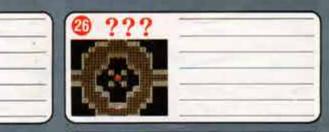
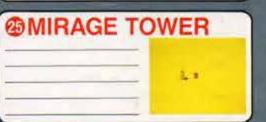
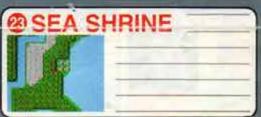


Here is a map of the

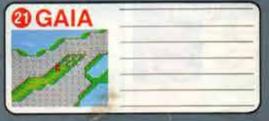
















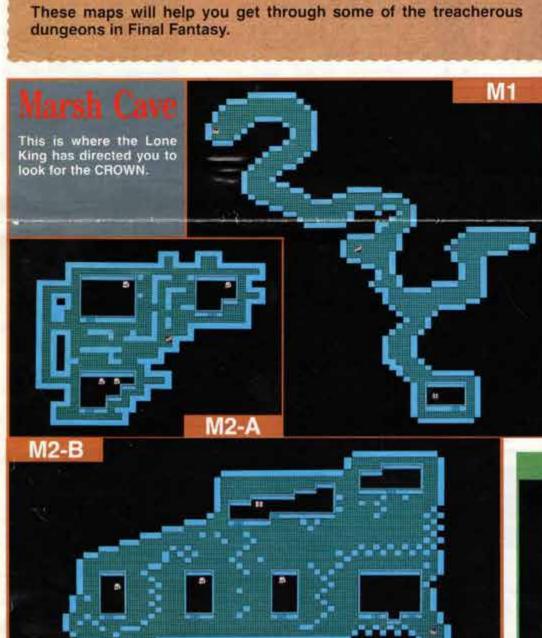




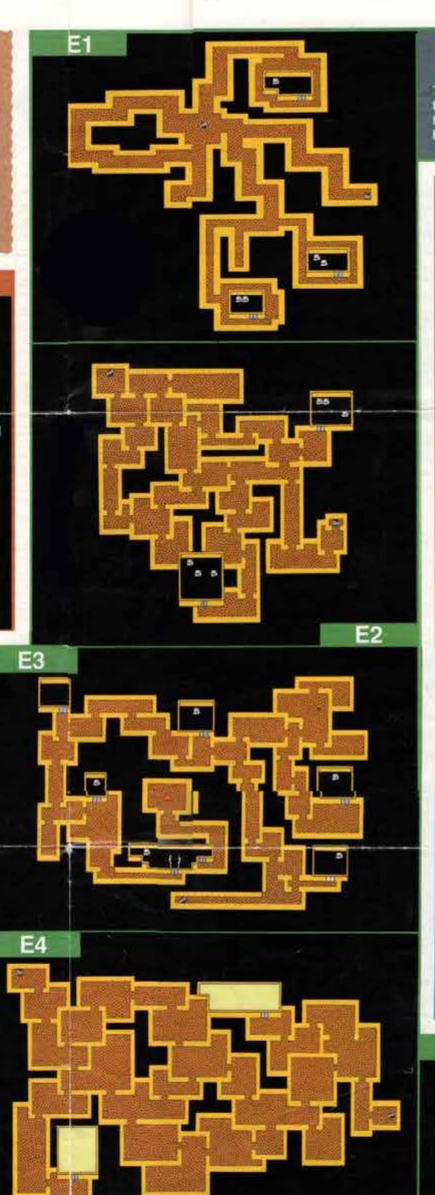


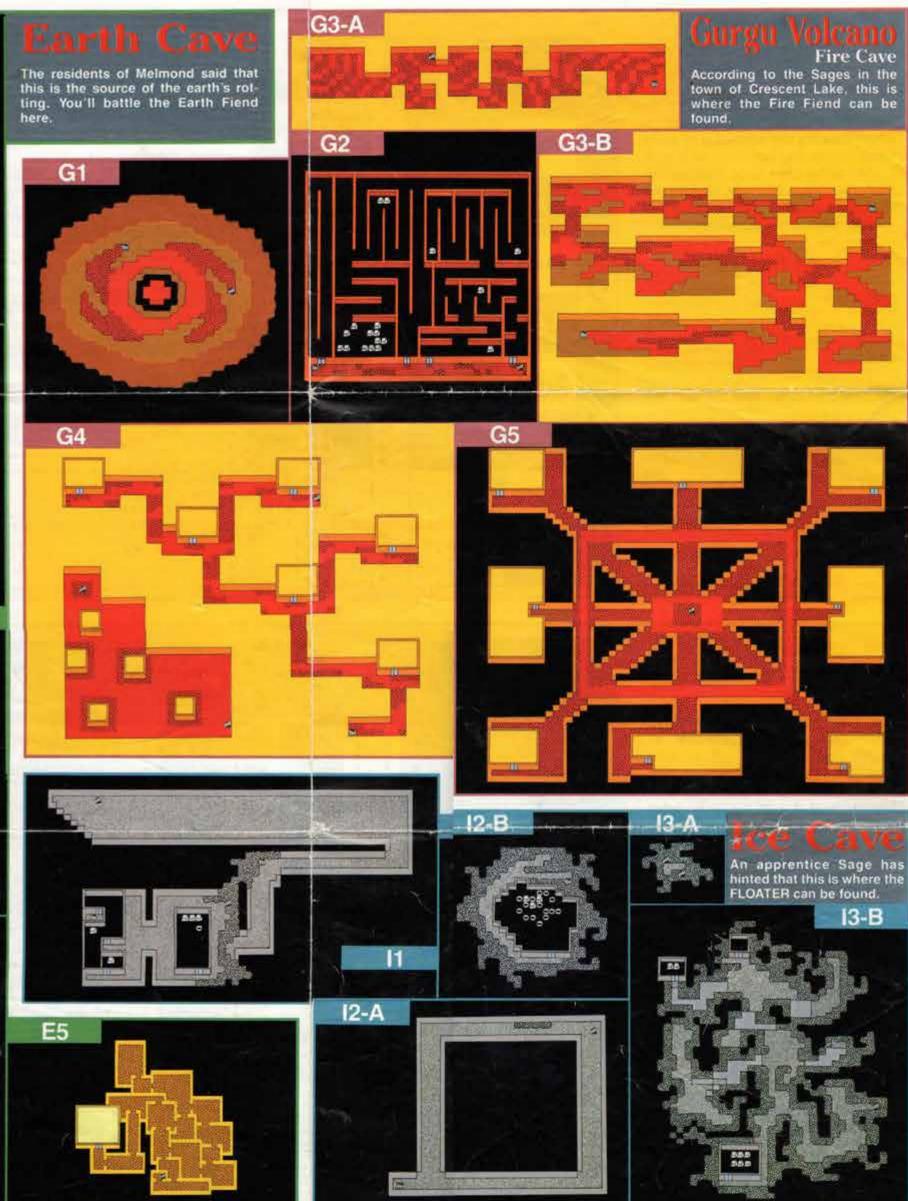
1987 Square Co., Ltd
 1990 Nintendo of America Inc.
TM & "Trademarks of Nintendo of America Inc.

# Dungeon Maps These maps will help you get through some of the treacherous dungeons in Final Fantasy.









## Magic

Use this chart for handy reference when making determinations as to what spells you will want to buy. If a spell exists that your Warrior can use after Class Change, make sure to leave a space open for that spell in that magician's inventory.

#### **AFFECTS**

ONE ALLY This spell will affect the Light Warrior of your choice.
This spell will affect all 4

ALLY PARTY Light Warriors.

CASTER

This spell will only affect the magician who cast it.

This spell will affect only one member of the enemy party.

ENEMY PARTY This spell will affect the entiry party.



LEVE	TYPE	SPELL		righter	Thinght .	Miner	Black	Masto.	Red Man	Red Wizard	White Mage	Bis Wizard	Black Mage	RESULT	AFFECTS	7
		CURE	-		-	-	_	- (				-	-	Recover HP	One ally	
	WHITE	HARM	500	-	-	-						-	-	Harm Undead	Enemy party	
	AALILLE	FOG	8		4	_	8	<b>28</b>	9 1			1	-	Raise defense	One ally	100
		RUSE			-	-			- 1			-	-	Raise defense	Caster	
		FIRE	1		-0	•	Œ	- (		7 2	E			Attack with fire	One enemy	
	DI ACK	SLEP	œ	-	-		-	- (			-			Put to sleep	Enemy party	
BLACK	DLACK	LOCK	-	-	-		=	- (		1 -	-			Raise hit %	One enemy	
		LIT	_	_	-		_	_ (						Attack with lightning	One enemy	
-		LAMP	-		-	-		_ (					-	Recover HP	One ally	
	WHITE	MUTE	_		2	-		_ (				-	-	Silence magic users	Enemy party	70
	WHILE	ALIT	~		4	-	=	- 0	0 6			=	-	Defend against lightning	Ally party	
0		INVS	-		-	-	-	- (	0			-	-	Raise defense	One ally	
2		ICE	-	-	-		_	- (		-	-			Attack with cold	Enemy party	
	BLACK	DARK	-	-	-		-	- 4		-	-			Surround with darkness	Enemy party	
	DLACK	TMPR	-	-	-	•		- (			-			Increase weapon value	One ally	
		SLOW	-	-	2	•		- 0			-			Lower offense	Enemy party	
		CUR2	25		_	-		_ (	0 1			-	9	Recover HP	One ally	610
	WHITE	HRM2	-	-	-	-	=	=) .				-	-	Harm Undead	Enemy party	
	WHILE	AFIR	-		_		-	-				-	-	Defend against fire	Ally party	5
0		HEAL	-	-	-	-			- 1			-	-	Recover HP	Ally party	- D
3		FIR2	6		-	•		-						Attack with fire	Enemy party	
	BLACK	HOLD	3		-			_ (	1					Paralysis	One enemy	
	BLACK	LIT2		-	22	•		_ (		1 =				Attack with lightning	Enemy party	
		LOK2	-	-	-	•	-	- (			-			Raise hit %	Enemy party	
		PURE	-	-	_	~	-	- (	9 6			-	-	Antidote for poison	One ally	
	WHITE	FEAR	-	-	-	-	-					-	-	Enemy runs away	Enemy party	
	WHILE	AICE	-	-		-	-	- 1				-	-	Defend against cold	Ally party	
А		AMUT	_	-	-	-	_	-				-	-	Muted magic users can speak	One ally	
4		SLP2	2	-	<u>_</u>		-	- (			-			Put to sleep	One enemy	
	BLACK	FAST	-	-	-		-	- (	9 8	-	-			Quick shot	One ally	OII "
	BLACK	CONF	-	-	-		-			1 -	-			Confusion	Enemy party	
		ICE2	-	-	_		-	_ (		-	-			Attack with cold	Enemy party	

LEVE	TYPE	SPELL	3	Siller	Thie	Ninja	black Bell	Red is	Rad Age	White Wizard	What Mage	RIN Wizard	Black Mage	RESULT	AFFECTS
		CUR3	-			- =		-	-		•	-	-	Recover HP	One ally
	WHITE	LIFE	L.				-	-	•	•		-	-	Revive the slain	One ally
	*******	HRM3	Ε			100	1	=	3			-	-	Harm Undead	Enemy party
5		HEL2	-	2		- 2	-	-	-			_	=	Recover HP	Ally party
		FIR3	E	-		-	-			-				Attack with fire	Enemy party
	BLACK	BANE	-	-1		-	-	-			-0			Attack with poison smoke	Enemy party
	DLACK	WARP	-	-			-	-		-		-		Return one dungeon floor	Ally party
		SLO2	J.				-		0		Ε.			Lower offense	One enemy
_	WHITE	SOFT	-	-	60		-	-	-	•		-	-	Remove "STONE" spell	One ally
		EXIT	-	5	95		-	-		2		_	_	Exit dungeon	Ally party
	WHILE	FOG2	-	4			14	-				-	-	Raise defense	Ally party
		INV2	-	-		-	-	-				-	-	Raise defense	Ally party
6		LIT3	-	-		-	-	-		_	_			Attack with lightning	Enemy party
J	BLACK	RUB	-	_		-	-	_	_	_	-			Erase enemy	One enemy
	DLACK	QAKE	-	4			-	-	4	-	-			Earthquake	Enemy party
		STUN	-	-			-	_	-	_	13			Paralysis	One enemy
		CUR4	E				-	-	=			_	_	Recover HP	One ally
	WHITE	HRM4		-			-	_	-	5		-	-	Harm Undead	Enemy party
		ARUB				, E	-	-		•		_	-	Defend against magic	Ally party
7		HEL3	_				-	-	_	O		-	_	Recover HP	Ally party
	BLACK	ICE3	B	2	45			-			图			Attack with cold	Enemy party
		BRAK	-		12		-	-		0		-		Shatter enemy	One enemy
	DLACK	SABR	圐				-	-	-	-	9	-		Raise weapon power	Caster
		BLND	æ	-		E	-	-	_		8			Blind enemy	One enemy
		LIF2	_			-	-	-	-	-			_	Revive the slain	One ally
	WHITE	FADE	-	-		-	-	-	-	_		-	-	Attack against evil	Ally party
	WHILE	WALL		=		-	-	-	-	_		-	-	Defend all	One ally
0		XFER	_	2		-	-	_	=	-		-	-	Loss of "special" defense	One enemy
8		NUKE	-	-			-	-	4	_	2	=		Tremendous heat	Enemy party
-	DI ACK	STOP	-	-		-	-	-	-	-	_	-		Paralysis	Enemy party
	BLACK	ZAP!	-	-		-	-	-	-	_	_	_		Send to 4th dimension	Enemy party
		XXXX	_	-		-	_	-	-	-	_	_		Erase enemy	One enemy

## Weapons

Use this chart in determining which weapons to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any weapon that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

### KEY TO ON SCREEN SYMBOLS

SWORD X AXE PAMMER TO STAFF OF DAGGER NUNCHUCK



		1	×/.	-/	0/	10	1	986	Caro	96	I Zar	age /	DAMAGE		
WEAPON	I I	Knizi	This	Nini	Black	Mach	Red M.	Red W.	White	White w.	Black M.	Black Wil	DAMA	AN LANGE	
WOODEN NUNCHUCK			1				_						12	0	
SMALL DAGGER			-			2-01		-	12		•		5	10	
WOODEN STAFF	- 100	200	-	•				•					6	0	
RAPIER		-			1000			•	Date:				9	5	
IRON HAMMER		500			14			-				-	9	0	
SHORT SWORD											-	-0	15	10	
HAND AXE				•	-						-	-	16	5	
SCIMITAR				•	-				7	25	21	-2	10	10	
IRON NUNCHUCK		5-9	-							-33	-		16	0	
LARGE DAGGER	100	E OT			COLUMN TO A			•	17-50	-		•	7	10	
IRON STAFF		100				•		-		-		-	14	0	
SABER						9.1	•		74		-	-	13	5	
LONG SWORD						2.			-		-		20	10	
GREAT AXE									144			0	22	5	
FALCHON	200								-		-		15	10	
SILVER KNIFE		No.		•		-						•	10	15	
SILVER SWORD			-	•	-				4-1				23	15	
SILVER HAMMER												- 3 -	12	5	
SILVER AXE													25	10	
FLAME SWORD									-				26	20	
ICE SWORD	7.0			•	-					2			29	25	
DRAGON SWORD					200	E			-	E			19	15	
GIANT SWORD	200		÷						-		-	-	21	20	
SUN SWORD			-		-		•	•			-	-	32	30	
CORAL SWORD							•		-		-	-	19	15	
WERE SWORD			_		100	100			100			-	18	15	
RUNE SWORD		-				-			-				18	15	
POWER STAFF	100		·		•	•		_		-	•	•	12	0	
LIGHT AXE	19, 421						-	-	D	-		-	28	15	
HEAL STAFF	1000	1.77	-		-	1.30	-	-					6	0	
MAGE STAFF	200	-		•	-		-	-	-	100		-	12	10	
DEFENSE	100	-	-	:	-	-	-			5.5	-	_	30	35	
Control of the Contro	C-61		-	_	-	-	-	-	100		-	-	15	15	
WIZARD STAFF	1	2	-	-	100	200	-	-	200	54	-	-			
VORPAL			-	•	-	-	-	•		-	2	-	24	25	
CATCLAW			-	•	-	-	-	•	(m)	E-20	-	•	22		
THOR'S HAMMER	3.5		2	•	8-1	-3	-	- 1	200	100	-	-	18	15	
BANE SWORD	200		-	•	(max	-	-	•	C**	•	-	-	22	20	
KATANA		-	2		Fee:	100	-	-	Iw:	-	-	-	33	35	
XCALBER	-		-	-	-	3	-	-	( - )	-27	-	-	45	35	
MASMUNE	1202	U2•18	•	•		( 0	•	•		100		•	56	50	

## Armor

Use this chart in determining which armor to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any armor that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

### KEY TO ON SCREEN SYMBOLS

ARMOR ★ GAUNTLET ★ SHIELD ⊕ BRACELET ○ HELMET ♣ SHIRT ★



ARMOR		Kr.	Home T.	Nin.	Black	Man Bell	Sed 1.	Red w.	White	White In	Black	Black w.	ABene	EVADE
		1	1	/	1		/	-	-		_	_		
CLOTH	(0.0)	•		•		•					•		1	2
V/OODEN ARMOR					•				-	-	-		4	8
CHAIN ARMOR	(0)				-	-			250	-	-	-	15	15
IRON ARMOR			-		1000	-	-		100	-	-	-	24	23
STEEL ARMOR	(0)	•	+:	-	120	2	-	G#:	23	=	-	- ·	34	33
SILVER ARMOR			-		-	-			-	-	-	-	18	8.
FLAME ARMOR			100	•	550	-	-	-	-	-	-		34	10
ICE ARMOR			7		-	-	-	1.77		-	-		34	10
CPAL ARMOR				-			-	100	Description of the last			-	45	10
LRAGON ARMOR	100		-	-			-	0.50	1000		-		42	10
COPPER BRACELET					( O)	•	•	•		•	•		- 4	-1
SILVER BRACELET										•			15	1
CPAL BRACELET										•	•		24	-1
COLD BRACELET													34	1
WHITE SHIRT			-	15-5	20		-	3.3	100		-	121	24	2
ELACK SHIRT			-	-		-	-	-	-		-		24	2
V/OODEN SHIELD			-		8	- 0	-	100	20				2	0
IRON SHIELD			-				-	-	-		-		4	0
SILVER SHIELD			1		E		1	100	ESI		-		8	0
FLAME SHIELD						-	-				-	-	12	0
ICE SHIELD						-	-					-	12	0
CPAL SHIELD		×	-	-						-	-	*		A CONTRACTOR OF THE PARTY OF TH
AEGIS SHIELD			-	-	-	-	7		-		-	-	16	0
EUCKLER	-			-	-	*			-00	-	9.	12+5	16	0
PROTECTIVE CAPE		-	-		-	-7:	•			-	-	-	2	0
CAP			:	The Printers	-	-		•	•	•			8	2
V/OODEN HELMET				•	-	-	•	•		•			1	11
The Additional Control of the Contro			>=	•	-	-	-	-	-	8	-	245	3	3
IRON HELMET		•	-		-	-	-	-	-	-	-	-	5	5.
SILVER HELMET		•	-		3 1	-	1.41	-	(0)	-	-	-	6	3
CPAL HELMET	-		-	7.		-	1.77	-		-	~	-	8	3
FEAL HELMET	7		(-0"		-	#	(m)	-	-	-8	-	-	6	3
FIBBON	•		400							•			1	1
CLOVES	•				•	•	•			•			1	
COPPER GAUNTLET			-						-		-	-	2	3
IRON GAUNTLET			(-1				800	100	-	-	-	-	4	5
SILVER GAUNTLET			-		-			3-2		-		-	6	3
ZEUS GAUNTLET	-		-		3	-		1543	26	-	-	-	6	3
POWER GAUNTLET			-		-8	-	•	-	- 1		-	-	6	3
CPAL GAUNTLET	-			-	-	-	(-1	2-3	2	8	( E	-	8	3
FROTECTIVE RING									•	•	•		В	1

© 1997 Square Co. Ltd © 1990 Nintendo of America Inc. TM & \* Trademarks of Nintendo of America Inc.