

DISC TWO

Winhill Dream

- Junction Laguna
 - Diablos
 - Enc-Half
- Warning: ▲ does not work with Kiros
- While southbound: right at the fork

Menu in Prison

- Exchange:
 - Zell and Squall
 - Irvine and Selphie
- GF learning: Diablos: Enc-None
- Junction Zell: Remove Diablos
- Junction Selphie:
 - All remaining GFs (Auto-Atk)
 - Item
 - Enc-Half

Escaping Prison

- Talk to Rinoa twice: 7 min 45 sec with mashing
- Talk to Quistis
- Weapons up a floor
- Biggs first: 2 Zells, or 1 Zell + 2 Selphies
- Up: 7, 8 / Down: 4, 7-9, 12
- **Avoid battle with Zell**
- Party selection: Selphie
- Menu with Irvine's party
 - Junction Selphie: Auto-Atk
 - Exchange Zell and Selphie
- Menu with Squall's party: exchange Rinoa and Zell

Car Stop

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

Missile Base

- Drive north to road, turn left when road curves right
- Maintenance (left / closest guy), missile (far, left guy), maintenance
- Lights room: 2nd, 1st
- Fight guards: 1st (Zell and Rinoa attack)
- 10 minutes; leave via shortcut, then immediately reenter through first door
- Code from guard at stairs: EDEA
- Panel (error one less than if it were over the max arrow)
- BGH251F2 (24 AP): Zell limits 9 hits, Rinoa has limit queued

Menu at Balamb Garden

- Switch:
 - Squall and Rinoa
 - Zell and Irvine
- Spam potions on Squall

Balamb Garden Civil War

- Training Centre (2nd on right): leave as soon as dialogue starts
- Library (below training centre): fight = 2nd choice
 - Talk to Zell's crush near Occult Fan
- 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
- Oilboyles: shotgun ammo, 6-7 hits

Flying Garden

- Talk to Cid, then 2F to view vantage
- Menu in Squall's room: Exchange:
 - Squall and Zell
 - Irvine and Squall
 - Zell and Irvine
- NORG: double limit from Squall (warning: default target in second form is not correct)
- Infirmary: tell doc you need to talk to Cid (but don't)
- 2F observation platform, then 1F library

Fisherman's Horizon

- Garden: 2F to exit to FH
- After riding the FH elevator: R U R U
- Soldiers: shotgun ammo
- Ironclad: Squall limit
- 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)
- 3F for party selection:
 - Take Zell and Irvine
 - Exchange Irvine and Squall
- North to land, turn west to find Balamb

Menu Before Entering Balamb

- Junction Squall:
 - All GFs (Auto-Atk)
 - Draw, Item
 - Enc-None
- Junction Irvine: Str+40%
- Item: heal Squall with potions
- GF learning:
 - Ifrit: F Mag-RF
 - Diablos: Darkside

Occupied Balamb

- Talk to soldier, run to lady and back
- 9 screen transitions to hotel from main square
- Talk to both guards
- Draw Pandemona on second fight (shotgun ammo, 5-6 shots)

Fly To Trabia Garden

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

Menu Outside Trabia Garden

- Junction Squall: Pandemona
- GF Learning: Pandemona: Initiative

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

- Party selection:
 - Take Zell and Irvine
 - Switch Squall and Irvine
- 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
 - Get back on elevator after it stops
- Zell in Quad, leave Quad
- Zell: left for cutscene, then to front gate
 - Take Irvine and Selphie
- 2F (default) classroom: shotgun ammo, talk to SeeD, leave to 3F
- After announcement: kid in 2F hall
 - Other options, emergency exit
 - Mash Triangle
- "Rinoa, let's go" (bottom choice)
- Party selection:
 - Take Irvine
 - Switch Squall and 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
- West from Cerberus, first left for last keycard

Menu Before Cerberus

- Potion Squall to ~2000
- Potion Irvine to 760+
- Lower battle speed to 1/2

Menu After Cerberus

- Junction Squall: Cerberus
- *If Irvine is low health:* potion Irvine to 600+
- GF learning: Cerberus: Spd-J
- *If Irvine is high health:* switch Irvine to critical
- Raise battle speed to full

To Seifer

- Up stairs, left at top of stairs

Menu After Killing Seifer

- Item: heal Irvine to 400-600 HP
- Switch Squall to critical

Edea and Seifer Battle

- Squall limits
- Once Seifer is dead, Irvine queues normal ammo