

DISC ONE

Balamb Garden

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

Menu Inside Fire Cavern

- Junction Quistis
 - Quezacotl
 - Magic, Draw, Item
- Junction Squall
 - Shiva
 - Magic, Draw, Item
- GF Learning
 - Quezacotl: Card
 - Shiva: I Mag-RF

Red Bats

- Draw Thunder (top): Squall 6, Quistis 4-5
- Run

Ifrit

- Thunder Squall to critical; Squall limits
- Thunder/attack Quistis to critical
- Save 4-6 Thunders for Squall

Menu After Ifrit

- Junction Squall:
 - Remove Shiva
 - Equip Ifrit
- Junction Quistis: Equip Shiva
- Potion Squall
- GF Learning: Ifrit: HP-J

Fish Fights

- Squall casts Thunder, Quistis limits
- Need 5 fish fins

Menu at Dollet Opening

- Exchange Zell and Quistis
- I Mag-RF fish fins to Squall
- GF Learning: Shiva: Boost
- Junction Squall: Auto-Atk

Menu After Anaconduar

- GF Learning
 - Quezacotl: Card Mod
 - Shiva: Str-J

Elvoret and the Escape

- Squall limits both Biggs and Wedge
- Walk at small cluster of rocks
- Pass lamp post twice from left to right to get two jumps
- Duck into café

Balamb

- Rent car

Menu in Waiting Area

- Junction Zell
 - Siren
 - Equip GF instead of Magic
- Items
 - Potion Quistis
 - Sort items
 - Battle sorting: Elixir to page one
- GF learning: Siren: L Mag-RF
- Exchange Zell and Quistis

Grinaldo

- Boosted Shiva after Squall's limit (hold select, mash square)

After Grinaldo

- South after battle
- Occult Fan from library after waking up
- Cid: get lamp

Menu Inside Garden

- Exchange
 - Zell and Squall
 - Squall and Quistis
- I Mag-RF all Wizard Stones for Zell
- GF learning: Ifrit: Str+20%
- Junction Zell with Auto-Atk
- Item: Magic Lamp

Diablos

- Weaken Zell to critical
- If necessary
 - Booya → ←
- Repeat until MS does 300-ish:
 - MS ↓ ● ↑ ●
 - HD ↑ ↓
 - MS ↓ ● ↑ ●
 - Dolphin L1 R1 L1 R1
- Finale
 - Booya → ←
 - Punch ● ×
 - Dolphin L1 R1 L1 R1

Cards

- Two jumps for Quistis card

Shop in Balamb

- Sell G-Returners, magazines
- 21 Potions
- 11 Tents
- 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

- Switch
 - Squall and Zell
 - Zell and Selphie
- L Mag-RF Cottages and Tents to Squall, Selphie
- GF Learning: Diablos: Time Mag-RF
- Items:
 - Potion Squall if below 50 health
 - Sort Items
- Junction Squall
 - Ifrit (Auto-Atk)
 - Item
- Junction Selphie: Diablos (Auto-Atk)

Gerogero

- First form: Squall limit
- Second form: Selphie uses Elixir

Timber

- Take Selphie
- East along tracks, down to pub
- Drunk: 2nd, 2nd
- Rinoa before TV station: 1st, 2nd

Escaping Timber

- Quistis twice, east to Zone
- Walk out; guards: 2nd, 2nd
- Run to tracks behind Timber, to road then forest

Laguna Dream Two

- Menu: exchange Laguna and Ward
- Fights: Ward limits in fights against 3 enemies or encounters with stronger soldiers
- East ladder, north at narrow path
- North at save point

Galbadia Garden

- In waiting room: Zell, then left-to-right
- Cerberus' room: wait for announcement
- Way out: Quistis, Rinoa, Selphie
- Party: disagree, take Zell and Irvine
- 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:
 - Squall and Selphie
 - Irvine and Quistis
- Card-Mod: Ifrit, Diablos, Quistis
- Time Mag-RF: Samantha Souls to Squall, Irvine, Rinoa
- GF learning:
 - Quezacotl: HP-J
 - Diablos: Enc-Half
- Magic: Rinoa gives Triples to Irvine then Squall
- Junction Irvine: Auto-Atk
- Junction Squall: Auto-Atk

Iguions

- Shotgun ammo (3 shots)

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: Str+20%
- GF learning: Ifrit: Str+40%
- Exchange Irvine and Squall

Seifer and Edea

- Squall and Irvine attack