

## DISC THREE

### Balamb Garden and Edea's House

- 3F party: Zell and Irvine
- Cid dialogue-skip
- Edea, until "I ask for your support, young SeeDs"
- Rinoa in infirmary

### Dragon Dream

- Junction screen:
  - Quistis to Kiros
  - Zell to Ward
  - Exchange Irvine and Quistis
- Dragon: Mash triangle, hold square

### Menu Before Dragon

- Junction Kiros:
  - All remaining GFs (Auto-Atk)
  - Item
  - Str+20%, Str+40%, Enc-None
  - Zombie / Demi / Dispel
- GF learning: Carbuncle: Mag-J

### White SeeD Ship

- 3F party: Zell and Quistis
- Letter from Edea
- Fly Garden north, clockwise round small island to ship
- Talk to leader again

### To Esthar

- Rinoa in infirmary
- Talk to Edea
  - Party: Quistis and Selphie
- Menu outside salt lake:
  - GF learning: Diablos: HP+40%

### Menu Right After Abadon

- Card Mod Cerberus
- Time Mag-RF Lightweights for Squall, Quistis, Selphie
- GF learning:
  - Pandemona: Spd-J
  - Cerberus: Spr-J

### **Final Dream**

- Junction screen:
  - Kiros to Zell
  - Ward to Quistis
- Right guard, left guard, moomba, prisoner, moomba

### **Menu After First Guard Fight**

- Junction Ward:
  - All remaining GFs (Auto-Atk)
  - Magic, Draw, Item
  - Str+20%, Str+40%, Enc-None
  - Zombie / Demi / Dispel

### **Rescue Ellone in Dream**

- Controls on right side of screen unlock

### **Esthar**

- South, then right out of palace
- Right to chair, "City Centre via Inner Skyway" (2nd), Keep Going (2nd)
- Drive:
  - First left
  - Gentle bend right
  - First right
  - Follow coast, turn 80 degrees right before Pandora lab

### **Lunar Gate**

- Trust Zell to escort Matron
  - Space party: Irvine
- Pandora party: Quistis
  - Exchange Squall and Zell

### **To Odine's Lab**

- Drive:
  - NW back to red road
  - Left on blue road
  - Right at red road, right at blue road, abandon car at red
- Left to Odine's Lab, talk to Odine

### **LPI Shopping**

- Cheryl's (lower right): Rosetta Stone
- Rin-rin's (upper left):
  - Sell Elem Attacks, magazines
  - Buy HP-J, Spr-J scrolls
- Cloud's (upper right):
  - Total of 20 tents
  - 61 fire ammo
  - Have at least 15 phoenix downs, 10 remedies
  - Hi-potions
- South, north (behind stairs), west to contact (15:00 - 12:00)

### **LPI Menu**

- Item:
  - HP-J and Spr-J to Siren
  - Rosetta to Pandemona
  - Force Armlet to Ifrit
  - Str Up to Squall
- L Mag-RF tents to Rinoa, Selphie
- ST Mag-RF: Mystery Fluid to Zell
- Junction Zell
  - Remove Siren
  - Equip Spr+20%
- Junction Quistis: equip Initiative
- Junction Selphie:
  - Siren (Auto-Atk)
  - Magic and Item
- Zell distributes magic:
  - To Quistis: share Shell and Aura
  - To Selphie: give 6 Meltdown, share Shell and Aura
  - To Rinoa: give 1 Meltdown

### **Lunatic Pandora**

- Elevator on left
- Get Spd-J scroll

### **Lunar Base Opening**

- Text skip through first door
- Left to medical area
- Menu
  - Lower battle speed to 50%
  - Exchange Quistis and Squall, then Zell and Rinoa
  - Hi-potion Squall and Rinoa
  - Spd-J on Diablos
- To stasis area

### **Lunar Base**

- South out of stasis
- North to control, panel next to Irvine
- Upstairs: talk to Ellone
- Get hit, backtrack, back to hit-screen again (wait a second on hit screen)
- Control room: get hit, panel
- Upstairs, side room:
  - Dialogue, then space suit
  - Float still until "Sorceress Ultimecia" appears
- Control room: Piet then Ellone
- Draw point: Squall draws Meltdown
- No need to mash when Rinoa floating in space (5:30); triangle in space

### **Clearing the Ragnarok**

- Down stairs, kill purple
- North through door (avoid), left, kill purple
- Right, kill red
- Left twice, south, kill red
- South, kill yellow
- North twice, left, kill yellow
- South, down stairs, door behind stairs, kill green
- Upstairs then north, kill green

### **Rescuing Rinoa**

- Left twice to sitting room
- Fly NE (peninsula in middle of Esthar) to memorial
- Fly to orphanage, menu:
  - Switch party to Irvine, Rinoa
- Left of Angelo to flowers: Rinoa

### **Menu After Promise**

- Switch party to Irvine, Selphie
- Exchange:
  - Irvine and Rinoa
  - Squall and Irvine
- Magic:
  - Sort magic for all three: Indirect - Attack - Restore
  - Irvine gives all but 3 Meltdowns to Selphie
- Junction Irvine:
  - Remove Diablos
  - HP+40%
- Junction Squall: change Draw to Card
- Junction Selphie:
  - Equip Diablos
  - Enc-None, HP+20%, Mag+40%
  - Haste to Spd
- Hi-potion Selphie and Squall

### **Kill Bahamut**

- Southwest corner of map
- Not our will / Never / Blank
- Ruby Dragons:
  - Meltdown
  - Normal ammo: aim for 6 hits (possibly scoring 7 if the last is critical)
  - Card
- Bahamut: Meltdown + Flame Ammo

### **Menu After Bahamut**

- Item: Hyper Wrist on Pandamona
- Junction Irvine:
  - Remove Cerberus
  - Replace Str+20% with Str+60%
- Junction Squall:
  - Bahamut, Cerberus
  - Str+60%
  - Haste to Spd
- GF learning:
  - Diablos: HP+80%
  - Pandemona: Str+20%
- Card Refine: Bahamut Card

### **Meet Laguna**

- Esthar airstation: tower west of palace
- Out of airstation: north twice, east, into palace
- West through halls to Laguna
  - Skip Odine's explanation

### **Lunatic Pandora**

- South of memorial peninsula: Zell takes off, flies back into it
- Fujin and Raijin: flame shot
- Next room: north then left
- Straight through blue tube, elevator down
- One left (green elevator)
- Menu at save point:
  - Item: Str Ups on Squall and Irvine
- Mobile Type 8:
  - Selphie casts Meltdown
  - 2-3 rounds of flame shot

### **Menu After Mobile Type 8**

- Junction Selphie: Replace HP+20% with HP+40%
- Potion Irvine to ~500
- Hi-potion Selphie and Squall
- GF learning: Pandemona: Str+40%

**Seifer**

- Flame shot