

DISC THREE

Balamb Garden

- 3F party: Zell and Irvine
- 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
 - Draw point: Squall draws Holy
- 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%
 - Save

Final Dream

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

Menu After First Guard Fight

- Card Mod Cerberus
- Time Mag-RF Lightweights for Laguna, Ward
- GF learning:
 - Pandemona: Spd-J
 - Cerberus: Spr-J
- Junction Ward:
 - All remaining GFs (Auto-Atk)
 - Magic, Draw, Item
 - Str+20%, Str+40%, Enc-None
 - Zombie / Demi / Dispel

Rescue Ellone in Dream

- Draw point: Laguna draws Flare (hidden, 2F of O-Lab, left of door)
- Controls on right side of screen unlock
- Draw point: Laguna draws Double (1F, right of door)

Esthar

- South, then right out of palace
 - Draw point: Squall draws Blizzard
- Right to chair, "City Centre via Shopping Mall"
- 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
 - Right on blue road
 - First left on red, abandon
- Save
- Left to Odine's Lab, talk to Odine
- If more than one draw was bad:
 - Zell exchanges bad draw for Selphie's Blizzaga
 - If more than two were bad: give up to two to Selphie
 - Draw point: Zell draws Quake (in front of lab)
 - Draw point: Zell draws Tornado (hidden, just below shopping)

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):
 - 21 tents
 - 45 fire ammo
 - Hi-potions and remedies
- 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
- Card mod: Gayla
- Supt Mag-RF: Wizard Stones to Rinoa, Selphie
- ST Mag-RF:
 - Mystery Fluid to Selphie
 - Silence Powder (or M-Stone Piece) to Zell
- Time Mag-RF
 - Black Holes to Rinoa, Selphie
 - Lightweights to Selphie
 - M-Stone Piece to Zell
 - Wizard Stone to Zell
- L Mag-RF tents to Rinoa, Selphie
- Junction Zell: remove Siren
- Junction Quistis: equip Initiative
- Junction Selphie:
 - Siren (Auto-Atk)
 - Magic and Item
- Magic:
 - Zell exchanges one junk (bad draw) for Selphie's Meltdown
 - Distribute magic to Selphie, Quistis
 - Meltdown: Quistis=1, Selphie=5, Rinoa=1
 - Full-Life: Quistis=1, split rest
 - Esuna, Shell, Aura: split nicely

Lunatic Pandora

- Elevator on left
- Get Spd-J scroll

Lunar Base Opening

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

Lunar Base

- Left to medical
- North to control, panel next to Irvine
- Upstairs: talk to Ellone
- Get hit, backtrack, back again (wait 2 seconds on hit screen)
- Control room: get hit, panel
- Upstairs, side room:
 - Dialogue, then space suit
 - Follow Rinoa, float until "Sorceress Ultimecia"
- Control room: Piet then Ellone
- Draw point: Squall draws Meltdown
- Save
- No mashing after Ellone falls; triangle in space

Cleaning 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
- Right, down stairs, door behind stairs, kill green
 - Draw point: Squall draws Full-Life (hidden, left side by entrance; re-enter)
- 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
 - Save
- 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: Healing - Indirect - Attack
 - Irvine gives all but 3 Meltdowns to Selphie
 - Irvine gives all but 5 Full-Lives to Selphie
- Junction Irvine:
 - Remove Diablos
 - HP+40%
- Junction Selphie:
 - Equip Diablos
 - Enc-None, HP+20%
 - Haste to Spd
- Hi-potion Selphie and Squall

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)
- Save at save point
- Mobile Type 8:
 - Selphie casts Meltdown
 - 2-3 rounds of flame shot

Menu After Mobile Type 8

- Junction Selphie: HP+40%
- Potion Irvine to ~500
- Hi-potion Selphie
- GF learning: Diablos: HP+80%

Seifer

- Flame shot