

## DISC TWO

### Winhill Dream

- Junction Enc-Half
- Shopping
  - Sell one Elem-Atk
  - Buy 10 Tents, 11 Hi-potions

### Washroom Break

- Talk to Rinoa twice: 7 min 45 sec with mashing

### Menu in Prison

- Exchange:
  - Squall and Zell
  - Irvine and Selphie
- L Mag-RF tents to Selphie
- GF learning
  - Quezacotl: Vit-J
  - Siren: Mag+40%
  - Diablos: Enc-None
- Junction Selphie:
  - All remaining GFs (Auto-Atk)
  - Draw, Item
  - Mag+20%
  - Zombie / Demi / Water

### Escaping Prison

- Talk to Quistis
- Weapons up a floor
- Biggs first: 2 Zells, or 1 Zell + 2 Selphies
- Up: 7, 8 / Down: 4, 7-9, 12
- Party selection: Zell
- Irvine's party: exchange Zell and Selphie
- Squall's party: exchange Rinoa and Selphie

### Car Stop

- Talk to Selphie twice
- Party selection:
  - Take Irvine and Quistis
  - Exchange Rinoa and Zell

### **Missile Base**

- Drive north to road, turn left when road curves right
- Maintenance (left / closest guy), missile (far, left guy)
- Maintenance, then lights room
  - Second choice then first choice
- Talk your way out of it (2nd / 1st / 1st)
- Push missile (defaults), then talk to soldier south of missile
- Panel (error one less than if it were over the max arrow)
- BGH251F2 (24 AP): Zell spams Limit, Rinoa has Limit queued

### **Menu at Balamb Garden**

- Switch:
  - Irvine and Zell
  - Squall and Rinoa
- GF learning:
  - Shiva: Spr+40%
  - Carbuncle: HP+20%
- Item: Two hi-potions on Squall
- Junction Squall: Spr+20%

### **Balamb Garden Civil War**

- Library (first right): fight = 2nd choice
  - Talk to Zell's crush near Occult Fan
- Training Centre (above library): leave as soon as dialogue starts
- Infirmary (lower left): ignore fight = 2nd choice

### **Balamb Garden Basement**

- At dead end, have Squall go alone (second choice)
- After coming back down: 2nd choice

### **Flying Garden**

- Talk to Cid, then 2F to view vantage
- Menu in Squall's room: Exchange:
  - Irvine and Squall
  - Make Squall critical
- NORG: draw Leviathan before second limit
- Infirmary: tell doc you need to talk to Cid (but don't)
- 2F observation platform, then library
- Quistis comes to room: defaults

### **Fisherman's Horizon**

- Soldiers: Squall attacks leader, Irvine attacks
- Iron clad: Squall limit
- Do not talk to Rinoa
- Quad (second on left): Irvine cheers Selphie (second choice)

### **Selphie's Concert**

- Sax, electric guitar, piano, bass guitar
  - Agree to go with Rinoa (2nd choice)
- Party selection:
  - Take Zell and Irvine
  - Exchange Squall and Irvine
- North to land, turn west to find Balamb

### **Menu Before Entering Balamb**

- Junction Irvine:
  - Equip Leviathan
  - Str+40%
  - Enc-None
- Junction Squall:
  - Equip all remaining GFs (Auto-Atk)
  - Magic, Draw, Item
  - Spr+20%, Mag+20%
  - Zombie / Demi / Water
- Item: heal Squall with hi-potions (~2400)
- GF learning:
  - Diablos: ST Mag-RF
  - Carbuncle: HP+40%
  - Leviathan: Supt Mag-RF

### **Occupied Balamb**

- Talk to soldier, run clockwise around Zell
- Meet Zell's mom, hotel entrance, first soldier down dock
- In and out: Zell's house
  - Upgrade gunblade (if applicable)
- In and out: train station
- Dog on dock, train station, hotel entrance
- Draw Pandemona on second fight (shotgun ammo)

### **Fly To Trabia Garden**

- Take Irvine and Selphie
- Pilot to fire cave, island hop, through two forests

### **Menu Outside Trabia Garden**

- Supt Mag-RF: Wizard Stones to Squall, Irvine, Rinoa, Selphie
- GF learning:
  - Diablos: HP-J
  - Leviathan: Spr+20%
  - Pandemona: Initiative
- Junction Irvine:
  - Pandemona
  - Do not auto-atk, manually set Spr to Dispel
- Junction Squall:
  - Spr to Dispel
  - Replace Mag+20% with Mag+40%
- Item: potion Irvine to ~400

### **Trabia Garden**

- Left to basketball court, leave to right
  - Draw point: Squall draws Aura (hidden, by missile)
- Flashback
  - Walk to shore; don't talk to Squall
  - Follow Irvine out of room with kids
  - After, talk to: Irvine, Quistis, Selphie

### **Fly to Edea's**

- Take Irvine and Selphie
- Left out of valley, rotate fully to face chocobo forest
- Northwest from Trabia to westmost point on southern island

### **Galbadia Garden Attack**

- Orders: attack, defend, junior classmen
- Talk to Quistis
  - Take Selphie and Quistis
- Zell in Quad, leave Quad
- Zell: left for cutscene, then to front gate
  - Take Irvine and Selphie
- 2F classroom: shotgun ammo, talk to SeeD, leave
- After announcement: kid in 2F hall
  - Other options, emergency exit
  - X and Triangle
- "Rinoa, let's go" (bottom choice)
  - Draw point: Squall draws Aura (hidden, near tree north of entrance)
  - Take Irvine

### **In Galbadia Garden**

- Right, first right, stairs
- Left past Fujin and Raijin
- First right for keycard one
- Downstairs, left from initial location
- First left, cross arena
- First right for keycard two
- South twice to initial location
- Right, first right, up stairs twice
  - Draw point: Squall draws Shell on track
- West from Cerberus, first left for last keycard

### **Menu At Save In Cerberus' Room**

- Hi-potion Squall to ~2000
- Lower battle speed to half

### **Menu After Cerberus**

- Junction Irvine: Cerberus
- Junction Squall: Spr+40% instead of Spr+20%
- Potion Irvine to 400-500 HP
- GF learning: Cerberus: Spd-J

### **To Seifer**

- Up stairs, left at top of stairs

### **Menu After Killing Seifer**

- Item: heal Irvine to 400-500 HP
- GF learning:
  - Diablos: HP+20%
  - Leviathan: Spr+40%
- Switch Squall to critical

### **Edea and Seifer Battle**

- Irvine once, Aura Irvine
- Squall limits once Irvine can queue Shot