

# Final Fantasy 6 - Any% Speedrun notes

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<sup>1</sup><http://www.twitch.tv/essentiafour>

<sup>2</sup><http://www.twitch.tv/misterv>

## 2 Leaving Narshe

### 2.1 Going to the cave

- **TERRA**: **ROW** back
- **CONFIG**: Battle speed: 6; Message speed: 1; Cursor: Memory

#### 2.1.1 First battle

- **TERRA**: Bio Blast
- **VICKS** and **WEDGE**: run away

#### 2.1.2 Avoid second battle

- Avoid the middle of the road intersection near the items shop (walk right, up, then left) to avoid 2 battles

#### 2.1.3 Third battle

- **VICKS** and **WEDGE**: left guard, right lobo; **TERRA**: bio blast
- **VICKS** and **WEDGE**: run away

#### 2.1.4 Fourth battle

- **VICKS** and **WEDGE**: fire beam on Vomammoths; **TERRA**: bio blast
- **VICKS** and **WEDGE**: run away

#### 2.1.5 Random battle(s) in mine

- **TERRA**: cast fire on all
- **VICKS** and **WEDGE**: run away

### 2.1.6 Whelk

- **TERRA**: tek missile; **VICKS** and **WEDGE**: bolt beam
- Attack 4 times, then Whelk will retreat into shell
- Wait
- Attack again
- Victory [No XP, so no need to run away]

## 2.2 Cave pursuit

- **TERRA** should be level 6; if not, grind (use fire)
  - Gives antidote to Terra
  - Locke will be level 8 (Terra's level + 2)
- Don't save; don't open chests

## 2.3 Moogle battle

(See Figure 1)

- Red path
  - Move Locke out of the way (down, then right), switch group
  - This is Mog's group, go down, then left.
  - Go down until intersection at the bottom
  - Turn right
  - Cling to the upper rock wall to avoid battle with the wolfman
  - Cross over beyond the South road
- Blue path
  - Wait until all wolves have cleared the way, but the last one
  - When last wolf is at your height, go left one step, then down

### 2.3.1 Boss battle

- **MOG** and **KUPAN**: Attack Marshal
- **KUKU** and **KUTAN**: Attack Lobos
- **MOG**: **ITEM** drop equipment
- Kill off Marshal



Figure 1: Path to follow with Mog's group

### 2.4 Leave Narshe

- Get out of Narshe

### **3 Recruit Edgar and Sabin**

#### **3.1 Figaro**

##### **3.1.1 Leaving Narshe**

- Run away from all battles

##### **3.1.2 Entering Figaro Castle**

- Go up to the Throne Room to meet Edgar
- Don't stop for anything (talking, items, etc.)

##### **3.1.3 Go see Matron**

- Go down 2 rooms from throne room
- Go left into guarded door
- Downstairs
- Go into west tower
- Talk to the Matron (learn about Sabin)

##### **3.1.4 Meet Kefka**

- Go back to the throne room
- Talk to Edgar
- <Kefka Cut scene>
- With Edgar, talk to both guards, then Kefka
- Go up, talk to Locke

### 3.1.5 Go to bed

- With Terra, follow Locke to the east tower
- Talk to Locke to go to sleep

### 3.1.6 The Castle is on Fire!

- With Edgar, leave bedroom (auto)
- DON'T talk to Kefka!
- Go up, talk to guard
- Go left, jump off ledge (auto)

### 3.1.7 Leaving Figaro Castle [M-Tek Armor Battle]

- **EDGAR**: Auto Crossbow x2; **LOCKE**: Steal; **TERRA**: Defend
  - DO NOT use fire, don't want to trigger Cut scene

### 3.1.8 Cave

- Go to the cave to the east
- Heal at spring
- During Battle:
  - **EDGAR**: auto crossbow
  - **LOCKE**: **EQUIP** Mithril Shield

### 3.1.9 South Figaro

- **BUY**: Sprint shoes x2

	EQUIP	RELIC	ESPER	ROW
EDGAR				Back
LOCKE				Back
TERRA		+Sprint Shoes		

- Ride Chocobo to Mt Kolts

## 3.2 Mt Kolts

### 3.2.1 Goal

- **EDGAR**: level 10; **LOCKE**: level 9; **TERRA**: level 8
- This makes Sabin level 11 (average + 2)

### 3.2.2 Walkthrough

- Runaway from all battles until you get Atlas Armlet
- Go behind rocks on the right in the cave to reach secret passage and find Atlas Armlet
- **EDGAR**: **RELIC** +Atlas Armlet
- **EDGAR**: auto crossbow; **LOCKE**: steal; **TERRA**: fire on Vomamoths
- Save point: **TERRA**: **SKILL** cure all; **ITEM** sleeping bag
- **EDGAR**: **UNEQUIP** Mithril Blade

### 3.2.3 Vargas

- Ipoohs:
  - **EDGAR**: drop Mithril Blade, auto crossbow; **LOCKE**: steal; **TERRA**: fire
- Vargas:
  - **EDGAR**: auto crossbow; **LOCKE**: attack; **TERRA**: fire
  - **SABIN**: Pummel (←→←)



## 4 Returners and River Escape

### 4.1 Leaving Mt Kolts

- Grab tent in the cave (to resell later)
- Run away from all battles
- Go to Returner's Hideout

### 4.2 Returner's Hideout

- Grab potion in the chest
- Talk to Banon
- Talk to Locke + grab chest
- Talk to Sabin and go up
- Talk to Edgar
- Go to Treasure room and grab everything
  - Don't forget the hidden White Cape
- Go Talk to Banon and tell him "NO" 3 times to get Genji Gloves
- <Cut scene>

### 4.3 Lethe River

	EQUIP	RELIC	ESPER	ROW
EDGAR	Optimum	+Sprint Shoes -Sprint Shoes		Back
SABIN				
TERRA				
BANON				

- Always select to go LEFT
- Look for 2x Pterodron battle
  - **EDGAR**: Autocross bow x2

- **OTHERS**: run away
- **EDGAR**: level 11

#### 4.3.1 Ultros

- **SABIN**: Aura Bolt x5 (↓↓←)
- **EDGAR**: Auto Crossbow x5
- **BANON**: Health, then defend
- **TERRA**: Defend

#### 4.3.2 Choose scenario

- Pick Sabin

## 5 Sabin's Scenario

### 5.1 Empire Camp

- Go right (ignore cabin), then down to the Empire Camp

### 5.2 Doma Castle

- **CYAN**: **RELIC** +Sprint Shoes
- **CONFIG**: Battle speed: 1 (faster counter attacks)

#### 5.2.1 Battle

- **CYAN**: Retort (SwdTech 2)

## 5.3 Empire Camp

### 5.3.1 Battles against Kefka

- **SABIN**: attack (a single attack will make Kefka run)

### 5.3.2 Battle against 2 Templars + 2 Soldiers

- Before battle: **SABIN**: Front row, Heal, **RELIC** +Black Belt (to counter)
- During battle **SABIN**: Defend, let Sabin's counter attacks kill the enemies

## 5.4 Doma Castle

- Go to the Throne Room
- <Dialogue>
- Get out of the Throne Room
- Go right to your room
- <Dialogue>

## 5.5 Empire Camp

### 5.5.1 Joining Cyan

- Battle speed: 6
- **SABIN**: **ITEM** potion (if necessary)
- Talk to Cyan to engage battle
- **SABIN**: attack, AuraBolt Cadet

### 5.5.2 M-TekArmor escape

- **SABIN** and **CYAN**: **ROW** back
- **SABIN** and **CYAN**: fire beam

## 5.6 Phantom Forest

- Run away from all battles
- Heal at the lake
- Head directly for the train

## 5.7 Phantom Train

### 5.7.1 Walkthrough

- Try to get out (Train will stop you)
- Go left (don't talk to the ghosts)
- Run away from battles
- Second wagon: get in through the door, immediately get out, run away from the battle, climb ladder, go left to jump wagons
- Get in the wagon, activate switch, get out, lose back wagons
- Get in the wagon, activate switch, go left
- Skip wagon (walk around it), get in through the other end, grab the earrings in the chest and get out
- **SABIN**: **RELIC** Earrings, White Cape
- Skip the small wagon
- Enter locomotive, activate left and right switches, get out
- Go to the locomotive chimney
- **SABIN** or **CYAN**: Fenix Down on Ghost Train (one-shot kill)

## 5.8 Barren Falls

- Head down, right, then up in the mountains to go to Barren Falls
- During the fall, leave on Piranha alive and wait 1 minute, kill the fish and you get to the boss
- Boss fight: **SABIN**: AuraBolt; **CYAN**: Dispatch (SwdTech 1)

## 5.9 Veldt

- Run away from battles
- Go right and around the mountains to Mobliz
- **BUY**: Dried Meat
- Go south to the cave, fight all battles and hope to meet Gau
  - However, you should flee from battles with many enemies
- **SABIN** or **CYAN**: use Dried Meat on Gau

## 5.10 Serpent Trench

- Run away from all battles
- Path choices: right, left

## 5.11 Nikeah

- **SELL**: Remedy, Soft, Sleeping bag, Tents x2, Air Lancet, Black Belt, Mithril Blade, Mithril Pike
  - DO NOT sell the Dirk, Celes will need it for Runic
- **BUY**: Magus Hat x1, Smoke Bombs (Max)
- Go to the boat
- **CYAN**: **RELIC** -Sprint shoes
- Talk to the captain

## 6 Terra's Scenario

### 6.1 Lethe River

- **EDGAR:** **RELIC** +Sprint Shoes
- Flee from all battles (Smoke bombs)
- Go to Narshe

### 6.2 Narshe

- Go left to the secret passage
- Flee from all battles (Smoke bombs)
- Follow light path to avoid battle
  - Fast strategy available, but difficult to pull off
- Get out of the cave and to Arvis' house

## 7 Locke's Scenario

### 7.1 Locke Sequence Break

- Bring Locke at the height of the window
- When guard walks down, go into the menu
- **LOCKE:** **RELIC** +Sprint shoes
- Exit menu while holding UP
- **LOCKE:** walk up (should walk through guard)
- Go into the house

### 7.2 Rescue Celes

- Flee from all battles (Smoke bombs)

- Grab chest on the right with Earrings
- Go see Celes Cut scene
- Go down into secret passage (aligned with intersection)
- Grab Running Shoes and Hyper Wrist
- Rescue Celes
- Inspect sleeping guard to get the key
- Get out of South Figaro

### 7.3 Tunnel Armor

- Go the cave
- Grab chest with Thunder Rod (Go to the North West stairs)
- **LOCKE** or **CELES**: use Thunder Rod (one-shot kill)

## 8 Narshe Battle

### 8.1 Party management

- Party 1: **TERRA**
- Party 2: **CELES**, **EDGAR**, **SABIN**, **CYAN**
- Party 3: **GAU**

### 8.2 Walkthrough

- Switch to second group
- Go down, past the intersection
- Go right, and wait between the two rock
- When guard on your left has passed, go left, then down
- Go left and wait

	EQUIP	RELIC	ESPER	ROW
CYAN		+Hyper Wrist		
EDGAR				
SABIN		White Cape → Earrings		
CELES	Optimum	+Running Shoes		Back

- When brown guard has passed, go down to Kefka

### 8.3 Battle against Kefka

- **CELES**: Runic; **SABIN**: AuraBolt; **EDGAR**: Auto Crossbow; **CYAN**: SwdTech 1

## 9 Dadaluma

### 9.1 Narshe

- Party: **EDGAR** (lead), **SABIN**, **CYAN**, **CELES**
- Get elixir from the clock
- Get all treasures (EXCEPT LAST ONE) in house down/right
- Go to Figaro Castle
  - Escape all battles

### 9.2 Figaro Castle

- Talk to the old man, go to Kohlingen
- **SELL**: Peace Ring, Wall Ring
- **BUY**: Flash, Drill, Fenix Down x15, Revivify x27
- Go to the shack (future Colliseum) up/left, get Hero Ring (pot on the left)



	EQUIP	RELIC	ESPER	ROW
CYAN		+Atlas Armlet		
EDGAR		Earrings, Hero Ring		
SABIN				
CELES	Optimum	+Sprint Shoes		

- Go to the Chocobo Forest
- Ride to Zozo

### 9.3 Zozo

#### 9.3.1 Walkthrough

- Flee from all battles (Smoke bombs)
- Go to 2nd building (left/down)
- Go up the stairs (inside, outside, inside again)
- Go up one flight of stairs, jump left through the window
- Go inside building, grab tincture in left pot at the top of the stairs
- Go up one flight of stairs, jump right through the window
- Go to the top of the building
- Grab Fire Knuckles in last door before Dadaluma

#### 9.3.2 Pre-battle

- **CONFIG**: Battle Mode: Active
- **CELES**: **SKILL** cure all
- **SABIN**: **EQUIP** Optimum (should give him Fire Knuckles + Buckler)

#### 9.3.3 Dadaluma

- **SABIN**: AuraBolt; **EDGAR**: Drill; **CELES**: Ice

- Damage should stay below 1350
- Wait for Dadaluma's 2nd attack
  - This will avoid the script where he heals himself
- **SABIN**: AuraBolt; **EDGAR**: Drill; **CELES**: Ice; **CYAN**: SwdTech 1
- **SABIN**: AuraBolt before allies come in

#### 9.3.4 Terra and Ramuh

- Grab Running Shoes in chest on the left
- Talk to Terra
- <Cut scene>
- Grab Magicites (except Kirin, leftmost magicite)

## 10 Opera

### 10.1 Leaving Zozo

- **PARTY**: Locke, Celes, Edgar, Sabin
- **CONFIG**: Battle speed: Wait

	EQUIP	RELIC	ESPER	ROW
LOCKE	Optimum	+Sneak Ring	Siren	
CELES				
EDGAR				
SABIN				
		Genji Glove, Atlas Armlet	Stray	Front

- Go to Jidoor
- Flee from all battles (Smoke bombs)

### 10.2 Jidoor

- **BUY**: Kaiser

- Go to Owzer's House
- <dialogue>
- Grab letter
- **BUY**: Echo Screen x15
  - This will be used to manipulate the RNG
- **BUY**: Chocobo
- Go to the Opera House

### 10.3 Opera House

- Run to catch Impresario
- <opera first act>
- After giving Ultros' letter to the Impresario,
- <opera second act> <sup>3</sup>
  1. "Oh my hero..."
  2. "I'm the darkness..."
  3. "Must I..."
- Go to the right wing, activate right switch
- Go to the left wing

#### 10.3.1 Rat battles

- Try to fight 4 battles to have Locke learn Sleep
- **SABIN**: Attack; **EDGAR**: Flash; **LOCKE**: Attack
- Yellow rats call more green rats when they're alone, so make sure that you either kill them off first, or that you're fast enough.

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<sup>3</sup>Now is the time to show off your singing prowesses

### 10.3.2 Ultros Battle

- **LOCKE**: **RELIC** Ramuh
- **SABIN**: Attack; **LOCKE**: Ramuh; **EDGAR**: Drill

## 11 Magitek Factory

### 11.1 Airship

- **BUY**: Warp Stones x2
- **HEAL**: left guy

	EQUIP	RELIC	ESPER	ROW
<b>SABIN</b> <b>LOCKE</b> <b>CELES</b> <b>EDGAR</b>	Optimum	Earrings, Earrings Sprint Shoes → Running Shoes Sprint Shoes, Running Shoes		Back

- Go to Vector
- Flee from all battles (Smoke bombs)

### 11.2 Vector

- Talk to the Returner sympathizer
- Hop on left wooden box and run past the guards

### 11.3 Magitek Factory

- Runaway from all battles
- Go down two flight of stairs, and through the pipe
- Grab Flame Sabre in the chest
- Use the hook to cross
- Go into the left pipe (don't open the chest)

- Hop onto the conveyor belt
- Grab Thunder Blade in the chest
- Go down to the conveyor belt (don't open the chest)
- Go left, grab Dragon Boots
- Go back where you came from, hop onto conveyor belt

#### 11.4 Ifrit and Shiva

- Before battle: **CONFIG**: Battle speed: 3
- **ALL**: attack 5 times
- **ALL**: run away during transition between Ifrit and Shiva
- Grab Shiva magicite, go through the right door
- **CONFIG**: Battle speed 6
- **CELES**: **SKILL** cure all (if necessary)
- Go up the stairs
- During battles:
  - **CELES**: **EQUIP** Flame Sabre
  - **EDGAR**: **EQUIP** Thunder Blade
  - **SABIN** or **LOCKE**: Smoke bomb
- In the room with the glass containers, grab Break Blade (secret passage in front at the bottom of the screen in front of the leftmost container)

#### 11.5 Number 024

- **LOCKE**: Sleep on Number 024
- **SABIN**: AuraBolt; **EDGAR**: Flash; **CELES**: Ice
- **LOCKE**: Steal (we want the Rune Blade), then Ramuh
- <Cut scene>

## 11.6 Mine cart

	EQUIP	RELIC	ESPER	ROW
SABIN		Genji Glove, Atlas Armlet	Shoat	Front
LOCKE		Sneak Ring → Sprint Shoes	Phantom	Front
EDGAR		Earrings → Running Shoes		

### 11.6.1 Battles

- **LOCKE**: **ITEM** Equip Flame Sabre
- **SABIN**: Attack
- **EDGAR**: Drill or Flash
- **LOCKE**: Phantom in 3rd battle

## 11.7 Number 128

- Attack the body (not the arms)
- **SABIN**: Attack
- **EDGAR**: Drill
- **LOCKE**: Attack (or Phantom if Vanish is lost)

## 11.8 Leaving Vector

- Flee from all battles (Smoke bombs)

## 11.9 Cranes

- **LOCKE**: Echo Screen
- **SETZER**: Joker Doom

## 12 Terra's Origins

### 12.1 Esper World

- Get Madonna
- Talk to Madonna in her bed
- Get out of the house
- Talk to the Youth in the narrow passage
- Talk to Madonna
- Talk to the Elder
- Talk to the guard at the door
- Go left, then up and out of the village

### 12.2 Airship

- **PARTY:** Locke, Terra
- **NOT IN PARTY:** **UNEQUIP**

	<b>EQUIP</b>	<b>RELIC</b>	<b>ESPER</b>	<b>ROW</b>
<b>LOCKE</b>	Optimum, Thief Knight			Back
<b>TERRA</b>	Optimum, Flame Sabre, Magnus Hat	Running Shoes, Sprint Shoes	Maduin	

- Go to Narshe

### 12.3 Narshe

- Walk up, be escorted to Banon
- Grab elixir in the clock
- Get out of Narshe
- Get in the airship, go to the imperial base

## 13 Sealed Gate

### 13.1 Imperial Base

- Go up to the stairs, and get out through the right
- Go into the cave

### 13.2 Cave

- If Lich: run away
- **LOCKE**: Vanish, then Revivify
- **TERRA**: Revivify
- **LOCKE**: Run away (make sure Terra casts the last Revivify)
- **TERRA**: Level 20

#### 13.2.1 Walkthrough

- Go down through the door (ignore chest)
- Grab Tempest in the chest
- Go down through the door
- Walk over the shifting bridges (ignore both chests)
  - Go right, wait for shift
  - Go on the “island”, then down, and wait for shift
  - Go left
  - Wait for shift
  - Go right, wait in the MIDDLE of the bridge
  - Go down
- Go right, activate switch on the 2nd high bridge
- Go down, and grab Ether in the chest



- Go right, through the “mini cave”, then up, exit on the right
- Grab elixir in the chest
- Go right, down, right, up, activate switch
- Go right, down into the door, and exit the cave
- <Cut scene>

### 13.2.2 Kefka Battle

- **LOCKE**: Smoke Bomb

### 13.3 Leaving the cave

- **ITEM** Warp stone
- Go back to the airship
- <Cut scene>

## 14 Imperial Banquet

### 14.1 Airship

- **PARTY**: Edgar, Terra, Sabin, Setzer
- **BUY**: Warp Stone x2, Smoke Bomb x41
- Get out of the ship

### 14.2 Vector

- Go into the Chocobo Forest
- Head over to Vector
- Go to the top of the town to be invited in the castle
- Follow Red Guard, go up to talk to Gestahl

	EQUIP	/Relic	/Esper/	ROW
EDGAR	Optimum	Hero Ring, Hyper Wrist		
TERRA	Optimum			
SABIN	Optimum	Earrings, Earrings	Shoat	
SETZER	Optimum		Unicorn	

### 14.3 Soldiers list

- Walk down, out of the throne room
- Talk to the two soldiers (2)
- Talk to the two M-Tek Armor soldiers (4)
- Go down and outside
- Down the flight of stairs on the left, talk to the normal soldier (5)
- Talk to the two M-Tek Armors (7)
  - During battle, **SABIN**: AuraBolt; **EDGAR**: Drill
- Go back inside, take a left, and into the door, open the two chests (Back Guard, X-Potion)
- Up the first flight of stairs, and into the door
- Talk to all the soldiers (13)
- Go into the bathroom, talk and fight soldier (14)
- Go out of the dormitory, up the flight of stairs and into the door
- Talk to the soldier (15) and go outside
- Talk to soldier and M-Tek Armor on the left (17)
- Go into the building at the top, talk and fight soldier (18)
- Go out, talk to the 3 remaining M-Tek Armors (21)
- Walk into the door, pass the room with nothing, down a flight of stairs and into the door
- Talk to the 2 soldiers in the room, open the chest (Gale Hairpin), and talk to the last soldier in the bathroom (24)

- Wait for the clock to run down
- **ITEMS:** ARRANGE

	EQUIP	/Relic	/Esper/	ROW
EDGAR	-Weapon	Gale Hairpin, Back Guard		Back
TERRA				Back
SABIN				Back
SETZER		Sprint Shoes		Back

## 14.4 Banquet

### 14.4.1 Dialogue

Answering correctly and Gestahl will give you a Charm Bangle at the end of dinner.

- “To our hometowns...”
- “Leave him in jail...”
- “That was inexcusable.”
- “Celes is one of us!”
- “Why’d you start the war?”
- “One more question please!”
- “Why do you want peace now?”
- “Let’s talk about Espers...”
- “Yes, the Espers have gone too far.”
- “Why’d you start the way?”
- “Yes, let’s take a break”
- Go talk to the guards on the right
  - **EDGAR:** Flash; **SABIN:** Bio all
- Go sit back down
- “That your war’s truly over.”

- “Yes”

## 14.5 Leaving Imperial Castle

- Get out of the Castle
- Go to the Café in Vector (go down, then left)

	EQUIP	RELIC	ESPER	ROW
LOCKE		Running Shoes → Charm Bangle	Empty	Back

- Use a Warp Stone
- Go to Albrook (down, then right)

## 14.6 Albrook

- **SELL:** Mithril Knife, Rune Edge, Thunder Blade, Blizzard, Ashura, Tempest, Fire Knuckle, Atlas Armlet, Break Blade, Dragon Boots
  - Should have  $\geq 41,200$  GP
- **BUY:** White Dress
- Go down to the port
- Examine crate at your right, obtain Warp Stone
- Talk to Leo
- Go to inn, talk to the owner
- <Cut scene>
- Go down to the port
- Talk to Leo
- <Cut scene>
- Talk to Leo, then talk to Locke
- Go up to Thamasa

## 15 Thamasa

- **BUY:** Ice Rod x5, Thunder Rod x8
- Go talk to Strago
- <Cut scene>

### 15.1 Burning house

#### 15.1.1 Walkthrough

- Flee from all battles (Smoke bombs)
- Go up two rooms
- Go up, right and into the door on the right
- Go into right door, open chest, obtain Fire Rod, exit
- Go into left door
- Go into right door, open chest, obtain Ice Rod, exit
- Go into left door

#### 15.1.2 Boss battle

- **TERRA:** Morph
- **TERRA:** **ITEM** Ice Rod (one-shot kill)
- **STRAGO:** Defend
- **LOCKE:** Defend

## 16 Ultros 3

### 16.1 Cave

- Get out of Thamasa and to the cave (down, left, up)

- Flee from all battles (Smoke bombs)
- Get out through the right (ignore chest)
- Right and out of the door to bottom
- Go to the statues

	EQUIP	/Relic	/Esper/	ROW
LOCKE	White Dress	Charm Bangle → Sneak Ring		
TERRA		Earrings, Earrings		
STRAGO		Earrings, Hero Ring		

## 16.2 Ultros Battle

- **LOCKE**: Steal (should steal a White Cape)
- **STRAGO** and **TERRA**: Thunder Rod
- <Relm cut scene>
- **TERRA**: Thunder Rod (one-shot kill)

## 16.3 Meeting the Espers

- **LOCKE**: **RELIC** Sneak Ring → Charm Bangle
- Left, up and into the door
- Fall into the lower left trap door
- Go up and out
- Left and into the other cave entrance
- <Cut scene>

## 16.4 Kefka vs Leo

- **LEO**: Shock x5

## 16.5 Leaving Thamasa

- Before boarding airship

	EQUIP	RELIC	ESPER	ROW
RELM	Empty	Empty	Ramuh	
LOCKE	Empty	Empty		
TERRA	Empty	Empty		

- Board the airship
- <Cut scene>
- **PARTY:** Setzer, Sabin, Empty, Terra

	EQUIP	RELIC	ESPER	ROW
SETZER	Optimum		Shoat	
SABIN	Optimum		Siren	
TERRA				

## 17 Imperial Air Force

### 17.1 6 Battles

- **TERRA:** Ramuh
- **SABIN** or **SETZER:** Attack (if necessary)
- Healing: Use Terra's cure or potions
- Make sure Terra has at least 38 MP to cast Phantom

### 17.2 Ultros and Chuppon

#### 17.2.1 Before battle

	EQUIP	RELIC	ESPER	ROW
SETZER		Running Shoes, Gale Hairpin	Phantom	
SABIN		Charm Bangle, Sprint Shoes		
TERRA	-Weapon	Back Guard, Running Shoes		

### 17.2.2 Battle

Ultros will not call Chupon until you've dealt him damage, so take your time, it's time for the first Reverse Joker Doom

- **TERRA**: Phantom
- Wait for all to have full ATB bars
- **SABIN**: Muddle on Setzer
- **TERRA**: Attack Setzer
- **SETZER**: **SLOT** 7-7-Bar (Reverse Joker Doom)

### 17.3 Air Force

- **TERRA**: Morph
- **TERRA**: Thunder Rod on Air Force (one-shot kill)

## 18 Floating Continent

### 18.1 Walkthrough

- **TERRA**: **ESPER** Ramuh
- **TERRA**: **WEAPON** Flame Saber
- If you get a battle against ninjas, use Thunder Rod on all, they're too fast for your smoke bombs
  - Make sure to keep one Thunder Rod, you're gonna need it!
- Don't talk to Shadow
- Go right, up the stair, right, down the passage
- Open the stairs on mound, take teleport
- Down two flights of stairs right, activate switch
- Go right, down the stairs and keep going right, and into the teleport
- Down, left into the teleport



- Down and activate the switch, go up left
- Activate the switch, down the stairs, left, down the stairs twice
- Go right, down the stairs, up the stairs, activate the switch and into the teleport
- Don't go into the airship

## 18.2 Atma Weapon

You need to perform a Joker Doom on Atma Weapon to win. If you miss it, it's game over, you have no way of winning against him. So either save before or make sure you're very comfortable using Joker Doom.

- **TERRA**: Echo Screen
- **SETZER**: **SLOT** 7-7-7
- <Cut scene>

## 18.3 Escape from the floating continent

	<b>EQUIP</b>	<b>RELIC</b>	<b>ESPER</b>	<b>ROW</b>
<b>CELES</b>	Optimum	Hero Ring, Earrings	Phantom	
<b>SABIN</b>		Running Shoes → Back Guard	Stray ‡	
<b>SETZER</b>			Unicorn	
<b>TERRA</b>		Earrings, Earrings		

‡ Only if Sabin has learned Doom

- All Naughty battles: **TERRA**: Bolt 2
- Keep heading right

### 18.3.1 Nerapa

- **TERRA**: Thunder Rod (one-shot kill)
- Don't wait for Shadow
- <Cut scene>

## 19 Saving Cid

	EQUIP	RELIC	ESPER	ROW
CELES	Optimum, Magus Hat	Sprint Shoes, Charm Bangle	Phantom	

1. Get out of the house
2. Go down to the beach
3. If there are no fishes or no fast fish, GOTO 5
4. Pick the fastest fish
5. Go into the house
6. Talk to Cid
7. GOTO 1
8. Repeat until Cid heals
9. Go downstairs to grab the raft

## 20 Tentacle Monster

### 20.1 Tzen

- Once of the raft, don't go into the nearest village
- Go up, past Kefka's tower and a little to the left into Tzen
- Go talk to Sabin

#### 20.1.1 Saving the kid

- Flee from all battles (Smoke bombs)
- Go into the first room, open the chest and grab the Pearl Rod
- Go into the second room, don't open the chest, go downstairs
- Go up, grab the kid, ignore chests
- Get out of the house

## 20.2 Nikeah

	EQUIP	RELIC	ESPER	ROW
SABIN	Optimum	Back Guard, Gale Hairpin	Stray	
CELES	Unequip Flame Sabre			

- Go north east into the woods to get a Chocobo
- Head over to Nikeah (head of the serpent trench)
- **SELL:** Flame Sabre, Dirk, Chocobo Brush, Boomerang, Thief Knife, Atlas Armlet, Earrings x2, Thunder Rod, Revivify (keep 2), Sneak Ring, Czarina Ring, Mithril Knife, Memento Ring
  - Need 29,000 GP
  - Last digit of GP must be 0, 6, or 9 to protect against L?-Pearl
- **BUY:** Enhancer, Bard's Hat x2, White Cape x2
  - Buy a 3rd White Cape if you didn't steel one from Ultros 3
- Go into the Café and talk to all thieves
- Get out of the cafe, goup and talk to Edgar/Gerad
- Follow him on the ship

## 20.3 South Figaro

- Go to the Inn/Cafe, talk to Edgar/Gerad
- Go grab a Chocobo
- Head to the cave

## 20.4 Cave

- During a battle, **CELES:** **EQUIP** Enhancer
- Flee from all battles (Smoke bombs)
- Jump on the turtle to go through the door
- Go left and into the door

- Go left and down into the door
- Go to Basement 3
- Go down into door, open both chests, obtain Gravity Rod and Crystal Helm
- Go up and into the engine room
- **SABIN**: **ORDER** 4th slot

	EQUIP	RELIC	ESPER	ROW
<b>CELES</b> <b>SABIN</b>		Sprint Shoes → Running Shoes Running Shoes, Hero Ring		

- Talk to Edgar

## 20.5 Tentacle Monster Battle

- **EDGAR**: Gravity Rod on bottom left
- **CELES**: Fire & Ice Rod all
- **SABIN**: Ice Rod all
- **EDGAR**: Drill top tentacles

## 21 The Falcon

### 21.1 Setzer

	EQUIP	RELIC	ESPER	ROW
<b>EDGAR</b> <b>CELES</b> <b>SABIN</b>		Charm Bangle, Sprint Shoes Earrings → Back Guard Hero Ring → Gale Hairpin		

- Go talk to the old man to go to Kohlingen
- Go up left to Kohlingen
- Go into the Inn, talk to Setzer

## 21.2 Daryl's Tomb

	EQUIP	RELIC	ESPER	ROW
EDGAR CELES SETZER SABIN	Optimum		Unicorn	

- Flee from all battles (Smoke bombs)
- Go down into the door
- Go left, down and into the door
- Ignore chest, go downstairs
- Ignore chest, go up into the door
- Activate the door
- ITEM Warp Stone
- Go down into the door
- Go right and up into the door
- Activate the tomb
- Go up, and activate the switch
- Go back to Basement 2, and down in the middle door
- Hop a ride on the turtle
- Activate the switch, hop a ride on the turtle and into the door
- Open right chest, obtain Man Eater
- Go up

## 21.3 Dullahan

- Dullahan will cast L?-Pearl, killing all members that have a level divisible by the last digit of your GPs, which is why it should be 0 (6 and 9 work as well as your characters should be between 13 and 17)
- ANYONE: Echo Screen

- **SETZER**: **SLOT** 7-7-7
- <Cut scene>

## 22 Farming

- Go to the desert next to Maranda
- **EDGAR**: **UNEQUIP** Charm Bangle
- **CELES**: Phantom
- Battle until **CELES** learns Vanish
  - **SABIN** should be close to learning Float
  - **SETZER** should be close to learning Remedy
- **EDGAR**: **EQUIP** Charm Bangle
- Go to Maranda
- **BUY**: Tao Robe

## 23 Kupo!

- Go to Narshe
- Enter classroom and use the healing pot
- Flee from all battles
- Enter Narshe, go left and into the cave
- Go right, up the stairs and into the door
- Go left to the wooden stairs and left into the cave
- Go up, left on the bridge, up the stairs and into the door
- Go up to the door
- Go up, right and down into the door
- Go up to the door

- Talk to Mog
- **ITEM** Warp Stone

## 24 Gogo

- Go to the Triangle Island (North East)
- On airship, **PARTY**: Mog
- Land and walk into the forest to meet a Zone Eater
- **MOG**: **RELIC** Moogle Charm, Sprint Shoes
- Go down the stairs
- Head left to the bridges
- Jump bridges to get to the left of the room (avoid green guys)
- Go through the door room
- Rush left to the second chest, don't open it, and wait for the ceiling to fall
- Rush left and down to get out of the room
- Go down, left, jump over the chest
- Go up, jump over the two chests, come back around and jump over the chest
- Go into the door
- Talk to Gogo
- Get out of the room
- Go down, right and jump over the chest
- Go down and activate the switch
- Jump right
- Go down, and jump over the chests to get to the chest at the end and obtain Thunder Shield
- **ITEM**: Warp Stone

- **GOGO**: **STATUS** Mimic, Slot, Magic, Item

## 25 Kefka's Tower

### 25.1 Party Management

- **PARTY 1**: Celes, Sabin
- **PARTY 2**: Setzer, Mog
- **PARTY 3**: Edgar, Gogo

### 25.2 Setzer, Mog

	<b>EQUIP</b>	<b>RELIC</b>	<b>ESPER</b>	<b>ROW</b>
<b>CELES</b>	Empty	Empty		
<b>SABIN</b>	Empty	Empty		

- Switch to Setzer's group
- Because of Mog's Moogles Charm, you won't encounter any battle
- Head down the stairs, left and into the shaft
- Up the conveyor belt, left, down the conveyor belt and down and out of the room
- Get out of the bathroom, down and out through the door
- Go left, up the two flights of stairs and into the door
- Climb into the second pipe on the left
- Open chest and obtain Force Shield
- Down the conveyor belt, left into the shaft and activate the switch
- Go back outside, down, left and open the chest and obtain Force Armor
- Go right and into the door
- Avoid dragon, go left and through the door
- Out of the room



- Go up, step on the switch, and switch to Edgar's group

## 25.3 Edgar, Gogo

### 25.3.1 Walkthrough (1)

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO	Force Shield	Gale Hairpin, Back Guard		Back

- Flee all battles (Smoke bombs)
  - Cannot flee from Gt. Behemoth battle; use a Joker Doom
- Go down the two conveyor belts, down, left and through the door
- Go left into the shaft
- Down the stairs, ignore the chest, and go into the secret passage directly below the big spinning gear.
- Open the chest and obtain Aegis Shield
- Go back into the room with the spinning gear.
- Go up the conveyor belt

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO	Aegis Shield	White Cape, White Cape White Cape, White Cape		

- Go left and head for the stairs, boss battle

### 25.3.2 Boss battle

If the boss uses Atomic Ray and it hits, use any one of the following item before attempting to do the Joker Doom: Tonic, Potion, X-Potion, Fenix Down, Antidote

- **EDGAR:** Echo Screen
- **GOGO:** **SLOT** 7-7-7

### 25.3.3 Walkthrough (2)

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO		Charm Bangle, Sprint Shoes Back Guard, Gale Hairpin		

- Go down the stairs, down and out the door
- Go down the stairs, left, activate the glittering chest, and into the door
- Avoid the dragon, go left and into the door
- Up, left, down
- Go up the stairs and activate the switch

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO	Empty Empty	Empty Empty		

- Switch to Celes' group

## 25.4 Celes and Sabin

### 25.4.1 Walkthrough (1)

	EQUIP	RELIC	ESPER	ROW
CELES SABIN	Optimum, Enhancer Optimum, Force Shield	Charm Bangle, Sprint Shoes Gale Hairpin, Back Guard		

- Flee from all battle (Smoke bombs)
- During a battle (not a Gt. Behemoth one), **CELES**: Vanish on Sabin
- Go down the conveyor belt, right up and left into the shaft
- Go left and down on the conveyor belt, right and into the door
- Go up, left (ignore chest), down and out of the room
- Go left, down and right into the shaft
- Down the stairs, down and out of the room
- Down, right, up into the door

- Up into the switch room
- Go left, down, switch to the other groups, move off the switches
- Drop the 4t block on Setzer's switch
- Up into the room, activate the switch

	EQUIP	RELIC	ESPER	ROW
CELES	Empty	Empty		
SABIN	Empty	Empty		

- Switch to Setzer's group

## 25.5 Setzer and Mog

- Go up the stairs, into the switch room
- Go right, down and through the door
- Drop the 4t block
- Up into the room, activate the switch
- Switch to Edgar's Group

## 25.6 Edgar and Gogo

	EQUIP	RELIC	ESPER	ROW
EDGAR	Optimum	Charm Bangle, Sprint Shoes		
GOGO	Optimum, Force Shield	Gale Hairpin, Back Guard		

- Go up the stairs, into the switch room
- Go back out of the room
- Activate the switch
- Go back up into the switch room

	EQUIP	RELIC	ESPER	ROW
EDGAR	Empty	Empty		
GOGO	Empty	Empty		

- Switch to Celes's group

## 25.7 Celes and Sabin

### 25.7.1 Walkthrough (1)

	EQUIP	RELIC	ESPER	ROW
CELES	Optimum, Enhancer	Charm Bangle, Sprint Shoes		
SABIN	Optimum, Force Shield	Gale Hairpin, Back Guard		

- Go down, out of the room
- Go left and up into the door
- Go up into the door

	EQUIP	RELIC	ESPER	ROW
CELES		White Cape, White Cape		
SABIN		White Cape, White Cape		

- Talk to Doom

### 25.7.2 Doom

- **CELES:** Vanish on Doom
- **SABIN:** Doom on Doom

### 25.7.3 Walkthrough (2)

	EQUIP	RELIC	ESPER	ROW
CELES		Charm Bangle, Sprint Shoes		
SABIN		Gale Hairpin, Back Guard		

- Go up and walk onto the chest

	EQUIP	RELIC	ESPER	ROW
CELES	Empty	Empty		
SABIN	Empty	Empty		

- Switch to Setzer's group

## 25.8 Setzer and Mog

### 25.8.1 Walkthrough (1)

- Go down, out of the room
- Go right, up and through the door
- Go up and talk to Goddess

### 25.8.2 Goddess

- **MOG**: Echo Screen
- **SETZER**: **SLOT** 7-7-7

### 25.8.3 Walkthrough (2)

- Go through the door, and activate the switch
- Switch to Edgar's group

## 25.9 Edgar and Gogo

	<b>EQUIP</b>	<b>RELIC</b>	<b>ESPER</b>	<b>ROW</b>
<b>EDGAR</b>	Optimum, Enhancer	White Cape, White Cape		
<b>GOGO</b>	Optimum, Force Shield	White Cape, White Cape		

### 25.9.1 Guardian

- **EDGAR**: Echo Screen
- **GOGO**: **SLOT** 7-7-7

### 25.9.2 Walkthrough (1)

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO		Charm Bangle, Sprint Shoes Gale Hairpin, Back Guard		

- Go up through the door
- Go left, down and into the shaft
- Go up the stairs

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO	Optimum, Enhancer Optimum, Force Shield	White Cape, White Cape White Cape, White Cape		

- Talk to Poltrgeist

### 25.9.3 Poltrgeist

- **EDGAR**: Echo Screen
- **GOGO**: **SLOT** 7-7-7

### 25.9.4 Walkthrough (2)

	EQUIP	RELIC	ESPER	ROW
EDGAR GOGO		Charm Bangle, Sprint Shoes Gale Hairpin, Back Guard		

- Go up the stairs and through the door
- Fall down the hole
- DON'T STEP ON THE SWITCH

## 25.10 Equipment

	EQUIP	RELIC	ESPER	ROW
EDGAR	Empty	Empty		
GOGO	Man Eater, Aegis Shield, Bard's Robe, Tao Robe	White Cape, Running Shoes		
CELES	Optimum, Enhancer, Force Shield, Force Armor	White Cape, True Knight		
SABIN	Empty	Running Shoes		
SETZER	Empty	Empty		

## 26 Final Battle

### 26.1 Battle Order

1. Sabin
2. Celes
3. Setzer
4. Gogo

### 26.2 First phase

- **SABIN**: Break on right hand (the monster's right hand, seen on the left)
- Bring everyone but **CELES** to critical HP (either with hard attacks, or kill them + Fenix Down); with True Knight, **CELES** will protect them and because of her very high MEvade, will not take damage
- **SABIN** and **GOGO**: Float on everybody (boss will cast Quake when it dies)
- **CELES**: Vanish on Setzer
- **SABIN**: Muddle on Setzer
- **GOGO**: Remedy

- **SETZER**: **SLOT** 7-7-Bar

### 26.3 Second Phase

- **SETZER** or **GOGO**: Mute on far left
- **SABIN** or **GOGO**: Doom on top middle
- **CELES**: Vanish on Setzer
- **SABIN**: Muddle on Setzer
- **GOGO**: Remedy
- **SETZER**: **SLOT** 7-7-Bar
- During 10 Hits, **GOGO EQUIP** Thunder Shield

### 26.4 Third phase

- After Merton (if it happens), **GOGO EQUIP** Aegis Shield
- **GOGO**: Mimic x2
  - First Mimic tries to Reverse Joker Doom the previous enemy
  - Second one will hit this enemy

### 26.5 Kefka

- **GOGO**: Mimic x2

## 27 Techniques

### 27.1 Joker Doom

Joker Doom is one of the possible outcome (7-7-7) of Setzer's Slot ability. It casts an instant death spell on all enemies. The problem is that very often, the game will not let you perform it; if you try (using the pause button) to get all 7's, you'll find that you can get the first two, but never the third one.



Fortunately, some very crafty folks have found a way around that. By using an Echo Screen, you cause the RNG to allow you to get the 7-7-7. And so, you can use Joker Doom pretty much any time you like.

- **ANYONE:** **ITEM** Echo Screen
- Wait for the first smoke cloud
- **SETZER:** **SLOT** 7-7-7

Note that if you miss the Joker Doom, you're done, you cannot put the RNG back into the correct state. Be careful!

## 27.2 Reverse Joker Doom

In some battles, even though you can get Joker Doom working, the enemies are immune to it. However, a way around this has been discovered and is called the Reverse Joker Doom. It's more complicated than the Joker Doom, and the execution is harder, but it's guaranteed to work, even in the final battle!

- **ANYONE:** **MAGIC** Muddle on Setzer
- **SETZER:** **SLOT** 7-7-Bar (during Muddle birds animation)
- **ANYONE:** **ATTACK** Setzer OR **ITEM** Remedy on Setzer

You need to start performing the Slot command after the Muddle spell has started and you need to finish your input before the Muddle animation is done, otherwise you lose control of Setzer. This is hard to do, and you should practice.

Note that contrary to the regular Joker Doom, you can re-do the Reverse Joker Doom as many times as you like.

Now, how does this work? It's a bit convoluted, but here's the explanation. Reverse Joker Doom (7-7-Bar) casts an instant death spell on your own party! Now, you'd think that by Muddling Setzer, the Reverse Joker Doom would be cast against enemies, but the developers thought of that. However, they forgot to account for when you use a remedy, and that flips the target of the Reverse Joker Doom, and now it's the enemies that are targeted.