

## DISC ONE

### Balamb Garden

- Message speeds, battle speed, and camera movement
- Jump to Library and Front (get Occult Fan)

### Menu Outside Balamb Garden

- Junction Quistis to all (GF, Draw, Item)
- GF learning:
  - Quezacotl: Card
  - Shiva: I Mag-RF
- Save

### Menu Before Fish

- Junction Squall with Ifrit (Item)
- GF learning: Ifrit: HP-J
- Save

### Menu After Two Fish

- I Mag-RF fish fins to Squall
- GF learning: Shiva: Boost
- Potion for Quistis if necessary
- Junction Squall: Auto-Atk

### Prepare for Dollet

- Jump to dorm
- Buy 10 Phoenix Downs before leaving

### Menu at Dollet Opening

- Exchange Zell and Quistis
- I Mag-RF fish fins to Squall and Zell
- Junction Zell with Auto-Atk (if applicable)

### Menu After Two Fights in Dollet

- Junction Zell: equip Card instead of GF
- GF learning:
  - Quezacotl: Card Mod
  - Shiva: Str-J

### Anaconduar Fight

- Squall and Seifer attack (x 3)
- Zell cards throughout (Max HP = 1000-1200)

### Communication Tower

- Draw point: Zell draws Blind
- Potion Zell if necessary
- Save

### **Biggs, Wedge, Elvoret**

- Limit both Biggs, Wedge
- Draw Siren from Elvoret
- Potion after battle

### **Balamb Garden After Dollet**

- Right: Seifer
- Elevator to 2F

### **Menu in Waiting Area**

- Junction Zell
  - Siren
  - Equip GF instead of Card
- Sort items
- GF learning: Siren: L Mag-RF
- Exchange Zell and Quistis

### **Menu After Secret Area**

- Save

### **Grinaldo**

- Draw blind (middle spell) if necessary
- After blind is drawn, limit break
- Boosted Shiva after confirmed death

### **After Grinaldo**

- South after battle
- Weapon guide after waking
- Cid: get lamp, north to save point

### **Menu Inside Garden**

- Exchange Quistis, Zell
- 1 Mag-RF all Wizard Stones for Squall
- GF learning: Ifrit: Str+20%
- Magic: Water from Squall to Zell
- Junction Squall with Auto-Atk
- Junction Zell:
  - Auto-Atk (if he had no water before)
  - Magic instead of GF
- Save
- Diablos (Zell blinds Diablos, hurt Squall)

### **Menu After Diablos**

- Item: two potions each
- GF learning:
  - Shiva: Vit-J
  - Siren: Mag+20%
  - Diablos: Time Mag-RF
- Save

### **Cards**

- Two jumps for Quistis card
- Squall's gunblade: Elastoid, Mesmerize

### **Shop in Balamb**

- Sell Occult Fan and weapon magazines
- 20 Potions
- 1 Tent
- 40 of both ammo

### **Laguna Dream 1**

- Deling City: right then north
- Save before going up to her room

### **Rinoa Name Skip**

- Stay along wall to right of door; only walk a few steps right on fail

### **Automatic Menu After Train Job**

- L Mag-RF Cottages then Tents to Squall
- Junction Squall: Diablos (Auto-Atk)
- Junction Zell:
  - All other GFs (Auto-Atk)
  - Draw and Item

### **Gerogero**

- First form: Zell once, Squall twice
- Zell ready with Elixir for second

### **Automatic Party Menu**

- Take Selphie in party
- Exchange Selphie and Zell

### **Timber**

- East along tracks, down to pub

### **After TV Station, Behind Pub**

- Draw point: Selphie draws Scan
- GF learning: Quezacotl: HP-J
- Save

### **Escaping Timber**

- Quistis twice, east to Zone
- Train: Follow Selphie, talk to Zell
- Cross bridge, left to forest

### **Laguna Dream Two**

- Draw point: Kiros draws Sleep
- East ladder, north at narrow path, east in next room
- West at three-way to push boulder
- North at three-way

### **Galbadia Garden**

- In waiting room: Zell, Zell, Quistis, Rinoa, Selphie
- Cerberus' room:
  - Potion Quistis and Selphie
  - Announcement
- Way out: Quistis, Rinoa, Selphie
- Party: disagree, take Quistis and Zell
- Train: try to leave immediately, follow Selphie then Irvine

### **Deling City and Tomb**

- After escalator, talk to Zell
- NW, NW, SW to car rental
- Turn 150 degrees left out of Deling

### **Meet with Caraway**

- From car return: north, north-west
- Waiting room: Rinoa
- Follow Caraway under gate
- Leave gate north, go east

### **Menu In Front of Caraway's**

- Save
- Card-Mod:
  - Ifrit, Diablos, Quistis
  - Weapon cards: Geezard, Elastoid, Mesmerize
- Time Mag-RF:
  - One Samantha Soul each to Squall, Selphie, Quistis
  - Black Holes for Squall, Selphie
- L Mag-RF:
  - Zombie Powders for Squall, rest for Selphie
- GF learning: Diablos: Enc-Half
- Magic
  - Quistis gives all Triples to Squall, remaining to Selphie
  - Squall gives Blizzagas and Waters to Quistis
- Junction Squall: Auto-Atk
- Junction Selphie: Auto-Atk

### **Assassination Preparation**

- Quistis: leave room
- Squall: talk to Caraway under gate, then follow
- Quistis: run east, follow Caraway
  - Draw point: Selphie draws Thundara

### **Menu Before Iguions**

- Exchange:
  - Squall and Irvine
  - Selphie and Squall

### **Iguions**

- Squall draws Carbuncle
- Shotgun ammo

### **Sewers Under Deling**

- N, W (north of river)
- Fork: E (north of river)
- Fork: both waterwheels, S
- Twice: Water wheel + S
- Path turns east: water wheel

### **Automatic Menu After Irvine's Shot**

- Junction Irvine:
  - Carbuncle (Auto-Atk)
  - Str+20%
- GF learning:
  - Shiva: Spr+20%
  - Ifrit: Str+40%
  - Carbuncle: HP-J
- Exchange Irvine, Squall