

DISC TWO

Winhill Dream

- Junction Enc-Half
- Shopping
 - Sell one Elem-Atk
 - Buy 10 Tents, 11 Hi-potions

Washroom Break

- Talk to Rinoa twice: 7 min 45 sec with mashing

Menu in Prison

- Exchange:
 - Squall and Zell
 - Irvine and Selphie
- L Mag-RF tents to Selphie
- GF learning
 - Quezacotl: Vit-J
 - Siren: Mag+40%
 - Diablos: Enc-None
- Junction Selphie:
 - All remaining GFs (Auto-Atk)
 - Draw, Item
 - Mag+20%
 - Zombie / Demi / Water

Escaping Prison

- Talk to Quistis
- Weapons up a floor
- Biggs first: 2 Zells, or 1 Zell + 2 Selphies
- Up: 7, 8 / Down: 4, 7-9, 12
- Party selection: Zell
- Irvine's party: exchange Zell and Selphie
- Squall's party: exchange Rinoa and Selphie

Car Stop

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

Missile Base

- Drive north to road, turn left when road curves right
- Maintenance (left / closest guy), missile (far, left guy)
- Maintenance, then lights room
 - Second choice then first choice
- Talk your way out of it (2nd / 1st / 1st)
- Push missile (defaults), then talk to soldier south of missile
- Panel (error one less than if it were over the max arrow)
- BGH251F2 (24 AP): Zell spams Limit, Rinoa has Limit queued

Menu at Balamb Garden

- Switch:
 - Irvine and Zell
 - Squall and Rinoa
- GF learning:
 - Shiva: Spr+40%
 - Carbuncle: HP+20%
- Item: Two hi-potions on Squall
- Junction Squall: Spr+20%

Balamb Garden Civil War

- Library (first right): fight = 2nd choice
 - Talk to Zell's crush near Occult Fan
- Training Centre (above library): leave as soon as dialogue starts
- 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

Flying Garden

- Talk to Cid, then 2F to view vantage
- Menu in Squall's room: Exchange:
 - Irvine and Squall
 - Make Squall critical
- NORG: draw Leviathan before second limit
- Infirmary: tell doc you need to talk to Cid (but don't)
- 2F observation platform, then library
- Quistis comes to room: defaults

Fisherman's Horizon

- Menu:
 - Junction Squall to Leviathan
 - GF learning: Leviathan: Supt Mag-RF
- Mayor is attacked:
 - Squall + Irvine attack soldiers (Squall attacks leader)
 - Squall limit on the iron clad
- Do not talk to Rinoa
- 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)
- Party selection:
 - Take Zell and Irvine
 - Exchange Squall and Irvine
- North to land, turn west to find Balamb

Menu Before Entering Balamb

- Junction Squall:
 - Equip all remaining GFs (Auto-Atk)
 - Magic, Draw, Item
 - Spr+20%, Mag+20%
 - Zombie / Demi / Water
- Junction Irvine:
 - Str+40%
 - Enc-None
- Item: heal Squall with hi-potions (~2400)
- GF learning:
 - Diablos: ST Mag-RF
 - Carbuncle: HP+40%

Occupied Balamb

- Talk to soldier, run clockwise around Zell
- Meet Zell's mom, hotel entrance, first soldier down dock
- In and out: Zell's house
 - Upgrade gunblade (if applicable)
- In and out: train station
- Dog on dock, train station, hotel entrance
- Draw Pandemona on second fight (shotgun ammo)

Fly To Trabia Garden

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

Menu Outside Trabia Garden

- Supt Mag-RF: Wizard Stones to Squall, Irvine, Rinoa, Selphie
- GF learning:
 - Diablos: HP-J
 - Leviathan: Spr+20%
 - Pandemona: Initiative
- Junction Irvine:
 - Pandemona
 - Do not auto-atk, manually set Spr to Dispel
- Junction Squall:
 - Spr to Dispel
 - Replace Mag+20% with Mag+40%
- Item: potion Irvine to ~400

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

- Take Irvine and Selphie
- 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
- Zell in Quad, leave Quad
- Zell: left for cutscene, then to front gate
 - Take Irvine and Selphie
- 2F classroom: shotgun ammo, talk to SeeD, leave
- After announcement: kid in 2F hall
 - Other options, emergency exit
 - X and Triangle
- "Rinoa, let's go" (bottom choice)
 - Draw point: Squall draws Aura (hidden, near tree north of entrance)
 - Take Irvine

In Galbadia Garden

- Right, then first door on right for stairs
- Left past Fujin and Raijin
- First door on right for keycard one
- Back to Fujin and Raijin and down the stairs
- From initial location, go left
- First door on left, cross hockey arena
- Door to right after hockey arena for keycard two
- South from keycard two room, then south to initial location
- Go right, first right, and up the stairs twice
 - Draw point: Squall draws Shell on track
- West from Cerberus, take first left for last keycard

Menu At Save In Cerberus' Room

- Hi-potion Squall to ~2000
- Lower battle speed to half

Menu After Cerberus

- Junction Irvine: Cerberus
- Junction Squall: Spr+40% instead of Spr+20%
- Potion Irvine to 400-500 HP
- GF learning: Cerberus: Spd-J
- Battle speed to full

To Seifer

- Up stairs, left at top of stairs

Menu After Killing Seifer

- Item: heal Irvine to 400-500 HP
- GF learning:
 - Diablos: HP+20%
 - Leviathan: Spr+40%

Edea and Seifer Battle

- Seifer: Irvine once, then Squall until dead (3x)
- Immediate normal ammo once Seifer falls