

Final Fantasy VI any % **by Essentia**

notes supplémentaires de mistermv

Narshe

battle speed 6, message speed 1, cursor memory

Terra back row

1st battle: Terra bio blast, Vicks and Wedge run away

2nd battle: Vicks/Wedge fire beam guard on left and lobo, Terra bio blast, Vicks and Wedge run away

3rd battle: Vicks/Wedge fire beam both vomammoths, Terra bio blast, Vicks and Wedge run away

Whelk: tek missile, beam x2, tek missile, go into shell, tek missile

get **Terra level 6** before Locke joins (shouldn't have to fight extra battles)

Mog route : déplacer Locke en bas à droite, Y, gauche, bas, droite, bas, droite, passer le 1er garde sur ses frames de déplacement du début, aller à droite, passer le dernier garde et rush boss.

Marshal: Mog attack Marshal once, then remove weapon and shield, middle two moogles kill lobos

Figaro Castle

rush nord vers **Edgar**, go building de gauche et parler Matron pour la scene de **Sabin**, go reparler Edgar. Parler aux 2 gardes puis à Kefka, parler Locke, suivre Locke building de droite et reparler. KEFKA Scene 2 : go talk garde direct.

M-tek Armor: autocrossbow x2, Locke steal

Cave to South Figaro

(during battle, **EQUIP** Locke mithril shield, Edgar autocrossbow all battles)

itinéraire : HP au le lac et next room, 1ere à droite/descendre/grand escalier, sortie & sortie.

South Figaro

buy 2 sprint shoes, **EQUIP** on Terra

Edgar, Locke back row

Chocobo vers Mt. Koltz.

Mt. Koltz

run away until get atlas armlet, **EQUIP** on Edgar

itinéraire : après 1er passage dehors, prendre à droite passage secret & Atlas Armlet.

Essayer de voler Brawlers. Si Tusker, Fire avec Terra.

get Edgar level 10, Locke level 9, Terra level 8 (have Terra and Locke run from 1 or 2 battles)

*Terra gain 2 levels, Edgar and Locke gain 1 level

save point: Terra cure others, sleeping bag

Before Vargas

Terra cure if needed

Ipoohs: fire both, steal, autocrossbow

Vargas: autocrossbow, attack, fire

*Edgar un**EQUIP** mythril blade during battle

Sabin joins at level 11

After Vargas

Terra cure only if really needed

get tent

Returns' Hideout

get fenix down x2, air lancet, tincture, true knight, white cape (secret passage treasure room), dire NON à Banon 3 fois.

Lete River

beginning: Banon, Sabin back row

EQUIP Sabin optimum

relic Sabin sprint shoes

remove Terra's sprint shoes

itinéraire : LEFT x2

get Edgar to level 11 (fight pterodons x2 - autocrossbow x2, everyone else run)

run from all other battles

UN**EQUIP** Mithril Pike

Ultros

Banon health then defend, Terra defend, aurabolt, autocrossbow, fire after 5th aurabolt

Sabin's Scenario

When control **Cyan** : relic sprint shoes / battle speed 1 / Tech 2

Before fight templars (after 2 kefka runs off)

relic **Sabin** black belt / heal if needed / Sabin front row

Templars & Soldiers: Sabin defend, kill with counters

Before next battle with both: heal Sabin, battle speed 6

3 battles: attack soldiers, aurabolt Cadet if needed

After battles (when in Magitek Armor) : both **back row**

Phantom Forest : Up (à droite de l'écran) / Spring JHP/MP, / direct Up (idem) et Up.

Phantom Train

run from all battles

route : LEFT / porte, reparler direct au ghost pour partir & fuir) / wagon après le switch : rentrer par la gauche & earrings / echelles / echelles / skip wagon et rush controls / DOWN UP DOWN.

get earrings

relic Sabin earrings, white cape

Ghost Train: fenix down

Baren Falls

Rizopas: aurabolt, dispatch, aurabolt

Serpent Trench

right, then left path

Nikeah

sell

remedy, softs (if any), tent x2, sleeping bag

mithril pike, mithril blade, air lancet, black belt

– buy MAGUS HAT!

buy 41 smoke bombs (or as many as can) 4th down

remove Cyan's sprint shoes

Terra's Scenario

smoke bomb all battles

relic Edgar empty->SPRINT SHOES

NARSHE

rush gauche secret passage, une fois sorti prendre l'entrée de cave en haut à gauche, après le jeu du labyrinthe aller tout en bas à droite vers chez Arvis. Enlever sprint shoes d'Edgar

avant la porte du salon d'Arvis.

Locke's scenario

relic sprint shoes

GLITCH : attendre au niveau du haut de la fenetre, **EQUIP** sprint shoes quand le garde descend sur la case d'au dessus, rush HAUT et entrer par derriere.

get earrings (direct à gauche), HAUT GAUCHE HAUT GAUCHE sortie
coffre haut gauche (500GP) puis out et rush porte Celes, ensuite passage secret en bas GET
hyper wrist, running shoes,

GET Celes & treasure room, get GP dans l'horloge et coffrele plus proche en bas à droite,
passage secret clock. Chemin inverse & out.

South Figaro Cave :

Get thunder rod escalier à gauche.

Tunnel Armor: thunder rod

Narshe Battle

parties

Terra - **Cyan Edgar Sabin Celes** - Gau

route : switch once, bas x3, droite, bas, droite WAIT gauche bas gauche et attendre au
fond MENU :

relic Celes running shoes; Cyan hyper wrist; Sabin white cape->earrings

EQUIP Celes optimum

Celes back row

Kefka: runic, aurabolt, dispatch, autocrossbow

party: Edgar (lead), Sabin, Cyan, Celes

get elixir from clock, all treasures except last1 in shack en bas à droite.

Figaro Castle

GO TO KOHLINGEN

sell peace ring, wall ring

buy flash, drill

buy 15 fenix downs, 27 revivifies

Out to SHACK tout en haut à gauche get HERO RING

After get hero ring:

EQUIP Celes optimum

relic Edgar earrings, hero ring; Celes empty->sprint shoes; Cyan atlas armlet

Chocobo Forest juste à côté.

GO Zozo.

Zozo

route : LEFT & DOWN vers 2nd bâtiment, monter les escaliers, pareil dehors, gruger la queue, escalier et **sauter de la fenêtre de gauche x2**, pièce d'après en haut et prendre « tincture » dans le seau, tout en haut et **saut fenêtre de droite x2**, prendre next door, tout en haut, prendre le trésor porte de droite avant Dadaluma et **EQUIP** :

Celes cure all

battle mode active

Dadaluma (1350 damage to counter)

aurabolt, drill, ice; wait for boss's 2nd attack;

aurabolt, drill, dispatch – (wait for edgar) aurabolt, drill - ice if needed

get running shoes à gauche

get all magicite except Kirin (leftmost)

After Zozo

party : Celes Locke Sabin Edgar

battle mode wait

ESPER Locke siren, Sabin stray

relic Locke empty->sneak ring; Sabin genji glove, atlas armlet

EQUIP Locke optimum

Sabin front row

Jidoor

buy kaiser (2nd down) & go UP pour cutscene Setzer.

buy 15 echo screens (1800 GP) (shop en bas à droite dans les hauteurs)

get Chocobo Ride > Opera

Opera House

route : rush Celes room with Locke.

Grab letter & go impresario.

Rush droite, switch de droite, rush left.

Fights rats : Sabin fight, Edgar FLASH, Locke fight/capture

Before Ultros 2

ESPER Locke Ramuh

Ultros 2 (2550 HP)

Sabin attack, Edgar drill, Locke summon Ramuh, Sabin attack

Airship

buy 2 warp stones

heal at guy

*if Locke doesn't know sleep (fewer than 4 rat battles)

ESPER Locke siren, Celes ramuh

relic Celes running shoes, sprint shoes; Locke running shoes instead of sprint shoes; Sabin earrings x2

EQUIP Celes optimum

Sabin back row, in lead

Magitek Factory

if Locke doesn't know sleep, fight one battle (flash, Celes summon ramuh)

get flame sabre, thunder blade, dragoon boots

route :

-tout à gauche et tuyau/tapis, prendre chest (Flame Sabre), prendre crochet, descendre.

- Rush droite tapis et prendre chest du haut (Thunder Blade), descendre.

- A mi chemin aller chercher chest en bas à gauche (Dragon Boots), reprendre le tapis à droite.

Before Ifrit & Shiva

battle speed 1

Celes cure everyone

Ifrit & Shiva

attack 5 times, run away

After Ifrit & Shiva

Celes cure if needed

ESPER Locke Ramuh (if gave him Siren earlier)

battle speed 6

***EQUIP** Celes flame sabre, Edgar thunder blade during battle

get break blade (en bas à gauche de la salle horizontale)

Before No. 024

heal only if low HP

EQUIP Edgar thunder blade, Celes flame saber (if didn't earlier)

No. 024

Locke sleep, Sabin aurabolt, Edgar flash, Celes ice, Locke steal then summon Ramuh

Before mine cart (when follow Cid)

ESPER Sabin shoat, Locke phantom

Sabin, Locke front row

relic Edgar earrings->running shoes; Locke sneak ring->sprint shoes; Sabin atlas armlet, genji glove

EQUIP Locke flame sabre (do during battle instead?)

Minecart

EQUIP Locke flame sabre during battle

Sabin attack, Edgar drill single enemies, flash multiple

Locke summon Phantom in 3rd battle (Sabin kill red mag roader first)

give tincture to Edgar

No. 128

Locke attack, Edgar drill, Sabin attack, summon phantom if lose vanish?

Smoke bomb remaining battles

Boss : Cranes

Locke echo screen self / Setzer joker doom

ESPER World :

get Madonna / Talk to Madonna in bed / Get Madonna sex cutscene / Talk to Elder / Talk to door guard / Rush left & get ending cutscene.

After Zozo / Before go to Narshe

party Locke, Terra

un**EQUIP** those not in party

ESPER Locke phantom, Terra maduin

Locke back row

EQUIP (1st)Locke optimum, thiefknife; Terra optimum, flame sabre, magus hat

relic Terra runningshoes, sprint shoes

get elixir from clock in elder's house

Cave to Sealed Gate

route : bas direct, bas (get chest=Tempest)

// Room de merde : 2x droite (don't get chest), bas gauche, bas droite et bas au niveau de la porte // **start battle setups

droite à travers antre, droite et passer le 1er pont, activer switch 2eme pont, get chest (ether), sortir droite/haut/droite/haut/gauche/haut/droite, get chest (elixir), droite et petit pont vers le bas, ponts vers le haut, switch, ponts vers la droite & exit.

Rush haut vers la Sealed Gate.

** Locke summon phantom

fight zombones, ings; run from all others (first 3 rooms)

use revivifies to kill, Terra gets last turn, Locke runs away

fight until Terra level 20 (9? battles, learns life at level 18)

After smoke bomb Locke : warp stone to leave **

After airship crash

party Edgar, Terra, Sabin, Setzer

buy 2 warp stones, 41 smoke bombs

CHOCOBO stable dans la foret direct en haut à gauche

Go Vector

Imperial Castle

After timer starts:

ESPER Sabin shoat, Setzer unicorn

EQUIP all except Terra optimum

relic Edgar hero ring, hyper wrist; Sabin earrings x2

route : 4 soldats en bas, sortir & 4 soldats, retour inside et à gauche get 2 trésors, aller à la room au dessus (6 gardes + coffre), chiottes au dessus (1 garde), ressortir et aller tout en haut (1 soldat), sur le toit vers le centre (4 soldat), vigie (1 soldat), ressortir et vers la droite (1 soldat), descendre, room en dessous (2 soldats et chest), chiottes en dessous (1 soldat & coffre). 24 PEOPLE si bon.

After talk to all soldiers (before time runs out)

relic Terra gale hairpin, back guard; Setzer sprint shoes

un**EQUIP** weapons

Setzer, Sabin back row

arrange items

mega armor: drill, aurabolt

commandos: drill/aurabolt, attack

Banquet

1 : To our hometowns !
2 : Leave him in jail...
3 : That was inexcusable !
4 : Celes is one of us !
5 : Why'd you start the War ?
6 : One more question please !
7 : Why do you want peace now ?
8 : Let's talk about the **ESPER**s...
9 : Yes, the **ESPER**s have gone too far.
10 : Why'd you start the war ?
11 : Yes, let's take a break.
SP Forces: flash, bio
12 : Yes.
13 : That your war's truly over.
14 : Yes.

In Vector cafe

relic Locke running shoes->charm bangle
remove Locke's phantom
use warp stone

Albrook

6 weapons, 3 relics
sell rune edge, break blade, blizzard, thunder blade, tempest, fire knuckle, dragoon boots,
hyper wrist x2, atlas armlet
need 41,200 GP total
buy white dress
get warp stone in box at harbor (immediate right)

Thamasa

buy 5 ice rods, 8 thunder rods

house route : haut, haut, haut droite, haut droite (get fire rod), gauche, haut droite (get ice rod), gauche, hautx2

FlameEater

Terra morph, 1 ice rod single-target

Cavern

1ere en haut à droite, chemin de dehors, en bas à droite

Before Ultros

EQUIP Terra white dress

relic Terra 2 earrings, Strago earrings & hero ring, Locke charm bangle->sneak ring

Ultros 3

4 thunder rods, try to steal white cape

Locke re-EQUIP charm bangle afterward

next room : trou en bas à gauche, en haut, chemin de dehors, en bas et cutscene.

Kefka (with Leo)
shock x5

Before enter airship (after Thamasa)
remove Strago's relics, Locke's charm bangle
unEQUIP Relm, Locke, Strago
ESPER Terra ramuh

party Setzer, Sabin, Terra (4th spot)

1st battle : Terra RAMUH
after 1st IAF battle:
ESPER Setzer siren, Sabin shoat
EQUIP Setzer, Sabin optimum

IAF
6 battles: Terra summon ramuh, Sabin attack spit fire if needed
heal if needed - Terra can use cure 4 times (6 if give tincture earlier), use items otherwise
Terra needs 38 MP to summon phantom

Before Ultros
remove Terra's weapon
ESPER Terra phantom
give tincture to Terra (if didn't already)
relic Terra running shoes, back guard; Setzer charm bangle, sprint shoes; Sabin running shoes, gale hairpin

Ultros 4
Terra summon phantom, wait for Terra to get turn, Sabin muddle Setzer, Terra attack Setzer, Setzer 7-7-bar (input before muddle is complete)

Air Force
Terra morph, thunder rod single-target

Floating Continent

Terra cure if needed

ESPER Terra ramuh

route :

1. droite et haut (passage) puis bas droite (passage) et prendre la TP du haut direct.
2. bas bas et switch puis bas une fois et droite sur le ciment jusqu'à la TP.
3. bas et TP gauche / push switch en bas / go up & next switch / rush gauche & bas pour prendre le nouveau chemin baissé / bas droite & remonter 2 escaliers puis droite et haut pour switch / go TP.
4. don't take airship / passage / Atma Weapon

*try to **EQUIP** flame sabre on Terra during battle

Ninjas: Terra 1 thunder rod OR joker doom (need 1 thunder rod left for Nerapa)

Atma Weapon: joker doom

Escaping Floating Continent

ESPER Celes phantom, Setzer unicorn

EQUIP Celes optimum, Terra flame sabre (if didn't **EQUIP** earlier)

relic Terra earrings x2; Celes hero ring, earrings; Sabin running shoes->back guard

*when Sabin learns Doom:

ESPER Sabin stray

Naughtys: Terra bolt 2, Sabin/Setzer attack if needed

*if Terra frozen, Setzer fire or Celes use thunder rod if have extra

Nerapa: Celes or Terra use thunder rod; joker doom if don't have rods

Solitary Island

ESPER Celes phantom

EQUIP optimum, (flame sabre), magus hat

relic sprint shoes, charm bangle

*lose time if take longer than 3:46 to save Cid

Tzen

route : haut gauche & 1ere salle en bas pour pearl rod, ressortir & rush gauche & escalier salle du bas, rush haut cheminée/boy. Chemin inverse !

pick up pearl rod (second chest, in middle chamber) - sells for 6000

EQUIP Sabin optimum, remove Celes's weapon

ESPER Sabin stray

relic Sabin back guard, gale hairpin

GO chocobo forest nord ouest

Nikeah (ile serpent, tout en haut)

(sell pearl rod, czarina ring, etc.)

sell 2 earrings (keep 1), boomerang, sneak ring, extra thunder rods, revivifies (keep 1 or 2), mithril shields, flame sabre

need 29,000? GP (34,000 if buying 3 white capes)

***sell 1-GP items so that GP ends with 0, 6, or 9

buy 1 enhancer, 2 bard's hats, 2 white capes (3 if didn't steal from Ultros 3)

parler à tous les gars du café puis Edgar dehors en haut jusqu'au port.

Autre ville : parler Edgar en haut de la INN/Café. / Chocobo stables to :

Cave to South Figaro

try to **EQUIP** Enhancer on Celes during battle

route : up/down right/up/haut (turtle)/left/left down

Figaro Castle

passer par le Kohlingen guy & get gravity rod (3eme chest dans la salle des 2x2 coffres aka Basement 3) puis up au milieu.

Before Tentacles

put Sabin in 4th spot

Celes cure if needed

MUST **EQUIP** Celes enhancer (if didn't already)

relic both earrings/hero ring, running shoes

Tentacles

Edgar gravity rod bottom left, Celes fire rod; Sabin/Celes ice rods, Edgar drill (autocrossbow?) top two

After Tentacles

Celes cure if needed

relic Edgar charm bangle, sprint shoes; Sabin hero ring->gale hairpin; Celes earrings->back guard

**Edgar MUST have sprint shoes

Kohlingen

ESPER Setzer unicorn

EQUIP Setzer optimum

Daryl's Tomb

bottom left room, use warp stone after hit switch

top right room, then middle bottom
get man eater (top right chest)

Dullahan: echo screen self / joker doom

Maranda Desert (SW)

if Celes doesn't know vanish, Setzer <70% remedy, Sabin <80% float

un**EQUIP** Edgar's charm bangle
Celes summon phantom
fight until Celes learns vanish
re-**EQUIP** Edgar's charm bangle

Maranda

buy tao robe (13,000)

Narshe

route : heal at training house if needed / secret passage / up / up and enter left / up /
up / next door / up
get Mog, moogles charm behind him
un**EQUIP** Setzer, Sabin, Celes
remove Celes's, Sabin's relics
use warp stone

Triangle Island

switch party to only Mog
go forest > engulfed by Zone Eater
relic moogles charm, sprint shoes
route : down / left & stairs / left past save / sous 2eme chest / rush next door / next / rush
Gogo.
get thunder shield (after get Gogo)

EQUIP Gogo optimum
status Gogo: slot, magic, item
Gogo back row
use warp stone

Kefka's Tower

Kefka's Tower parties

Celes Sabin

Setzer, Mog

Edgar, Gogo

if Gt. Behemoth or Land Worm: joker doom

***if Land Worm does lode stone: use 1 tonic/potion/x-potion/fenix down/antidote, then echo screen, joker doom**

PLAY SETZER/MOG

route : downleft to door / porte du bas / idem / remonter et porte du haut / tuyau de gauche / grab chest (force shield) & porte en dessous (qui mene à gauche) / hit switch & leave / grab chest (force armor) en bas à gauche / prendre portail à droite / haut / skip dragon / next & switch spot.

PLAY GOGO/EDGAR

EQUIP : Gogo Force shield / Edgar Optimum

relic : Gogo gale hairpin & back guard / Edgar charm bangle & sprint shoes

route : down et gate tout en bas / gauche / passage secret en bas à gauche allant tout en bas pour chest (aegis shield, **EQUIP** on Edgar) & exit tout en haut / rush gauche et avant escalier RELIC white cape x4

Inferno:

if atomic ray hits, use 1 tonic/potion/x-potion/fenix down/antidote
echo screen, joker doom

back to gale harpin/backguard & sprint shoes/charm bangle

exit downleft / down / down & activate chest & portail à droite / haut/ skip dragon / next / switch spot.

Un**EQUIP** & unrelic both.

PLAY SABIN/CELES

relic Sabin back guard/gale harping & Celes sprint shoes/charm bangle

EQUIP Sabin optimum & force shield / Celes optimum & enhancer

NEED

35 MP doom

18 MP vanish

route : path and door to the left / tapis de gauche et portail / path / down and porte bas droite / bas / droite / next / rush pont vers le haut & portail en haut / enter & go switch down gauche apres avoir décalé les 2 autres groupes puis go switch haut gauche.

Relic & EQUIPment EMPTY !!!

PLAY MOG/SETZER

go switch down right & up right.

PLAY GOGO/EDGAR

After Poltergeist

re-EQUIP charm bangle, sprint shoes

fall down hole, DON'T STEP ON SWITCH

un-EQUIP both, remove relics

After Doom (SABIN CELES FINAL)

un-EQUIP Sabin; Celes force shield

relic Sabin running shoes, sprint shoes; Celes true knight, white cape

elixir both

step on final switch

After Goddess (SETZER MOG FINAL)

step on final switch

(GOGO EDGAR FINAL)

EQUIP Gogo optimum

relic Gogo 2 white capes

elixir Gogo

EQUIPEMENT FINAL

CELES Enhancer / Force Shield & Armor / Bard's Hat / White Cape / True Knight

GOGO Man Eater / Aegis Shield / Tao Robe / Bard's Hat / White Cape / Running Shoes

SABIN Running Shoes

SETZER EMPTY !

Battle order:

E

2 -> S 2

3 -> C 3

4 -> S 4

Mog

6 -> Gogo 6

1st Tier

Sabin/Gogo Break left hand

get Sabin, Setzer, and Gogo to critical HP (vanish/doom Gogo, doom others unless boss kills them)

Sabin/Gogo float everyone

reverse joker doom:

Celes vanish

Sabin muddle

Gogo remedy

Setzer 7-7-bar

2nd Tier

Setzer/Gogo mute far left, Sabin/Gogo doom top middle

fenix down any if needed

reverse joker doom

during 10 Hits, Gogo **EQUIP** thunder shield

3rd Tier

Gogo mimic twice

*if Merton, afterward Gogo re-**EQUIP** aegis shield, mimic twice, hope that Calmness misses

Kefka

Gogo mimic twice

need to learn:

break x5 (20) Sabin*
+ 79

Sabin: $6-12 + 4 + 69 + 10 = 10-16$

doom x2 50- Sabin*
OR 32

Celes: $4 + 22 + 25 \text{ OR } 10 = 4 + 45$

muddle x7 (15) Sabin, Terra; Celes, Setzer*
70 OR 45

Setzer: $45 + 25 \text{ OR } 0 =$

float x2 50- Setzer, Sabin, Celes

remedy x3 34- Sabin*, Setzer, Celes

mute x8 13 Celes, Sabin, Setzer

vanish x3 34 Edgar*; Celes*

181 total

Edgar: vanish

sleep x10 10 Locke, Sabin, Edgar

Sabin: break/doom, remedy

cure x5 20 Sabin, Setzer, Edgar

Celes: mute, vanish

fire x6 17 Celes, Sabin, Setzer

Setzer: muddle/float

bolt 2 x3 34 Terra

MP

6-12 Vermin/Sewer Rats

4 No. 024

10 Mag Roaders

5 No. 128

4 Cranes

3 Imperial Castle

1/2 each Balloons

4 Flame Eater

12(10) IAF

3 Air Force

5? each Ninjas

10 Atma Weapon

9-12 Naughtys Sabin learn Doom after 2nd Naughty, Setzer remedy after 3rd

3 Nerapa

5 Tentacles

5 Dullahan

8 Inferno

7 Guardian

10 Poltergeist

10 Doom short 2-5 MP for Sabin learn Remedy

10 Goddess short 5 MP for Setzer learn float (if fights Goddess)