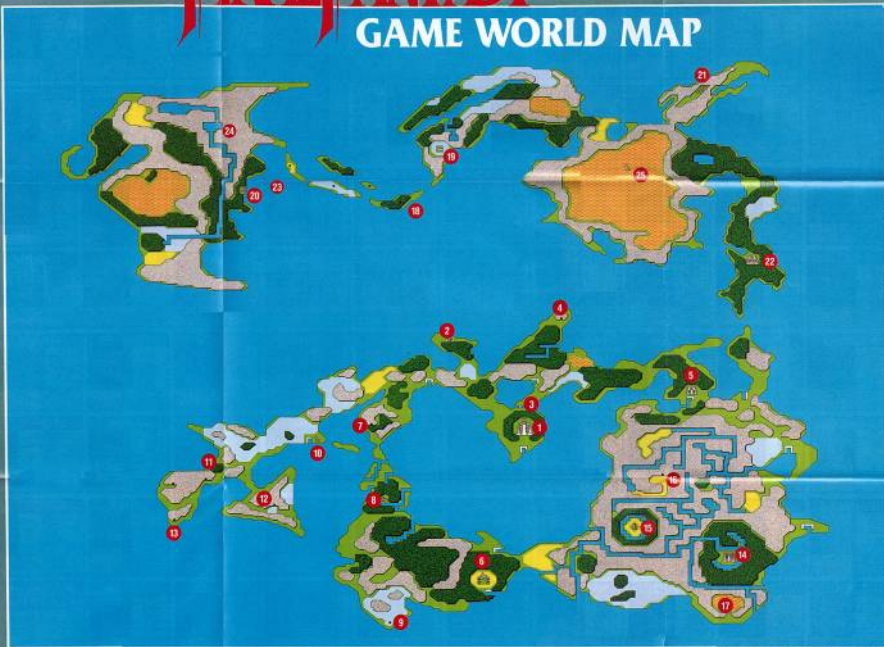


2 TEMPLE OF FIENDS**1 CASTLE & TOWN OF CONERIA**

FINAL FANTASY

GAME WORLD MAP

Here is a map of the entire Final Fantasy overworld. Surrounding the map is a list of most of the places that you will journey to.

27 ???**28 ???****3 NORTH BRIDGE****4 MATOYA'S CAVE****5 PRAVOKA****6 ELFLAND AND THE CASTLE OF ELF****7 DWARF CAVE****8 NORTHWEST CASTLE****9 MARSH CAVE****10 MELMOND****11 TITAN'S TUNNEL****12 EARTH CAVE****13 SARDA'S CAVE****14 CRESCENT LAKE****15 GURGU VOLCANO****16 ICE CAVE****26 MIRAGE TOWER****25 WATERFALL****24 SEA SHRINE****23 LEFEIN****22 GAIA****21 ONRAC****20 CASTLE OF ORDEAL****19 CARDIA ISLANDS****18 RYUKAHN DESERT**

FINAL FANTASY

Enemy Identification Chart

This is a monster identification chart that will help you as you play Final Fantasy. Included is each monster's full name as well as each monster's vital statistics. Use this information to plan your battle strategies. Pay careful attention to the "Monster's Hit Points" section. It will help you determine whether or not you will be able to defeat a group of enemies. If you find a particular enemy's weakness, you may wish to add it to the chart for future reference.

Experience Points for Defeating

Monster's Hit Points

Monster's Weak Point(s)

Intellective Attacks

Monster Name

Gold Obtained for Defeating

Monster's Average Attack Points

Monster's Special Attack(s)

AGAMA	AIR	ANKYLO	ARACHNID	ASP	ASTOS	BADMAN	BIGEYE	BLUE DRAGON	BONE	BULL
1200 607 33 45 100 100 100 100	1114 607 33 33 100 100 100 100	2610 332 33 33 100 100 100 100	50 50 50 50 100 100 100 100	100 100 100 100 100 100 100 100	2700 200 200 200 100 100 100 100	180 180 180 180 100 100 100 100	2001 200 200 200 100 100 100 100	2076 2000 454 100 100 100 100 100	0 0 0 0 10 10 10 10	499 499 164 164 164 164 164 164
AGAMA	AIR	ANKYLO	ARACHNID	ASP	ASTOS	BADMAN	BIGEYE	BLUE DRAGON	BONE	BULL
2400 1000 100 100 100 100 100 100	1600 1000 100 100 100 100 100 100	1100 1000 100 100 100 100 100 100	2500 1000 100 100 100 100 100 100	1100 1000 100 100 100 100 100 100	4000 1000 100 100 100 100 100 100	180 180 180 180 100 100 100 100	63 63 63 63 100 100 100 100	1106 1000 100 100 100 100 100 100	2700 2000 454 100 100 100 100 100	499 499 164 164 164 164 164 164
CARIBE	CATMAN	CEREBUS	CHIMERA	COBRA	COCTRICE	CRAWL	CREEP	EARTH	EVILMAN	EYE
2400 1000 100 100 100 100 100 100	1600 1000 100 100 100 100 100 100	1100 1000 100 100 100 100 100 100	2500 1000 100 100 100 100 100 100	1100 1000 100 100 100 100 100 100	4000 1000 100 100 100 100 100 100	180 180 180 180 100 100 100 100	63 63 63 63 100 100 100 100	1106 1000 100 100 100 100 100 100	2700 2000 454 100 100 100 100 100	499 499 164 164 164 164 164 164
FIGHTER	FIRE	FROST DRAGON	FROST GATOR	FROST GIANT	FROST WOLF	GARGOYLE	GARLAND	GAS DRAGON	GATOR	GEIST
2400 1000 100 100 100 100 100 100	1600 1000 100 100 100 100 100 100	1100 1000 100 100 100 100 100 100	2500 1000 100 100 100 100 100 100	1100 1000 100 100 100 100 100 100	4000 1000 100 100 100 100 100 100	180 180 180 180 100 100 100 100	63 63 63 63 100 100 100 100	1106 1000 100 100 100 100 100 100	2700 2000 454 100 100 100 100 100	499 499 164 164 164 164 164 164
GHOST	GHOUL	GIANT	GREAT PEDE	GREEN MEDUSA	GREEN OGRE	GREY IMP	GREY NAGA	GREY SHARK	GREY WOLF	GARGOYLE
500 300 180 30-180	93 30 180 30-180	879 300 330 30-180	2000 300 330 30-180	1218 300 330 30-180	282 300 330 30-180	18 300 330 30-180	3489 300 330 30-180	250 300 330 30-180	22 300 330 30-180	132 300 330 30-180
GHOST	GHOUL	GIANT	GREAT PEDE	GREEN MEDUSA	GREEN OGRE	GREY IMP	GREY NAGA	GREY SHARK	GREY WOLF	GARGOYLE
150 80 30 30-180	231 30 180 30-180	0 300 330 30-180	6777 300 330 30-180	1844 300 330 30-180	60 300 330 30-180	829 300 330 30-180	1056 300 330 30-180	1184 300 330 30-180	22 300 330 30-180	132 300 330 30-180
IGUANA	IMAGE	IMP	IRONGOL	JIMERA	KYZOKU	LOBSTER	MADPONY	MAGE	MANCAT	MANTICOR
150 80 30 30-180	231 30 180 30-180	0 300 330 30-180	6777 300 330 30-180	1844 300 330 30-180	60 300 330 30-180	829 300 330 30-180	1056 300 330 30-180	1184 300 330 30-180	22 300 330 30-180	132 300 330 30-180
IGUANA	IMAGE	IMP	IRONGOL	JIMERA	KYZOKU	LOBSTER	MADPONY	MAGE	MANCAT	MANTICOR
300 300 300 30-180	2250 300 330 30-180	3189 300 334 30-180	1772 300 330 30-180	1224 300 330 30-180	40 300 330 30-180	180 300 330 30-180	252 300 330 30-180	1184 300 330 30-180	22 300 330 30-180	132 300 330 30-180
MUMMY	NAGA	NAOCHO	NITEMARE	OCHO	ODDEYE	OGRE	OOZE	PEDE	PERILISK	PHANTOM
300 300 300 30-180	2250 300 330 30-180	3189 300 334 30-180	1772 300 330 30-180	1224 300 330 30-180	40 300 330 30-180	180 300 330 30-180	252 300 330 30-180	1184 300 330 30-180	22 300 330 30-180	132 300 330 30-180
MUMMY	NAGA	NAOCHO	NITEMARE	OCHO	ODDEYE	OGRE	OOZE	PEDE	PERILISK	PHANTOM
500 300 180 30-180	93 30 180 30-180	879 300 330 30-180	2000 300 330 30-180	1218 300 330 30-180	282 300 330 30-180	18 300 330 30-180	3489 300 330 30-180	250 300 330 30-180	22 300 330 30-180	132 300 330 30-180
RED CARIBE	RED DRAGON	RED GARGOYLE	RED GIANT	RED HYDRA	RED SAHAG	ROCKGOL	SABER TOOTH TIGER	SAHAG	SAND WORM	SAURIA
500 300 180 30-180	93 30 180 30-180	879 300 330 30-180	2000 300 330 30-180	1218 300 330 30-180	282 300 330 30-180	18 300 330 30-180	3489 300 330 30-180	250 300 330 30-180	22 300 330 30-180	132 300 330 30-180
RED CARIBE	RED DRAGON	RED GARGOYLE	RED GIANT	RED HYDRA	RED SAHAG	ROCKGOL	SABER TOOTH TIGER	SAHAG	SAND WORM	SAURIA
230 70 30 30-180	84 30 180 30-180	850 300 330 30-180	850 300 330 30-180	4000 300 330 30-180	30 300 330 30-180	287 300 330 30-180	1101 300 330 30-180	802 300 330 30-180	180 300 330 30-180	1180 300 330 30-180
SCORPION	SCUM	SEASNAKE	SEATROLL	SENTRY	SHADOW	SHARK	SLIME	SORCEROR	SPECTER	SPHINX
230 70 30 30-180	84 30 180 30-180	850 300 330 30-180	850 300 330 30-180	4000 300 330 30-180	30 300 330 30-180	287 300 330 30-180	1101 300 330 30-180	802 300 330 30-180	180 300 330 30-180	1180 300 330 30-180
SCORPION	SCUM	SEASNAKE	SEATROLL	SENTRY	SHADOW	SHARK	SLIME	SORCEROR	SPECTER	SPHINX
3 0 10 10-20	438 130 130 75-148	7000 600 600 115-230	621 300 330 30-180	308 300 330 30-180	1000 300 330 30-180	1962 300 330 30-180	1962 300 330 30-180	136 300 330 30-180	278 300 330 30-180	1180 300 330 30-180
SPIDER	TIGER	T REX	TROLL	TYRO	VAMPIRE	WARMECH	WATER	WEREWOLF	WIZARD	WIZARD MUMMY
3 0 10 10-20	438 130 130 75-148	7000 600 600 115-230	621 300 330 30-180	308 300 330 30-180	1000 300 330 30-180	1962 300 330 30-180	1962 300 330 30-180	136 300 330 30-180	278 300 330 30-180	1180 300 330 30-180
SPIDER	TIGER	T REX	TROLL	TYRO	VAMPIRE	WARMECH	WATER	WEREWOLF	WIZARD	WIZARD MUMMY
223 70 30 30-180	880 300 330 75-148	3000 600 600 115-230	621 300 330 30-180	308 300 330 30-180	1000 300 330 30-180	1962 300 330 30-180	1962 300 330 30-180	136 300 330 30-180	278 300 330 30-180	1180 300 330 30-180
WIZARD OGRE	WIZARD SAHAG	WIZARD VAMPIRE	WOLF	WORM	WRAITH	WYRM	WYVERN	ZOMBIE	ZOMBULL	ZOMBIE DRAGON
223 70 30 30-180	880 300 330 75-148	3000 600 600 115-230	621 300 330 30-180	308 300 330 30-180	1000 300 330 30-180	1962 300 330 30-180	1962 300 330 30-180	136 300 330 30-180	278 300 330 30-180	1180 300 330 30-180
WIZARD OGRE	WIZARD SAHAG	WIZARD VAMPIRE	WOLF	WORM	WRAITH	WYRM	WYVERN	ZOMBIE	ZOMBULL	ZOMBIE DRAGON

CHAOS

0
0
2000
100-200

plus plus

plus

This is CHAOS
The battle with him is entirely up to you. Do not fear, you can prevail!

FINAL FANTASY

Dungeon Maps

These maps will help you get through some of the treacherous dungeons in Final Fantasy.

Marsh Cave

This is where the Lone King has directed you to look for the CROWN.

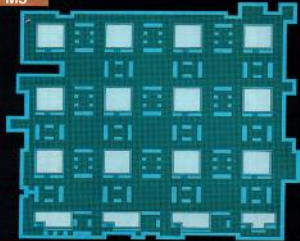


M2-B

M2-A



M3



E1



E3



E2

E4



Earth Cave

The residents of Melmond said that this is the source of the earth's rotting. You'll battle the Earth Fand here.

G1



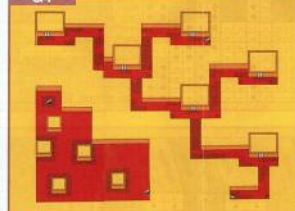
G2



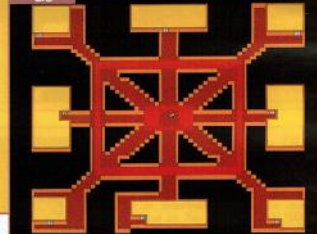
G3-B



G4



G5



I2-B



I3-A

Ice Cave
An apprentice Sage has hinted that this is where the FLOATER can be found.

I3-B



E5



I2-A



