



Here is a map of the enzire Final Fantasy overworld. Surround-ing the map is a list of most of the places that you will journey

**GAME WORLD MAP** 









**O**MATOYA'S CAVE



**OPRAVOKA** 

**G**ELFLAND AND THE CASTLE OF ELF

ODWARF CAVE



**O**NORTHWEST CASTLE



**@MELMOND** 















**MIRAGE TOWER** 

























Use this chart for handy reference when making determinations as to what spells you will want to buy. If a spell exists that your Warrior can use after Class Change, make sure to leave a space open for that spell in that magician's inventory.

## AFFECTS

ONE ALLY	This spot will affect the Light Warrier of your choic
ALLY PARTY	This spet will affect all 4 Light Warrions.
CASTER	This spell will only affect the magician who cast it.
ONE ENEMY	This spell will affect only or member of the enemyper
ENERLY DARTY	This spell will affect the



LEVE	TYPE	SPELL	1		Alle	No.	Name of the last	(A)	1	P. Car	Dien syll	The state of	Brand Brand	B A SE	RE
		CURE		•	-	-	2	-		•			-	-	Recover HP
	WHITE	HARM	ĸ	E	-	-	-	Ε	-	4	а		-	-	Harm Undead
	ALL IN L	FOG	H	D	-	-	-	E			а		-	-	Raise defense
		RUSE	-		-	-	Ξ	н	-	•	а	а	-	-	Raise defense
-		FIRE	-	E	-		Е	2	•		团	œ	•		Attack with fire
	BLACK	SLEP	-		-	•	-	-			8	a			Put to sleep
	BLACK	LOCK			-			*			-	8			Raise hit %
		LITT	1	-	-		-	-				8			Attack with lightni
10000	AND DEED BY	LAMP	-		-	-	-	-					-	-	Recover HP
	WHITE	MUTE	-		-	-	-	-					-	-	Silence magic use
SAS	WHILE	ALIT	-		-	-	-	-					-	-	Defend against lip
0		INVS	-		-	-	-	-			0		-	-	Raise defense
		ICE	-	-	-		-	-			-	-	•		Attack with cold
		DADW	-		-		15								Corporately saidly class

WHITE

BLACK

WHITE

BI ACK

BANE SWORD KCALBER

AMUT

RESULT	AFFECTS	
ecover HP	One ally	
arm Undead	Enemy party	
aise defense	One ally	
aise defense	Caster	
ttack with fire	One enemy	
ut to sleep	Enemy party	
aise hit %	One enemy	
tlack with lightning	One enemy	
ecover HP	One ally	
ilence magic users	Enemy party	
efend against lightning	Ally party	
alse defense	One ally	

 Increase weap
Lower offense Increase weapon value Recover HP

Harm Undead

Attack with fire

Paralysis

· Raise hit % Antidote for poison

Defend against fire Recover HP

Attack with lightning

Enemy runs away

Put to sleep **Cuick shot** 

Confusion

Attack with cold

Defend against cold

Muted magic users can speak

	Enemy party		
	One enemy		
	One enemy		
3	One ally		
3	Enemy party		
	Ally party	13	
	One ally	10	
	Enemy party		
	Enemy party	10	
	One ally	ш	
	Enemy party		
	One ally	н	
	Enemy party	я	

Enemy party	
One ally	=3.5
Enamy party	
Ally party	
Ally party	
Enemy party	
One enemy	- 1
Enemy party	-0.0
Enemy party	
One ally	
Enemy party	

One ally	
Enemy party	
Ally party	
One ally	
One enemy	
One alty	
Enemy party	
Enemy party	27

	WHILE	HRM3	13	8	E	E		8	E			
~		HEL2	12	25	-	-		8	-	-		
		FIR3			-			В	•			1
-	BLACK	BANE		8	-	-	-	В	-	•		Е
	DEMOR	WARP	Е	а	E	-		Е	-			Е
		SLO2	6		-	-	=	-	•			E
	ANTONOMONE	SOFT	-	-	-	-	-	-	-	-	•	
	WHITE	EXIT	-	-	-	44	-	-	-		-	
	WHITE	FOG2	-	-	-	**	-	-	-		•	
2	- 7	INV2	-	-	-	-	-	-	-		•	
0		LIT3	-	-	-	-	-		-		-	-
	BLACK	RUB	-	_	-	-	-	-	-	-	-	-
	DEMOR	QAKE	-	-	-	-	-	-	-	-	-	-
		STUN	-	-	44	-	-	-	-	*	-	-
		CUR4	8		-	-			-	-	3	
	WHITE	HRM4	酉		-	-	Б	-	-	-	E	
	WHITE	ARUB		23	-	-	-	9	-	٠		
7		HEL3		8	-	-	8	a	в	-	а	
м		ICE3	25		-	-		8	-		В	
	BLACK	BRAK	В	6	-	-		В	-	-		-
	BLACK	SABR	E	8	-	-			-	-	1	Е
		BLND	12		E	-	-	E	-	-	ш	Е
		LIF2	-	-	-	-	-	-	-	-	-	

_	-	Recover HP	Ally party
		Attack with fire	Enemy party
•		Attack with poison smoke	Enemy party
-		Return one dungeon floor	Ally party
•	•	Lower offense	One enemy
-	-	Remove "STONE" spell	One alty
_	-	Exit dungeon	Ally party
-	-	Raise defense	Ally party
-	-	Raise defense	Ally party
•		Attack with lightning	Enemy party
•		Erase enemy	One enemy
		Earthquake	Enemy party
		Paralysis	One enemy
-	-	Recover HP	One ally
-	-	Harm Undead	Enemy party
-	-	Defend against magic	Alty party
-	-	Recover HP	Ally party

RESULT

Revive the slain

Harm Undead

· Attack with cold

Shatter enemy

- Revive the slain

Defend all

Paralysis

Erase enemy

 Raise weapon power Blind enemy

Attack against evil

Loss of "special" defense Tremendous heat

Send to 4th dimension

One any
Enemy party
Alty party
Ally party
Enemy party
One enemy
Caster
One enemy
One ally
One ally Ally party
Ally party
Ally party One ally
Ally party One ally One enemy
Ally party One ally One enemy Enemy party

One enemy

AFFECTS

One ally

Enemy party

Use this chart in determining which weapons to purchase, to EQUIP, and which to sell as surplus, NOTE: Before selling any weapon that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

# KEY TO ON SCREEN SYMBOLS

×	AXE
200	STAFF
1	NUNCHUCK
B	10
	ž



WEAPON	A	Korl	1	AN IN	Blance	Man 1	Redin	A Part I	White to	White an	Bet.	Black His	Delete	MTa
WOODEN NUNCHUCK		-	100		10	<b>608</b>			See !	1	-	-	12	15
SMALL DAGGER		E-0.1				83			<b>RC20</b>	10			5	
WOODEN STAFF	0.00	200			E	100			BC3II	BC III			-6	0
RAPIER		E .				3-01			201	200	-	-	D	5
IRON HAVINER		100	-		100	100	0.00	190	10				. 9	0
SHORT SWORD	5.0	15.00	-		10-01	-01			BON .	10	-	-	75	10
HAND AXE	100	E .	-		120		-	25			-		14	- 5
SCINITAR	B 68				-	190			100				10	10
IRON NUNCHUCK	100	-	-		20			7-	253	25-31	-	0	16.	D
LARGE DAGGER		100			E I	A/040			-				. 7	10
IRON STAFF		15.0	- 14				12	1.00	0.00	RPIII.	No.	-	14	0
SABER		Re.			1				201	100	-	-	13	- 5
LONG SWORD		B			-	-			22	200	-	-	30	10
GREAT AXE	17.00		-		10-11	-8	-	-	181	831	-	-	22	5
FALCHON		100			0.00	-			000	-	-	~	155	10
SILVER KNIFE		12.00			10-01	10-11			B-1			2.0	10	15.
SILVER SWORD	100	80	5-2		23	131			2-1	25	72	-	23	15
SEVER HAUMER	500		-		-	-		- 10	301	B	-	-	12	6
SILVER AXE	500	100	-		100	100	-	-	(3)	200	-	-	25	10
FLAME SWORD			-		-	-			000				26	30
ICE SWORD			100		100				500	100	0.00	-	29	25
DRAGON SWORD					100	1			-	100	-	-	19	15
GIANT SWORD	100		1		-	-3			223	88	-	-	21	20
SUN SWORD			-		16	1.00			55	-	-	-	32	30
CORAL SWORD					-				200	-	-	7.6	119	15
WERE SWORD			-		60	8			8	200	1	-	18	15
BUNE SWORD					7.00	-				200	/ le	-	18	15
POWER STAFF			-				-	-	20	BC III			12	D
LIGHT AXE	170		-		-	-7	-	-	-		-	-	20	13
HEAL STAFF	-		-		-	-51	-	-	100	B	-	-	6	0
MAGE STAFF	100	-	1		100	13	-	10	100	100			12	30
DEFENSE	780	10			-	-	-			0.00		-	30	35
WIZAND STAFF	120		0	12	100	100	100	-	8	12-11			15	15
VORPAL	100	100	-		100	100	-		200	200	-	-	24	8
CATCLAN	1/40		-		-	-	-		1	6	-		22	35

8

WHITE

BLACK

Use this chart in determining which armor to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any armor that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

KEY TO	ON SCREEN SYMBOL
ARMOR	* GAUNTLET
SHIELD	■ BRACELET (
HELME	SHIRT



-	THE CONTRACT OF THE	1500		065	May	36.1	100	-	_	-	-	-	110	1	100	-
7/		- /	W/C	1	1	1	2/	1	01	P/	2/	P P	Black III.	21.	n/	-/
7		1	Kan K	1 1	2/3	Bare	6 2	Red M.	1	7/:	<b>3</b> /3		1/3	ABSOR	Flance	1
7	ARMOR	18	1/3	15	1	18	12	18	Page 1	MAR	Hate	Back	10	13	13	
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	NOMINA MEDICAL		H						•	100		-		4	- 11	
- 6	HAIN ARMOR			-		200	100			-	1200	-	-	15	15	
	ROM ARMOR			-		-		-	-			-	-	24	23	
	TEEL ARMOR		90	-	1.4	1-0	-	-	-		-			34	33	
- 3	LVER ARMOR					-								18		
	LAME ARMOR			- 10		1.6	S.m.	-			THE REAL PROPERTY.		-	34.	10	
	CE ARMOR			200		100	100	-	-	(Seed)	STATE OF THE PARTY.	- 14	-	34	10	
	MAL ARMOR	THE REAL PROPERTY.	200	-	-	-	-	-	-			-	-	42	10-	To the last of
	HAGON ARMOR	2000	10.00	-	-		-	-	-	Cetti	55	-	-	42	10	
	OPPER BRACELET	-	1	:		710		•		17.00				A	- 5	
	LIVER BRACELET								•	000				15	-	
	MAL BRACELET		120	:	:				•	2.40			-	34	- 5	
	OLD BRACELET	•				-		•						24	-	
	HITE SHIRT		=		-	-	-		-	-	24			-52	3	
	VDCOCEN SHIELD	-	25	-	•	-			-					2	0	
	FON SHELD			-		-		-	-	-	200			4	0	
	LVER SHELD			-	•	-		-	-	-	20	4	-	8	0	
	AME SHELD			1	1				-		7			12	0	
	CE SHELD			-			-		-		20	-		12	0	
	PAL SHELD	1000	7	-	100		-				200		-	16	0	
	FOR SHELD	100			100	72	-		100	20		-		16	0.	
	UDGER						-			-		-	-	3	0	
	BOTECTIVE CAPE					100	-			H.	17. 15			8	2	
- 6	40		D.			-	-			10	500			1.3	8	
- 1	VOCCEN HELMET			-		-		4	(4)		<b>62</b> -55	4	CwC	3	3	
-	PON HELMET		7.0	-		200		-	-	123		-	-	5	5	
	ILVER HELMET	50 m	10.00	-				-04				- 10	-	6	3	
	YAL HELMET	100	100.00	-	+		50	-	-	-	20	-	-	8	3	
	EAL HELMET	141		- 4		100		-	ALL	SEM-1		-	000	6	3	
	HEBON	6 <b>0</b> 11				100,000	100	•	•		SEC. 15			1	3	
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	OPPER GAUNTLET	20	10	-	•		-	4		-	-			2	3	
	RON GAUNTLET		100	-		-	-			-	-	-	-	4	- 5	
	SLVER GAUNTLET	100							-			-	-	6	3	
	EUS GAUNTLET			-		-	-			-	200	*	. 8	-	1	
	OWER GAUNTLET		•			-	-		*	320	E	+	-	8	-2-1	
	PAL GAUNTLET	-												8	-	
_	HOTELTIVE RING	100			I VA	100	100	100	-	Section.	Section 2	-	-	_	-	