

DISC ONE

Balamb Garden

- Message and battle speed to max, camera movement to min
- Selphie: 2nd choice both times
- 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

Before Ifrit

- Self-weaken Squall (~110)

Menu Before Fish

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

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
- Menu:
 - Junction Zell: Equip Magic instead of Card
 - Potion Zell if necessary

Biggs, Wedge, Elvoret

- Limit both Biggs, Wedge
- Elvoret: Draw Siren, cast Blind

X-ATM092 Escape

- Potion after battle
- Walk at small cluster of rocks on right
- Stay still after first jump, until landing
- Do not duck into café

Balamb Garden After Dollet

- Right: Seifer
- Elevator to 2F

Menu in Waiting Area

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

Granaldo

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

After Granaldo

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

Menu Inside Garden

- Exchange Quistis, Zell
- I 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

Diablos

- Zell blinds, then draw-casts Demi
- Selphie and Squall hurt Squall (Squall hits for ~ 1/2 his own HP)

Menu After Diablos

- Item: one potion each
- GF learning:
 - Shiva: Vit-J
 - Siren: Mag+20%
 - Diablos: Time Mag-RF

Cards

- Two jumps for Quistis card
- Other cards to grab if luck is bad:
 - Gunblade: Elastoid (lv. 2), Mesmerize (lv. 3)
 - Shotgun: Elastoid + Bomb (lv. 2)

Shop in Balamb

- Sell Occult Fan and weapon magazines
- 21 Potions
- 1 Tent
- 41 of both ammo

Laguna Dream 1

- Deling City: right then north

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
- Menu after fighting guards
 - GF learning: Quezacotl: HP-J
- Drunk: 2nd, 2nd
- Rinoa before TV station: 1st, 2nd

Escaping Timber

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

Laguna Dream Two

- Menu: exchange Laguna and Ward
- East ladder, north at narrow path
- East in next room
- West at save point (three-way) to push boulder
- Back to save point, go north
- Menu after dream:
 - Potion Quistis and Selphie

Galbadia Garden

- In waiting room: Zell, then left-to-right
- Cerberus' room: wait for announcement
- Way out: Quistis, Rinoa, Selphie
- Party: disagree, take Quistis and Zell
- Train: try to leave, 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 (2nd choice)
- Follow Caraway under gate
- Leave gate north, go east

Assassination Preparation

- Quistis: leave room
- Squall: talk to Caraway under gate, then follow
- Quistis: run east, follow Caraway

Menu As Rinoa at Boxes

- Exchange:
 - Quistis and Irvine
 - Selphie and Squall
- Card-Mod:
 - Ifrit, Diablos, Quistis, Gayla
 - Weapon cards (if applicable): Geezard, Elastoid, Mesmerize
- Time Mag-RF:
 - One Samantha Soul each to Squall, Irvine, Rinoa
 - Black Holes for Squall, Zell, Irvine, Rinoa
- L Mag-RF:
 - Zombie Powders for Irvine, rest for Squall
- GF learning: Diablos: Enc-Half
- Magic
 - Rinoa gives Triples to Irvine, takes Blizzagas and Waters
 - Rinoa gives remaining Triples to Squall
- Junction Squall: Auto-Atk
- Junction Irvine: Auto-Atk

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

Seifer and Edea

- Squall and Irvine attack