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.
# 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 Average Attack Points
- Monster's Weak Points

<table>
<thead>
<tr>
<th>Monster Name</th>
<th>Gold Obtained for Defeating</th>
</tr>
</thead>
<tbody>
<tr>
<td>GHOST</td>
<td></td>
</tr>
<tr>
<td>GIANT</td>
<td></td>
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<tr>
<td>GREAT PEDE</td>
<td></td>
</tr>
<tr>
<td>GREED YETA</td>
<td></td>
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<tr>
<td>GREED ZOOG</td>
<td></td>
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</tbody>
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### CHAOS
- The battle with him is entirely up to you. Do not fear, you can prevail!
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.

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

**Gurgu Volcano**
Fire Cave
According to the Sage in the town of Crescent Lake, this is where the Fire Fiend can be found.

**Ice Cave**
An apprentice Sage has hinted that this is where the Plomerin can be found.
### Magic

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 the magician's inventory.

**AFFECTS**

- **ONE ALLY**: This spell will affect the Light Warrior of your choice.
- **ALLY PARTY**: This spell will affect all 4 Light Warriors.
- **CASTER**: This spell will only affect the magician and cast a spell.
- **ONE ENEMY**: This spell will affect only one member of the enemy party.
- **ENEMY PARTY**: This spell will affect the entire enemy party.

### Weapons

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**

- **SWORD**
- **AXE**
- **HAMMER**
- **STAFF**
- **DAGGER**
- **NUNCHUCK**

### Armor

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 SYMBOLS**

- **ARMOR**
- **GAUNTLET**
- **SHIELD**
- **BRACELET**
- **HELMET**
- **SHIRT**