item ○ Antidote (とくけし): Faris ○ Potion (ボーション): Faris (twice) ○ Ensure Ice Rod is slot 1

*** こうけん *** こうまり ** こうまり *** こうまり
```

1. Grab the Phoenix Down by the world map

```
    Karnak Item Shop
    Buy ○ (2) Antidote (とくけし) x1
```

```
Defeater x2 and CrewDust x2 (186 EXP)

• Don't flee buffer
• You need to do inputs FAST
• Round 1
• Bartz: Fight → Galuf
(A)(→)(A)
• Faris: Defend
(Hold R+A)
• Lenna: Item → Equip Ice Rod (こおりのロッド) → Break
(↓)(2A)(↑)(3A)
```

2. Grab the Elixir before entering the boss room

```
    Job

            Lenna: Time Mage (↓) Optimize
            Faris: Red Mage (2←) Optimize

    Magic

            Faris: Cure (ケアル) → All to full
```

```
Liquid Flame

• Round 1

• Bartz: Item → Equip Knife (ナイフ) → Defend

• Faris: Item → Ice Rod (こおりのロッド) → Break

• Round 2 (Hand)

• Lenna: Defend

• Bartz: Fight

• Faris:

* If Lenna or Bartz died: Item → Phoenix Down (フェニックスの尾)

* Otherwise: Item → Equip Ice Rod (こおりのロッド) → Break

• Round 2 (Tornado)

• Lenna: Item → Ice Rod (こおりのロッド) → Break
```

Steamship Encounter Options Any four-enemy encounter without Poltergeists will suffice

Karnak Escape

- 1. Use the pot to heal to full HP
- 2. Grab the 2000 Gil chest in the cell
- 3. Grab these two 2000 Gil chests in the upstairs rooms

```
    Round 1
    Bartz: Defend
    Faris: Item → Equip Ice Rod (こおりのロッド) → Break
    Don't queue the second Ice Rod until the Karnaks die
    Lenna: Item → Ice Rod (こおりのロッド) → Break
```

- 4. Head back to Karnak
- 5. Enter the magic shop

```
    Karnak Magic Shop
    Buy (Left Wizard)

            (2) Life (レイズ)
```

6. Take the left door to the armory



```
Left Side
Buy

(6) Silk Robe (シルクのローブ) x1

Right Side
Buy

(1) Mythril Knife (ミスリルナイフ) x1
(4) Fire Rod (ほのおのロッド) x2
(5) Ice Rod (こおりのロッド) x1
(6) Thunder Rod (いかづのロッド) x2
```

Ancient Library

- 1. Make your way to the Ancient Library
- 2. If you need emergency healing you can use the left pot in the northern room

```
| Frit | Found 1 | O Bartz: Wait | # If Ifrit kills Lenna/Faris: Item → Phoenix Down (フェニックスの尾) | # If Ifrit uses Flame: Defend | O Anyone: | # If Bartz died: Item → Phoenix Down (フェニックスの尾) | # Otherwise: Item → Equip Ice Rod (こおりのロッド) → Break | O Anyone: Item → Equip Ice Rod (こおりのロッド) → Break | O Anyone: Item → Equip Ice Rod (こおりのロッド) → Break | O Anyone: Item → Equip Ice Rod (こおりのロッド) | O Break | O Bartz: Wait | Wa
```

- 3. Grab the Stealth Robe in the downstairs library room
- 4. Grab the Phoenix Down in the dark room chest

After Byblos Job Faris: Ninja (3→) Stealth Robe (しのびのころも) Lenna: Mediator (3←) !Black (くろまほう)

Page 64 • Don't flee buffer • Round 1 • Faris: Throw (なげる) → Broadsword (ブロードソード) • Bartz: Defend • Lenna: Black (くろまほう) → Fire (ファイア) • Galuf: Defend • Round 2 (Onwards) • Faris: Throw (なげる) → Mythril Knife (ミスリルナイフ) • Bartz: Defend • Wait until he uses L.5 Death • Lenna: Catch (とらえる)

Karnak Revisit

- 1. Head back to Karnak
- 2. Make your way to the pub
- 3. Enter the steamship after the cutscenes

Crescent

1. Start travelling towards Crescent

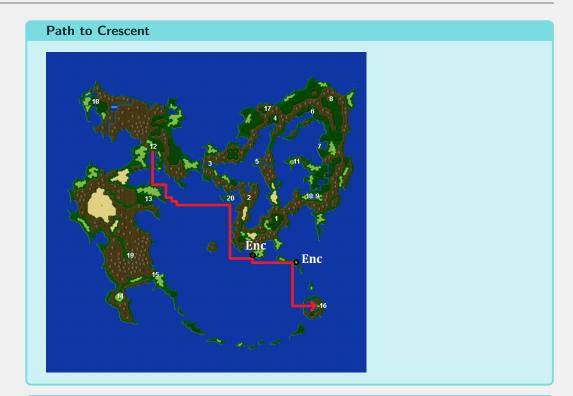
 ${\bf 2}.$ Disembark at the following landmass and fight two encounters

```
Black Flame x5
```

- Don't flee buffer
- Flame Scroll (↑)
- Round 1
 - Faris: Throw (なげる) → Flame Scroll (かとんのじゅつ)

After the First Black Flame Encounter

- Job
 - $\overline{}$ Lenna: Time Mage $(\downarrow)(\rightarrow)$ Optimize
- Item
 - o Potion (ポーション): If necessary





3. Enter Crescent

Lix

- 1. After the cutscene, head to the forest
- 2. After catching the chocobo, head to Lix
- 3. Head to the multipurpose sales building (2nd floor)

```
● Job

• Lenna: Ninja (3→) !Black (くろまほう)

• Galuf: Ninja (3→) !Observe (しらべる)

• Faris: Ninja (3→) !Black (くろまほう)
```

Lix Shop • Sell • Everything Except * Potion (ポーション) * Silk Robe (シルクのローブ) * Elixir (エリクサー) * Thunder Rod (いかづのロッド) • Buy • (1) Kunai (くない) x1 • (4) Water Scroll (すいとんのじゅつ) x5 • (5) Thunder Scroll (らいじんのじゅつ) x27

- 4. Exit from the top and make your way to the Ancient Library
- 5. After the cutscenes, head to the desert





Quicksand Desert

After Sandworm Ability Bartz: !Escape (とんずら) Optimize Job Lenna: Mediator (↓)(←)(↓) Galuf: White Mage (↓) Magic Galuf: Cure (ケアル) → All to full

- 1. Escape is the right command
- 2. Search for the Sand Killer x2 encounter twice

```
    Sand Killer x2 (x2, 150 EXP)
    Hold A entering the encounters
    Round 1
    Faris: Throw (なげる) → Water Scroll (すいとんのじゅつ)
```

- 3. Follow this path through the desert
- **4**. Head towards the Ancient Ruins
- 5. Move to the front of the stairs
- **6**. Lure Tycoon northwest
- **7**. Corner him in the building in the centre
- 8. On the airship, follow Cid downstairs when they leave
- 9. Talk to Cid a second time once you regain control

Crayclaw

```
    Round 1

            Faris: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
            Bartz: Defend
            Lenna: Release (はなつ)
```



Airship Sequence

- 1. Fly to the Ancient Ruins
- 2. Fly back to Crescent HQ and talk to Cid

3. Fly to the Tycoon Meteor, stopping at the following island along the way

Black Flame x5

- Hold A entering the encounter
- Round 1

After the First Black Flame Encounter

- Joh
 - $\overline{}$ Galuf: Thief (2→)!White (しろまほう)
 - ∘ Bartz: Bard (↑)

Black Flame x5 (x2)

- Hold A entering the encounters
- Round 1

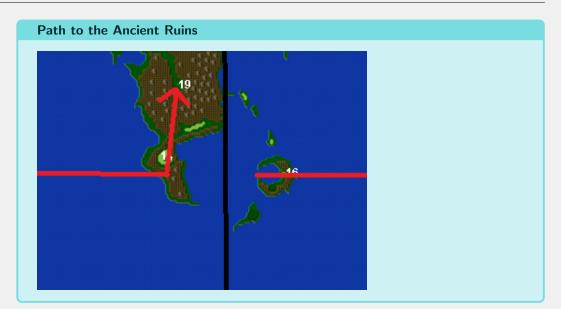
4. At the Tycoon Meteor, grab the hidden Phoenix Down on the right

Before Adamantoise

- Job
 - ∘ Bartz: Blue Mage $(\downarrow)(4\rightarrow)$ Optimize
- Magic
- o Galuf: Cure (ケアル) → Bartz to full

Adamantoise

- Round 1
 - o Faris: Defend
 - o Galuf: Defend
 - o Lenna: Defend
 - o Bartz: Blue (あおまほう) → L.5 Death (レベル5デス)
- 5. Fly back to Crescent HQ and talk to Cid
- 6. Ascend up into the air
- 7. Reminder that you can dash with the airship





```
Before the First Rocket Fight
       <sup>¯</sup>∘ Bartz: Bard (↑) !Black (くろまほう)
       o Lenna: Ninja (3→) !Black (くろまほう)
Rockets x2 or Flamegun x2 (x4)
   • You can flee buffer these encounters
   • Round 1
       Faris: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
       o Galuf: Defend

    Lenna: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)

       。 Bartz: Black (くろまほう) → Bolt (サンダー) → All
Before Soul Cannon
   Job
       - Galuf: Ninja (3→)!White (しろまほう)
Soul Cannon
   • Round 1
       。 Faris: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)

    Lenna: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)

       。 Galuf: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
       ∘ Bartz: Black (\langle S \sharp E j \rangle) → Bolt (\forall \gamma \gamma \gamma \gamma)
  • Round 2 (Onwards)
       。 Bartz: Black (くろまほう) → Bolt (サンダー)

    Everyone Else: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)

After Soul Cannon
       ∘ Faris: Geomancer (\uparrow)(\leftarrow)
```

Lonka Ruins

- 1. Escape is the right command
- 2. Grab the Gold Armor chest on the 2nd screen

。 Bartz: Thief (2→) !Escape (とんずら)

3. Grab the HiPotion after this screen

Before HiPotion Chest



Before Treasure Room



4. Grab all five chests in the treasure room: Shuriken, 5000 Gil, Ancient Sword, Full Moon, and Power Ring

5. Grab the Cabin and Ether chests after this screen

```
Before Archeoaevis
```

- Heal if necessary
- Job
 - Bartz: Blue Mage (↓)(4→) Optimize Thunder Rod (いかづのロッド)

```
Archeoaevis
  • Round 1
      Lenna: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
      o Galuf: Defend
      o Don't run buffer Faris or Bartz's turns
      o Lenna should be nearly at full ATB after Bartz's turn
      o Faris: Gaia (ちけい)
      o Bartz: Item → Thunder Rod (いかづのロッド) → Break
  • Round 2
      。 Lenna: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
      o Galuf: Defend
      o Faris: Gaia (ちけい)

    Lenna: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)

      o Bartz: Defend
  • Round 3
      。 Galuf: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
      o Faris: Gaia (ちけい)
      o Lenna: Throw (なげる) → Shuriken (しゅりけん)
      o Galuf: Throw (なげる) → Ancient Sword (こだいのつるぎ)
  • Round 4 (After Transition)
      。 Bartz: Blue (あおまほう) → L.5 Death (レベル5デス)
```

After Archeoaevis

```
_

o Lenna: Thief (2→) !Tame (なだめる)
\circ Galuf: Thief (2\rightarrow)
```

Treasure Room



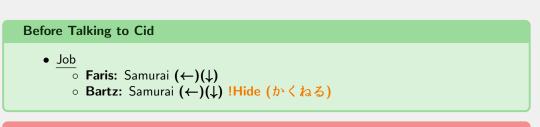
Before Cabin and Ether Chests



Meteor Fetch

1. Head to the Tycoon Meteor

2. Head to the Walse Meteor



```
Puroboros

• Round 1

• Lenna: Defend

• Faris: Gil Toss (ぜになげ)

• Potions: down → Ethers: up → Ice Bow: up

• Hero Drink: slot 3 → Phoenix Downs: slot 4

□ おいじんのじゅつ: 2

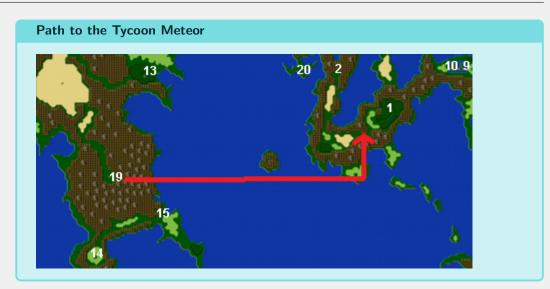
・ こいゆうのくすり: 1 フェニックスのお: 1

・ ナイフ : 1 エーテル : 1

・ コーテル : 1

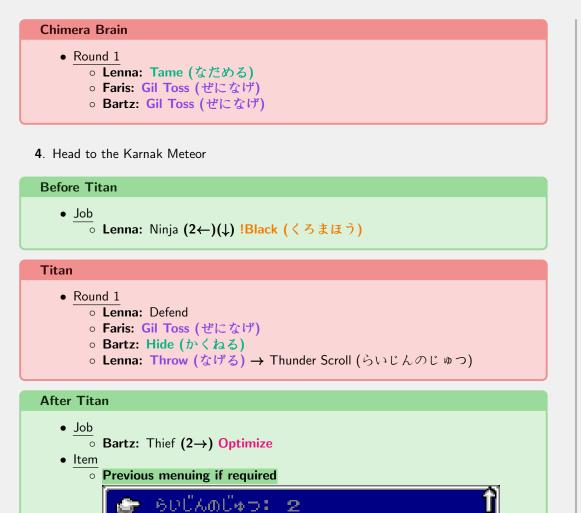
・ コーテル : 1
```

3. Head to the Ruins Meteor









フェニックスのおこ

エーテル

5. Head southeast to the portal

えいゆうのくすり:

トナイフ

World Two

```
* Item ○ Cottage (コテージ)

Abductor

**Round 1 ○ Bartz: Fight → Bartz

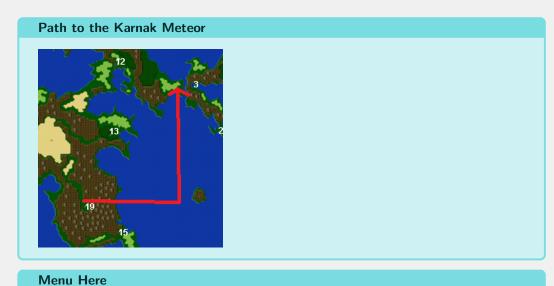
Before Reaching Gilgamesh

**Job ○ Galuf: Samurai (←)(↓)!White (しろまほう)

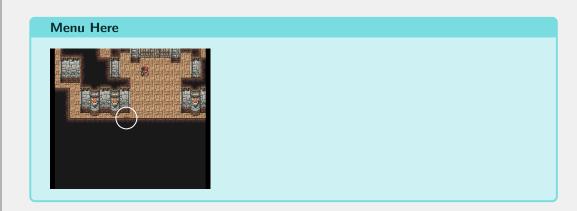
Gilgamesh

**Round 1 ○ Galuf: Gil Toss (ぜになげ)
```

 ${f 1}.$ Make your way to the Big Bridge







```
Lil' Chariot x3

• Round 1

○ Bartz: Defend

○ Lenna: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
```

2. Left until the 2nd tower then right until the chamber

```
Before Gilgamesh

• \underline{\mathsf{Job}}

• Lenna: Samurai (\leftarrow)(\downarrow) Optimize

• Bartz: Samurai (\leftarrow)(\downarrow)

• \underline{\mathsf{Magic}}

• Galuf: Cure (\tau \mathcal{T} \mathcal{N}) \rightarrow All to full
```

3. Left until just before the 2nd tower and then do this movement

Menu Here



Grociana

Gilgamesh

- 1. Make your way towards the underground
- 2. Grab the 4400 Gil chest in the underground

```
● Job

○ Bartz: Samurai (←)(↓)

○ Lenna: Mediator (↑)

○ Galuf: Thief (2→)

● Item

○ HiPotion (ハイポーション): People missing 100+ HP (two max)
```



Tyrasaurus

- Round 1 (Onwards)
 - 。 Everyone: Phoenix Down (フェニックスの尾) → Tyrasaurus
- If You Run Out of Phoenix Downs
 - Anyone: Elixir (エリクサー) → Tyrasaurus
 - ∘ Anyone: Potion $(\# \ni \exists)$ → Tyrasaurus
- 3. Head toward Moogle Village
- 4. You can't get encounters on the forest tiles
- 5. Head to the top right of the village and talk to the moogle to start the internal timer
- 6. Talk to the moogle inside the tree
- 7. Grab all the chests except the top right one: Cabin, Dancing Dagger, 10000 Gil, Phoenix Down, and Ether

Moogle Village Chests



Dragon Valley

- 1. Grab the Exit spell in the bottom left of the throne room
- 2. Go to Cara on the rooftop
- 3. Make your way to Kelb

Abductor

- Round 1
 - o Galuf: Defend
 - o Faris: Gil Toss (ぜになげ)

After Abductor

- Item
 - ____ HiPotion (ハイポーション): Whoever was hit by Abductor
- Job
 - o Bartz: Thief (2→) !Escape (とんずら) Optimize
- 4. Enter the biggest mansion, walk one tile inside, then leave
- **5**. Head north to Dragon Valley
- 6. Grab the Bone Mail on the pile of bones
- 7. Grab the 7000 Gil after activating the switch
- 8. Grab the Coronet and Air Blade southern part of the cave
- 9. Grab the Phoenix Down before exiting the last cave

Before Hiryuu Plant

- Job
 - _ o Bartz: Samurai (←)(↓) Dancing Dagger (ダンシングダガー)

Extra Chest

Grab the 5000 Gil chest in the cave on the first screen

```
Hiryuu Plant
  • Round 1
       o Galuf: Defend
       o Faris: Gil Toss (ぜになげ)
       o Bartz: Gil Toss (ぜになげ)
       \circ Gold Armor: slot 1 \rightarrow Power Wrist: up
            ⇔こおりのゆみや :
                 エーテル
       o Lenna: Defend
  • Round 2
       o Galuf: Defend
       o Faris: Gil Toss (ぜになげ)
       o Bartz: Gil Toss (ぜになげ)
After Hiryuu Plant
       \circ Faris: Time Mage (2\leftarrow)(\uparrow)

    Magic

       o Faris: Exit (テレポ)
```

Kelb

- 1. Make your way back to Kelb
- 2. Go to the Magic Shop

```
Kelb Magic Shop
● Buy

Right Wolf
* (3) Reset (リターン)
Left Wolf
* (2) Break (ブレイク)
```

 ${f 3}.$ Go to the Armory

4. Go to the Inn

* Buy * (6) Speed Drink (スピードドリンク) (x1) * (8) Hero Drink (えいゆうのくすり) (x3) * (2) Revivify (せいすい) (x1) * Top Wolf * (1) HiPotion (ハイポーション) (x11) * (8) Antidote (どくけし) (x11) * (7) Eyedrop (めぐすり) (x11) * (5) Maiden's Kiss (おとめのキッス) (x2) * You need to have less than 1500 Gil leaving the shop

5. Start heading towards Bal

6. Search for the Kornago, Weresnake, Aquathone encounter

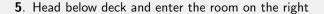
```
    • Don't flee buffer
    • Round 1

            ○ Faris: Throw (なげる) → Air Blade (かぜきりのやいば) → Aquathone
            ○ Galuf: Defend
                 ○ Bartz: Gil Toss (ぜになげ)
                  ○ Lenna: Catch (とらえる)
                  • Stall with HiPotions if Lenna gets paralyzed
```

7. Return to Bal

Zezat's Fleet

- 1. Use the switch to enter the castle
- 2. Go to Cara in the bedroom
- **3**. Go to Hiryuu on the rooftop
- 4. Head northeast to the nearby island





```
• Round 1
        ∘ Faris: Item \rightarrow Kunai (\langle \langle \langle \langle \rangle \rangle \rangle) \rightarrow Put near the bottom \rightarrow Defend
        o Galuf: Defend
        o Bartz: Gil Toss (ぜになげ)
Before Interacting with Gilgamesh
   • Item
        <u>○</u> HiPotion (ハイポーション): Anyone low on HP
   Job
       - Bartz: Chemist (↑)(→) !Gil Toss (ぜになげ) Optimize
        ∘ Galuf: Time Mage (2\leftarrow)(\uparrow)
Gilgamesh
   • Round 1
        o Faris: HiPotion (ハイポーション) → Faris
        o Bartz: Defend
        o Lenna: Release (はなつ)

    Group Combine items together

        ○ Revivify ↔ Maiden's Kiss
        ○ Antidote ↔ Phoenix Down

    Eyedrop

                                                 おとめのキッス :
                                    : 6
                                                 フェニックスのおこ
                                    : 2
                                                                      3
                                                 ボージョン
                                    :20
                                                 エリクサー
   • If Death Misses
        。 Galuf: Dimen (じくう) → Reset (リターン)
After Gilgamesh
   Job
        -

o Galuf: Thief (2→) !Escape (とんずら)
```

Gabbledeak

• Kunai is the right weapon

6. Head below deck and enter the room on the left

2. Grab the 9000 Gil chest on the 2nd floor

3. Grab the 18000 Gil chest on the 6th floor

4. Take the right stairwell on the 9th floor

Barrier Tower

1. Start heading up the tower

Menu Here

Atomos • Part 1 o (Rest) Galuf/Lenna: Defend Bartz: Drink (のむ) → Hero Drink (えいゆうのくすり) o Bartz: Drink (のむ) → Speed Drink (スピードドリンク) Bartz: Drink (のむ) → Hero Drink (えいゆうのくすり) Bartz: Drink (のむ) → Hero Drink (えいゆうのくすり) • Part 2 ○ (4x) Bartz: Gil Toss (ぜになげ) Previous menuing if needed おとめのキッス 6 : 2 フェニックスのおこ :20 エリクサー

- 5. Enter the submarine, return, wait for Galuf to finish grieving
- 6. Head to Guido's Cave

Path to Guido's Cave

- East until you hit a set of rocks
- North until you see rocks on the far left side of the screen
- West until you hit rocks
- North until you see the cave

After Arriving at Guido's Cave

- Job
 - 。 Bartz: Ninja (←)(↓)(←) !Escape (とんずら) Optimize

Radiator x2 (400 EXP)

- Don't flee buffer
- Round 1
 - Bartz: Throw (なげる) → Flame Scroll (かとんのじゅつ)
- 7. Chest order is: middle \rightarrow top left \rightarrow enter the new room \rightarrow top left \rightarrow bottom left

Radiator x4 (1066 EXP)

- Don't flee buffer
- Round 1
 - 。 Bartz: Throw (なげる) → Flame Scroll (かとんのじゅつ)

After Reaching the End

- Job
 - $\overline{}$ Lenna: Time Mage $(2\leftarrow)(\uparrow)$
- Magic
 - o **Lenna**: Exit (テレポ)

Radiator x4 Backup

If you can't find a Radiator x4 encounter (rare) there is a backup outside Moore

Forest of Moore

1. Head to the Forest of Moore

Path to the Forest of Moore

- West until you hit a wall
- Follow the walls around the northwest out of the trench
- Go straight west and count corals on the top edge of the screen
- After the third coral, go south
- Once you can, go east and north to the emerge point

First Screen Directions

- Up until the chest and then mostly right
- 2. Grab the 2500 Gil chest directly north after entering

Second Screen Directions

- Right until the first encounter
- Up until the second encounter
- Right immediately afterward and grab the chest to the right of the tree
- 3. Grab the 9500 Gil chest on the east side before heading back west to the third screen

Third Screen Directions

- Mostly up until the encounter
- Up until you hit a tree and then keep right until the chest at the top
- 4. Grab the Morning Star chest at the top of the screen before the fire cutscene
- **5**. After the fire cutscene, heal with the lake
- **6**. After emerging, grab the Flame Shield chest to the right
- 7. Go down and bit and head left (below the tree)
- 8. Head up once you see the chest

Before Seal Guardians

- Job
 - \circ **Lenna:** Samurai (←)(↓) Optimize
 - 。 Bartz: Chemist (↑)(→) !Gil Toss (ぜになげ) Optimize
 - Faris: Samurai (←)(↓) Gold Shield (ゴールドシールド)
 - ∘ Galuf: Samurai $(\leftarrow)(\downarrow)$ Optimize
- Item
 - → HiPotion (ハイポーション): Anyone not near full HP

Seal Guardians

- Round 1
 - 。 Bartz: Gil Toss (ぜになげ)
 - o Everyone Else: Gil Toss (ぜになげ)

Exdeath

- Round 1
 - 。 **Galuf:** Item → Phoenix Down (フェニックスの尾) → **Galuf**

If You Didn't Kill a Radiator x4 Encounter

- Item
 - ____ o HiPotion (ハイポーション): If necessary
- Ability
 - o Bartz: !Gil Toss (ぜになげ) Optimize
- Job
 - __ **Lenna:** Mediator ↑

Bold Mani x5 (Bear-like)

- Don't flee buffer
- Round 1
 - o Bartz: Gil Toss (ぜになげ)

After the Encounter

- Ability
 - **⊙ Bartz: !Escape (とんずら) Optimize**

Exdeath's Castle

1. Head to Exdeath's Castle

```
● Job

Cara: Ninja (←)(↓)(←) !Escape (とんずら)

Faris: Mediator (↑)

Lenna: Thief 2→
```

2. On the 2nd screen post transformation, activate the top left lever to grab the Ice Shield

MagicDragon

```
    Don't flee buffer
```

- Round 1

 - o Bartz: Gil Toss (ぜになげ)
 - o Be careful Lenna doesn't get her turn here
 - o Faris: Catch (とらえる)

Before the Next Encounter

```
    Job
    Faris: Blue Mage (↓)(←)(↓) !Gil Toss (ぜになげ)
        lce Shield (アイスシールド)
    Bartz: Ninja (←)(↓)(←) !Escape (とんずら)
        Bone Mail (ボーンメイル)
    Lenna: Blue Mage (↓)(←)(↓) !Control (あやつる)
        Optimize
    Cara: Mediator (↑) Learning (ラーニング)
        Optimize

Item
    HiPotion (ハイポーション): People missing 100+ HP
```

MagicDragon, DarkWizard, TwinLizard

- Don't flee buffer
- Make sure someone is hit by L.2 Old
- Round 1
 - 。 Bartz: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
 - o Cara: Defend
 - o Faris: Defend
 - Lenna: Control (あやつる) → MagicDragon
- Round 2
 - o Bartz: Defend
 - o Cara: Defend
 - o Faris: Defend
 - Lenna: L.2 Old (レベル2オールド)
 - Make sure it hits before continuing
- Round 3
 - 。 Bartz: Wait for L.2 Old cast → Gil Toss (ぜになげ)
 - o Cara: Catch (とらえる)

Path to Exdeath's Castle



Exdeath's Castle Encounters

- Any MagicDragon encounter is fine for the first one
- The second encounter requires a DarkWizard for Reflect

After the Encounter Job Lenna: Knight (A) Bartz: Chemist (↑)(→) !Gil Toss (ぜになげ) Optimize → Weapon Cara: Thief (2→) !Escape (とんずら)

- 3. Grab the Ether chest on the screen after the encounters
- 4. Escape is the right command

Before Exdeath

- Job
 - o Cara: Blue Mage $(\downarrow)(\leftarrow)(\downarrow)$ Dash (5, 9) → Optimize

Exdeath

- Round 1
 - Cara: Blue (あおまほう) → L.2 Old (レベル2オールド)
 - Wait for 9 total "Can't run!!" messages
 - Have him selected and input when you see the 9th message disappear
 - o Faris: Blue (あおまほう) → L.5 Death (レベル5デス)

World Three

- 1. Head to Tycoon Castle
- 2. Talk to Cara on the balcony
- 3. Head southwest to Pirate's Cove
- 4. Head to Guido's Cave (north past the castle → follow the path until you hit Death Valley)

Antlion

- Round 1
 - Cara: Blue (あおまほう) → L.2 Old (レベル2オールド)
 - o **Bartz:** Defend **or** HiPotion (ハイポーション)
- Round 1
 - o Cara: Blue (あおまほう) → L.5 Death (レベル5デス)
- 5. Dismount Boko before entering Guido's Cave

- **6**. Head to the Pyramid of Moore
- 7. Avoid this tile at the Elder Tree

Dismount Boko

● Job ○ Cara: Samurai (←)(↓) Dash (グッシュ) Optimize ○ Faris: Ninja (←)(↓)(←) !Gil Toss (ぜになげ) ● Item ○ HiPotion (ハイボーション): People missing 100+ HP

Elder Tree Cutscene Tile

Pyramid of Moore

Gargoyles

Stealth Robe (しのびのころも), Green Beret (グリーンベレー)

1. Stop and wait for the spikes to come out to get poisoned

```
● Job ○ Bartz: Knight (A) !Black (くろまほう) Optimize
● Item ○ HiPotion (ハイポーション): Bartz
```

```
    Mummy x3
    Round 1

            Cara: Throw (なげる) → Flame Scroll (かとんのじゅつ)
                 Faris: Throw (なげる) → Flame Scroll (かとんのじゅつ)
                  Bartz: Black (くろまほう) → Fire (ファイア)
```

```
● <u>Job</u>

• <u>Faris: Mediator (↑)</u>

• Cara: Thief (2→) !Escape (とんずら)
```

2. Escape is the right command

```
    Need to get Lamia's Kiss off before he gets a turn
    Round 1

            Bartz: Combine (ちょうごう) → Maiden's Kiss (おとめのキッス) + Eyedrop (めぐすり) (LAMIA'S KISS) → MachinHead
            Cara: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
            Faris: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)

    Round 2

            Bartz: Combine (ちょうごう) → Eyedrop (めぐすり) + Revivify (せいすい) (ELEMENTAL EDGE) → MachinHead
            Cara: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
            Faris: Throw (なげる) → Thunder Scroll (らいじんのじゅつ)
```

- 3. Don't use the 2nd switch before the chest room
- 4. Use the left switch to get the chests
- 5. Grab the 9000 Gil and 8000 Gil chests on the right
- **6**. Grab the Gold Hairpin chest on the right in the shifting floor room
- **7**. Take the right exit
- 8. Grab the left chest containing 12000 Gil
- 9. Head back upstairs
- 10. On the way out, grab the Guard Ring and Ribbon

Mirage

1. Make your way back to the Elder Tree

```
    ● Job
    ○ Cara: Mediator (↑) !White (しろまほう)
    ● Magic
    ○ Cara: Cure (ケアル) → Bartz (once)
```

Melusine

```
    Round 1

            Cara: Release (はなつ)
            Faris: Release (はなつ)
            Bartz: Black (くろまほう) → Fire (ファイア)
```

On the World Map

- 2. Fly north to Mirage
- 3. Head to the Inn

```
Mirage Inn
```

- Bottom NPC
- Sell
 - All Armor and Weapons Except
 - 。Kunai (くない)
 - o Knife (ナイフ)
 - o Ribbon (リボン)
 - o Bone Mail (ボーンメイル)
- Buy
 - _ <mark>(8)</mark> Hero Drink (えいゆうのくすり) <mark>(x11)</mark>
 - 。 **(6)** Speed Drink (スピードドリンク) **(x1)**
 - o (3) Revivify (せいすい) (x31)
- Top NPC
- Buy
 - <u>○ (3)</u> Phoenix Down (フェニックスの尾) (x2)
 - (4) Maiden's Kiss (おとめのキッス) (x11)
 - **(5)** Antidote (どくけし) **(x21)**



Menu Here



4. Head to the Magic Shop

Mirage Magic Shop

- <u>Buy</u>
 - _ (1) Size (ミニマム)
 - (4) Float (レビテト)
- **5**. Head to the Armory
- 6. Interact with the back part of the desk to open the passage

Mirage Hidden Armory

- Buy
 - <u>···</u> ∘ <mark>(1)</mark> Running Shoes (エルメスのくつ) <mark>(x1)</mark>

Mirage Armory

- Buy
 - <u>´ (1)</u> Crystal Shield (クリスタルのたて) (x1)
- 7. Head north to The Void (where Tycoon used to be)

Interdimensional Rift

- 1. Escape is the right command
- 2. Make your way through the Desert
- 3. Make your way through Mirage
- **4**. Make your way through the Forest

Path Through the Forest

- Right and up
- Left around the tree
- Up+right to the chest
- 5. Grab the Dragon Fang chest at the top of the first screen

Path Through the Forest

- Stick to the bottom edge as you go right
- Right until you hit a tree
- Down until you are horizontal to the left chest
- Right until you see a chest below
- 6. Grab the Ribbon chest at the base of the tree

Path Through the Forest

• Down to Calofisteri

Before Calofisteri

- Job
 - 。 Faris: Blue Mage (↓)(←)(↓) Running Shoes (エルメスのくつ)
 - ∘ Cara: Blue Mage $(\downarrow)(\leftarrow)(\downarrow)$

Calofisteri • Round 1 Wait for her attack o Queue L.2 Old during her attack animation Round 2 Faris: Blue (あおまほう) → L.2 Old (レベル2オールド) Wait for 17 total "Can't run!!" messages Have her selected and input when you see the 17th message disappear o Cara: Blue (あおまほう) → L.5 Death (レベル5デス) • If Reflect or Cara Dies • Lenna: Dimen (じくう) → Reset (リターン) After Calofisteri Job ∘ Cara: White Mage $(2\rightarrow)(\downarrow)$ o Lenna: Knight (A) !Dimen (じくう) Optimize Magic 。 Lenna: Float (レビテト) → Cara o Cara: Size (ミニマム) → Lenna o Cara: Life (レイズ) → Anyone dead Equip o Faris: All Bartz: Optimize Job o Faris: Chemist (↑)(→) !Gil Toss (ぜになげ) \circ Cara: Thief $(2\rightarrow)$

- 7. Escape is the left command
- 8. Hold B when transitioning out of the save room and dodge Omega around the bottom

```
Apanda
  • Part 1
      o (1x) Bartz: Combine (ちょうごう) → Revivify (せいすい) + Antidote
         (どくけし) (SAMSON POWER) \rightarrow Faris
       o (1x) Faris: Drink (のむ) → Speed Drink (スピードドリンク)
       o (Rest) Cara: Defend
       o (Rest) Lenna: Guard (まもる)
       o (1x) Bartz: Combine (ちょうごう) → Revivify (せいすい) + Maiden's
         Kiss (おとめのキッス) (KISS OF BLESSING) → Apanda
  • Part 3

    (2x) Faris: Drink (のむ) → Hero Drink (えいゆうのくすり)

       o (2x) Bartz: Combine (ちょうごう) → Revivify (せいすい) + Antidote
         (どくけし) (SAMSON POWER) \rightarrow Faris
  • Part 4
       ○ (3x) Faris: Gil Toss (ぜになげ)
       o (Rest) Bartz: Defend
```

● Job ○ Cara: Thief (2→) !Gil Toss (ぜになげ)

9. Escape is the left command

Floating Castle

- 1. Take the right path outside (bottom door) after entering the Castle
- 2. Grab the Running Shoes chest and head to the castle basement

Before Catastrophe

- Equip
 - Faris: Optimize

Catastrophe

```
• Part 1
    \circ (1x) Bartz: Combine (ちょうごう) → Antidote (どくけし) + Turtle
     Shell (かめのこうら) (SPLIT SHELL) → Catastrophe

    (1x) Faris: Drink (のむ) → Hero Drink (えいゆうのくすり)

    o (1x) Cara: Gil Toss (ぜになげ)
    o (1x) Bartz: Combine (ちょうごう) → Potion (ポーション) + Dragon
     Fang (りゅうのきぼ) (DRAGON POWER) → Faris
    o (1x) Lenna: Dimen (じくう) → Float (レビテト) → Faris
• Part 3
    ∘ (3x) Faris: Gil Toss (ぜになげ)
    o (2x) Bartz: Combine (ちょうごう) → Revivify (せいすい) + Antidote
     (とくけし) (SAMSON POWER) → Faris
    ∘ (1x) Cara: Gil Toss (ぜになげ)
    o (1x) Lenna: Defend or Dimen (じくう) \rightarrow Float (レビテト) \rightarrow Faris
```

- 3. Escape is the left command
- 4. Head through the cell into the throne room

Halicarnassus

```
• Faris can start Gil Tossing after being buffed twice
```

```
• Part 1
    o (3x) Bartz: Combine (ちょうごう) → Revivify (せいすい) + Antidote
      (とくけし) (SAMSON POWER) → Faris

    (1x) Faris: Drink (のむ) → Hero Drink (えいゆうのくすり)

    o (1x) Cara: Defend
    o (Rest) Lenna: Guard (まもる)
    o (2x) Faris: Gil Toss (ぜになげ)
• Part 2
    ∘ (1x) Cara: Gil Toss (ぜになげ)
    o Bartz: Defend
    o (1x) Faris: Gil Toss (ぜになげ)
    • Cara: Defend
    o (1x) Bartz: Combine (ちょうごう) → Revivify (せいすい) + Antidote
     (とくけし) (SAMSON POWER) → Faris
```

- 5. Escape is the left command
- 6. Continue onward to the outside area

o (1x) Faris: Gil Toss (ぜになげ)

Menu Here



```
Item
       o Maiden's Kiss (おとめのキッス): Everyone

    Ability

       o Bartz: !Hide (かくねる) in slot 1 Optimize
   Job
       ∘ Lenna: Blue Mage (\downarrow)(\leftarrow)(\downarrow)
Twintania
   • Part 1
       ∘ Bartz: Hide (かくねる)
   • Part 2
       • Wait until you cumulatively see 4 attacks or "Ineffective" prompts
       o Bartz: Show (あらねれる)
   • Part 3
       Bartz: Combine (ちょうごう) → HiPotion (ハイポーション) +
         Phoenix Down (フェニックスの尾) (RESURRECTION) → Lenna
       o Don't run buffer Lenna's attack

    Wait for the text before queuing L.5 Death

       o Lenna: Blue (あおまほう) → L.5 Death (レベル5デス)
After Twintania
       \stackrel{-}{\circ} Lenna: White Mage (2\rightarrow)(\downarrow)
   Item
       _ o Elixir (エリクサー): Lenna

    Magic

       o Lenna: Life (レイズ) → Everyone
```

The Void

Ability

Before Twintania

- 1. Escape is the left command
- 2. Make your way towards Exdeath

∘ **Lenna:** Mystic Knight $(\rightarrow)(\downarrow)$ **Optimize**

o Faris: Freelancer (←) Ribbon (リボン) in head slot

。 Bartz: !Escape (とんずら) in slot 1 Optimize



```
Exdeath
  • Part 1 (Prep Lenna)
                    Combine (ちょうごう) → Revivify (せいすい) +
      ○ (1x) Bartz:
        Maiden's Kiss (おとめのキッス) (KISS OF BLESSING) → Lenna
      o (1x) Faris: Combine (ちょうごう) → Eyedrop (めぐすり) + Antidote
        (とくけし) (RESTORATIVE) \rightarrow Lenna
      o (1x) Cara: Defend
      o (1x) Lenna: Magic Sword (まほうけん) → Break (ブレイク)
  • Part 2 (Buff Cara)
      o (4x) Bartz/Faris: Combine (ちょうごう) → Revivify (せいすい) +
        Antidote (とくけし) (SAMSON POWER) → Cara
      o (Rest) Lenna: Defend
      o (1x) Cara: Defend
      o (4x) Bartz/Faris: Combine (ちょうごう) → Revivify (せいすい) +
        o (1x) Cara: Kick (けり)
  • Part 3 (Buff Bartz)
      o (4x) Bartz/Faris: Combine (ちょうごう) → Revivify (せいすい) +
        Antidote (とくけし) (SAMSON POWER) → Bartz
      o (1x) Cara: Gil Toss (ぜになげ)
      o (2x) Bartz/Faris: Combine (ちょうごう) → Revivify (せいすい) +
        Antidote (とくけし) (SAMSON POWER) → Bartz
  • Part 4 (Prep Cara)
                    Combine (ちょうごう) → Revivify (せいすい) +
      • (1x) Bartz:
        Maiden's Kiss (おとめのキッス) (KISS OF BLESSING) → Cara
      \circ (1x) Faris: Combine (ちょうごう) → Eyedrop (めぐすり) + Antidote
        (とくけし) (RESTORATIVE) → Cara

    Let Exdeath get a turn here

  • Part 5
      ○ (1x) Bartz: Gil Toss (ぜになげ)
      o (1x) Cara: Gil Toss (ぜになげ)
      o (1x) Faris: Combine (ちょうごう) → Revivify (せいすい) + Antidote
        (とくけし) (SAMSON POWER) → Bartz
  • Part 6
      o (1x) Bartz: Gil Toss (ぜになげ)

    Make sure Faris has full ATB

      ∘ (1x) Cara: Gil Toss (ぜになげ)
```

Neo Exdeath • Part 1 Wait for him to appear before queuing L.2 Old (1x) Faris: Blue (あおまほう) → L.2 Old (レベル2オールド) \circ (1x) Lenna: Fight → the body (\downarrow) o (1x) Bartz: Defend o (1x) Cara: Kick (けり) • Part 2 \circ (1x) Faris: Wait for his attack \rightarrow Blue (あおまほう) \rightarrow L.5 Death (レベル5デス) o (Rest) Lenna/Faris: Defend * If Break missed Lenna needs to attack again o (1x) Bartz: Gil Toss (ぜになげ) o (1x) Cara: Kick (けり) ∘ (3x) Bartz: Gil Toss (ぜになげ) \circ (1x) Cara: Fight \rightarrow the head o (1x) Cara: Gil Toss (ぜになげ) \circ (1x) Cara: Fight \rightarrow the head