

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
- Item: 2 Hi-Potions for Laguna
- GF learning: Carbuncle: Mag-J
- Battle speed to full

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%

Final Dream

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

Menu After First Guard Fight

- Lower battle speed to 50%
- Card Mod Cerberus
- Time Mag-RF Lightweights for Ward
- GF learning:
 - Pandemona: Spd-J
 - Cerberus: Spr-J
- Junction Ward:
 - All remaining GFs (Auto-Atk)
 - Magic, Draw, Item
 - Str+40%, Initiative, Enc-None
 - Zombie / Demi / Dispel

Rescue Ellone in Dream

- Weapons Magazine #1 in lower-left upon reentering prison
- 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
 - 100 fire ammo
 - Have at least 20 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
- Time Mag-RF Lightweights to Zell, Selphie
- ST Mag-RF: Mystery Fluid to Zell
- Junction Zell
 - Remove Siren
 - Equip Spr+20%
- Junction Quistis: equip Str+20%
- Junction Selphie:
 - Siren (Auto-Atk)
 - Magic and Item
- Zell distributes magic:
 - To Quistis: share Shell and Aura (3-way split)
 - 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
 - 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 (west coast)
- 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